

ATS DASL I MAYHEM IN MANILA – ATS Conversion 10/07/2009



Manila, Luzon, The Philippines, 16 February 1945: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of ATS games Darkest December Semper Fi and/or Blood and Iron as well as Deluxe ASL module Streets of Fire are required for play. Please refer to DASL scenario A103 for the historical background to this scenario as well as its aftermath.

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



Elements of the Manila Naval Defense Force set up first on/north of Hex grain cL5 – dL0

559	449	239	11*	119	MMG M93 Twin	MMG M92	LMG M99	LMtr M89	Satchel Charge	HAA Type 96
1	4	4	1	1	1	2	4	1	3	1



Reinforced elements of the 2nd Battalion, 148th Infantry Regiment enter on Turn 1 along the south edge of board c

656	565 (f)	259	118	117	MMG .50 cal	MMG 1917	LAT Baz	Flame Thrower	Satchel Charge
8	4	2	1	3	1	2	4	2	2

M7 HMC	M4A3 E2
1	1

VICTORY CONDITIONS

The Americans win immediately when they have at least twice as many unbroken/unsundered squads as the Japanese in either building aC3 or aG2. 2 flipped squads = 1 full squad for this calculation.

SPECIAL SCENARIO RULES

- Spotting Conditions are Average.
- Prior to setup the Japanese may designate 2 building locations as **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).
- The Japanese Type 96 HAA may not set up in a Fortified Building location.
- The 4x239 crews in the Japanese OB are in addition to any other applicable crews.

BALANCE

- Add a 249(f) and an LMG to the Japanese OB
- ☆ Exchange the Japanese 1|1* leader for a 1|1|9 leader.



TURN RECORD MARKER

1	2	3	4	5
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MAP LAYOUT

Only hexrows A-H on boards a & b and H-O on boards c & d are playable

