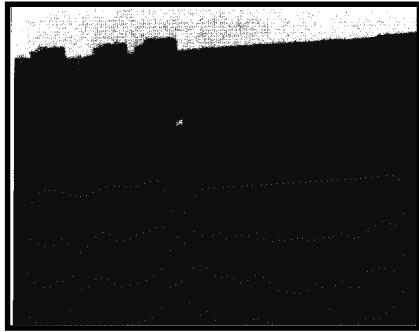


ATS DASL HH2 THE GOOD SHEPHERD – ATS Conversion 6/9/2005



Kepplen, Germany, 26 February This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the ATS games Advanced Tobruk and Darkest December are necessary for play as is the ASL module Operation Veritable. Please refer to Scenario HS30 for the historical background to this scenario as well as its aftermath.
ATS conversion by Gary Valenza



Elements of 2nd Parachute Korps set up first as follows: east of the hA3-hO3 road

6 5 7	4 3 6	1 1 7	MMG MG34	LMG MG34	Mine Factors	LAT Psk	
11	6	3	1	1	3	1	
H HOW 75 IeIg 18			Stug IIIg			Hedge Hog	
1			1			2	



Elements of North Shore Regiment, 8th Brigade, 3rd Canadian Infantry Division set up as follows: west of the hA3-hO3 road

6 5 8	1 1 7	LAT PIAT	LMtr 50	LMG Bren	
8	3	1	1	2	
M4A4		6 5 8	1 1 8 SSR 4	LMG Bren	Jeep SSR 5
3	3	1	2	1	1

VICTORY CONDITIONS

The Canadians win at game end if they Control at least 4 multi-hex buildings on Board c.

SPECIAL RULES

1. Spotting conditions are Average
2. All Marsh hexes are Brush
3. 12 German units may use hidden setup including 1 squad/Leader/SW with crew
4. The Hussar 1/1/8 Leader has Courage counter the entire game
5. The Jeep is actually a *Wasp*, place 1 Flame Thrower counter on the Jeep. The FT is considered its armament. The FT cannot be removed and has inherent crew.

BALANCE

 Replace 1 MMG MG34 with a MMG MG42.
 Add one M4A4 to Turn 1 reinforcements

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT

