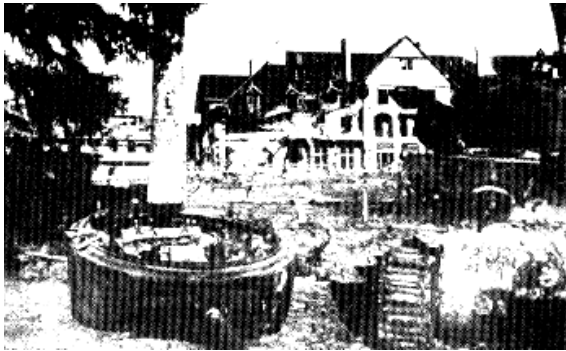


ATS Stoumont CG – ATS Conversion 06/03/2008



Stoumont, Belgium, 20 Dec, 1944: Although distant battle sounds troubled the otherwise quiet air from time to time, the village of Stoumont was dead calm in the misty winter morning. Few German soldiers were to be seen since many of them, along with their weapons and vehicles, had actually regrouped in La Gleize. The previous day's victory had been quite a pyrrhic one and no real exploitation to the west could be carried on. The Ambleve valley seemed to be a dead end; ammunition and fuel were already becoming scarce. Meanwhile, the US forces were building up and the first probe was soon arriving from the north along the Theux road. A few German sappers were busy setting up anti tank mines on this road when they suddenly heard the distinctive sound of tank tracks approaching. They fled and waited for the result that soon came, the first two Shermans were destroyed by the combined effect of the minefields and flanking direct fire. This forced a general withdrawal of the first elements of task force Jordan, part of the US 3rd Armored Division CCB. Later in the afternoon, another US counterattack emerged from the Targnon road, in the west. The infantry of the 1st Batt. 119th Inf Reg., after having fought its way through the German

outposts along the N 33 road, finally took back the St-Edouard sanatorium, at dusk. What a relief it was for the 250 children, nuns and civilians who had taken refuge in its cellars! However the nightmare was far from over; the Germans came back in force in the same night, hurling themselves at the US defensive lines and using Panther tanks firing at point-blank range in the sanatorium windows. In the darkness and mist, close combat raged, tanks burst into flames and many men died. The Americans were soon thrown out of the big building again, keeping only a tiny stronghold in one of the rooms. Before dawn, the Germans tried to push yet farther west and were eventually stopped by artillery fire after still more casualties and losses. The morning of 21 December saw both sides bled white so that many hours were spent simply reorganizing. In the north and north east however, several US units maneuvered through the fog to mount a flank attack on the German positions in Stoumont. Both La Rochette and Chapelle Ste Anne surroundings were reached by the Americans before being pushed back one more time by very strong the combined German armor and infantry teams. In the west a renewed US assault on the sanatorium was again repulsed. Nevertheless the repeated threatening attacks finally led Peiper to order a general withdrawal from Stoumont to La Gleize during the following night to prevent any cut off of his forces still in the town. German rearguard units continued to battle with US armor into the night but US units entered the town virtually unopposed the next day.

Converted from ASL News Above the Prayers by P. Leonard. KGP I Stoumont map needed for play.

**Dec 20
Dusk**

**Dec 20
Night**

**Dec 21
AM**

**Dec 21
Dusk**

Campaign Date Track



Initial German OB: Elements of KG Peiper set up first anywhere on the map using Hidden setup except for Purchased RGs which may not use Hidden Setup.

RG: Pz V Sect x 2
RG: SS Pz Gr Pltn x 2
RG: SS MG Sect x 2

Mine Factors - 3 AT + 7 AP Kfz x2
Foxholes x 6
7 initial buy points



Initial American OB: Elements of TF Jordan & TF Harrison enter through eligible entry areas.

RG: Med Tank Pltn
RG: Inf Pltn x 2

Jeep x2
15 Initial Buy points

Campaign Game Victory Conditions:

The Americans win immediately if/when they Control 35 of 52 VP locations on the map. Each non rubble, non rooftop, non cellar **location** of a building with a red dot/white number is worth that number of VPs, ie J19 building is worth 5, AA15 is worth 20, E44 is worth 12 VPs. Note the KP errata on the BW.

Attacks/Holds:

The Americans receive 2 Attacks and 2 Holds;

The German receives 2 Attacks and 2 Holds for this Campaign Game.

Friendly Map Edge Arrows:

German Grey=N56; American = Blue GG1+Red TT19 on/after Dec 20, Blue QQ53+Red TT30 on/after Dec 21.

