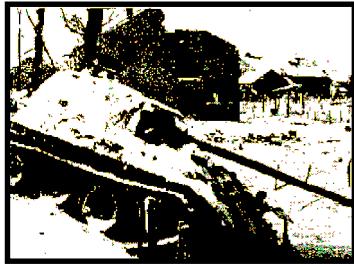


# ATS Bdf 9 Across the Aisne and Into Freineux – ATS Conversion 04/23/2013

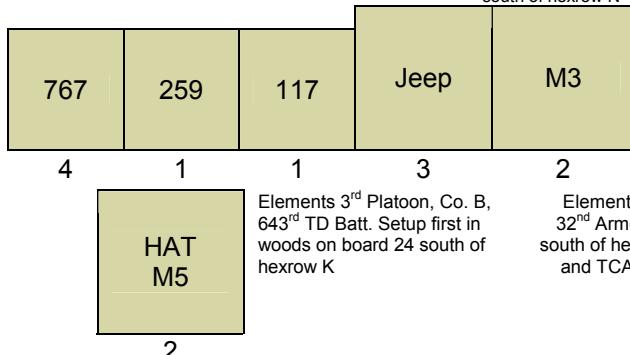


**Freineux, Belgium, 24 December 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Dark December is necessary for play as are SL boards 12 and 24. Please refer to scenario Bdf 9 for the historical background to this scenario as well as its aftermath. ASL design by Nadir El-Farra

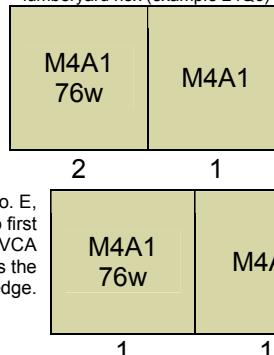
ATS on The Table - <http://www3.telus.net/public/larsent/>



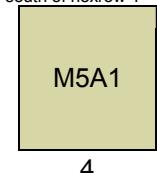
Elements of Co. D, 83<sup>rd</sup> Recon Batt. Setup first in any ground level location south of hexrow N



Elements of Co. D 32<sup>nd</sup> Armored Reg. Setup first, with one AFV adjacent to a graveyard hex, one adjacent to a wall hexside and one adjacent to a lumberyard hex (example 24Q6)

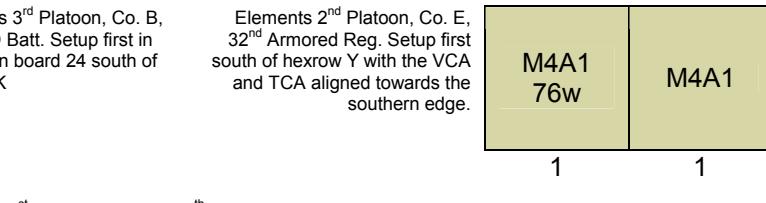


3<sup>rd</sup> Platoon, Co. C, 83<sup>rd</sup> Recon Batt. Setup south of hexrow Y

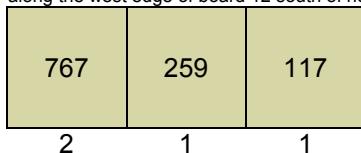


Elements 3<sup>rd</sup> Platoon, Co. B, 643<sup>rd</sup> TD Batt. Setup first in woods on board 24 south of hexrow K

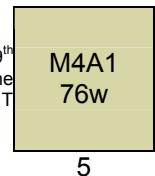
Elements 2<sup>nd</sup> Platoon, Co. E, 32<sup>nd</sup> Armored Reg. Setup first south of hexrow Y with the VCA and TCA aligned towards the southern edge.



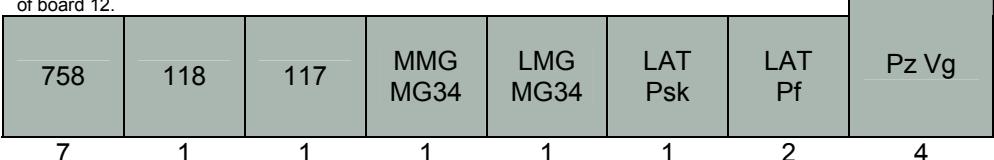
1<sup>st</sup> Platoon, Co. C, 517<sup>th</sup> Para. Inf. Reg. enter on Turn 3 along the west edge of board 12 south of hexrow Y.



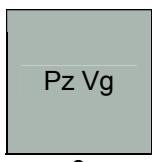
3<sup>rd</sup> Platoon, Co. C, 14<sup>th</sup> Tank Batt. 9<sup>th</sup> Armored Div. Enter on turn 4 along the west edge of board 12 north of hexrow T



1<sup>st</sup> Platoon, 2<sup>nd</sup> Co., 2<sup>nd</sup> SS Panzer Reg., 2<sup>nd</sup> SS Panzer Div. Enter on turn 1 along the north edge of board 12.



Elements 2<sup>nd</sup> Co., 2<sup>nd</sup> SS Panzer Reg., 2<sup>nd</sup> SS Panzer Div. Enter on turn 4 along the east edge north of hexrow H.



## VICTORY CONDITIONS

The Germans win at game end if there is at least one German squad in a building location south of hexrow L.

## SPECIAL SCENARIO RULES

1. Spotting Conditions are Average. Ground Snow is in effect. Vehicles – Fully tracked and all other vehicles: MIN hex entry cost is 1MP, ie road 1MP. Halftrack non road movement costs 1xCOT, Wheeled non road movement costs are 2xCOT. Personnel - movement to higher terrain is additional +1 MP cost. Place overlays OG1: 12L4, OG2 12K7-K8. Building Hex 12R7 has a +10 level and roof only, LOS is possible through the hex at 0 level indicated by the dashed line.
2. Crops are open Ground. Orchards are obscuring only, no blind hexes.
3. No vehicle may set up in a building hex.
4. The German infantry and AFVs have winter camouflage. Add +1/L to all direct fire attacks made against a German target in a non building location.
5. The Americans have one -1 ETC with the setup group Co. D 32<sup>nd</sup> Armored Reg.
6. The Germans have one -2 ETC with turn 1 German forces.

## BALANCE

★ Delete one Pz Vg from the German turn 4 reinforcement group.

✚ Add one Pz Vg from the German turn 4 reinforcement group.

## MAP LAYOUT



## TURN RECORD MARKER

1	2	3	4	5	6	7
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