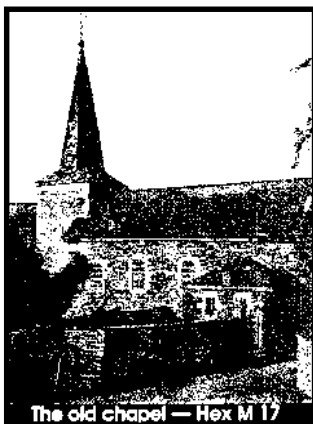


# ATS AN54 Devils in the Graveyard – ATS Conversion 11/03/2009



**Stoumont, Belgium, 19 December, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk, Darkest December and ASL Kampfgruppe Peiper I are necessary for play. Please refer to scenario ASL News #54 for the historical background to this scenario as well as its aftermath. Original scenario design by Philippe Léonard

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



Elements of I Co., 119<sup>th</sup> Infantry Reg.. Set up first north of hex row F. Each fox hole must be occupied by at least one squad.

656	454 f	259	117	MMG 1917	LMG 1919	LAT Baz	M3 * 5	Foxhole
5	1	2	2	1	3	1	1	2

HAT 76B
1

No 6 Gun, A Co., 823<sup>rd</sup> TD Batt. Set up first in any clear terrain hex, north of hex row F.

2<sup>nd</sup> Platoon, C Co., 743<sup>rd</sup> Tank Batt. Set up first on any road hex north of hex row F.

M4A1
4



Elements of KG Peiper. Enter along the south edge on any hex numbered 8 or more.

758	657	118	117	MMG MG34	LMG MG34	LMtr	LAT Psk	LAT Pf
6	3	1	2	1	2	1	1	4

Elements of KG Peiper. Enter on Turn 3 or later on any hex south of hex row I, along the east edge of the play area.

758	657	117	LAT Pf	LMG MG34	Pz VG	PZ IVH	Sd251 * 5
2	1	1	1	1	1	1	1

## VICTORY CONDITIONS

The Germans win at game end if they have amassed more victory points than the Americans. Both sides gain VPs normally for casualties as well as 1 VP for each building hex and 2 VP for each graveyard hex controlled.

## SPECIAL SCENARIO RULES

- Spotting conditions are Fog.
- One American M4A1 must be secretly designated as equipped with a bow mounted Flamethrower, range 2 hexes, 30 GF instead of a Bow machine gun.
- See KP special rules in the BW.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8
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## BALANCE

- ✚ The spotting range is further reduced by 1 hex in all cases due to very heavy Mist.
- ☆ The American can use Hidden setup for one squad plus a leader and L/M weapons that setup with it.

## MAP LAYOUT

Stoumont. Only hexes numbered 19 or less on/between hex-rows A and O are playable.

