



# Bear Hunt (ATS NQNG-3)

(ATS Conversion 02/10/2009)

**South of Cherkassy, Russia, 19 December 1943:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of Tobruk or Ghosts on the Meuse, and Berlin – Red Victory is necessary for play as is ASL NQNG-3. Please refer to scenario NQNG-3 for the historical background to this scenario as well as its aftermath.

ASL scenario design: Heat of Battle

ATS scenario conversion by: Ian Sutherland, Ver. 1.2

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



Wehrmacht Outpost Garrison set up first  $\leq$  3 hexes from 32D3:

6 5 7	6 5 6	1 1 7	L MG MG34
3	2	1	1



Rearguard of 3<sup>rd</sup> SS Division "Totenkopf" Enter on/after Turn 1 on the east edge:

8 5 9 SS	1 1 8 SS	L MG MG34	M MG MG34	SPW 251/2	SPW 250/1 sMG	Pz IIF
6	2	2	1	1	1	4



Elements of local partisans set up  $\geq$  5 hexes from 32D3 and on/west of hexrow 39Z/34H. The partisan in secret must choose ONE of the following OoB choices, prior to the Germans set up:

**OoB 1** – May hide 4 squads plus any leader/weapon with them (SSR 3):

4 3 6	5 4 7	1 1 7	L MG DP 28
14	1	2	2

**OoB 2** – May hide 2 squads plus any leader/weapon with them (SSR 3):

4 3 6	5 4 7	1 1 7	L MG DP 28	ATR
10	3	2	1	1



**OoB 3:**

4 3 6	5 4 7	1 1 7	L MG DP 28
4	7	2	2

## VICTORY CONDITIONS

The Partisans win at game end if they have amassed  $\geq$  6 more VP than the Germans.

## SPECIAL SCENARIO RULES

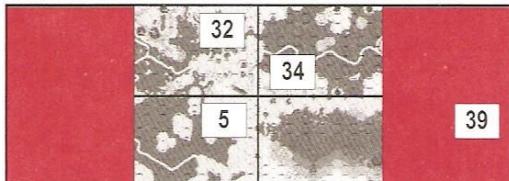
1. Spotting Conditions are Average. Snow Ground Cover is in effect, and fields are open ground.
2. The German Garrison may not exit their initial set up area until at least one GoodOrder SS unit/AFV/APC enters hexrow 39EE-34C.
3. Russian units are hidden as per 6.8.
4. The 4|3|6 Russian counters represent partisans with a 7 morale when in Good Order, not conscripts. The 5|4|7 counters are also partisans and have one Molotov Cocktail each.
5. A FOW counter may be placed on any Partisan if in Concealment Terrain during set up. Only the partisans may use Paths.
6. Partisans never surrender.
7. All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect. All crews are SS 2|3|9, including vehicles.

## BALANCE

**+** Change the Victory Conditions to  $\geq$  7 VP.

**★** Change the Victory Conditions to  $\geq$  5 VP.

## MAP LAYOUT



Note: Use hexrows A-P on boards 5,32,34 and hexrows r-GG on board 39.

## TURN RECORD MARKER

1	2	3	4	5	6
<b>+</b>					