

WELCOME BACK

SK 4



HOSINGEN, LUXEMBOURG, December 16, 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 S4 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Chas Argent.
ATS conversion: Fernando Sola.



Elements of 2nd Battalion, 77th Regiment, 26th Volksgrenadier Division enter on turn 1 along the east edge:

Squad	Reduced Squad	Leader	Leader	MG 34	MG 34
6 5 6	4 5 4	1 1 8	1 1 7	5 8 L MG	8 14 M MG
14	2	1	4	2	1



Elements of K and M Companies, 3rd Battalion, 110 Regiment and B Company, 103rd Engineer Combat Battalion set up first in hexes numbered ≥ 4 :

Squad	Squad	Squad	BAR Gunner	Leader	Leader	M1919	.50 cal.	M2-2
8 5 9	7 6 7	6 5 6	2 5 9	1 1 8	1 1 7	5 8 L MG	14 20 M MG	30 1 L FT
2	3	3	2	1	3	2	1	2

VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 15 VPs off the west edge on/between I1-Y1. Refer to table V Victory Point Table.

SCENARIO SPECIAL RULES: At the beginning of each Fire and Movement phase the player who gains initiative makes a dr. If the dr is ≥ 8 , snow begins falling; if it is currently snowing and the dr is ≤ 2 then it stops snowing. When it is snowing apply a 1L shift for all attacks which are ≥ 6 hexes away.

BALANCE:

 Remove one FT from the American force.

 Increase the required VPs from 15 to 18 in the Victory Conditions.

MAP CONFIGURATION: Map Y is used.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT:

