ATS SL12 The Road to Wiltz— ATS Conversion 10/08/2009
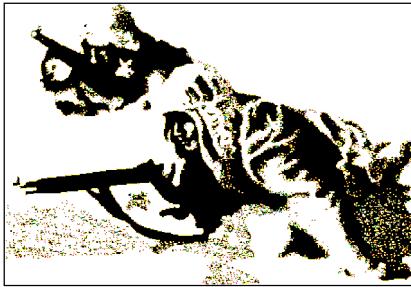
Wiltz, Belgium The Ardennes, 17 December 1944: The German assault had surprised the Americans both in its size and intensity. Desparately, the Americans formed scratch defenses to buy time so the key road junction of Bastogne could be held. The Germans had to be delayed or stopped as they drove along the roads to Bastogne. In the early hours, elements of the Americans 44th Combat Engineers supported by fragments of the 707th Tank Battalion took over the responsibility for the road leading to Wiltz with orders to hold for at least one day. General Cota had obtained authority to pull the 110th Infantry behind the River Clerve, but Wiltz had to be held. Holding it would block three roads that converged there. Cota sent 2 companies of engineers with limited support to block the road. The engineers felled trees, cut fire lanes and spread mines, making the passage a tough proposition. In point of fact, no one on the enemy side wanted Wiltz but Colonel Kokott, 26 Div Commander, detailed a regiment to keep an eye on the road. Overstepping their bounds and drawing elements of Pz Lehr into the fray, the offices of 36 Volks Reg pushed down the road, in the process driving the Americans back to the banks of the river northeast of town, within sight of the first buildings. Lest his sole armor support be lost, Cota ordered a withdrawal behind the small river and the bridge destroyed.

German

39th Volksgrenadier Reg enter on turn 1 within 2 hexes of 4Y1

657	117	LMG MG34	MMG MG34	LAT Pf	Stug III G L	Pz Mk IV f1	Light Truck
16	3	4	2	8	3	1	2

Assault Gun Section enter on turn 3 on 4Q1.

Stu Pz IV 150D	JgPz IV L70
2	2

Elements of the 902nd Panzer Grenadier Reg enter on turn 1 at 4Y10

758	117	LMG MG34	LAT Psk	Pz MkIV f2
4	1	2	2	4

Co. A 902nd Panzer Grenadier Regiment enter on turn 2 within 2 hexes of 4Q10

758	118	117	118 FO SSR 6	LAT Pf	Sd 250-7	Sd 251	Light Truck
12	1	2	2	4	2	6	4

American

44th Combat Engineers, 707th Tank Bn set up first on any whole hex of boards 1,2 and/or 3 as per SSR 2.

M10	M7 105C	M3	H AT 57B	H HOW M2A1 105C	Light Truck	Road Block	Wire
1	1	3	2	2	5	1	6

859	767	259	118	117	118 FO SSR 6	LMG 1919	MMG 1917
3	4	2	1	3	3	3	2

Enter on the west edge of board 1 on Turn 7

M10	M4A1	M4A1 76w	M4105C
1	3	1	1

| LAT Baz	Satchel Charge	Flame Thrower	MMtr 81D
2	3	1	3

VICTORY CONDITIONS
The German player wins if he is able to exit at least 16 squads off board 1 at A5/A6. Fully functioning AFVs count as 1 squad for this purpose.

SPECIAL SCENARIO RULES
1. Spotting conditions are Average.
2. The Americans may not set up more than 6 squads per board; non MG crews or AFVs = ½ squad for this purpose.
3. The US Player may place AP minefields with a density of 10 factors on bd 2 & 3.
4. Units do not have to arrive on the stated turn, they may opt to arrive later at the same entry point.
5. US 859 squads are Combat Engineers.

BALANCE
✚ Increase the # of turns to 15
☆ Decrease the # of turns to 13.

6. The FOs may be used as additional spotters for On Board indirect fire.
7. All SCWs use 1945 Data.
8. In addition to normal Hidden setup allowances the US may use Hidden set up for the 1 Bar gunner and any L weapon that sets up with it.
9. The required markers and Data cards are available at ATS on The Table.

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

MAP LAYOUT
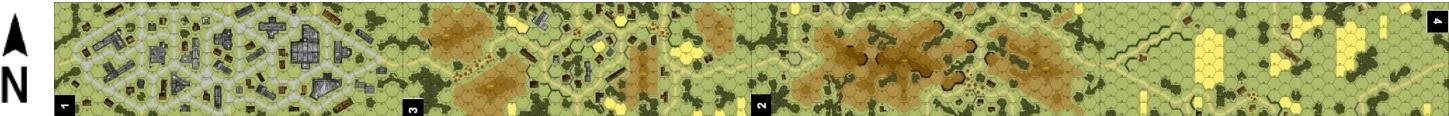
TURN RECORD MARKER

1 ✚	2 ✚	3 ✚	4	5	6	7 ☆	8	9	10	11	12	13	14