

ATS TOT5 Retrograde out of Stoumont – 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 TOT5 for the scenario historical background.

Elements of C Battery, 143rd AA Batt. setup first within 4 hexes of StHH2.

454 f	259	117	HAA 90B
3	1	1	1



Elements of C Company, 1st Batt., 119th Inf Reg. Enter on turn 2 within 2 hexes, inclusive of StHH0

656	259	117	MMG 1917	LMG 1919	LAT Baz
6	2	3	1	2	3

Retreating survivors of I & K Companies, 3rd Batt., 119th Inf Reg. Supported by elements of C Company, 743rd Tank Batt. enter on Turn 1 from StQ19 with all personnel as riders.

454 f	259	117	LAT Baz	M4A3 76W	M4A1 76W	M4A3 75w
8	2	2	2	1	2	2

Elements of Kampfgruppe Peiper enter on/after Turn1 between StQ16-StQ20 and/or StR20-StV20 with all vehicles having already expended ½ of their Movement point allowance on their turn of entry. All, some or none may enter on each/any turn.

758	556 f	117	MMG MG34	LMG MG34	LAT Pf	LAT Psk	Pz IVJ	Sd250-8	Sd251	Sd250
7	4	3	1	2	3	2	5	1	4	2



Reinforcing Armor enter on Turn 3 on/between StQ16-StQ20.

Pz VG
3

VICTORY CONDITIONS

Both sides are awarded Victory points for exiting units off the west board edge between StEE1 and StKK1. The Americans win if the Germans do not exit any units or if the Germans exit units totaling less Victory Points than the Americans exit.

SPECIAL SCENARIO RULES

1. Spotting conditions are Fog. SSRs as per KGP BW are in effect.
2. The Americans do not roll for random Gyrostabilizers as per the KGP BW. Up to 4 US AFVs may be secretly recorded as having Gyrostabilizers.
3. The American 90B AA gun may not start in a Weapon Pit.
4. The Americans have 1 Elite Tank Commander.

BALANCE

- ☆ Change the US turn 2 656s to 767s.
- ✚ The German turn 3 reinforcements enter on turn 2.

TURN RECORD MARKER

1	2	3	4	5	6
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MAP LAYOUT KGP I Stoumont

Only hexes numbered 20 or less in hexrows Q-LL are in play

