

ATS PARA 18:THE ROADBLOCK - Conversion 6/22/2006



NEUVILLE-AU-PLAIN, 6 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 18 for the historical background to this scenario as well as its aftermath.

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



Elements of Company D, 2nd Battalion, 505th Parachute Regiment: set up with no more than one squad per hex on boards 24 or 2 on/north of hexrow Q using Hidden setup at the US players option

7 6 7	2 5 9	1 1 8	1 1 7	MMG 1917	LMG 1919	LAT Baz 44	HAT 57B	Road Block
5	1	1	1	1	3	3	1	1

Platoon of Company E, 2nd Battalion, 505th Parachute Regiment enter as per SSR3

7 6 7	2 5 9	1 1 7	LMG 1919	LMtr 60D	LAT Baz 44
5	1	1	2	1	3



Company 3, 1058th Grenadier Regiment, 91st Airlanding Division: enter on 4I1 on turn 1

6 5 7	1 1 7	MMG MG34	LMG MG34	LMtr 50D	PzIVe	Marder I
19	5	2	4	2	1	1

VICTORY CONDITIONS

The Germans win BY exiting at least 27 Victory Points (SSR3) off the sought edge of board 24.

SPECIAL SCENARIO RULES

- Spotting Conditions are Average.
- All valley/hill hexes are considered ground level; cliff hex sides 24J2-J3 does not exist. All Hedges and wall not inside the Valley depiction are treated as bosage.
- Starting on Turn 5 the American player may roll once per game turn during the Fire and Movement Segment for reinforcements which will arrive on any dice roll that is at least 2 less than the current turn number. The American reinforcements must enter on/adjacent to the road in 24A5-A6, but may expand this allowable entry area four hexes in either direction around the perimeter of the play area for every turn after turn 5 in which they arrive in. However all reinforcements must arrive within four hexes of each other. The arrival of reinforcements cancels Special rule 4. For every 2 German squads or 1 AFV exited off the southern edge of board 24, the American reinforcement dice roll is subject to a +1 modifier. The number of victory points the Germans needs to exit is increased by one for each Reinforcement die roll failed by the US Player, up to a max of 4 increase. The US reinforcements enter automatically on turn 9 if not previously received.
- Starting on turn 2, the German player may not move more unbroken/surrendered squads during each Fire and Movement segment than the number rolled on a secret dice roll made as the first act of each Movement and Fire Segment. This secret dice roll is modified by +1 for every 1 currently broken/surrendered/eliminated US squad. AFVs and any passengers or squads that move with a leader throughout the entire movement segment are not so restricted. The German secret dice roll is revealed only at the end of the Fire and Movement Segment.

BALANCE

✚ Extend the game to 13 turns.

☆ The German Movement Secret DR is subject to a -1 modifier.

TURN RECORD TRACK

1	2	3	4	5	6
7	8	9	10	11	12

MAP LAYOUT

