



OOSTERBEEK, HOLLAND, September 20, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK3 are necessary for play. Please refer to scenario ASL S23 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Ken Dunn and Brian Youse.
ATS conversion: Fernando Sola.



Elements of **Kampfgruppe Harder** enter on Turn 1 along the east edge:

Squad	Squad	Leader	MG 34	Pf
6 5 7	6 5 6	1 1 7	5 8 L MG 2	88 * L AT
4	2	2	3	2

10 6	10 6
● StuH 42	● StuG IIIg
105 C - 4	75 B ^(L) - 4
1	2



Elements of **2nd Battalion, South Staffordshire Regiment** set up on/between hexrows D through O (see SSR1):

Squad	Leader	Bren	PIAT	H AT
6 5 8	1 1 7	3 6 L MG 2	95 2 L AT	● 6 pdr
4	3	1	1	57 B 2
				2



VICTORY CONDITIONS: The Germans win immediately upon exiting \geq 18 VP off the west edge.

SCENARIO SPECIAL RULES:

- All British units may set up hidden in non open ground hexes, although Guns may not be hidden on a paved road. Record their hexes secretly. All such units (including crews) are placed on the mapboard with their weapons when they fire or move or a German unit enters or attempts to enter their hex. If a German infantry unit attempts to enter such a hex during the F&M segment return it to its previously occupied hex, where it ends its movement.
- The two StuG IIIg (L) begin the game with their CMG jammed. Place an F-Kill marker on them to reflect this. A die roll of 1 during the End of Turn Segment clears the weapon (i.e., removes the F-KILL marker). Clear attempts can only be made if the AFV is not suppressed.

MAP CONFIGURATION: Map U is used. Only hexes A-P are playable.

TURN RECORD TRACK

1	2	3	4	5
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BALANCE:



Add one NCO to the German OB.



Add one Bren LMG to the British OB.

MAP LAYOUT:



This is version 1.1 of this scenario.