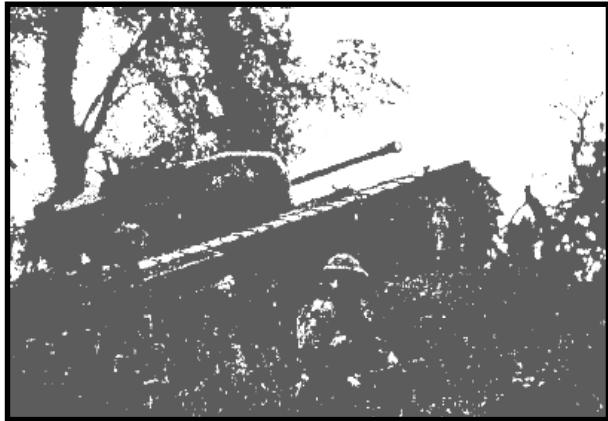


ATS Tac7 Trap in Carpiquet - ATS Conversion 05/22/2006



CARPIQUET, FRANCE, 4 July, 1944: Since the invasion, the English and Canadians had not advanced north of Caen. Their advance was slow and costly, but this pressure tied up many German troops and made it possible for the Americans to advance in the west. Before attacking Caen directly, the 1st British army corps decided to cut off the town a bit more and entrusted the 3rd Canadian DI with capturing the airfield immediately to the west of Caen: this was known as operation "Windsor". The Canadians were determined to drive out of the already strongly bombarded village the well dug-in cut-off SS holding it. Well supported by tanks, the infantry of North Shore and the De la Chaudière Regiment rushed forward to attack the ruined village held by a few SS squads. The SS, exhausted after a month of uninterrupted combat, fiercely defended themselves, but the clearing of the village had begun. To the south, the Royal Winnipeg Rifles attacked the airfield but progressed slowly. After the tanks vainly tried to clear a path through the rubble-filled streets, and some (including a Crocodile) exploded from mines, they emerged on the plain and rushed toward the airfield. There, waiting concealed in hangers were a Panther and 88 guns which dissuaded them from advancing farther. At the end of the day, the village was taken, but not the airfield. That would fall on July 8 and Caen on July 9. ASL Design: Jean Lasnier



Elements of the 1st Battalion, 26th Regiment, 12th SS Panzer Division, Set up first on boards 4 and 14 on/south of hexrow X and/or on board 12 on/south of hexrow J.

7 5 8	1 1 7	MMG MG42	MMG MG34	LMG MG34	LAT Pf	Pz Vg	HAT Flak 18	Hedgehog
11	4	1	1	4	3	2	1	4



Elements of the North Shore, De la Chaudière, Royal Winnipeg Rifles regiments of the 10th armored regiment Enter on turn 1 along the northern edge

6 5 8	5 5 7	1 1 8	1 1 7	MMG Vickers	LMG Bren	LMtr 51	LAT Piat	Sherman VC	M4A4	Crocodile
15	8	1	4	2	3	2	3	1	6	1

VICTORY CONDITIONS

Before German setup, the Canadian player must secretly note one of the two following VCs: control all buildings adjacent to the airfield runways, or control all multi-hex masonry buildings (even if rubble) on board 12. The Canadian player wins immediately when fulfilling the chosen VC.

SPECIAL SCENARIO RULES

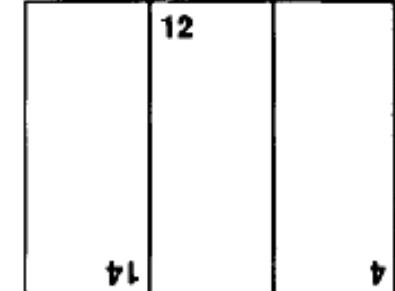
1. Spotting Conditions are Average. Building Hex 12R7 has a +10 level and roof only, LOS is possible through the hex at 0 level indicated by the dashed line
2. For every building hex on/between hexrow L and W on board 12, place a Rubble marker in that hex on a die roll of 3 or less. Moreover, for any multi-story building hex that creates a Rubble marker, roll 1 white and 1 colored die. On a white die roll of 5 or less place another Rubble marker in an adjacent hex as determined by the colored die. Starting with the hex to the North count around the rubbed hex by the value of the colored die and place the new rubble marker.
3. All hedge hexsides are bocage hexsides.
4. One German squad may use Hidden setup, along with any L/M Weapon and/or Leader stacked with them.
5. The Germans receive 3 AT Mine Factors and 3 AP Mine Factors at setup.
6. Required AFV Marker and Data Card available at the ATS On The Table website.

BALANCE

● Add a Vickers MMG to the Canadian OB

✚ 2 German squads plus any leaders or L/M weapons stacked with them may use Hidden Setup

MAP LAYOUT



TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10	11
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