

# ATS OAF 65 The Attempt to Relieve Peiper – ATS Conversion 02/10/2007



**Ardennes, Belgium, 21 December, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of ATS Dark December and Advanced Tobruk are necessary for play as are Squad Leader Boards 2 & 5. Please see On All Fronts 65 for the scenario historical background.



Elements of the 2<sup>nd</sup> Batt, 505<sup>th</sup> Para Reg, 82<sup>nd</sup> Airborne Div setup first anywhere on board 2 and board 5 west of row 3 inclusive.

|     |     |     |           |             |            |         |
|-----|-----|-----|-----------|-------------|------------|---------|
| 859 | 259 | 117 | 118<br>FO | LMG<br>1919 | LAT<br>Baz | Foxhole |
| 8   | 2   | 3   | 1         | 2           | 4          | 6       |



Elements of the 2<sup>nd</sup> Pz Grenadier Reg, 1<sup>st</sup> SS Pz Div enter on turn 1 on any east edge hexes of board 5 from 5L10 to 5B10 inclusive.

|     |     |     |             |             |         |
|-----|-----|-----|-------------|-------------|---------|
| 758 | 118 | 117 | MMG<br>MG42 | MMG<br>MG34 | StuH 42 |
| 9   | 1   | 2   | 1           | 4           | 2       |

## VICTORY CONDITIONS

The Germans win if they exit 20 Victory Points off the west edge of board 2 between hexes 2Z10 and 2P10 by games end. At least ½ of those victory points must be infantry.

## SPECIAL SCENARIO RULES

- Spotting conditions are Average.
- The American FO has access to one battery 105mm OBA (HE & WP). He may not attempt contact until turn 3.
- The Germans have 1 Elite Tank Commander.
- All hexes of hill 538 are ground level woods. Place ATS overlay 538WD over hill 538 on board 2.

## BALANCE

- ☆ Change the number of VPs required in the VCs from 20 to 23.
- ✚ Change the number of VPs required in the VCs from 20 to 17.

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

## TURN RECORD MARKER

|   |   |   |    |   |   |
|---|---|---|----|---|---|
| 1 | 2 | 3 | 4  | 5 | 6 |
| 7 | 8 | 9 | 10 |   |   |

## MAP LAYOUT

