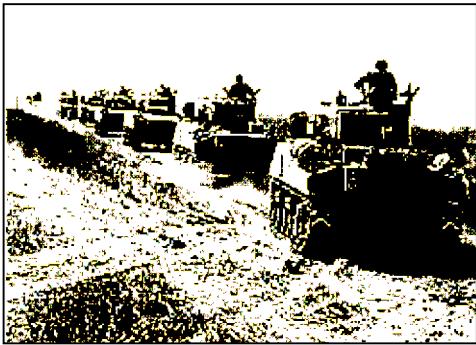


ATS AP33 Second Cristot – ATS Conversion 04/27/2010



Cristot, France, 16 June 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk, Darkest December and ASL boards 46 & 55 are necessary for play. Please refer to scenario AP33 for the historical background to this scenario as well as its aftermath. ASL scenario design by Ian Daglish



Elements of 12 SS Pz Div setup first on board 46 on/east of hexrow V and/or on board 55 on/east of hexrow L.

859	657 (f)	118	LMG MG34	LAT Psk	LAT Pf	Jg Pz IV	Marder IIIm	Sd 251	HAT Pak 40
3	5	2	2	1	3	1	1	1	1



Elements of 1st/4th King's Own Yorkshire Light Infantry and C Squadron, 24th Lancers setup second on board 46 on/west of hexrow L and/or on board 55 on/west of hexrow V.

557	118	117	LMG Bren	LAT Piat	Sher VC	M4A4	M4 Dozer	Car A SSR 5
13	1	2	2	2	1	4	1	1

VICTORY CONDITIONS

The British win at game end by controlling hex 55D6 and building 46AA7.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average. All hedges are Bocage. All buildings are masonry and +0 level only except 46AA7 which contains a normal building location at +10 level and a steeple at +20 level. Place overlays as follows Hd5 on 46CC8/CC7, Hd7 on 46W9/V9 and Hd10 on 46DD5/CC5.
2. Before setup each player places 3 masonry rubble markers on any building except 46AA7. Placement alternates with the German player placing first.
3. Germans AFVs may use Hidden set up if in appropriate terrain.
4. 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.
5. The Bren Carrier has a 51 L Mtr with an inherent crew, 360° field of fire.

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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BALANCE

⊕ Reduce game length to 7 turns.

⊗ Exchange the HAT Pak 40 for HAT Pak 38.

MAP LAYOUT

