

# ATS PARA 16:NO BETTER SPOT TO DIE - Conversion 5/20/2006



**LA FIERE, 7 JUNE 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the ASL Module Paratrooper is necessary for play as is Advanced Tobruk and at least one of Against All Odds, DDay Rangers or Dark December. Please refer to Paratrooper Scenario 16 for the historical background to this scenario as well as its aftermath.

ATS on The Table - <http://www3.telus.net/public/larsent/>



Remnants of Company A, 1<sup>st</sup> Battalion, 505<sup>th</sup> Parachute Regiment: set up first on board 24

7 6 7	2 5 9	1 1 7	MMG 1917	LMG 1919	LMtr 60D	LAT Baz 44	HAT 57B	Foxhole
6	1	2	1	4	1	3	1	6



Elements of the 1057<sup>th</sup> Grenadier Regiment and tanks of the 100<sup>th</sup> Panzer Regiment: setup on/west of row BB.

6 5 7	1 1 7	MMG MG34	LMG MG34	LMtr 50D	Pz 35R 731
13	3	2	3	2	4

## VICTORY CONDITIONS

The Germans win if they control at least 3 building hexes on board 24 at game end.

## SPECIAL SCENARIO RULES

- Spotting Conditions are Average.
- There is no Valley or Hill terrain or J2-J3 cliff Hex side; treat such hexes as ground level. Place a Roadblock in 24F6 on the F6-E6 hex side and place a wreck in 24E6.
- Should either side have less than half of its original unbroken squads the end of the End of Turn segment, that sides best unbroken leader must make an immediate Morale check. This Morale check has no effect whatsoever except that if it is failed, or if that side has no surviving unbroken leaders, that side must request a truce which will end the game if the other side accepts.
- The American player may use Hidden setup for 1 squad and any Leader and any L or M weapons that sets up with it.

## BALANCE

- ✚ Change 3 to 2 in the VictoryConditions
- ☆ Change 3 to 4 in the VictoryConditions

## TURN RECORD TRACK

1	2	3	4	5	6
7	8	9			

## MAP LAYOUT

