



**CHEF-DU-PONT, FRANCE, June 6, 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 #47 are necessary for play. Please refer to scenario ASL S8 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 Grenadier Regiment 1057, 91<sup>st</sup> Air Landing Division set up first in hexes numbered  $\geq 4$ :

Squad	Squad	Leader	MG 34
6 5 7	6 5 6	1 1 7	5 8 L MG
4	3	3	2



Elements of 507<sup>th</sup> Parachute Infantry Regiment, 82<sup>nd</sup> Airborne Division enter as indicated:

**Gavin-Maloney Force** enters on turn 1 along the north-east edge on/between Y1-GG4:

Squad	BAR Gunner	Leader	Leader
8 5 9	2 5 9	1 1 8	1 1 7
6	1	1	1

**Ostberg Force** enters on turn 1 along the north edge on/west of I1:

Squad	BAR Gunner	Leader
8 5 9	2 5 9	1 1 8
4	1	1

**VICTORY CONDITIONS:** The American player wins by exiting > 1 Squad and > 1 Leader off Q10 (BAR Gunners do not count for victory purposes). For every German Squad that exits Q10 an additional American Squad must exit.

### SCENARIO SPECIAL RULES:

1. None.

### BALANCE:



Add a MMG-34 to the German force.



Add a 1|1|7 to the Ostberg force.

**MAP CONFIGURATION:** Maps Y is used.

## TURN RECORD TRACK

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

