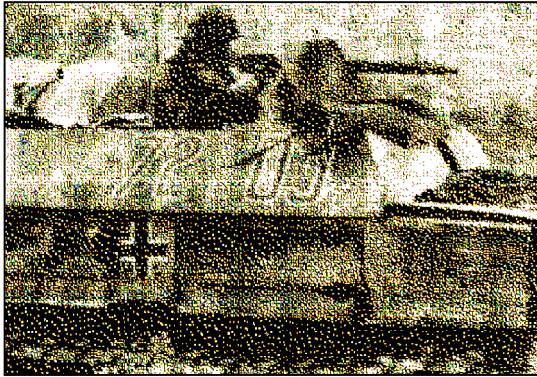


# ATS ABTF2 Graebner's Folly – ATS Conversion 11/13/2009



**Arnhem, Holland, 18 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 Russ Buntin



Elements of the 2<sup>nd</sup> Para Batt, 1<sup>st</sup> Para Brig, 1<sup>st</sup> British Airborne Div. Set up first anywhere within the playing area with no more than 1 squad per location. Only AT Mines may be set up on hexrow T.

HAT 57B	Foxhole	849	658	118	117 ssr 8	MMG Vickers	LMG Bren	LAT Piat	118 FO
1	2	10	2	1	4	1	2	2	1



Reconnaissance Elements of Kampfgruppe Graebner, 9 SS Pz Div enter on/after turn 1 on hex T25. All infantry must enter as passengers on a vehicle. All, some or none may enter each turn.

758	117	MMG MG34	LMG MG34	LAT Psk
13	4	1	3	1

Sd234-2	Sd250	Sd250 SMG	Sd251	Heavy Truck
2	5	1	2	3

## VICTORY CONDITIONS

The Germans win immediately upon exiting 27 VPs off the north edge. Each squad exited counts as double VP.

## SPECIAL SCENARIO RULES

- Spotting conditions are average.
- The British may place up to 2 AT mine factors.
- British 658 squads are Combat Engineers.
- The British have 3 Gammon Bombs.
- The British have access to 1 80mm OBA battery with Low Ammunition supply. They may not attempt radio contact until turn 6.
- Any German infantry in Bridge locations that suffer a Broken or Surrender result suffer a C1 result instead, they do not break or surrender.
- The Germans have 1 Elite tank commander.
- Mark 1 British 117 leader with courage.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

## BALANCE

- 🎯 Add one 57B HAT to the British OOB.
- ✚ Increase the game length by 1 turn to 11.

## MAP LAYOUT

Only hexrows N-X inclusive are in play.



ATS on The Table -

<http://www3.telus.net/public/larsent/>