

# ATS WO7 Hell for the Holidays – ATS Conversion 03/01/2012



**Marvie, Belgium, 20 December 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership a US/German ATS game units are required as are ASL boards 64 & 65. Please refer to ASL scenario WO7 for the historical background to this scenario as well as its aftermath. ASL design: Pete Shelling

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



Elements of Co E, 327<sup>th</sup> Glider Reg and Team O'Hara CCB, 10<sup>th</sup> Arm Div set up first

Set up on/between hexrows I and N

545 f	117	LMG	LAT Baz	HAT 37A
3	1	2	1	1

Set up marked with  
Continuous Movement  
on/north of hexrow M

ETC	M5A1
1	4

Set up on/north of hexrow X.

767	259	117	LMG	LAT Baz	Satchel Charge
5	2	2	2	2	2



Elements of Pz Gren Reg 901, Pz Lehr Div enter on Turn 1 along the north edge.

758	556 f	117	LMG MG34	LAT Psk	LAT Pf	Pz IVj	JgPz IV 75B	Sd 251-9	Sd251
6	3	2	3	1	3	3	1	1	5

## VICTORY CONDITIONS

The Germans win at game end by Controlling  $\geq 7$  masonry buildings on/north of hexrow R provided the Americans do not amass both  $\geq 42$  VPs and twice as many VPs as the Germans.

## MAP LAYOUT



## SPECIAL SCENARIO RULES

1. Spotting conditions are average. Ground snow is in effect.
2. The Pz IV js are equipped with Schuerzen. All Flank armor factors are +2.
3. All German Personnel must enter as Passengers/Riders

## TURN RECORD TRACK

1	2	3	4	5	6
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## BALANCE

★ Two M5A1 may be recorded as having Gyrostabilizers.

✚ Delete 1 M5A1 from the US OOB.