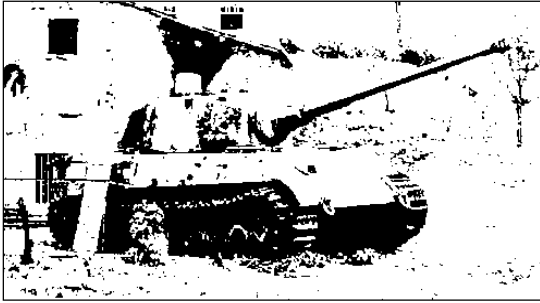


# ATS TOT 7 Tiger 222– ATS Conversion 03/07/2008



**Stavelot, Belgium The Ardennes, 19 December 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from TOT 7. Ownership of ATS Dark December and Advanced Tobruk are necessary for play as is ASL Board 41 and TOT 7 for the scenario historical background.



Elements of 1<sup>st</sup> Batt., 117<sup>th</sup> Inf Reg, 30<sup>th</sup> Div: setup first on/north of hexrow S.

656	259	117	LMG 1919	LAT Baz	Satchel Charge	M10
6	2	2	2	2	1	1



Elements of Kampfgruppe Sandig, supported by Kompanie 7, 1<sup>st</sup> SS Panzer Reg and Kompanie 2 schwere SS Panzer Abteilung 501: enter on the south edge on/after turn 1. All, some or none may enter on any turn.

859	828	118	LMG MG34	LAT Pf	Pz VIb	Pz IVj	Kfz 4 SSR 6
6	1	2	2	2	1	2	3

## VICTORY CONDITIONS

The German player wins at game end if he has amassed at least 43 Victory Points. In addition to Casualty VPs the Germans also receive VPs for any non Broken/surrendered German units north of the River at game end and 5 VPs for each building hex north of the River controlled by the Germans.

## SPECIAL SCENARIO RULES

- Spotting conditions are Average.
- The creek is deep and is considered a River. All buildings are +0 level only.
- The US Player may place up to 4 AP or AT mine factors, not hidden.
- The US player may use Hidden setup for up to 6 **counters**. The M10 may use Hidden setup and counts against the 6 counter allowance.
- All SCWs use 1945 Data.
- German Kfz 4's are considered Kfz 1/20's, Schwimmwagen amphibious jeeps. They are governed by the Amphibious vehicle rules except for the following. They may only enter a River hex via assault movement and must stop for that turn. Next turn they may exit to either bank using Assault movement.
- All German infantry are Die Hard Waffen SS. The 828 is a Combat engineer.
- The Pz IVj's are equipped with Schurzen, apply a +2 AF to all turret and hull flank aspect hits.

## TURN RECORD MARKER

1	2	3	4	5
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## BALANCE

- ☆ In the VCs change at least 43 to at least 46.
- ✚ In the VCs change at least 43 to at least 40.

## MAP LAYOUT

Only hexrows R-GG are playable

