

ATS IC8 Celles Melee - ATS Conversion 03/15/2007



East of Celles, Belgium, 25 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 17 and 19. Please refer to scenario In Contact IC8 for the historical background to this scenario as well as its aftermath. ASL design by Eddie Baker & Cliff Gleason

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



Elements of 2nd Armored Division setup first 5 or less hexes from 17R4

7 6 7	1 1 7	MMG 1917	LAT Baz
4	2	1	4

Enter on Turn 1 along the North Edge.

M4A1 76w	M36 90B	M5A1
2	2	2



Elements of the 2nd Panzer Division enter on Turn 1 on 19I10, 19A5 and /or 17A5.

7 5 8	1 1 8	1 1 7	LMG MG34	LAT Psk	LAT Pf	Pz Vg	Pz IV J	Stug IIIG	Sd 251
4	1	1	1	1	1	3	3	1	4

VICTORY CONDITIONS

The Germans win by amassing at least 75 VPs. In addition to Casualty VPs, the German player receives VPs for exiting units via 19GG5, 17GG5 and/or 17Y1.

SPECIAL SCENARIO RULES

- Spotting Conditions are Average.
- Prior to setup, the German player must secretly record the hex of entry for all of his units.
- The German Pz IV J and Stug IIIG have Schuerzen. The Armor Factors on all flank aspects are increased by +2.

BALANCE

- ★ Add one 57B HJAT to the US OOB
- ✚ In the Victory Conditions change 75 VPs to 65 VPs.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

