



SARANDOPORO RIVER VALLEY, GREECE, November 3, 1940: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK2 are necessary for play. Please refer to scenario ASL S10 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Brian Youse.
ATS conversion: Fernando Sola.



Elements of 3rd Alpini Division enter on Turn 1 along the east edge:

Squad	Leader	Fiat 30	Fiat-Rev35
5 5 8	1 1 7	3 5 L MG ²	6 10 M MG ²
11	4	3	1



Elements of Greek Army enter on Turn 1 along the east edge (see SSR 3):

Squad	Leader	Bren
5 5 7	1 1 7	3 6 L MG ²
8	3	2

Flanking elements of Greek Army enter as per SSR 2:

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

VICTORY CONDITIONS: The Italians win immediately upon exiting \geq 13 SP off the west edge.

SCENARIO SPECIAL RULES:

1. The Italian Fiat-Rev35 MMG begins the scenario “jammed”. Place an F-Kill marker on the MMG to reflect this status. No “clearing” attempt may be made until Turn 2. Only if the MMG is currently manned/carried by non-Broken/Surrendered units may roll for clearing. A die roll of “1” during the End of Turn Segment clears the weapon (i.e., removes the F-KILL marker).
2. On Turns 2 through 4 the Greek player makes a dr at the start of the F&M Phase and compares it to the circled number on the Turn Record Track. If the number rolled is less than or equal to the circled number, the Greek “Flanking elements” enter on that turn along the north or south edge (the Greek player’s choice). Once the Flanking elements have entered the game no further dr is needed.
3. Mark the Greek units entering on Turn 1 as Winded.
4. Use British counters to represent Greek forces.

MAP CONFIGURATION: Map X is used. Only hexrows A-CC are playable.

TURN RECORD TRACK

1	2	3	4	5	6

BALANCE:



Reduce the playing area to A-Y.



Change the entry dr to 5 on Turn 2 and 0 on Turn 3.

MAP LAYOUT:

