

ATS DASL H: ROYAL MARINES – ATS Conversion 10/07/2009



LANGRUNE-SUR-MER, FRANCE, 6 JUNE 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the DASL Module Streets of Fire is necessary for play as are the ATS games Advanced Tobruk and one of The Scottish Corridor or Arnhem. Please refer to DASL Scenario A9 for the historical background to this scenario as well as its aftermath.

ATS on The Table - <http://www3.telus.net/public/larsent/>



Elements of Infanterie Regt. 736 set up first on board c and/or d on/north of hexes 4 or greater

657	118	117	MMG MG42	LMG MG34	LAT Pf	LMtr 50D
12	1	2	1	2	2	2

AT Trench	Wire	Road Block
3	8	1

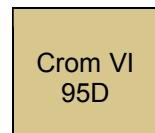


Elements of X Troop, 48th Royal Marine Commando enter on turn 1 on/between hexes dK1 and dO1

658	118	117	MMG Vickers	LMG Bren	LAT Piat	Satchel Charge
7	1	2	1	3	2	2

Elements of B Troop, 48th Royal Marine Commando enter on turn 2 on/between hexes dA1 and dE1

658	118	117	MMG Vickers	LMG Bren	LAT Piat	Satchel Charge
7	1	2	1	3	2	2



Turn 2

Turn 5

Elements of the 2nd Royal Marine Armored Support Regiment enter on the turn indicated along the south edge.



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VICTORY CONDITIONS

The British win immediately when they control all Fortified Building Locations.

BALANCE

⊕ Add a 657 to the German order of battle.

⊗ Add one 658 to each of X and B Troops order of battle.

SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy.
2. The German player must designate 7 Fortified Building Locations, all of which must be on Board c. Fortified Locations must be revealed when in the LOS of any British Infantry Unit. **Fortified** (Provides additional +1/1L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration.
3. During setup the German player must place Rubble counters in any 2 non stairwell (square dot) building locations within his setup area.
4. The Germans have 6 AP minefield factors at setup.

MAP LAYOUT



TURN RECORD TRACK

1	2	3	4	5	6	7	8
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