

ATS PB1: HAM AND BLOODY JAM – ATS Conversion



BENOUVILLE, 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 Pegasus Bridge Scenario PB1 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 Grenadier Regiment 736, Infanterie Division 716: setup first as indicated, SSR 2, 4 or less hexes from Y19

656	454 f	117	MMG MG34	137 f	Pak 38 50B	Bunker	Hedge Hog	Wire
4	2	2	1	1	1	1	3	3

Enter on Turn 2 at TT12 having already expended 12 Cross Country MPs.

Kfz4	117	556 f
1	1	1



Elements of Companies B and D, 2nd Oxfordshire and Buckinghamshire Light Infantry, enter by Glider on Turn 1, see SSR 3.

658	238 sappers	118	117	LMG Bren	LAT PIAT	LMtr 51D	Horsa Sj8
6	3	1	2	2	3	1	3

VICTORY CONDITIONS

The British win immediately when they have Cleared the bridge and when they control the bridge, see SSR 5.

SPECIAL SCENARIO RULES

- Spotting conditions are night.
- All German units must set up in an emplacement or building location with no more than one squad, plus any leader or weapon, per location. Prior to setup place a bunker in Z21, Hedgehogs in W21, X20 and Z21. Wire in W21, X21 and Z21. Any unit marked "f" in either sides OOB is a flipped unit, ie. already sustained casualties. The German Pak 38 sets up in X20 with the flipped crew in any adjacent hex.
- The three initial British 238s are "sappers", 1 sapper per glider max. Gliders are Horsa Sj8. All Glider landing hexes must be east of the canal within 2 hexes of another landing hex, rules as per the ATS Briefing Glider rules.
- During Turn 1 German units may only fire vs adjacent targets. Only German leaders may fire flares.
- To "Clear" the bridge a British unit must be in a bridge location and not move or fire that player turn. Roll a die at the end of the fire/movement segment for a clearance attempt, a roll of 5 or less for a squad or 7 or less for a sapper will "Clear" the bridge. To control the bridge a player must control all 8 non canal locations adjacent to Y19 or Y20.
- When there are no passengers in the Kfz4 mark it as bailed out, i.e. no inherent crew.
- The British have 2 Gammon Bombs.

BALANCE

- Add one M MG34 to the initial German forces.
- German reinforcements enter on turn 4 instead of turn 2.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT

