ATS TOT4 Stoumont: The Break In – ATS Conversion 11/06/2009

Stoumont, Belgium, 19 December, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS Dark December and Advanced Tobruk are necessary for play as is ASL Kampfgruppe Peiper I and Kinetic Energy TOT4 for the scenario historical background.

Elements of 3rd Batt, 119th Inf Reg, 30th Inf Div setup first within 3 hexes of any on map building/graveyard hexes, no more than 12 squads and no HAA or HAT guns may be set up in buildings.

859	767	656	259	118	117	118 FO	MMG 50 cal	MMG 1917	LMG 1919	LAT Baz	Satchel Charge
3	5	21	7	2	9	2	1	3	6	9	1

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HAA 90B	HAT M5	HAT M1	M3 MMG	M16 50 cal	M3	Foxhole
1	5	2	1	1	5	20

Enter on Turn 7 within 3 hexes of StU16.

M4A3 75w	M4A1
3	1

Elements of Kampfgruppe Peiper enter on/after Turn 1 on/between hexes StA28 and StG28, SSR 7.

828	758	657	118	117	118 FO	MMG MG42	MMG MG34	LMG MG34	LMtr 50D	LAT Psk	LAT Pf	Satchel Charge
3	16	9	3	7	1	1	1	6	2	6	8	3

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Pz Vg	Pz IVj	Pz IVh	Flak Pz IV	Sd 250-21	Sd 250 Smg	Sd 251
6	2	3	1	1	2	10

VICTORY CONDITIONS

The Germans win if they control 40 or more buildings at game end provided that the Americans have not inflicted 150 or more Casualty Victory Points on the German Force.

SPECIAL SCENARIO RULES

1. Spotting conditions are Fog. SSRs as per KGP BW are in effect.
2. Each American FO has access to one battery 60mm OBA (HE & WP) both with High Ammunition.
3. The German FO has access to one battery 150mm OBA (HE& Smoke) with Low Ammuntion.
4. American 859 Squads and German 828 squads are Combat Engineers.
5. The Germans have 4 Elite Tank Commanders.
6. The American may place up to 5 factors of AP Minefields.
7. Prior to setup the Germans may designate up to 2 Flanking Groups (Infantry Only). Each group is made up of units drawn from the German Turn 1 forces. Each Group may contain no more than 10 squads and 10 L or M Weapons. Each Group must contain 1 leader. On Turn 2 each group may enter at 1 of 2 possible entry points. #1 within 6 hexes of STA19 inclusive and #2 within 5 hexes of St N28 inclusive, 1 group per entry area. All units of each group must enter with it's group. Entry areas for each group are recorded prior to ALL setup.
8. The Flak Pz marker and Data Card are available at the ATS On the Table Website.

BALANCE

☆ Change the number of buildings required in the VCs from 40 to 43.

✚ Change the number of buildings required in the VCs from 40 to 37.

MAP LAYOUT KGP I Stoumont

Only hexrows A - U numbered between 13 & 28 inclusive are in play

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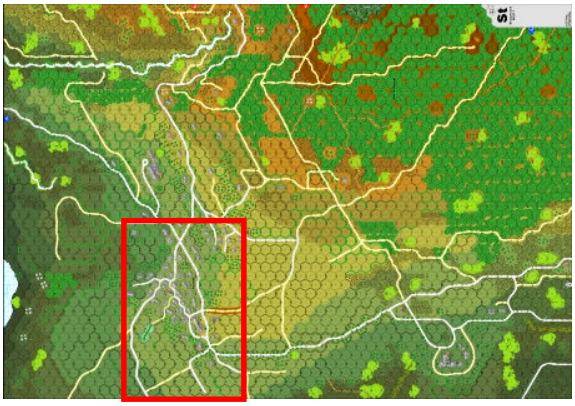

ATS on The Table - http://www3.telus.net/public/larsent/

TURN RECORD MARKER

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