

# CLEARING COLLEVILLE

SK 5



**COLLEVILLE, FRANCE, June 6, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK1 are necessary for play. Please refer to scenario ASL S5 for the historical background to this scenario as well as its aftermath.

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



Elements of 726<sup>th</sup> Regiment, 352<sup>nd</sup> Infantry Division set up first on/between hexrows H-R:



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

6      2      1      1

Enter on Turn 2 along the south edge:

Squad	Leader	MG 34
6 5 7	1 1 7	8 14 M MG

4      1      1



Elements of Company G, 16th Regimental Combat Team, 1st Infantry Division set up second on/west of hexrow T:

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

4      1      1      1      1

Enter on Turn 1 along the north edge  
on/west of N10 (see SSR 1):

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

3      ?      1      1      1      1

Enter on Turn 2 along the north edge  
on/west of J10 (see SSR 1):

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

2      ?      1      1      1

**VICTORY CONDITIONS:** The Americans win at game end if there are no unbroken German units in any building hex  $\leq 3$  hexes from M5.

#### SCENARIO SPECIAL RULES:

- Prior to the Fire and Movement phase in each of the first two turns the U.S. player rolls a die and consults the following chart to see how many Reduced Squads they receive that turn.

dr	Turn 1	Turn 2
1 to 5	4	5
6 to 0	3	4

#### BALANCE:

Replace one 1|1|7 leader of the initial German force with one 1|1|8 leader.

Remove one 6|5|7 squad from the turn 2 German reinforcements.

#### TURN RECORD TRACK

1	2	3	4	5
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**MAP CONFIGURATION:** Map Y is used.

#### MAP LAYOUT:

