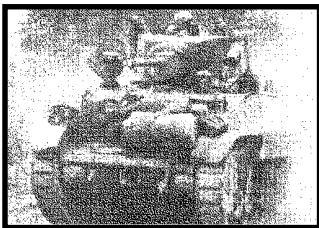


ATS G42 The Youths First Blood ATS Conversion 11/21/2024



Authie, France, 7 June 1944: The spearhead of the 3rd Canadian Infantry Division assembled at 0745 hours at the hill just north of Villon-les-Buissons, with the airfield at Carpiquet as its objective (4 km west of Caen). It consisted of the North Nova Scotia Highlanders and the Sherbrooke Fuselier. The Stuart tanks of the recon unit advanced at the point, followed by Co C of the Highlanders. The main body followed behind mounted on their Sherman tanks. Standartenfiihrer Kurt Meyer, commanding general of the 12th SS Panzer Division, observing the enemy advance from one of the towers of the Ardennes Abbey ordered Obersturmhannfiihrer Max Wunsche to attack. The point unit of the North Novas and C squadron of the Sherbrooke Fuseliers found themselves in action against several machine guns. The 6th Panzerkompanie, located immediately left of the Abbey, and the 5th Panzerkompanie started out without delay. Their fire caught the surprised enemy in the flank. Within a short time, several tanks were in flames and exploded. Lieutenant Fitzpatrick's unit dropped off infantry immediately north of Authie and lost two of its three tanks within a minute. He took position with the remaining tank in an orchard just south of Authie. There he noticed that his 17-pound gun did not work because of damage to the locking mechanism. He observed the German attack and fought it with machine-gun fire. The North Novas requested artillery support, but the observation officer reported that his artillery was still outside range. The only fire support available would be from a cruiser, but due to an error in the communications link, it could not come into action. The infantry of the North Novas withdrew to positions directly south of Villon-les-Buissons. As it turned out, only five men of C Company made it. 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, 16 and 33. ASL design by Eric Givler. ATS on The Table - <http://www.atsonthetable.com>

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Stragglers of Infantry Division 716 set up first on board 10, on/between hexrows Q-EE

657	455 f	117	LAT Pf	LMG MG34
3	2	1	2	2

3 2 1 2 2

AFV Morale 9

Elements of Panzer Regiment 25, 12ss Panzer Division enter on Turn 2 along the south edge, no Personnel may enter as passengers (see SSR 2 and 3)

859	119	118	MMG MG34	LMG MG34	LAT Pf	LAT Psk	LMtr	FO	ETC	Pz IVH
12	1	3	1	4	4	1	1	1	2	10

12 1 3 1 4 4 1 1 1 2 10



Elements of Company C, North Nova Scotia Highlanders, and of the Reconnaissance Troop, Sherbrooke Fuselier Regiment enter on Turn 1 along the north edge (see SSR 3)

658	118	117	MMG Vickers	LMG Bren	LAT Piat	LMtr	ETC	Stuart V
11	1	1	1	3	2	1	1	5

11 1 1 1 3 2 1 1 5

Elements of C Squadron, Sherbrooke Fuselier Regiment enter on Turn 3 along the north edge with all Personnel as Passengers.

658	117	LMG Bren	LMtr	ETC	Sher VC	M4A4
3	1	1	1	1	2	1

AFV morale 9

VICTORY CONDITIONS

At game end, the side having amassed the most points wins. Points are awarded at game end. The side that controls the most board 10 masonry building locations receives 1 Point. The Germans receive 1 point if they have exited ≥ 47 CVPs more than the Canadians, otherwise the Canadians receive 1 point. The Germans receive 1 point if they exit ≥ 5 tanks prior to Turn 6, otherwise the Canadians receive 1 point.

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. All buildings are Level +0 and are Level +10 LOS obstacles except hex 10 Z6 which has a Level +10 location and a Level +20 Steeple location and is a Level +30 LOS obstacle.

2. In addition to the option of entering on Turn 2, the PzIVHs may enter on/after Turn 3 along the west/south/east edges of the board on/between 16M1 and 33M10; all PzIVHs must enter on the same turn.

3. All Pz IVHs & Stuarts have their MPs halved during the turn they enter play.

4. The German FO may access a 150mm OBA (HE and Smoke). A German FO located offboard at Level +30 on 33A7 may access a 105mm OBA (HE and Smoke).

5. On turn 3 Canadian 120mm OBA (HE only). FO is at +20 off bd 10 north edge

6. All Pz IVHs are equipped with Schuerzen, ie all Flank armor factors are +2. The Canadians may record any 3 tanks as having Gyrostabilizers. A stabilizer provides the vehicle with a -2 mod to all HPT rolls.

7. 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.

8. German units may only exit off the north edge of the playing area. Prior to Turn 5, Canadian units may only exit off the south edge of the playing area; after Turn 7, they may also exit off the north edge of the playing area. Additionally Canadian units may exit off the north edge of the playing area at the end of any Turn in which SS squads Control ≥ 12 board 10 masonry building Locations.

TURN RECORD MARKER

1	2	3	4	5	6	7	8	9
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BALANCE

⊕ Exchange one Sherman VC for a second Sherman M4A4.

⊕ Add a Sherman VC to the British Turn 3 reinforcements.

MAP LAYOUT