Setup: The German sets up first in the initial scenario. On following scenarios the side controlling the majority of the building hexes at start of the scenario sets up first. If the number of buildings is the same then the side with the Hold option sets up first.

Purchased German RGs may not set up within 6 hexes of a US entry area.

Purchased US RGs may not set up in Sector 2 until Dec 21, even if Controlled.

Special Rules:

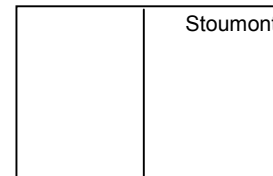
- Spotting Conditions are: Fog during AM scenarios; Hazy during Dusk scenarios and Night during Night scenarios.
- Place foxhole markers in I22, J22, L22, Q25 & G18. Place a wreck marker in H20. Building H21 is rubble.
- ATS Campaign Game Rules section 4(I) – Option is in use, ie Players leave the game exactly as it ended....etc.
- See KGP BW Special Rules.

Scenario Turn Track:

A scenario ends on a d10 roll - Turn 6=1-5; Turn 7=1-8; Turn 8=1-0
Apply a -1 drm during Dusk and Night scenarios.

Map Sectors: As per the Campaign Sector Map

Map: Stoumont



Rules specific to Scenario 1 only:

- All US Initial OB units (not purchased) must enter through TT19 Entry area. Purchased US units may only enter on turn 2 or later, **Inf RGs, ie all non motorized units** must enter at Blue GG1 and **AFV/APC, Armored Inf and Eng RGs** must enter at TT19.
- The Germans controls all sectors on map area at start.

1	2	3	4
5	6	7	8

ATS Stoumont Sector
Control Chart at Scenario Start
A – American G – German C - Contested

	2	3	4
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Infantry Leader Creation Table	
1-6	NCO
7	NCO and Officer
8-9	Officer
0	No Leader

1 d10 roll for each at start or purchased Inf type RG purchased, ie INF, Pz Gr, Armored Inf or ENG

Elite Tank Commander	
1-3	Elite
4-0	No Leader

1 d10 roll for each AFV section at start or purchased

Buy Points		
Date	American	German
20 Dusk	15	7
20 Night	17	17
21 AM	20	7
21 Dusk	25	8

d10, For CG scenarios 2,3 and 4 the buy points amount will be modified by:

+2 (dr 1); +1 (dr 2-4); 0 (dr 5-7); -1 (dr 8-9); -2 (dr 0).

Emplacement Purchase Table	
Type	EPP Cost
Hedgehog	5
Foxhole	1
AP Mine Factor	US 3 / 5 G
AT Mine Factor	US 9 / 12 G
Roadblock	7

Maximum 30 EPP points may be spent on mines per scenario

Purchased units may enter play within 4 hexes of a friendly board arrow or set up on map in friendly controlled sectors, and must pay an additional ½ point cost each to set up in a contested sector.

CG Purchase Form – German

Unit	Cost	d10 Roll = Unit Types	Maximum Units Per Scenario	Maximum Units Per Campaign Game
Para Inf Pltn	2	1-8 = 3 x 657; LMG(34); Pf; LMtr 9-0 = 2 x 657; LMG(34); Pf	3 000 000 000 000	3 000
SS Inf Pltn	3	1-8 = 3 x 758; LMG(34); Psk; 2 x Pf 9-0 = 2 x 758; LMG(34); 2 x Pf	2 00 00 00 00	5 00000
SS Pz Gr Pltn	4.5	1-8 = 3 x 758 + sd251; LMG(34); Psk; 2 x Pf 9-0 = 2 x 758 + sd251; LMG(34); Pf	1 0 0 0 0	4 0000
SS Eng Pltn	4.5	1-8 = 3 x 828; LMG(34); Pf; Flamethrower; 2 x Satchel Charge 9-0 = 2 x 828; LMG(34); Flamethrower; Satchel Charge	1 0 0 0 0	1 0
SS MG Sect	2.5	1 x MMG (42); 1 x MMG (34)	1 0 0 0 0	2 00
Inf Gun Sect	2	2 x 7.5cm lclG 18 2 x Sd11	1 0 0 0 0	1 0
AT Sect Pak40	2.5	2 x 7.5cm Pak40 HAT 2 x Sd11	1 0 0 0 0	1 0
Pz IV Section	2.5	Pz IVh or J. dr 1-8 = 2x; 9-0 = 1x	1 0 0 0 0	2 00
Pz V Section	4.5	1-8 = 2x; 9-0 = 1x	3 000 000 000 000	4 0000
Pz VI b Section	5.5	1-8 = 2x; 9-0 = 1x	1 0 0 0 0	1 0
Flam Ht Sect	2.5	Sd 251-16 dr 1-8 = 2x; 9-0 = 1x	2 00 00 00 00	2 00
AA Flak Pz Sect	2.5	Fl PzIV dr 1-8 = 2x; 9-0 = 1x	1 0 0 0 0	1 0
AA tr Sect	1	2 x Opel AA	1 0 0 0 0	1 0
SS PzGr HW	3.5	Sd250smg Sd250-7 Sd251-9	1 0 0 0 0	2 00
120mm OBA	2.5	118 FO	1 0 0 0 0	1 0
150mm OBA	3.5	118 FO	1 0 0 0 0	1 0
Emplacements	1	15 EPP	5 00000 00000 00000 00000	12 00000000 00000000

