

# 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 505<sup>th</sup> Parachute Inf. Reg. and 45<sup>th</sup> 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 1<sup>st</sup> 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.

## SPECIAL SCENARIO RULES

- Spotting Conditions are average.
- The American 119 Leader is Col. Gavin. This leader provides shifts one level above a normal Officer, ie., +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.
- After setup the American player may mark 3 squads, each in a different hex, with a Courage marker.
- German AFVs may start marked with Continuous movement and Infantry may start as riders.
- All units setup simultaneously, use a spare board as a screen between players.
- 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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## BALANCE

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

## MAP LAYOUT

