

RETAKING VIERVILLE

SK 1



VIERVILLE, FRANCE, June 7, 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 S1 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: John D. Johnson.
ATS conversion: Fernando Sola.



Elements of 1058th Grenadier Regiment
enter on Turn 1 along the east edge:

Squad	Leader
6 5 7	1 1 7

3 1

Elements of 919th Grenadier Regiment
enter on Turn 1 along the west edge:

Squad	Leader
6 5 6	1 1 7

3 1

Elements of 6th Fallschirmjäger Regiment
enter on Turn 2 along the east edge:

Squad	Leader
7 4 9	1 1 7

3 1

Elements of 6th Fallschirmjäger Regiment
enter on Turn 3 along the east edge:

Squad	Leader
7 4 9	1 1 7

2 1



Elements of 1st Battalion, 506 PIR, 101st Airborne Division set up as indicated:

Set up first on road hexes N3, N4, M5 and L5, with no more than one Squad per hex:

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

3 1 1 1

Enter on Turn 1 along the north edge:

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

3 1 1

Enter on Turn 2 along the north edge:

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

2 1 1

Enter on Turn 3 along the north edge:

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

2 2 1 1

VICTORY CONDITIONS: The Americans win at game end if there are no unbroken German units in buildings N5, N6, M4 and L3.

SCENARIO SPECIAL RULES:

None.

BALANCE:

Add a 7|4|9 Squad to the German Turn 3 reinforcements.

Remove L3 from the required buildings in the Victory Conditions.

MAP CONFIGURATION: Map Y is used. Only hexrows A-V are playable

TURN RECORD TRACK

1	2	3	4	5
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MAP LAYOUT:

