

# ATS PB6: ITS ABOUT TIME – 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 Pegasus Bridge Scenario PB6 for the historical background to this scenario as well as its aftermath. ASL Scenario design Curt Schilling

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



Elements of Panzerpionier Kompanie 1, Infanterie Division 716 and Panzergrenadier Regiment 125, Panzer Division 21 set up first as indicated set up on/south of hexrow K, west of the canal

758	657	117	MMG MG34	LMG MG34	LAT Pf	LMtr 50D
3	10	4	1	2	2	2

Setup in either of the German setup areas with up to 5 AFVs / area.

Setup north of hexrow EE at least 5 hexes from FF14, in/adjacent to building hexes.

657	656	117	LMG MG34	LAT Pf
6	5	2	1	2

Pz IVH	Marder 1	Pz A II
3	3	2

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

Setup in any building hex 4 or less hexes from FF14.

658	117	LMG Bren	PIAT
6	2	2	2

Setup in buildings or foxhole west of the Canal in hexes =>11 between hexrows L & W.

658	117	117	LMG Bren	PIAT	LMtr 51D	Foxhole
6	1	1	2	2	1	1



Elements of the 2<sup>nd</sup> Battalion, Ox and Bucks set up within 3 hexes of X21

658	448	118	117	MMG Vickers	LMG Bren	LAT PIAT	LMtr 51D
3	2	1	1	1	1	1	1

Elements of the 2<sup>nd</sup> Battalion, Royal Warwickshires and the 13/18 Royal Hussars enter on Turn 1 on/adjacent to TT12.

448	557	117	LMG Bren	LAT PIAT	Churchill VI	Stuart V
4	6	2	2	2	2	3

Enter on Turn 1 on/adjacent to TT16

448	557	117	MMG Vickers	LMG Bren	LAT PIAT	HAT 57B	Churchill VI	Lloyd	Carrier A	Carrier B 76D
4	6	2	4	2	2	1	3	1	3	1

## VICTORY CONDITIONS

The British win at game end if there are no unbroken/surrendered German squads in building hexes west of the Canal. The Germans win immediately if they Control Pegasus Bridge (see SSR 2)

## SPECIAL SCENARIO RULES

- Spotting conditions are Average with an additional +1/ L modifier to all Direct fire attacks during game turns 9-12.
- To control the bridge a player must control all 8 non canal locations adjacent to Y19 or Y20.
- The Germans have an elite tank commander.
- The British have 10 Gammon Bombs
- Any three British 658 squads setting up between hexrows L and W start the game with 1 casualty marker each.
- The British Carrier B has a 3 inch 76D mortar on board, not an ATR.

## TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

## BALANCE

- ✚ Add one Pz IVH to either German set up area.
- 🎯 Add one Stuart V to the Turn 1 British forces.

## MAP LAYOUT

