



**POINTE DE CORSEN, FRANCE, August 28, 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 S20 for the historical background to this scenario as well as its aftermath.

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



**Elements of XXV Corps** set up first on/north of hexrows BB on board U and on/south of hexrow V on board V:

Squad	Squad	Leader	MG 34	MG 34
6 5 7	6 5 6	1 1 7	5 8 L MG	8 14 M MG
3	9	3	2	1



**Elements of Company A, 2<sup>nd</sup> Rangers, and members of the Free French of the Interior (FFI) forces** enter on Turn 1 along the north edge:

Squad	Squad	BAR Gunner	Leader	Leader	M1919
8 5 9	4 5 6	2 5 9	1 1 8	1 1 7	5 8 L MG
?	?	3	1	1	1

**Russian escaped and rearmed POWs** setup on/south of hexrow Z on board U:

Squad	Leader
4 3 6	1 1 7
7	1

Chart 1

dr	8 5 9	4 5 6	VP
1-2	6	5	30
3-4	7	3	33
5-6	8	2	36

**VICTORY CONDITIONS:** The Allies win at game end by amassing  $\geq$  the Victory Points prescribed by SSR 1. In addition, the Allies win automatically at the end of Game Turn 4 if they control  $\geq$  30 hill hexes. All hill hexes are controlled by the Germans at the beginning of the game.

### SCENARIO SPECIAL RULES:

1. After German setup, the Allied player openly makes a d6 die roll on Chart 1 to determine the number of units he receives and the victory points required to win.
2. The Germans may exit non Broken/Surrendered units off the south edge of board U starting Turn 5. Any German unit so exited will not count towards Allied victory point totals.
3. All Russian units may attempt self-rally.
4. All hexes that depict only Brush terrain are considered Orchard hexes. Those hexes that depict Brush with other terrain features remain Brush.
5. Neither the Russian nor the American/FFI Leaders may provide leadership to units of the other nationality.

### TURN RECORD TRACK

1	2	3	4	5	6	7
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**MAP CONFIGURATION:** Map U and V are used. Only hexrows R-GG on board V and W-GG on board U are playable.

### MAP LAYOUT:

