



PLOUZANÉ, FRANCE, August 26, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk, ASL SK1 and Operations Magazine #46 are necessary for play. Please refer to scenario ASL S7 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Laurent Closier.
ATS conversion: Fernando Sola.



Elements of 12th Company, 3rd Battalion, 2nd Fallschirmjäger Regiment, 2nd Fallschirmjäger Division set up first on/east of hexrow R:



Squad	Leader	MG 42
7 4 9	1 1 7	5 8 L MG ³
6	2	1



Elements of 2nd Battalion, 175th Infantry Regiment, 29th Infantry Division set up second on/west of hexrow Z:



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

VICTORY CONDITIONS: The Americans win at game end if they control ≥ 15 stone building hexes in the German setup area and/or there are no unbroken German squad in any stone building hex provided the Germans do not amass ≥ 17 VP. Refer to table "V" Victory Point Table.

SCENARIO SPECIAL RULES:

1. None.

BALANCE:



Add a LMG-42 to the German force.



Add a 7|6|7 Squad to the American force.

MAP CONFIGURATION: Maps Z is used. Only hexrows H-GG are playable

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT:

