

ATS AL01 It's Hardly Fair – ATS Conversion 05/22/2006



Wyler, Germany, 20th September 1944: Operation Market-Garden was launched on 17 September 1944 with the landing of 3 Allied Airborne Divisions over key areas along the planned assault route Eindhoven-Nijmegen-Arnhem. The US 82nd Airborne Division was landed in the Nijmegen area. The small town of Wyler, on the border of Holland and Germany was to be the location of a roadblock to stop German reinforcements from reaching the 82nd drop zones. The 82nd had a large area to cover with relatively lightly armed troops, and not many could be spared for the roadblock. A number of attacks from the hastily thrown together Kampfgruppen of Korps Feldt, based on the 406th Infantry Division, were launched into Wyler. Most of these were skirmishes and did not develop into large scale assaults. On the 20th, a more serious effort was made to eject the Americans from the village. Mixed infantry and assorted halftracks attacked the paratroops of the 82nd, who were backed up by a single 57mm Anti-tank gun. Having put up a stubborn fight, the paras were eventually allowed to withdraw by their commanders on the night of the 20th/21st and the town was left to the Germans.

Provided by Ducasim (Dutch Conflict Simulation), from their magazine "Spel!"
ASL Scenario Design & copyright: Adam Lunney

Elements of 3rd Battalion, 508th Parachute Infantry Reg, 82nd Airborne Div set up first on or south of hexrow AA.



7 6 7	5 6 5 (f)	2 5 9	1 1 7	MMG 1917	LMG 1919	LAT Baz	HAT 57B	Road Block
6	1	1	2	1	2	2	1	1



German Mixed Kampfgruppe from "Korps Feldt" Enter on turns 1 and 2 along the north edge between GG1 and BB10. Some, all or none may enter on each turn. On the turn of entry vehicles have only ½ their printed MPs (FRU) and Infantry may not run.

7 5 8	6 5 7	6 5 6	1 1 7	MMG MG34	LMG MG34	LAT Psk
3	9	3	4	1	2	2

Vehicles as per SSR 2.

Sd 251-9	Sd 251-10	Sd 251	Opel AA HAA	Sd161-3	Sd 250	Re roll
(1)	(2)	(3)	(4)	(5)	(6)	(7-10)

VICTORY CONDITIONS

At game end the German player must control all buildings on board 24 without sustaining 32 Casualty Victory Points. In addition the German player must inflict at least 11 American Casualty Victory Points. The American player may exit units off the south edge of the board commencing on Turn 5. Any such exited units do not count as Casualty Victory points

TURN RECORD MARKER

1	2	3	4	5	6
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MAP LAYOUT

Only Hexrows K-GG is in play.



SPECIAL SCENARIO RULES

1. Spotting Conditions are Average. Place ATS Overlay ATS MB2 U4, V3. All hexes are at level 0. All buildings except 24R4 are level 0 only. Crews may not control buildings.
2. The German player makes 4 secret die rolls before the start of play and receives the appropriate type of vehicle according to the die roll number listed in brackets below that vehicle. No more than 2 vehicles per type can be selected. If more than 2 of a vehicle type are chosen that die roll is made again until another type is selected. No vehicles may be refused. Re roll any result over 6.
3. American L and M weapons may use Hidden setup and the ID of the possessing unit may be secretly recorded.

BALANCE

- ⊕ American L and M weapons may not use Hidden setup.
- ☆ Delete 1 x 657 and 1 x LMG MG34 from the German OB.