

# ATS AN55 Roadblock at Stoumont – ATS Conversion 03/11/2007



**STOUMONT'S STATION, BELGIUM, 19 DECEMBER, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Tobruk, Darkest December and ASL News Map1 (available for download at Critical Hit) are necessary for play. Please refer to ASLN55 for the historical background to this scenario as well as its aftermath. ASL Scenario Design: P. Leonard



Elements of Co. C, 1<sup>st</sup> Batt., 119<sup>th</sup> Inf Reg, & Co. A, 823<sup>rd</sup> TD Batt., & 143<sup>rd</sup> AAA: setup first north of the river west of hexrow EE.

656	259	117	LMG 1919	LAT Baz	LMtr	M10	HAA M1 90B
4	1	2	1	1	1	4	1

Elements of Co. C, 1<sup>st</sup> Batt., 119<sup>th</sup> Inf Reg, & Co. C, 740<sup>th</sup> Tank Batt enter on/after turn 4 on/adjacent to A3 according to SSR 2.

656	259	117	MMG 1919	LMG 1917	LAT Baz	118 FO	M4A1	M4A1 76w	M36
7	2	3	1	2	2	1	6	2	1



Elements of KG Peiper: enter on turn 1 or later on/adjacent to GG3.

758	118	117	LAT Psk	LAT Pf	LMG MG34	Sd 251	Pz Vg
5	1	1	1	2	3	5	3

Enter on/after turn 3 on/adjacent to GG3.

758	117	LMG MG34	Sd251	Pz Vg
4	1	2	4	2

## VICTORY CONDITIONS

The German wins immediately if he controls all the building hexes north of the river and has exited at least 35 Victory Points through A3. The American wins at the end of the game if he controls all the building hexes north of the river and has destroyed at least 45 Victory points of German units. Draws are possible.

## SPECIAL SCENARIO RULES

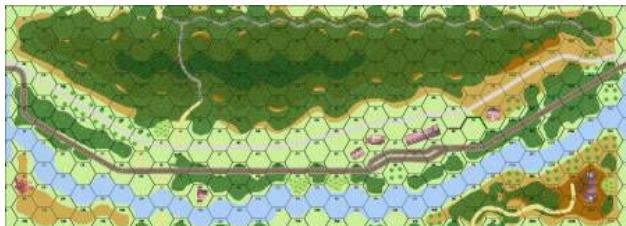
1. Spotting conditions are Hazy. SSRs as per ATS KGP BW are in effect except the German Fuel shortage rule section does not apply.
2. The US Player must make a secret die roll at the start of turn 4. If the (modified) die roll is 5 or less, the reinforcements may enter on turn 4, otherwise they enter on turn 5 or later.
3. The US FO has access to one battery of 105mm OBA (HE+Smoke).
4. The US player may place 5 factors of AP minefields with his start forces.
5. The M10 TDs may exit the map through A3 without being counted as casualties.
6. The Germans have 1 Elite Tank Commander with their turn 1 forces.
7. The required markers and Data Cards are available at [ATS on The Table](#).

## BALANCE

- ★ Apply a -1 modifier to the US reinforcement die roll.
- ✚ Apply a +1 modifier to the US reinforcement die roll.

## MAP LAYOUT

ASL News #1



## TURN RECORD MARKER

1	2	3	4	5	6	7	8
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