

# ATS AP 39 Old Hickory ATS Conversion 03/15/2010



**Mortain, France, 7 August 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 10, 54 and 55. Please refer to scenario AP39 for the historical background to this scenario as well as its aftermath. ASL design by Pete Shelling.

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



Elements of 2<sup>nd</sup> Batt. 120th Inf Reg set up first on Board 10

656	259	118	117	MMG 1917	LMG 1919	LAT Baz	Road Block	Foxhole
9	3	1	2	1	4	3	1	3

Elements of 2<sup>nd</sup> Batt, 120th Inf Reg set up first on Board 10 and/or 54.

HAT 57B
1

C Company enter on Turn 4 along the north edge.

656	259	117	LMG 1919	LAT Baz
4	1	2	2	1



Elements of 3<sup>rd</sup> Reg, 2ns SS Pz Div enter on Turn 1 along the south edge.

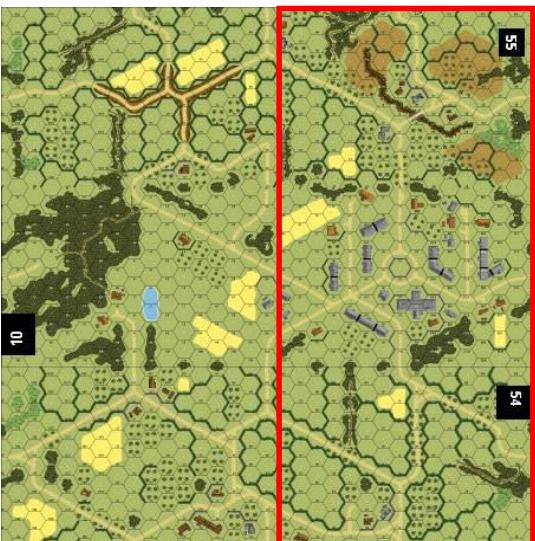
859	119	118	LMG MG34	LAT Psk	LAT Pf	Satchel Charge	ETC	Pz Vg	Pz IVH
9	1	2	3	1	3	1	1	2	2

## VICTORY CONDITIONS

The Germans win at game end if all Level+20 locations of buildings 10U8 and 10Z2 are devoid of non broken/surrendered American squads or crews.

## MAP LAYOUT

Only hexrows A-P on boards 54 & 55 and hexrows R-GG on board 10 are playable.



## SPECIAL SCENARIO RULES

1. Spotting conditions are Night.
2. All Hedges are Bocage. Place Overlays as follows X12 10U3/U4, X15 10AA3/Z2, X18 10W2/X1 and X19 10U8/U9.
3. Prior to all setup, players place 2 flame markers, alternately, in any Level+0 location on Board 10 starting with the German Player.
4. All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect. All crews are SS 2|3|9, including vehicles.

## BALANCE

⊕ Exchange the MMG MG34 for an MMG MG42.

☆ Exchange the 57B HAT for a 76B HAT

## TURN RECORD MARKER

1	2	3	4	5	6	7
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