



# ATS A032 Zon With The Wind

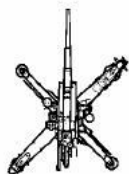
(ATS Conversion 02/10/2009)

**Zon, Holland, 17 September 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of any late war Western Front ATS title, and any ATS title with German 6|5|7 counters, is necessary for play as is ASL A032. Please refer to scenario A032 for the historical background to this scenario as well as its aftermath.  
ATS scenario conversion by: Ian Sutherland, Ver. 1.2

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



**Elements of Selbständige FlaK Batterie (Att.), Flieger Division 7** set up on any hex numbered "3" or greater:



6 5 7	1 1 7	LMG MG34	H AA FlaK 18	Weapons Pit
5	3	2	2	2



**Elements of 1<sup>st</sup> Battalion, 506<sup>th</sup> Parachute Infantry Regiment** enter on Turn 1 on/between G1 and K1:

7 6 7	2 5 9	1 1 7	Baz 43-44
4	1	1	1



Enter on Turn 2 on/between M1 and U1:

7 6 7	2 5 9	1 1 8	1 1 7	L MG M1919	Baz 43-44
7	2	1	1	1	2

## VICTORY CONDITIONS

The American Player wins immediately upon Exiting ≥ 10 VP off hexes P10-R10.

## SPECIAL SCENARIO RULES

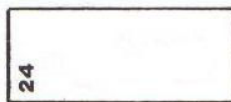
- Spotting Conditions are Average.
- German 88mm AA guns must set up in gun pits, and are hidden as per 6.8
- The German player may place up to 5 dummy FOW 5/8" counters within any location during initial setup (e.g. use non-German or American counters). These counters are lost if the units in the location moves, fires, or sustains a C1+ result.

## BALANCE

✚ Add one 6|5|7 to the German OB.

☆ Add one US 7|6|7 to the Turn 1 entering Element.

## MAP LAYOUT



## TURN RECORD MARKER

1	2	3	4	5	6
☆	☆				