



KORINTHOS, GREECE, April 26, 1941: 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 S13 for the historical background to this scenario as well as its aftermath.

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



H AA
Bofors
40 B 3
3

Elements of Mixed Company, Force "W" set up as indicated:

British units from "Force W" set up anywhere with each AA gun ≥ 3 hexes from all buildings and ≤ 5 hexes from at least one other gun but not adjacent to any other gun:

Australian elements of ANZAC Corps set up anywhere:

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

Greek units from "Force W" set up in hexes with no British or Australian units (see SSR 3):

Squad	Leader
5 5 7	1 1 7
3	1



Elements of 5. Kompanie, II Battalion, 2nd Fallschirmjäger Regiment enter on/after Turn 1 along any edge(s):

Squad	Leader	Leader	MG 34	Satchel Charge
7 4 9	1 1 8	1 1 7	5 8 L MG 2	
11	1	3	3	3

VICTORY CONDITIONS: The Germans win immediately upon capturing or destroying all American Guns.

SCENARIO SPECIAL RULES:

- Allied Leaders incur the following penalties when attempting to rally or direct units of a different nationality (British and Australian are considered the same nationality):
 - NCO,s don't provide +1 morale / 1R / -1 HPT DRM.
 - Officers only provide +1 morale / 1R / -1 HPT DRM.
- The Allied player may not set up the H|AA Guns with their FOW side up.
- Use British counters to represent Greek forces. Make a side note to distinguish them.

BALANCE:



Add one 5|5|7 Squad to the Greek OB.

Add one 1|1|8 Leader to the German OB.

TURN RECORD TRACK

1	2	3	4	5	6
---	---	---	---	---	---

MAP CONFIGURATION: Map X is used.

MAP LAYOUT:

