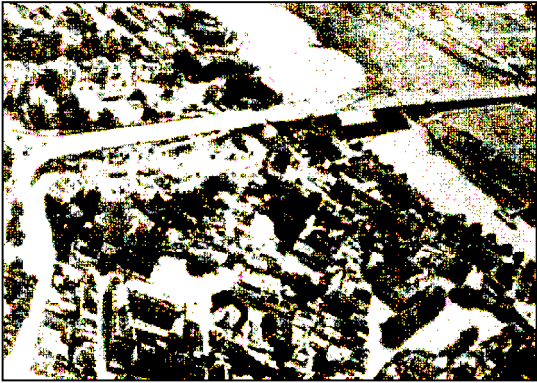


ATS ABTF1 The Prize – ATS Conversion 11/13/2009



Arnhem, Holland, 17 September, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS Arnhem Defiant Stand is necessary for play as is ASL A Bridge too Far for the scenario historical background. ASL scenario design Greg Davis & Mike Faulkner.



| | | | | | | | | |
|--|------------|-----|-----|----------------|-------------|------|-------------|-------------|
| A Co., 2 nd Para Batt. 1 st Airborne Brig. 1 st Airborne Div set up first 4 or less hexes from T12. | | | | | | | | |
| Jeep K Gun | HAT 57B | 849 | 117 | MMG Vickers | LMG Bren | LMtr | LAT Piat | MMtr 76D |
| 1 | 1 | 12 | 3 | 1 | 3 | 2 | 1 | 1 |

Headquarters Defense Platoon and Troop B, Royal Eng.
Set up first on/east of hexrow I 3 or less hexes from K6.

| | | | | | | | |
|-----|-----|-----|-----|-------------|-------------|-------------------|------------------|
| 849 | 658 | 118 | 117 | LMG Bren | LAT Piat | Satchel Charge | Flame Thrower |
| 3 | 4 | 1 | 2 | 1 | 1 | 2 | 2 |

Enter on Turn 2 via infiltration or on Turn 3 normally along the west edge on/between A10 and A22.

| | | |
|-----|-----|-------------|
| 658 | 117 | LMG Bren |
| 2 | 1 | 1 |



Elements of the 3rd Co., 21st Pz Gren Reg, 10 SS Pz Div, set up second 5 or less hexes from C8.

| | | | |
|-----|-----|-------------|-------------|
| 758 | 117 | MMG MG34 | LMG MG34 |
| 6 | 2 | 1 | 1 |

Stadtkommandant Arnhem set up second in/adjacent to hex T19.

| | | | |
|------------|-----|-------------|--------|
| 454 (f) | 117 | MMg MG34 | Sd 232 |
| 4 | 1 | 1 | 1 |

Elements of Kampfgruppe Euling, 10 SS Pz Div set up second 3 or less hexes from hex BB12.

| | | | | |
|-----|-----|-------------|-------------|------------|
| 758 | 117 | MMG MG34 | LMG MG34 | LAT Psk |
| 8 | 3 | 1 | 1 | 1 |

1st Co. 10th Recce Batt, 10 SS Pz Div enter on Turn 1 along the north edge on/between Q1 and W1.

| | | |
|--------|----------|---------------|
| Sd 222 | SD 234-2 | Sd 250 SMG |
| 2 | 1 | 1 |

VICTORY CONDITIONS

The British win immediately upon controlling or eliminating the Pillbox, place a Bunker marker as per ADS BW 3.4.77, provided there are no unbroken/non surrendered German squads in buildings or Arnhem bridge hexes numbered 14 or greater on/between hex rows Q & W. Alternately the British can win at game end if they control or destroy the Pillbox provided they have moved 10 VPS off the south edge via T22.

SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy.
2. The British HJAT may not set up in a weapon pit.
3. The British 658s are combat engineers
4. The British have 4 Gammon Bombs.

TURN RECORD MARKER

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|

BALANCE

- 🎯 In the Victory Conditions change the 10 VPs to 7 VPs.
- 🛡️ In the Victory Conditions change the 10 VPs to 13 VPs.

MAP LAYOUT



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