

ATS GI 41 Swatting At Tigers – ATS Conversion 05/22/2006



Biazzo Ridge, Italy, 11 July, 1943 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 2 & 15. Please refer to scenario GI 41 for the historical background to this scenario as well as its aftermath.

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



Scattered Elements of 505th Parachute Inf. Reg. and 45th Inf. Div. setup as follows: Anywhere on road hexes (or +0 Level hexes adjacent to road hexes) between 15S7 and 15T3 inclusive.

7 6 7	6 5 6	2 5 9	1 1 9	1 1 7	MMG 1917	LMG 1919	LAT Baz
10	7	4	1	3	1	2	5

Anywhere on or within 4 hexes of 20S.

7 6 7	6 5 6	2 5 9	1 1 7	MMG 1917	LMG 1919	LAT Baz	H HOW M1A1	Jeep
4	2	2	2	1	2	2	1	1



Advance Elements of Hermann Goering Div. Kampfgruppe Links setup as follows: 504 Heavy Panzer Batt. Anywhere on road hexes between 15O9 and 15J9, one AFV and squad per hex with VCA and TCA facing south

Pz VIe	7 5 8	6 5 7	1 1 7	LMG MG34
5	2	3	3	1

Elements of 1st HG Panzer Grenadier Regiment. Enter on Game turn 3 within 3 hexes of 15I10

6 5 7	6 5 6	1 1 7	LMG MG34
4	4	2	2

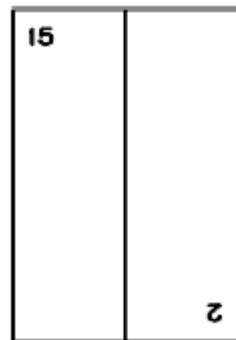
VICTORY CONDITIONS

The Germans win at game end if they have at least 2 mobile non F-Killed tanks AND they have amassed at least 29 Casualty VPs and the German Player has at least 31 VPs of German units on board 2.

BALANCE

★ German reinforcements enter on game turn 4.
✚ The Germans receive an elite tank commander

MAP LAYOUT



SPECIAL SCENARIO RULES

1. Spotting Conditions are average.
2. The American 119 Leader is Col. Gavin. This leader provides shifts one level above a normal Officer, i.e., +3 to morale, 3R on the casualty table, -3 HPT DRM on tables A2 and A3, etc. If he is killed or surrenders every US unit in the LOS of Gavin must take a normal MC.
3. After setup the American player may mark 3 squads, each in a different hex, with a Courage marker.
4. German AFVs may start marked with Continuous movement and Infantry may start as riders.
5. All units setup simultaneously, use a spare board as a screen between players.
6. All movement allowances are ½ during the first turn for both sides.

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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