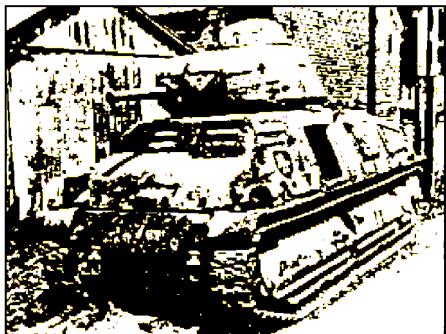


# ATS UG21 The Witch's Cauldron – ATS Conversion 05/01/2007



**Merdrop, France, 13 May, 1940:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and Stonne Heights are necessary for play as are ASL Boards 16, 17 & 19. ASL design Bill Sisler



Elements of Schutze Regiment 33, 4<sup>th</sup> Pz Division set up first on board 16 as per SSR 2.

758	556 f	118	117	MMG MG34	LMG MG34	ATR
5	1	1	1	1	1	1
HAT Pak 36	Sd 251-10	Sd 251	Sd - 8	Med Truck		
1	2	3	1	2		

Elements of Pz Regiment 35, 4<sup>th</sup> Pz Division enter on turn 1 via the west edge of board 19, see SSR 3.

Pz IVd	Pz IVe	Pz III F 37B
2	1	5



Elements of 2<sup>nd</sup> Cuirassier and 11<sup>th</sup> Dragoons Portes, 3<sup>rd</sup> Division Legere Mecanique enter on Turn 1 from the east edge of board 17.

557	258	117	MMG	HAT Hotch	S 35	H 39(L)	FCM 36	Light Truck
6	2	2	2	1	3	3	4	7

## VICTORY CONDITIONS

The French win at game end if they have amassed at least 7 more casualty Victory Points than the Germans, provided that the French have at least 1 non MKilled or KKilled AFV on board 16 and/or 19 at game end.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal.
2. German units which set up on board 16 must be placed on the road which runs 16GG6-16Y4-16N4-16A6 with no more than 1 empty hex between vehicles. The VCA of all vehicles must face south. The German vehicles may setup marked with Continuous Movement. All German Personnel must set up as riders/passengers and the Pak 36 HAT must be in tow.
3. All German vehicles of Pz Regiment 35 are considered to have already expended 4 Movement Points prior to entry.
4. Each side has 1 Elite Tank Commander (ETC).

## BALANCE

- Remove the ETC from the German OOB.
- Add 1 Pak 36 HAT to the German at start OOB.

## TURN RECORD MARKER

1	2	3	4	5
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## MAP LAYOUT

