

# ATS ABTF9 Please Hurry – ATS Conversion 11/13/2009



**Arnhem, Holland, 21 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.



Remnants 1<sup>st</sup> Para Brig, 1<sup>st</sup> British Airborne Div, set up first within the area bound by the road G19-N15-T14-T19-G21

849	658	557	118	117	LMG Bren
4	4	7	1	2	2



Elements of 9 SS Pz Div set up second north of the G15-J16-N15-T14 road.

828	758	118	117	MMG MG42	MMG MG34	LMG MG34	Satchel Charge	Flame Thrower	Pz Vle
3	10	1	2	1	1	2	1	1	2

## VICTORY CONDITIONS

The Germans win immediately when all British squads are Eliminated, Broken or Surrendered.

## SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. Place Level +0 rubble markers in D18, E17, E18, G18, I18, I19, I20, J18, J20, K16, K17, K18, N16, O16, O17, P17, P18, P19, Q19 & Q20.
3. Place foxhole markers, to represent shelling but treat as foxholes for rules purposes, in hexes H18, J14, K19, L18 & Q15.
4. German 828 squads are Combat Engineers.
5. The British have 4 Gammon Bombs.
6. The Germans have 1 Elite Tank Commander.

## BALANCE

- 🎯 Reduce the number of turns to 5.
- ✚ Mark 2 German 758 squads with Courage.

## TURN RECORD MARKER

1	2	3	4	5	6
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## MAP LAYOUT

Only hexrows A - S numbered 11 or more inclusive are in play

