

# ATS AP31 First Cristot – ATS Conversion 04/27/2010



**Cristot, France, 11 June 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk, Darkest December and ASL board55 are necessary for play. Please refer to scenario AP31 for the historical background to this scenario as well as its aftermath. ASL scenario design by Ian Daglish



Elements of 12 SS Pz Division setup first on/between hexrows R and U.

859	657 (f)	118	LMG MG34	LAT Psk	LAT Pf	HAT Pak 38
3	2	2	2	1	2	1

Elements of 12 SS Pz Regiment  
enter on/after Turn 1 along the  
east edge..

Pz Vg
2



Elements of D Co., 6<sup>th</sup> Green Howards and B Squadron, 4/7<sup>th</sup> Royal Dragoon Guards set up as noted.  
Set up second on/west of hexrow Z.

658	118	117	117 w/ courage	LMG Bren	LAT Piat
8	1	1	1	3	1

Set up second ≤ 3 hexes from H5.

Sherman VC	M4A4
2	2

## VICTORY CONDITIONS

The British win at game end if they have ≥ 7 Victory points of Combat Effective non crew infantry at Level +10.

## SPECIAL SCENARIO RULES

- Spotting conditions are Average with Heat Shimmer in effect to reflect rain, no smoke may be used. The cost to move up to +10 level from +0 level is an additional +1 MP for all units. All hedges are Bocage.
- At the beginning of each turn the British player must state whether he chooses movement for either vehicles or Infantry for that turn. Those units not selected for movements cannot change hexes during that turn. They may otherwise fire/react normally. British Infantry may not ride or board AFVs.
- All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect. All crews are SS 2|3|9, including vehicles.

## TURN RECORD MARKER

1	2	3	4	5	6
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## BALANCE

✚ In the VCs change 7 to 9.

🎯 German reinforcements arrive on/after turn 2.

## MAP LAYOUT

