



BLEIALF, GERMANY, December 16, 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 S15 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Pete Shelling.
ATS conversion: Fernando Sola.

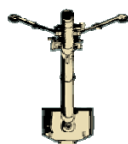


Elements of 423rd Infantry Regiment set up first on/west of hexrow L with no more than 1 Squad per hex:

Squad	BAR Gunner	Leader	Leader	M1919	Bazooka	H/AT
6 5 6	2 5 9 2	1 1 8	1 1 7	5 8 2 L MG	76 * L AT	M1 57 B 2
8	2	1	2	2	1	2

Elements of Company B, 81st Engineer Battalion enter on Turn 3 along the west edge:

Squad	BAR Gunner	Leader	Bazooka
7 6 7	2 5 9 2	1 1 7	76 * L AT
2	1	1	1



Elements of 293rd Volksgrenadier Regiment, 18th Volksgrenadier Division set up second on/east of hexrow K on Level +10 terrain:

Squad	Squad	Leader	MG 42	MG 42	Pf	Psk	GrW 34
6 5 7	6 5 6	1 1 7	5 8 3 L MG	8 14 M MG 3	88 * L AT	88 5 L AT	81 DM MTR
5	8	3	4	1	3	1	1

VICTORY CONDITIONS: The Germans win at game end if there are no unbroken American Squad in building hexes ≤ 2 hexes from S6.

SCENARIO SPECIAL RULES:

1. None.

BALANCE:



Add a LMG-42 and a Psk to the German OB.



Change the Victory Conditions to read ≤ 3 hexes from S6.

MAP CONFIGURATION: Map W is used.

This is version 1.1 of this scenario.

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT:

