

# ATS AP 71 Head in the Noose ATS Conversion 01/23/2012



**Arry, France, 10 September 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and US markers are necessary for play as are ASL boards 42 & 62. Please refer to scenario AP71 for the historical background to this scenario as well as its aftermath. ASL design by Chas Argent

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



Elements of B & C Co., 1<sup>st</sup> Batt, 10<sup>th</sup> Inf Reg set up first on bd 62 on/west of hexrow Y

767	656	117	MMG 1917	LMG 1919	LAT Baz
2	6	2	1	3	2

Infantry enter on Turn 3 along the west edge

I1

656	454 f	117	LAT Baz
1	1	1	1

767	117	LMG 1919	Satchel Charge
1	1	1	1

Gun G1

MMtr 81D
1

G2

HAT 57B
1



Elements of 37<sup>th</sup> SS Pz Gren Reg, 17<sup>th</sup> SS Pz Gren Div enter on Turn 1 along the East edge

748	118	LMG MG34	Stug IIIG L	Sd 251-7 81D
9	2	2	1	1

German Groups enter as noted along the east edge.

A Enter on Turn 3

Pz IVj
1

B Enter on Turn 4

748	118	LMG MG34	Sd 251
1	1	1	1

C Enter on Turn 5

Sd 250 SMG
1

## VICTORY CONDITIONS

The Germans win at game end by amassing  $\geq 8$  VP. Each building controlled on bd 42 is worth a number of VP equal to the number of road hexes to which it is adjacent. The Americans control all buildings at start.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. Place overlay Wd12 on bd42 Z3-Z2.
2. Prior to setup, the American player may secretly select 1 Infantry Group and/or 1 Gun Group to add to his OOB. The German player is then informed of the number of Groups selected (0, 1, or 2). For each American selection the German player secretly selects one German Group to add to his OOB.
3. Any American Gun is off board (cannot be attacked in any way) but LOS and range are determined as if at Level +50 on a west edge hex secretly selected at setup. Normal TH rules apply except Covered Arc change costs do not apply.
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. German AFVs have a morale level of 9.
5. Stug IIIs and Pz IVs are equipped with Schuerzen. All Flank armor factors are +2.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8
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## MAP LAYOUT

Only hexrows R-GG on bd 42 and 62 are playable



## BALANCE

Delete 1 LAT Baz from the US at start OOB.

Replace a 117 for a 118 in the US at start OOB.