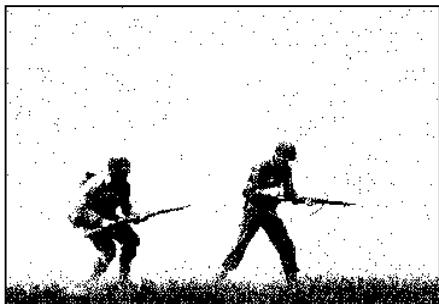


ATS KP2 Festung St. Edouard - ATS Conversion 11/03/2009



Stoumont, Belgium, 21 December, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL Kampfgruppe Peiper I. Ownership of Advanced Tobruk., Darkest December and Kampfgruppe Peiper are necessary for play. Please refer to scenario KP2 for the historical background to this scenario as well as its aftermath.

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

Elements of KG Peiper. Set up first on or east of alternate hex grains R11-CC12-JJ15, but not at the ground level of CC15.

758	556 f	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Psk	LAT Pf	Flak Pz IV	HAT Pak 40	Foxhole
6	3	1	2	1	1	2	1	3	1	1	4



Elements of Abteilung I, 1st SS Panzer Reg. Starting on turn 3 enter on R18 or V20 following a die roll less than the current turn number.

Pz VG
1



B & C Co., 1st Battalion, 119th Infantry Reg. Set up second on or west of hex grain X5-HH10 in or between hex rows X and HH.

656	456 f	259	118	117	MMG .50cal	LMG 1919	LMtr	LAT Baz	118 FO
7	6	2	1	3	1	3	2	3	2

Isolated elements of the 1st Battalion. Set up second at ground level in hex CC15.

767	117	MMG 1917
1	1	1

VICTORY CONDITIONS

The Americans win if at the end of any turn they control at least 5 building locations within the sanatorium.

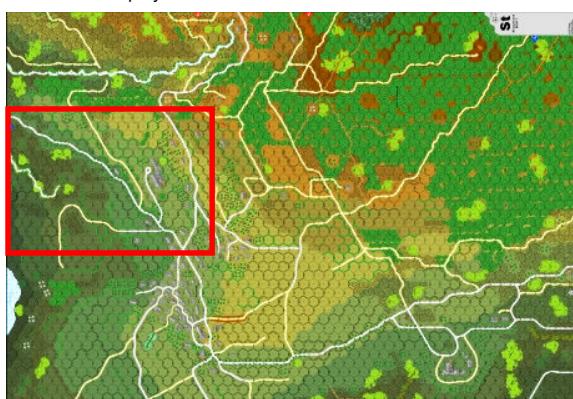
SPECIAL SCENARIO RULES

1. Spotting conditions are Fog.
2. After setup, but prior to the start of play, a US 105mm Barrage occurs (12.12.62). The US player may place the initial FFE on any hex 11 or greater, then roll for accuracy but without a registration modifier. After the accuracy adjustment resolve the FFE as a Barrage. If the FFE is adjusted off board or if its blast area is on any hex numbered less than 11 then re roll for accuracy until the FFE hex is on board and its blast area does not affect a hex less than 11. Any units in a Flame Location after this attack may move one hex prior to the start of play. The game commences normally on turn 1.
3. Place one non burning wreck marker in each of the following hexes: Z14, AA11, AA12, BB10, BB14 and GG17.
4. The Americans have one 81mm mortar OBA and one 105mm OBA. Each OBA battery may designate one Registration Hex.
5. The Germans may use Hidden set up for one squad and accompanying leader and/or support weapons.
6. Hex CC15 has no inherent stairwell and the ground level is Fortified (Provides additional +1/1L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration. All American units that are set up in CC15 are marked with a courage marker).
7. The German has 6 factors of AP minefields that may be placed in the following hexes: AA13, BB13, CC14, DD14 and EE15.
8. The German has an elite tank commander in the Pz VG.
9. The Flak Pz IV marker and Data Card are available at the ATS on The Table website.
10. See KP special rules in the BW.

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

MAP LAYOUT

Stoumont. Only hexes numbered 20 or less and in hex rows R-JJ Inclusive are in play.



BALANCE

⊕ Add one 758 to the German OOB.

☆ Delete the PzII L Flak Panzer from the German OOB.

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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