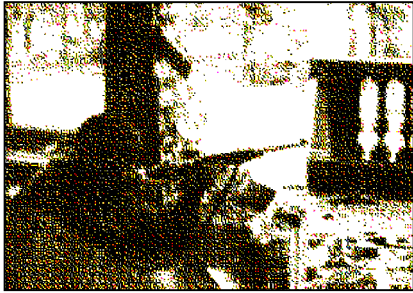


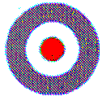
# ATS ABTF8 God Save the King – ATS Conversion 11/13/2009



**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 Russ Bunten.

Elements of the 2<sup>nd</sup> Para Batt, 1<sup>st</sup> Para Brig, 1<sup>st</sup> Airborne Div set up first on/on west of hexrow R.

Satchel Charge	Flame Thrower	LMtr 51D	Hedge Hog	Foxhole	HAT 57B	Jeep K-Gun
4	1	2	4	4	2	2



849	647 (f)	658	557	118	117	MMG Vickers	LMG Bren	LAT Piat	MMtr 76D
18	15	3	16	3	9	6	8	6	1



Elements of 9 SS Pz Div set up second on/east of hexrow T.

758	657	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Psk	LMtr 50D	MMtr 81D
16	2	1	4	1	2	3	2	2	2

Group 2 enter along the north or west edge SSR 6

758	556 (f)	117	MMG MG34	LMG MG34	LMtr 50D	LAT Psk
17	2	4	2	3	2	2

Pz VIb	Pz VIe	Stug IIIG L	Stug IIIG	Sd251	Sd250 SMG
1	2	2	1	6	2

Group 3 enter along the north edge SSR 6

828	758	117	MMG MG34	LMG MG34	Satchel Charge	LAT Psk
2	9	3	1	3	2	1

HHOW leFH18	HHOW Sig33	HAA Flak18	Foxhole
2	1	1	4

Group 1 enter along the east edge, SSR 6.

828	758	118	117
3	8	1	2

LMG MG34	LAT Psk	Satchel Charge	Flame Thrower
2	1	2	1

PZ IVj	Pz III L	MMG MG34
3	3	1

## VICTORY CONDITIONS

The Germans win at game end if there are no non broken /surrendered British squads within the Block encompassed by the road P0, R1, R12, O14, M12, J12, F8, K6, L5, M4, L2, N0.



## BALANCE

- Reduce the game length to 10 turns.
- Increase the game length to 12 turns.

## MAP LAYOUT



## TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10	11
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## SPECIAL SCENARIO RULES

- Spotting conditions are average.
- Place 2 AFV wreck markers in hexes T15, T16, T17, T18 & T19.
- Hexes U16 and H20 start with a Flame marker.
- Place Level +0 rubble markers in I20, J19, K16, K17, K18, M20, N19, O16, O17, O20, O21, P13, Q17, Q18, R19, U17, V9, V10, V17, V18.
- Place a rubble marker at Level +10 at U10, J20. Place crater markers, to represent shell holes, in hexes L18, M18, M19 & O15
- German SSRs:** - Prior to British set up the Germans must secretly record the turn and map edge of entry for each reinforcement group, 1 group enters per turn on turns 2, 3 or 4. Any un entered units are considered eliminated.
  - 1 Elite Tank Commander (ETC) with Group 1 and 2 ETCs with Group 2
  - 828 squads are Combat Engineers.
  - at start access to 1x105mm OBA High Ammo supply (HE/Smoke) from an FO at Level +0 of any hex along the south edge, west of hexrow T.
  - starting turn 4 access to 1x150mm OBA High Ammo supply (HE/Smoke) from an FO at +40 level on the west edge.
  - both FO locations must be secretly recorded prior to British setup.
  - both Batteries have 1 Registration hex.
- British SSRs:** - may use Hidden setup for 3 squads+Leaders+L or M weapons stacked with them
- 658 squads are Combat Engineers.
- OOB includes 11 Gammon Bombs and 3 ATMMs.
- may mark up to 6 building locations 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)

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