

# ATS ABTF7 Among the Bravest – ATS Conversion 11/13/2009



**Arnhem, Holland, 20 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 Scott Holst.



Elements of 9 SS Pz Div setup first 3 or less hexes from P18.

758	556 (f)	117	LMG MG34	LAT Psk
4	1	2	2	1

Elements of Kampfgruppe Knaust, 9 SS Pz Div enter on Turn 3 along the east edge on/between S15 & S20.

758	556 (f)	117	MMG MG34	LMG MG34	LAT Psk	Pz VIb	Pz IVj
7	1	3	1	3	1	1	2



Elements of the 2<sup>nd</sup> Para Batt and No. 3 Platoon, Royal Army Service Corps, 1<sup>st</sup> Para Brig, 1<sup>st</sup> Airborne Div set up second 2 or less hexes from M11.

849	658	118	117	MMG Vickers	LMG Bren	LAT Piat	Satchel Charge	LAT Pf SSR 2
9	3	1	3	1	2	3	2	2

## VICTORY CONDITIONS

The British win at game end if they control more building/rubble locations of buildings P15, O18, P18, and P19 than the Germans.

## SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. The Panzerfausts in the British OOB are captured German weapons, use normally.
3. The Germans have 1 Elite Tank Commander.
4. The British have 3 Gammon Bombs.

## BALANCE

- Increase the game length to 7 turns.
- Add 1 Pz IVj to the German Turn 3 reinforcements.

## TURN RECORD MARKER

1	2	3	4	5	6
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## MAP LAYOUT

Only hexrows I - S numbered 12 or more inclusive are in play

