



# Noble Craft of Warfare (ATS NQNG-4)

(ATS Conversion 02/10/2009)

**Cambes, France, 08 July 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of Scottish Corridor, and Berlin – Red Victory is necessary for play as is ASL NQNG-4. Please refer to scenario NQNG-4 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. 1.1

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



**Remnants of 1<sup>st</sup> Company, 1<sup>st</sup> Battalion, 25<sup>th</sup> Regiment, 12<sup>th</sup> SS Panzergrenadier Division "HitlerJugend" set up on board 43 on/south of hexrow AA:**



8 5 9 SS	6 5 7 SS	1 1 8 SS	1 1 7 SS	L MG MG42	M MG MG42	PSK	AP Mines	AT Mines	MTR 81mm
7	1	1	2	2	1	1	5 factor	1 counter	1



**Reinforced Elements of 6<sup>th</sup> Northstaffordshires set up on board 43 on/north of hexrow X:**



5 5 7	1 1 7	L MG Bren	PIAT	Sherman M4A4	Crocodile	AVRE	Sherman Crab
9	3	2	1	2	1	1	1

## VICTORY CONDITIONS

The British win at game end by earning more VP than the Germans. VP are earned as normal + Exit VP of units exited off the south edge + 1 VP for control of each building/rubble hex.

## SPECIAL SCENARIO RULES

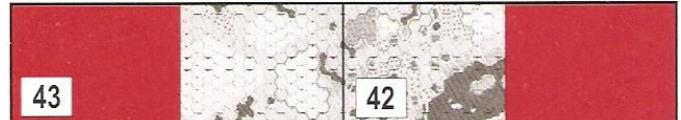
1. Spotting Conditions are Average. All crops are plowed (MP cost as per crop, but LOS of open ground), and all board 42 hill hexes are ground level orchards. All roads are paved.
2. All minefields are setup on board 43 on/south of hexrow AA. The Germans receive a number of Dummy Minefields equal to one DR divided by three (fractions rounded up). All Dummy Minefield counters must be setup next to at least one other 'real' minefield.
3. Prior to set up, the Germans shall make a rubble DR for each building on board. A DR  $\geq$  7 rubbles a wooden building and  $\geq$  8 rubbles a stone building.
4. 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 M|MG to a H|MG.

Give Courage to one leader in the British OoB.

## MAP LAYOUT



**Note:** Use hexrows R-GG on board 43 and hexrows A-P on board 42.

## TURN RECORD MARKER

1	2	3	4	5	6
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