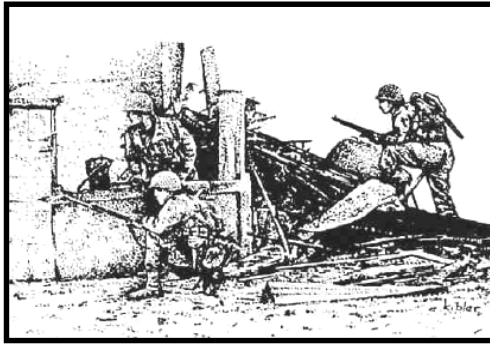


# ATS GI 308 Hans-Sur-Neid – ATS Conversion 10/09/2009



**Hans-Sur-Neid, France, 11 November, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and Darkest December are necessary for play as are SL boards 1 & 7. Please refer to scenario GI 308 for the historical background to this scenario as well as its aftermath.

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



Elements of the 317<sup>th</sup> Infantry Regiment & 68<sup>th</sup> Tank Battalion setup first 5 or less hexes from 719

7 6 7	5 6 5 (f)	2 5 9	1 1 8	1 1 7 SSR 6	LAT Baz	1 1 8 FO	M4A3 76w	M4A1 75w	M4A1
4	1	2	1	2	2	1	1	1	1



Elements of the 11<sup>th</sup> Panzer Division enter by group as per SSR 3.

GROUP 1		GROUP 2			
Pz IV f2		7 5 8	1 1 7	LMG MG34	LAT Pf
2		3	1	1	1
Group 3		Group 4			
6 5 7	1 1 7	LMG MG34	LAT Pf	NONE	
6	1	1	2		

## VICTORY CONDITIONS

The German wins at game end if they control hex 719 with a squad and/or there are no non-broken/surrendered American squads in play and all American AFVs have been K-Killed or marked bailed out.

## SPECIAL SCENARIO RULES

- Spotting Conditions are average. The islands in the River do not exist.
- Hex 719 represents the entrance to a bridge over the river which is not in play in this scenario. All buildings are +0 level only.
- At the beginning of turns 1-4 the German player rolls 1 die to determine the reinforcement group that enters that turn. Group 1: 1-2, Group 2: 3-4, Group 3: 5-6, Group 4: 7-8, reroll 9-0. After a group comes on that number is rerolled if it comes up on a subsequent turn. If Group 4 is rolled on turn 1, reroll until another group is selected, in this case Group 4 would be a viable result on turns 2-4 until selected. Once a group is selected roll another die, 1-3 enter on the south edge of board 1, 4-6 enter on the east edge, 7-9 enter along the north edge of board 1, reroll a 0.
- The American FO represents one 105mm OBA, HE and smoke only.
- The Americans may use Hidden setup for 1 squad and any leaders or weapons that set up with it.
- Mark one American 117 leader with courage.

## BALANCE

- ✚ In the German OB replace two 657s with two 758s.
- ☆ In SSR 5 change 1 squad to 2 squads.

## TURN RECORD MARKER

1	2	3	4	5	6	7
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## MAP LAYOUT

Only hex rows A-Q are playable.

