

ATS ASLSK1 Retaking Vierville - ATS Conversion 02/25/2008



Vierville, France, 7 June 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK1 are necessary for play. Please refer to scenario ASLSK1 for the historical background to this scenario as well as its aftermath.
ASL Scenario Design & copyright: John D. Johnson

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



Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division
Setup first on road hexes N3, N4, M5, and L5 with no more than one squad per hex.

7 6 7	5 6 5 (f)	1 1 7
3	1	1

Enter on turn 1 along North Edge

7 6 7	1 1 7
3	1

Enter on turn 2 along North Edge

7 6 7	1 1 7
2	1

Enter on turn 3 along North Edge

7 6 7	5 6 5 (f)	1 1 8
2	2	1



Elements of 1058th Grenadier Regiment
Enter on Turn 1 along the east edge

6 5 7	1 1 7
3	1

Elements of 6th Fallschirmjager Regiment
Enter on Turn 1 along the east edge

7 5 8	1 1 7
3	1

Elements of 919th Grenadier Regiment
Enter on Turn 1 along the west edge

6 5 7	1 1 7
3	1

Elements of 6th Fallschirmjager Regiment
Enter on Turn 3 along the east edge

7 5 8	1 1 7
2	1

VICTORY CONDITIONS

The Americans win at game end if there are no unbroken/surrendered German units in buildings N5, N6, M4 and L3.

SPECIAL SCENARIO RULES

None

BALANCE

 Add one 758 to the German Turn 3 reinforcements.

 Remove L3 from the required buildings in the Victory Conditions.

MAP LAYOUT

Only Hexrows A-V are playable.



TURN RECORD MARKER

1	2	3	4	5
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