

ATS WO8 Silent Night, Deadly Night – 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 327th Glider Inf Reg set up first

								Setup within 4 hexes of 64K5	
									Foxhole
	767	565 f	259	118	117	LMG	LAT Baz		3

4 2 2 1 1 2 2 2 3

								Enter on Turn 1 along the north edge	
767	565 f	259	117	LMG	LAT Baz	Foxhole			

4 2 2 2 1 2 3 1 1



Elements of Pz Gren Lehr Reg 901 enter on Turn 1 along the south edge.

758	118	117	LMG MG34	LMtr	LAT Pf	Pz IVj	
12	1	3	2	1	4	3	

VICTORY CONDITIONS

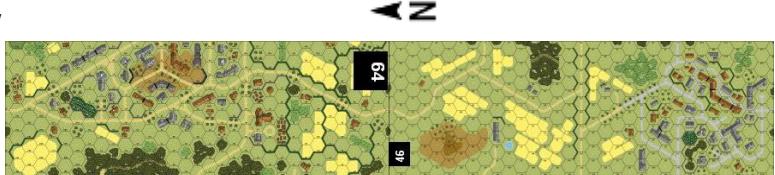
Provided there are no CE American squads on any hill hex, the Germans win at game end by having more VPs of Squads in building locations on bd 64 than the Americans. German squads north of hexrow M and American units south of hexrow M count double.

SPECIAL SCENARIO RULES

1. Spotting conditions are Night. Ground snow is in effect.
2. Vehicles – Fully tracked and all other vehicles: MIN hex COT is 1, ie road 1MP.
3. Personnel – no running, +1 MP per hill level change. Smoke may only be placed in building hexes. Place overlay X11 46D6/E6, X9 on 46H3, B4 on 46C5/B4
4. The Pz IV js are equipped with Schuerzen. All Flank armor factors are +2.
5. German Personnel have Winter Camouflage. Add +1/L to all direct fire attacks made against a German target in a non building location.
6. Units in Ground Level building locations may fire SCWs without penalty.
7. The US player may use hidden setup for 1 squad plus any leader, L or M weapon that setup with it from each group. These units may also setup anywhere on bd 64.

MAP LAYOUT

Only hexrows A-P are playable on each board



TURN RECORD TRACK

1	2	3	4	5	6	7
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BALANCE

★ Delete 1 758 squad from the German OOB.
+ Delete 1 767 squad from the US OOB.