



**ZON, HOLLAND, September 17, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK2 are necessary for play. Please refer to scenario ASL S14 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Jon Mishcon and Joe Suchar.  
ATS conversion: Fernando Sola.



**Elements of 1<sup>st</sup> Battalion, 506<sup>th</sup> PIR** enter on/after Turn 1 on/between hexes E10-H10:

Squad	BAR Gunner	Leader	Leader	Bazooka
8 5 9	2 5 9 <sup>2</sup>	1 1 8	1 1 7	76 * L AT
4	1	1	1	1

**Elements of 2<sup>nd</sup> Battalion** enter on/after Turn 2 on/between hexes M10-P10:

Squad	BAR Gunner	Leader	Leader	M1919	Bazooka
8 5 9	2 5 9 <sup>2</sup>	1 1 8	1 1 7	5 8 L MG <sup>2</sup>	76 * L AT
7	2	1	1	1	1



**Elements of Selbstständige FlaK Batterie, Flieger Division 7** set up first in hexes numbered ≤ 7:

Squad	Squad	Leader	MG 34	H AA
6 5 7	6 5 6	1 1 7	5 8 L MG <sup>2</sup>	● Flak 18 (88) B <sup>2</sup>
2	4	3	2	2

**VICTORY CONDITIONS:** The American player wins immediately upon exiting ≥ 12 VP off the south edge on/between hexes F0-L0.

#### SCENARIO SPECIAL RULES:

1. None.

#### BALANCE:



Add a LMG-34 to the German OB.



Mark the 1|1|8 Leader entering on Turn 2 with a Courage marker.

**MAP CONFIGURATION:** Map W is used. Only hexrows A-P are playable

#### TURN RECORD TRACK

1	2	3	4	5	6
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#### MAP LAYOUT:

