

ATS DASL E: SLAM DANCE – ATS Conversion 11/24/2005



ARNHEM, THE NETHERLANDS, 17 SEPTEMBER 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the Deluxe ASL Module Streets of Fire is necessary for play as is Advanced Tobruk and at least one of Arnhem or Scottish Corridor. Please refer to DASL Scenario Q11 for the historical background to this scenario as well as its aftermath.

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



B Company, 2 Para and A Company, 3 Para: enter on West edge on Turn 1 with one half Movement Factors and Turn 2 (See SSR 4)

658	118	117	LMTR 51D	LMG Bren	LAT PIAT
18	1	5	2	5	4



Elements of Kampfgruppe Moeller: enter on East edge on Turn 1 (see SSR 5)

758	657	118	117	MMG MG34	LMG MG34	LAT Psk	Kfz 4	Sd 251	H Truck
13	3	1	4	1	2	2	2	2	2

VICTORY CONDITIONS

Victory Points are awarded at game end for casualties and points are also awarded for controlling terrain i.e. woods/building/rubble location which lies on the opponents half of the playing area, with none controlled at start. The value of these locations is based on their cover shifts, i.e. 2 for wood, 3 for masonry etc. The British receive double points for any of their units that exit the east edge. The Germans, only, receive double the victory points for any British units that surrender. A tie is a German Victory.

SPECIAL SCENARIO RULES

- Spotting conditions are average.
- Place foxhole counters in aB5, aD5, bG1 and aN5 – treat these hexes as Orchard.
- There are no Level +20 locations, only Level +10 locations with the relevant buildings being a +20 LOS obstacle.
- Only 10 British squads may enter on Turn 1. The rest must enter on turn 2.
- If the British win initiative on the Turn 1 Fire/Move segment all German units may enter on Turn 1, with vehicles considered as having already expended 25% of the movement points. If the Germans win initiative he cannot use running movement and all vehicles cannot enter until turn 2 but with full movement points.
- The German must enter the board with as many squads as passengers as his vehicles carrying capacity allows, as well as at least 3 leaders.
- The Germans have 2 satchel charges.

BALANCE

- Change SSR 6 to read "at least 2 leaders"
- 13 British squads may enter on Turn 1.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT

