

# ATS ABTF5 Tigers to the Bridge – 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



Troop A, Royal Engineers set up first on any hex numbered 7 or more.

658	456 (f)	118	117	MMG Vickers	Bren	LAT Piat	Satchel Charge	Hedge Hog
6	2	1	2	2	2	1	1	1



Elements of Kampfgruppe Knaust, 9 SS Pz Div set up second in any hex numbered 5 or less.

758	556 (f)	118	117	MMG MG34	LMG MG34	LAT Psk
8	1	1	2	1	1	1

Enter on/after Turn 1 along the north edge.

Pz VIb	Pz VIe
1	1

## VICTORY CONDITIONS

The Germans win at the end of any turn if they control building U10 and/or at game end if they control more non rooftop locations if U10 than the British. Each ground level location of U10 counts as 3 locations.

## SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. Place a rubble marker in hexes V7 and V8.
3. The British may designate one building location as Fortified
  - provides additional +1/1L to the normal terrain modifier.
  - Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration.
4. The British may use Hidden set up for one Squad+Leaders+L or M weapons stacked with them.
4. All British squads are Combat Engineers.
5. At the end of turn 2 the German must make a secret die roll. On a 1-2 all German AFVs must leave the playing area on the east edge at the beginning of Turn 4. On a 3-7 they must leave at the beginning of Turn 5. On an 8-0 they remain in play normally. German AFVs may not enter building locations.
6. The British have 3 Gammon Bombs.
7. The Germans have 1 Elite Tank Commander.

## BALANCE

- The SSR 5 die roll is subject to a -1 modifier.
- Add a German Elite Tank commander to the German OOB.

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

## TURN RECORD MARKER

1	2	3	4	5	6
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## MAP LAYOUT

Only hexrows T-BB less than 15 inclusive are in play

