



ATS J61 In the Bag – ATS Conversion 10/09/2009

Celles, Belgium The Ardennes, 25 December 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of ATS Dark December and Advanced Tobruk are necessary for play as are ASL Boards 2, 24 & 39 and ASLJ61 for the scenario historical background.

ASL scenario design - Chas Smith

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



Elements of 2nd Pz Div set up first as indicated.

Set up on board 39 on/south of hexrow X

118 FO	Pz IVj	HAT Pak 40	Road Block
1	1	1	1

Set up on board 2 on/south of hexrow J, only 2 vehicles may set up on Hill 621.

Pz V g
4

Set up M-Killed on board 24 on/south of hexrow J, adjacent to a building hex.

Pz V g
1

Set up on boards 2/24 on/south of hexrow J and board 39 on/south of hexrow X

758	657	118	117	MMG MG42	MMG Mg34	LMG MG34	LAT Pf	LAT Psk
2	10	1	3	1	1	4	4	3

758	117	ETC
4	1	1

Enter on Turn 5 along the south edge.

Pz IV j	Sig II 150D	Sd251	Foxhole	Flak Pz IV	Sd250 Smg
1	1	2	4	1	1

Pz IVj	JgPz IV L/70	Sd251-10	Sd251
2	2	1	4



Elements of Task Force A enter on/after Turn 1 along the north edge of board 2 (SSR 7)

767	259	118	117
8	2	1	1

LMG 1919	LMtr 60D	ETC
2	2	1

M3 MMG	M2A1
1	2

M4A3 E2L	M4A1 76w	M4A1	M3
1	3	3	6

Elements of Task Force B enter on/after Turn 1 along the north edge of board 39 (SSR 7)

767	259	118	117	LMG 1919	ETC
8	2	1	2	2	1

M4A3 E2	M4A1 76w	M4 105	M4A3
1	3	1	3

M3 MMG	M2A1	M3
1	2	6

Enter with either Task Force (SSR 7)

767	259	117	LMG 1919	Satchel Charge	118 FO	M36	M5A1	M3
3	1	1	1	2	1	2	2	3

VICTORY CONDITIONS

The Americans win at game end if they control all multi hex buildings on board 24 and have exited 100 Victory Points off the south edge on/between 2GG6-39A5.

SPECIAL SCENARIO RULES

- Spotting conditions are Average. Place overlay OG1 on 39A4.
- All Pz IV and JgPz IV are equipped with Schuerzen. All Flank armor factors are +2.
- The German FO may access 1x81mm Mortar OBA battery (HE & Smoke). The US FO may access 1x105mm OBA battery (HE & Smoke).
- 3x1944 US FB with bombs arrive on turn 1, they must leave by the end of turn 2.
- Use 1945 To Hit and Pen data for all SCWs.
- The Germans suffer from Fuel Shortages. Any time a German vehicle moves roll a die, on a roll of 0 it is immediately M Killed, roll on the bail out table normally.
- All American personnel must enter as passengers.

BALANCE

☆ In the VC change 100 to 90.

✚ In the VC change 100 to 110.

MAP LAYOUT



2	24	
		OG1 6E

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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