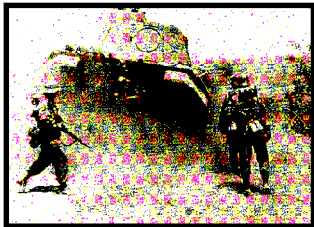


ATS WO4 I Don't like Retreating ATS Conversion 02/22/2011



Nuenen, The Netherlands 20 September 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and Darkest December are necessary for play as are ASL boards 54 & 63. Please refer to scenario WO4 for the historical background to this scenario as well as its aftermath. ASL design by Brian Youse.

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



Elements of 15/19 King's Royal Hussars and E Co. 506th Para Inf Reg. 101st Airborne Div setup first as per SSR 3.

767	565 f	259	118	117	LMG	LAT Baz	LMtr
8	2	3	1	2	2	1	1

Crom IV
6



Elements of 107 Pz Bde enter on Turn 1 along the east edge, having already expended 1 MP (Inf) or 3 MP (vehicles) and/or after Turn 1 with full MP allowance.

657	455 f	117	LMG MG34	LAT Pf	LAT Psk	Pz Vg	Jg Pz IV	Sd 251 smg	Sd 251
12	2	3	3	4	1	2	1	2	3

VICTORY CONDITIONS

The Germans win at game end by exiting ≥ 25 VP off the north edge provided the Americans have amassed ≤ 32 VP.

SPECIAL SCENARIO RULES

- Spotting conditions are Average.
- All hedges are Irrigation Ditches. Inf 1+COT to cross hexside. If the unit pays an additional 1MP to enter a hex with ≥ 1 Ditch hexside OR starts the turn in the hex it is considered to be in the Ditch and receives a +1/1L mod, not cumulative with other terrain mods. Vehicle costs 2 MP+COT to cross a Ditch hexside and roll on IM table.
- British AFVs must set up in Road hexes 54Q3, R3, S4, S5, S6 & T6. With Vehicle covered Arc facing northeast. American units must set up in/adjacent to these road hexes.

BALANCE

- ✚ Exchange a 117 for a 118
- ☆ All German Units must enter on Turn 1.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

Only K-GG are playable

