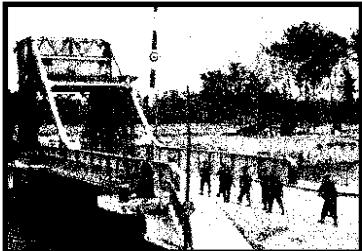


ATS PB A1:LOVAT FIRST SIGHT- ATS Conversion



BENOUVILLE AND Le PORT, FRANCE, 6 JUNE 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the ASL Historical Module Pegasus Bridge is necessary for play as is Advanced Tobruk and at least one of Arnhem or Scottish Corridor. Please refer to ASL Scenario J31 for the historical background to this scenario as well as its aftermath. ASL Scenario design Tim Van Sant

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



Elements of Panzerpionier Kompanie 2, Infanterie Division 716 and Panzergrenadier Regiment 125, Panzer Division 21 set up first as indicated set up on/south of hexrow F, in hexes numberer up to 10 in/adjacent to buildings

758	657	455 f	117	LMG MG34
1	8	2	2	1

Set up on/south of hexrow M, west of the canal

758	657	117	LMG MG34	LMtr 50D	PzIVH	Marder 1	Sd250-7 81D	Sd251-10	Sd10-4	LAT Pf
2	12	4	1	1	2	3	2	2	1	3

Elements of companies B & D, Ox and Bucks set up east of the canal within 3 hexes of X21 see SSR 6

658	118	117	MMG Vickers	LMG Bren	LAT PIAT	LMtr 51D	Hedgehog	Bunker	HAT 57B
5	1	1	1	2	2	1	3	1	1

Set up east of the canal



Elements of the 7th Battalion, 5th Regiment, 6th Airborne Division setup as follows:

Setup on/north of hexrow EE in hexes numbered =>9, in/adjacent to building hexes

658	117	LMG Bren	PIAT
6	2	2	2

Setup on/between hexrows N and W, west of the canal.

658	117	117	LMG Bren	PIAT
6	1	1	2	2

Elements of Lord Lovat's Commandos enter on turn 1 on/adjacent to TT17

658	118	117	LMG Bren	Flame Thrower	M4A4
12	1	3	4	1	1

VICTORY CONDITIONS

The British win at the end of any player turn when they have at least 33 Victory points of non broken/surrendered Commando infantry units (see SSR 2) east of the Canal provided the Germans have not amassed 32 casualty victory points, surrendered units count double for this purpose.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. The British infantry entering on Turn 1 are Lord Lovat and his Commandos.
3. The Germans have an elite tank commander.
4. The British have 9 Gammon Bombs
5. Any four British squads setting up west of the canal start the game with 1 casualty marker each.
6. Prior to setup place a bunker in Z21, Hedgehogs in W21, X20 and Z21. Wire in W21, X21 and Z21. All Ox and Bucks squads, and any leaders or weapons stacked with them, may set up in foxholes if in suitable terrain.
7. Any unit marked "f" in either sides OOB is a flipped unit, ie. already sustained casualties.

TURN RECORD TRACK

1	2	3	4	5	6	7
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BALANCE

In the victory conditions replace 32 with 27.

If eliminated the M4A4 does not count towards the VP limit in the VCs.

MAP LAYOUT

