

ATS Y24 The Mad Minute – ATS Conversion 10/22/2007



Longchamps, Belgium, 3 January, 1945: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS Dark December and Advanced Tobruk are necessary for play as are ASL Boards 12,16, 17 and ASL 24 for the scenario historical background.



Elements of Co. D, 2nd Batt, 502nd Para Reg and Battery C, 81st Airborne AA Batt. set up first as per SSR 3 on any hex numbered 4 or less on board 16 hex and anywhere on board 12 as per SSR 3.

859	259	117	MMG 1917	LMG 1919	LMtr 60D	LAT Baz	M10	HAT 57B	Road Block
12	4	3	1	4	2	3	2	3	1



Elements of SS Pz Gren Reg 19 and SS Pz Reg 19 of the 9th SS Pz Div. Set up second anywhere on board 17.

758	118	117	MMG MG34	LMG MG34	LAT Pf	Pz Vg	Pz IV H	Sd-251
16	1	4	2	4	5	3	6	4

VICTORY CONDITIONS

The German player must control 18 of the 27 buildings on board 12 at game end.

SPECIAL SCENARIO RULES

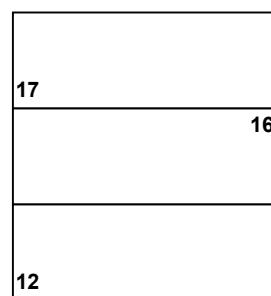
1. Spotting conditions are Average. All buildings are ground level only, +0 level. Building Hex R7 has a roof only, ie, +0 level, clear terrain. LOS is possible through the hex at +0 level indicated by the dashed line
2. Ground Snow is in effect. Vehicles – Fully tracked and all other vehicles: MIN hex entry cost is 1MP, ie road 1MP. Halftrack non road movement costs 1+COT, Wheeled non road movement costs are 2x COT. Personnel - movement to higher terrain is additional +1 MP cost.
3. All American squads may setup in foxholes in suitable terrain. The American player may use Hidden setup for 2 squads and any leader or L/M weapons that set up with them.
4. All Pz IVH have Schuerzen, apply a +2 AF to all turret and hull flank aspect hits.
5. US & German SCWs use the 1945 TH & Pen data

BALANCE

★ Exchange a 117 NCO for a 118 Officer in the US OOB.

✚ Increase game length to 9 turns.

MAP LAYOUT



TURN RECORD MARKER

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---