



**La Gleize, Belgium, 23 December, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL Kampfgruppe Peiper II. Ownership of Advanced Tobruk, Darkest December and Kampfgruppe Peiper II are necessary for play. Please refer to scenario KPII 11 for the historical background to this scenario as well as its aftermath.



Remnants of KG Peiper. Set up first on/between alternate hex grains A2-M2-JJ13-JJ28-V35-A35-A2. SSR 2.

758	657	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Psk	LAT Pf	Satchel Charge
18	6	2	6	2	2	3	2	10	2
Pz VIb	Pz VG	Pz IVj	SIGII 150D	Sd 234	Sd 251-21	Sd 250-8	Flak Pz IV	Sd 250-7	
4	12	4	2	3	2	1	1	1	
Sd 251	Sd 10-4	HAT Pak 40	MMtr GrW 34 SSR 6	HAA Flak 38	Hedgehog	Foxhole	Road Block		
5	2	1	4	4	4	11	2		



Elements of Task Force McGeorge and of the 117<sup>th</sup> Infantry Reg..Set up second on/east of alternate hex grains A36-GG36-TT29 (at least six tanks must be set up within six hexes of F45).

767	656	259	118	117	MMG .50 cal	MMG 1917	LMG 1919	LMtr	LAT Baz	118 FO
2	14	5	1	3	1	2	4	3	5	1
M4A3 76w	M4A1 76w	M4A1	M3	<div> <div>HAA M1 90B</div> <div> <p>Elements of the 143<sup>rd</sup> AAA Gun Batt. Set up within 3 hexes of D56.</p> </div> </div>						
1	1	12	3	1						

Elements of the 143<sup>rd</sup> AAA Gun Batt. Set up within 3 hexes of D56.

Elements of Task Forces Harrison & Jordan. Enter on and after Turn 1, on/within 4 hexes of E1 & R0 with a minimum of 10 counters entering per turn per such “entry area.”

767	656	259	118	117	MMG .50 cal	MMG 1917	LMG 1919	LAT Baz	Satchel Charge	LMtr M2	1 1 8 FO
2	25	8	1	5	1	3	6	8	6	2	1

  

M4A1 76w	M4A1	M4A3 75W	M10 GMC	Sd 250-7 SSR7
2	7	3	3	1

**BALANCE**

- ✚ Decrease the game length by 2 turns.
- ☆ Delete "(at...F45)" in the Task-Force-McGeorge setup instructions.

4. The Americans receive two 81m mortar OBA (HE & WP). Each turn the US

## VICTORY CONDITIONS

The Germans win immediately upon amassing at least 87 victory points more than the Americans, or at game end if the Americans currently control 4 or less masonry building/rubble locations within the German set up area.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. See KP special rules in the BW.
2. The German player must make two secret 2d6 rolls before setting up. The first determines the number of German fully tracked AFVs that must set up M-Killed (out of gas). The other is the # of non-fully tracked vehicles that must set up M-Killed.
3. Place a non-burning wreck in hexes G3, S4, X28, R44, HH36, HH37, LL36 and LL40. Place masonry rubble in hexes D38, J24 and Q22.

## TURN RECORD MARKER

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>



## BALANCE

- ✚ Decrease the game length by 2 turns.
  - ☆ Delete "(at...F45)" in the Task-Force-McGeorge setup instructions.
4. The Americans receive two 81m mortar OBA (HE & WP). Each turn the US player makes a d6 roll, On a roll at least 3 < the current turn he receives normal access to a special 150mm OBA (1 hex blast area, no LOS hindrance). The FO is located at a +40 level on/south of LGK1 secretly noted during US setup.
  5. The Germans may place AP minefield markers with a total density of 12.
  6. The 4xGrW 34 MjMtr represent 4xGrW 42 MjMtr, 120ID range #12-151.
  7. The German Sd-7 in the US OOB is a captured vehicle, with no usage penalties.
  8. The Germans have two elite tank commanders.
  9. The Americans have two elite tank commanders. One for Task Force McGeorge and one for the reinforcement group.
  10. The Flak Pz IV marker and Data Card are at the ATS on The Table website.

## MAP LAYOUT

La Gleize.