CG Purchase Form – American				
Unit	Cost	d10 Roll = Unit Types	Maximum Units Per Scenario	Maximum Units Per Campaign Game
Inf Pltn	2.5	1-8 = 3x 656; 259; 238 with LMtr; LMG; Baz 9-0 = 2x 656 ; 259; LMG	4 0000 0000 0000 0000	16 00000000 00000000
Eng Pltn	4	1-8 = 3x 859; LMG; Baz; Flamethrower, 2 x Satchel Charge 9-0 = 2x 859; LMG; Flamethrower, Satchel Charge	1 0 0 0 0	1 0
Armored Inf Pltn	8	1-8 = 3 x 767 + M3; M3A1; M3 MMG; LMG; 2 x Baz; 1 LMtr 9-0 = 2 x 767 + M3; Baz; M3A1	1 0 0 0 0	3 000
Armored MG Pltn	7	1-8 = 3xM3 MMG; 9-0 2xMM3 MMG	1 0 0 0 0	1 0
Light Tank Pltn	4	1-8 = 5xM5A1; 9-0 = 4xM5A1	2 00 00 00 00	2 00
Med Tank Pltn	5	1-8 = 1xM4A3 + 2xM4A1 + 2xM4A1 76w 9-0 = 3xM4A1 + M4A1 76w	2 00 00 00 00	3 000
Assault Tank Pltn	3.5	3 x M4105	1 0 0 0 0	1 0
TD M10 Section	2.5	2 x M10 TD	2 00 00 00 00	2 00
TD M36 Section	2	1 x M36 TD	1 0 0 0 0	1 0
Med Mortar Section	2	2 x 81mm MMtr	1 0 0 0 0	2 00
HMG Pltn	3.5	2 x 1917 MMG; 1 x .50 cal MMG	1 0 0 0 0	3 000
AT Plt M1 HAT	3.5	M1 H AT+M3 ht x 3 each	1 0 0 0 0	1 0
AT Plt M5 HAT	3.5	M5 H AT+M3 ht: x 2 each	1 0 0 0 0	2 00
AA Sect	2.5	90B H AA+M3 ht	2 00 00 00 00	2 00
Art Sect	2.5	105mm M2A1 H HOW+M3 ht x 2 each	1 0 0 0 0	2 00
Fighter Bomber P47	1.5	1-8 = 2xP47 with bombs; 9-0 = 1x	1 0 0 0 0	2 00 NA during Fog or night
Bombardment	3		1 0 0 0 0	2 00
After setup, but prior to the start of play, the US player places a CFF in any hex on the map. Roll for accuracy normally but without LOS or enemy unit requirements. Every hex within 7 hexes of the resulting FFE is attacked by 81mm HE, resolve as a normal OBA attack. Any units in a resulting Flame Location may move one hex prior to the start of play. The game commences normally on turn 1.				
81mm OBA	2	118 FO	1 0 0 0 0	3 000
105mm OBA	3	118 FO	1 0 0 0 0	2 00
150mm OBA	1	118 FO; 1 gun, FFE limited to 1 hex, otherwise normal OBA	1 0 0 0 0	1 0
Emplacements	1	15 EPP	5 00000 00000 00000 00000	18 000000000 000000000

US Unit Types – stop rolling for unit types after the 1st 2 RGs are depleted, ie only 2 RGs can be depleted for each Campaign game date. Roll order is top to bottom on the CG Purchase Chart.