



# 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

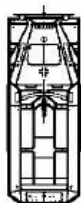
ATS scenario conversion by: Ian Sutherland, Ver. 1.2

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 OB 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

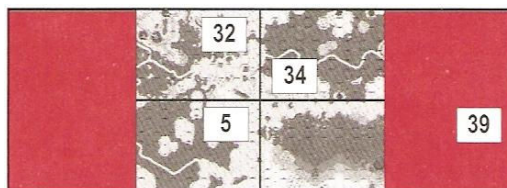
- Spotting Conditions are Average. Snow Ground Cover is in effect, and fields are open ground.
- The German Garrison may not exit their initial set up area until at least one GoodOrder SS unit/AFV/APC enters hexrow 39EE-34C.
- Russian units are hidden as per 6.8.
- The 4|3|6 Russian counters represent 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.
- A FOW counter may be placed on any Partisan if in Concealment Terrain during set up. Only the partisans may use Paths.
- Partisans never surrender.
- 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
✚					