



**NISCEMI, SICILY, July 10, 1943:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK3 are necessary for play. Please refer to scenario ASL S22 for the historical background to this scenario as well as its aftermath.

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ATS conversion: Fernando Sola.



**Elements of Herman Göring Division enter on Turn 1 and/or Turn 3 (see SSR 2):**

Group 1:

Squad	Leader	MG 42	GrW 36
6 5 7	1 1 7	5 8 L MG <sup>3</sup>	50 DL MTR
7	2	1	1

Group 4:

Squad	Squad	Leader	MG 34	FW 41	Satchel Charge
8 2 8	6 2 6	1 1 8	5 8 L MG <sup>2</sup>	30 1 L FT	1
3	1	1	1	1	

Group 2:

Squad	Leader	MG 34
7 5 8	1 1 7	5 8 L MG <sup>2</sup>
5	1	2

Group 3:

Squad	Leader	MG 42
7 5 8	1 1 7	8 14 M MG <sup>3</sup>
2	1	1

Group 5:

Pz Vle
9 5
(88) B 5 4
1

Group 6:

Sd 232
23 10
(20) B <sup>2</sup> 4 -
2



**Elements of 504<sup>th</sup> Parachute Infantry Regiment set up first (see SSR1):**

Group 1:

Squad	Reduced Squad	BAR Gunner	Leader	M1919	Bazooka	M2
8 5 9	6 5 7	2 5 9 <sup>2</sup>	1 1 7	5 8 L MG <sup>2</sup>	76 * L AT	60 DL MTR
2	1	1	1	1	1	1

Group 2:

Squad	Reduced Squad	BAR Gunner	Leader	M1919	Bazooka
8 5 9	6 5 7	2 5 9 <sup>2</sup>	1 1 7	5 8 L MG <sup>2</sup>	76 * L AT
3	1	1	2	1	1

Group 3:

Squad	Crew	BAR Gunner	Leader	Bazooka
8 5 9	2 3 8	2 5 9 <sup>2</sup>	1 1 8	76 * L AT
2	1	1	1	1



**VICTORY CONDITIONS:** The Americans win at game end if they have at least one non Broken/Surrendered Squad with LOS to any hexes of the road that runs vGG5-vX3-vQ10-tN3-tI1-tA6, provided all those units can also apply a total of  $\geq 23$  GF, including use of MGs, but disregarding ROF, to hypothetical attacks vs. those same hex(es). A mortar counts for 8 GF and a bazooka at a range of  $\leq 3$  hexes counts for 14 GF.

### SCENARIO SPECIAL RULES:

- During setup the American player divides Group 3 in any way between Group 1 and Group 2. The American then divides Group 1 into stacks with no more than one Squad, BAR Gunner, Leader and SW in each stack. The American player repeats this procedure with Group 2. The American player now picks a "rendezvous" hex for Group 1 and secretly chooses a different one for Group 2. Place a stack from Group 1 in the rendezvous hex and roll a d6 dice. The first roll represents the direction (1 north, 2 north-east, 3 south-east and so on) and the second the distance in hexes from the rendezvous hex that the stack is placed. Repeat this procedure until all stacks from Group 1 are placed. If the stack lands off board, place it on the nearest board edge hex. Any stack that lands off board begin the game pinned down.
- The German player then secretly chooses 3 Groups and their turn of entry. The German player may delay the entry of one or two Groups until turn 3. For every Group delayed until turn 3 the German may bring on an additional Group which also enters on turn 3. The German player secretly records the hex along any board edge on which each Group will enter. Each German Group enter on turn 1 or 3 on or adjacent to its recorded hex of entry.

Multiple groups may enter at the same location. Groups may only be picked once.

3. The American player repeats the setup procedure for Group 2 that was done for Group 1 using the rendezvous hex previously recorded for Group 2.

### TURN RECORD TRACK

1	2	3	4	5	6
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**MAP CONFIGURATION:** Maps T and V are used.

### MAP LAYOUT:

