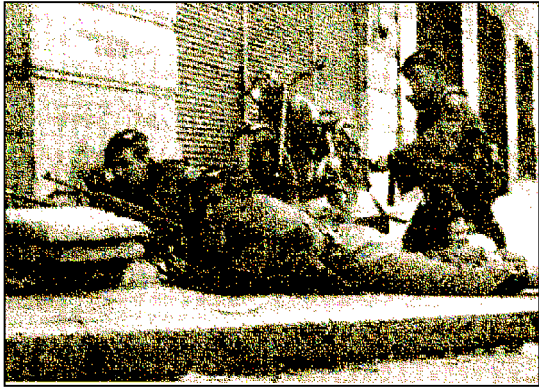


ATS ABTF3 Late for Mass – ATS Conversion 11/13/2009



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 Kampfgruppe Euling, 10 SS Pz Div, setup first in/adjacent to building M2.

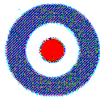
758	556 (f)	117	LMG MG34	LMtr	LAT Psk
3	2	1	2	1	1

Enter on Turn 4 along the north edge

Pz IVJ
1

Elements of Kampfgruppe Knaust, 9 SS Pz Div. Enter on Turn 3 along the north edge.

828	758	556 (f)	117	MMG MG34	LMG MG34	LAT Psk	Satchel Charge
1	4	1	2	1	1	1	1



Reinforced elements of 3rd Platoon, 2nd Para Batt, 1st Para Brig, 1st Airborne Div set up second 4 or less hexes from hex 110.

849	658	117	MMG Vickers	LMG Bren	LMtr	LAT Piat	Satchel Charge
5	7	3	1	3	1	1	1

VICTORY CONDITIONS

The British win at game end if they control all non rooftop locations of building M2 and/or if they control more non rooftop locations of building M2 provided they have eliminated at least 5 or more infantry Victory Points than the Germans.

SPECIAL SCENARIO RULES

- Spotting conditions are average
- German 828 squads are Combat engineers.
- Prior to setup the Germans may designate 1 building location as **Fortified** (Provides additional +1/1L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration) - Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration.
- The Germans have 1 Elite Tank Commander.
- The British have 3 Gammon Bombs.

BALANCE

- Delete the German Elite Tank Commander.
- Add one Flame Thrower to the German Turn 3 units.

TURN RECORD MARKER

1	2	3	4	5	6
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MAP LAYOUT

Only hexrows F-Q up to 12 inclusive are in play.

