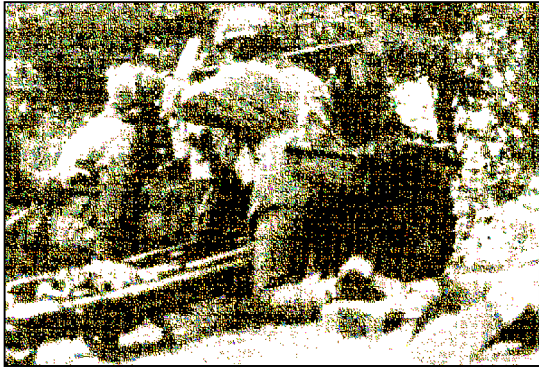


# ATS ABTF4 First Threat – ATS Conversion 11/13/2009



**Arnhem, Holland, 19 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 Eddie Zeman & Steve Zethlefsen



Co. A, 2<sup>nd</sup> Para Batt, 1<sup>st</sup> Para Brig, 1<sup>st</sup> Airborne Div set up first on/west of hexrow AA and south of the V14-X14-AA14 road.

849	658	446 (f)	117	MMG Vickers	LMG Bren	HAT 57B
6	2	2	2	1	3	1

Enter on Turn 4 along the west edge of the playing area on/between U14-U21.

849	118	117 ssr 4	LAT Piat	Satchel Charge
3	1	2	2	1



Elements of Kampfgruppen Knaust and Brinkmann, 9 SS Pz Div set up 5 or less hexes from GG13.

758	117	MMG MG34	LMG MG34	LAT Piat	Pz IIIIL
12	3	2	2	1	3

## VICTORY CONDITIONS

The Germans win at game end if they have amassed more VPs than the British. The British score casualty VPs normally except AFVs are only worth 3. At game end, the Germans receive VPs for non broken non surrendered German infantry and non M Killed AFVs in hexes numbered greater than 14 on hex rows U and V. Infantry count double on hexrow U.

## SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. The British 57B HAT may not set up hidden or in a weapon pit.
3. The British have 3 Gammon Bombs.
4. Two British 117 leaders with the Turn 4 units are marked with Courage.

## BALANCE

- 🎯 Add a MMG Vickers to the British Turn 4 units.
- ✚ Add an Elite Tank Commander to the German OOB.

## TURN RECORD MARKER

1	2	3	4	5	6
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## MAP LAYOUT

Only hexrows U-GG greater than 12 inclusive are in play

