

ATS Y23 Under the Noel Trees – ATS Conversion 10/22/2007



CHAMPS, BELGIUM, 25 December, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of Advanced Tobruk and Darkest December are necessary for play as are ASL boards 16 & 19. Please refer to scenario Y23 for the historical background to this scenario as well as its aftermath.

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



Elements of B, C and HQ companies, 502nd Parachute Infantry and 705th TD Battalion setup first on Board 19, see SSR 2.

7 6 7	2 5 9	1 1 7	MMG 1917	LMG 1919	LAT Baz	M10 TD
10	3	3	1	2	4	2



Elements of Panzergrenadier Regiment 115 and Panzer Battalion 115 enter on Turn 1 on west edge of Board 16.

7 5 8	1 1 7	MMG MG34	LMG MG34	LAT Pf	Pz IV H	Stug III G (L)
7	3	1	2	2	5	2

VICTORY CONDITIONS

The German player must exit at least 4 AFVs off the east edge of Board 19 by game end. The German player may also win by exiting only three AFVs if he has earned more Casualty Victory Points than the Americans at game end.

SPECIAL SCENARIO RULES

1. Spotting Conditions are average. Ground Snow is in effect. Vehicles – Fully tracked and all other vehicles: MIN hex entry cost is 1MP, ie road 1MP. Halftrack non road movement costs 1+COT, Wheeled non road movement costs are 2xCOT. Personnel - movement to higher terrain is additional +1 MP cost.
2. American Tank Destroyers may use Hidden setup in woods hexes.
3. All German infantry must enter as passengers. All German units receive only ½ their normal MP allowance on turn 1.
4. The German infantry and AFVs have winter camouflage. Add +1/1L to all direct fire attacks made against a German target in a non building location.
5. All German AFV have Schuerzen, apply a +2 AF to all Flank attacks vs German AFV.
6. The Americans have 1 elite tank commander.
7. The Germans have 1 elite tank commander.

BALANCE

- ✚ Lower the German AFV exit requirements by one AFV.
- ☆ The American may use Hidden setup for 2 squads and any leaders or weapons that set up in the same location.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

