

# ATS AN59 Misty Morning – ATS Conversion 11/03/2009



**Stoumont, Belgium, 19 December, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and Darkest December are necessary for play as is ASL Module Kampfgruppe Peiper I. Please refer to ASL News Scenario #59 for the historical background to this scenario as well as its aftermath. ASL Design by Pedro Ramis.



Set up first  
within 3 hexes  
of L21

M4A1
4

Elements A Co., 3<sup>rd</sup> Batt, 119 Inf Reg, 823<sup>rd</sup> TD Batt.  
of 743 TK Batt and C Battery, 143<sup>rd</sup> AA Gun Batt: Robinson's House Strongpoint, set up first within 4 hexes of E21.

767	656	259	118	117 with courage	LAT Baz	MMG 1917	LMG 1919	AT Mine Counters
1	2	2	1	1	2	1	1	3

HAT M1	HAT PaK 40	Foxhole	656	259	117	LAT Baz	MMG 1917	LMG 1919	LMtr 60D
2	1	3	10	3	3	2	1	3	2

Elements of KGP enter on turn 1 on the east edge between D28 and O28 and/or later on any east edge hex of the playing area.

758	828	657	118	117	MMG MG34	LMG MG34	Satchel Charge	LMtr 50D	LAT Psk	LAT Pf
9	3	3	1	4	1	4	1	1	2	6



Pz Vlb	Pz Vg	Pz IVj	Flak Pz IV	Sd 251
1	6	1	1	3

## VICTORY CONDITIONS

The first player to reach a Casualty Victory point total at least 40 VPs more than his opponent wins immediately. For this purpose, each player must add the number of Location VPs to his Casualty VP total. Otherwise the German wins at the end of the game if he controls at least 5 Location VPs.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Fog.
2. All foxholes must be occupied by at least 1 squad or crew.
3. One American M4A1 must be secretly designated as equipped with a bow mounted Flamethrower, range 2 hexes, 30 GF instead of a Bow machine gun.
4. None of the US M5 HATs may use hidden set up or set up in buildings.
5. US units may freely exit the playing area through any west edge hex without being counted as casualties, starting on turn 5.
6. Hex M19, the schoolhouse, was historically chosen for the US HQ location. This location is therefore given a special 1 Location VP value.
7. The PaK40 HAT gun in the US OOB is a captured weapon.
8. The US 90B HAA gun marker is available at the ATS on the Table Website.
9. The Flak Pz marker and Data Card are available at the ATS On the Table Website.
10. See KP special rules in the BW.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8
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## BALANCE

★ Allow 1 US M5 HAT to use hidden setup.

✚ Add a Flame Thrower to the German OOB.

**MAP LAYOUT** Only hexes number greater than 17 and less than 29 in hexrows A thru T are playable.

