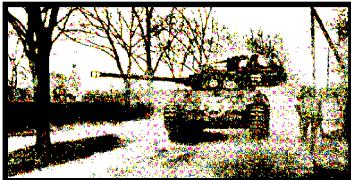


ATS AP 61 DESOBRY DEFIANT

ATS Conversion 01/14/2013



Noville, Belgium, 19 December 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk, Darkest December and Parkers Crossroads are necessary for play as are ASL boards 33, 43 & 1a. Please refer to scenario AP61 for the historical background to this scenario as well as its aftermath. ASL design by Gary Fortenberry.

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

Elements of Team Desobry, 10th Armored Div, plus ad hoc elements of 158th Engineer Batt and of CCR, 9th Armored Div set up first on/south-of hexrow DD



859	656	545 f	259	118	117	MMG .50 cal	LMG	Lat Baz	LMtr	Satchel Charge
2	8	2	4	1	2	1	4	2	1	1

AT Mine	FO	ETC	M4A3 76W	M4A1 76W	M7 HMC	M8 37A	HAT 57B	Road Block
1 counter	1	1	1	2	1	1	1	2

Elements of the 609th Tank Destroyer Batt enter along the south edge per SSR 6

ETC	M18
1	2

Elements of 3rd Pz Reg and of 1st Batt 2nd Pz Gren Reg set up second on board(s) 43/33 on/north-of hexrow BB on/adjacent-to road hexes



758	657	118	117	MMG MG34	LMG	LAT Psk	LAT Pf	Satchel Charge
6	12	1	3	1	3	2	6	2

ETC	Pz IVj	Pz VG	Stug IIIG L	Sig II 150D	Sd 251-9 75D	Sd 251
1	4	3	3	1	1	6

VICTORY CONDITIONS

The Germans win immediately upon exiting ≥ 40 VP (at least 12 VP must be squads) off the south edge provided no Combat effective American squad is within 5 hexes of 1aN10.

SPECIAL SCENARIO RULES

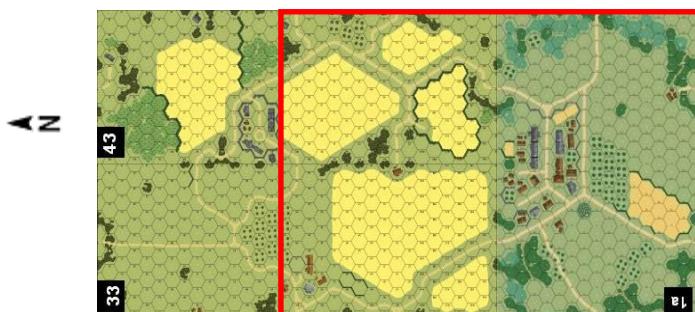
1. Spotting Conditions are Hazy and Mud is in effect. Mud - To reflect the muddy conditions all units must pay COT+ additional $\frac{1}{2}$ a MP per hex and vehicles must make an IM roll (-1 drm) for each hex entered unless moving adjacent to a road hex or using a road or INF entering a building, woods or rubble hex. Building 1aK9 is a Church with a +20 Level Steeple.
2. The Germans have an Offboard Observer at +30 Level in either an east-edge hex on/north-of hexrow Y or a north-edge hex, secretly recorded prior to setup. He may access a 105mm OBA (HE/Smoke). Pz IVs and Stug IIIs are equipped with Schuerzen, +2 AF on all flank hits, and may set up marked with Continuous Movement.
3. The three M4 based American AFVs are equipped with a Gyrostabilizer, A gyrostabilizer provides the vehicle with a -2 mod to all HPT rolls. Up to 2 American AFVs may use Hidden setup in eligible terrain.
4. The 859s are Combat Engineers. The American FO may access an 80mm OBA (HE/SMOKE) with Registration Hex.
5. Prior to all set up place 5 rubble markers in the nearest uppermost non rubble building location, randomly from 1aN10. roll 2d6, 1 die for direction and 1 die for distance.
6. Beginning on Turn 2, the American player makes a reinforcement d6 roll at the start of each turn until the units arrive. The American reinforcements enter on a d6 \leq the current Turn number, or on Turn 4, whichever comes first.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

Only hexrows Q-GG are playable on boards 33 and 43



BALANCE

- ⊕ No American AFV may use Hidden setup.
- ☆ Replace 40 exit VP with 48 in the VCs.