

## COMPANION BOOKLET

### 1. HOT STOVE PACK 2

**1.1 Introduction**—Welcome to the second installment in the HOT STOVE series of scenario packs for ATS. You've likely noticed by now that a LOW price-point is featured along with a unique mix of scenarios, intended to showcase the simulation and play capabilities of the system.

Another goal of the HOT STOVE series is to reward the immersed ATSer with new opportunities to gun things up using his existing components. For newcomers, the needed counters are now available *ala carte* at [www.criticalhit.com](http://www.criticalhit.com). Check the list at the end of this booklet for the needed components.

To make things more convenient, some extra AFV Cards are provided in HOT STOVE PACK 2, in order to reduce the number of ATS games you'll need to own to use this product to the fullest. You also receive some new AFV Cards for the ELEFANT and DICKERMAX armored fighting vehicles.

This document also provides rules used in some of the scenarios, including Personnel Ski Movement, Winter Camouflage, etc.

HOT STOVE PACK 2 is the first place owners of NIKITOVKA can use their *Alpini* Personnel. Combining those deep-green counters with the sky blue French makes for some very colorful gaming!

We hope to whet the appetites of KURSK die-hards with the HILL 253.5 scenario...since a historical map of this battlefield is in the works. Unlike many ATS scenarios, a high piece density is featured, amidst massive firepower created by all forms of World War II weapons systems ranging from artillery to Stukas and AFVs, including the massive Ferdinand.

On the other end of the spectrum we find scenarios like DICKERMAX, which harkens back to those easy-play tank vs. tank affairs in ADVANCED TOBRUK. Although featuring infantry only, FIRE AND ICE is in the same vein, a very straightforward, playable affair.

Owners of the popular 82nd AIRBORNE SHOULDER PATCH Personnel counters have a new fight on their hands in the form of the scenario HILL 75.9. The setting is the ever-popular Market Garden battle for what was to become known as 'Devil's Hill'. Author and contributor Bob Murphy (author of "No Better Place to Die" and contributor to AGAINST ALL ODDS) had his war end there, wounded during the battle after surviving the night drop as a pathfinder and combat infantryman during the Battle of Normandy.

**1.2 Winter Weather**—Winter weather in Finland posed extreme hardships on the combatants attempting to wage war in this climate. Especially hard-hit were Russian troops, un-prepared for the severity of the arctic battlefield. Some new rules are used in Mannerheim's Cross to simulate the winter battlefield.

**1.2.1 Snow Ground Cover**—Is only in effect when specified by SSR. Ski movement is allowed by eligible units. See the rules below for movement during snow conditions.

**1.2.2 Ice**—Is only in effect when specified by SSR. Treat all water obstacles as Open Ground. Treat Swamp hexes as Taiga Brush.

No cushion effect is created by any terrain.

**1.2.21 Ice Holes**—Any HE attack that would create Rubble in a Masonry building hex eliminates ALL units in a water obstacle hex AND places an Ice Hole marker. Treat the hex as a water obstacle (that may not be entered) for the remainder of the scenario.

**1.3 Ski Movement Class**—A new movement class is provided for use during Snow Ground Cover conditions. Vehicles such as the Finnish Pulkka, Sleigh, and Russian *Aerosans* (i.e., snowmobiles, such as the NKL-16) travel on skis and are so noted by a ski icon behind their Movement Points. Personnel may also use a new form of movement, Ski Movement, when Snow conditions are provided by SSR.

**1.3.1 Movement Effects**—When specified by SSR Snow Ground Cover affects movement for most units. The following effects do NOT apply for entering or moving within buildings (including Personnel using Skiing movement).

**a) Fully Tracked Vehicles**—The MINIMUM entry cost for EACH hex is ONE MP (i.e., roads are not 1/2 MP). There is no other effect.

**b) Half-Tracked Vehicles**—Pay 1 MP + CoT for entry of all NON road hexes. The MINIMUM entry cost for EACH hex is ONE MP (i.e., roads are not 1/2 MP).

**c) Wheeled Vehicles**—Pay DOUBLE MP for entry of all NON road hexes. The MINIMUM entry cost for EACH hex is ONE MP (i.e., roads are not 1/2 MP).

**d) Ski Vehicles**—There is no effect. See the separate rules for *Aerosans*. Ski vehicles pay 1/2 MP when moving ALONG road hexes.

**e) Personnel**—Pay and ADDITIONAL 1 + [1 + CoT] for each level HIGHER the unit enters (exception: If using Skiing movement).



**1.3.2 Personnel Ski Movement**—When Snow Ground Cover is provided by SSR some or all Personnel in a scenario may be specified as being allowed to use Skiing movement. Unless stated otherwise, units using Skiing movement are treated as moving normally (e.g., they are still eligible to use Infiltration; for target purposes; Platoon Movement). The use of Ski movement must be announced prior to moving. Personnel are not REQUIRED to use Ski movement when it is made available. Personnel units move on skis as follows:

**a) Cross Country Skiing**—Provides a Personnel unit up to 8 MP. No fire is allowed.

Place a Ski Movement marker BEHIND the unit(s) using this movement type and treat as Running Movement for the entire turn (i.e., not just for Opportunity Fire purposes).

**b) Ski Assault Movement**—Provides a Personnel unit up to 6 MP. Treat as Assault Movement. Place a Skiing Movement marker ON TOP OF the unit(s) using this movement type and treat as Assault Movement for target purposes.

**c) Crawling**—Does not use Ski movement.

**1.3.21 Leadership**—Ski movement MP are increased normally by leaders.

**1.3.22 Platoon Movement**—May be used by Personnel using Ski Movement if ALL units of the platoon are on skis.

**1.3.23 Downhill Skiing**—Add 1 MP (to a specific unit, not an entire platoon if using Platoon Movement) for use during that impulse for each lower level hex entered using Ski movement, including when moving into Precipitous Terrain.

**1.3.24 NON Open Ground**—DOUBLE the cost of Woods hexes entered using Ski movement for NON FINNISH units.

**1.3.25 Broken Units**—Personnel eligible (i.e., by SSR) to use Ski Movement may also use it when Broken.

**1.4 Winter Camouflage**—Personnel may be specified by SSR as wearing Winter Camouflage. All Direct Fire GF attacks (i.e., that use the Casualty Table ONLY, not the HPT;) applies a 1L shift if the targeted Personnel are in a NON building location or UNDER an Emplacement counter.

**1.5 Recoiless Rifles (RCL)**—The M18 L|RCL and M20 M|RCL are new weapons depicting recoilless rifles. They are treated as Light and Medium weapons normally with the following exceptions:

a) Use the 'C' row of the A1 HPT;

b) RCL may not fire from inside buildings (including rubble), vehicles, or under pillbox/bunker;

c) The adjacent hex directly BEHIND (trace backward along LOS; if exactly along a hexspine BOTH hexes are affected by backblast) the firing RCL is known as the 'backblast' location; an attack on the 1 GF (make a separate roll on the Casualty Table) column of the Casualty Table is made; on a C1 result place a Flame marker in any flammable terrain in a backblast hex.

