

ATS LN2-1 Airfield Fracas ATS Conversion 01/12/2012



Peleliu, Palau Islands 15 September 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS Blood & Sand or Semper Fi are necessary for play as well as ASL Mapboard #38. Please refer to the ASL scenario for the historical background and aftermath.

ASL scenario by Dave Johnson.

ATS conversion by: Greg Zachok .

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



Elements of the 2nd Infantry Regiment set up in hexes numbered ≥3. Japanese squads may set up in foxholes in eligible terrain

559	119	MMG 93	MMG 92	LMG 99	LMtr 50
4	2	1	1	1	1

Enter along the North edge on/after Turn 1:

559	11*	119	LMG 99	LMtr 50	Type 95 Ha-Go 37C
10	1	1	2	2	6



Elements of the 2nd Battalion, 5th Marines enter on Turn 1 on the West Edge:

969	259	119	118	MMG 1917	LMG 1919	LMtr 60	LAT Baz	FO	M4A2	F4U Corsair SSR 5
12	3	1	3	2	3	2	3	1	3	1

VICTORY CONDITIONS

The American player wins if there are no unbroken Japanese squads in/adjacent to any airstrip hex at Game End.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Average. Terrain changes for this scenario

Woods = Light Jungle - ie treat the same as woods except +20 LOS obstacle
Brush = Bamboo
Crops = Elephant Grass
Orchard = Palm trees
Roads do not exist; paths & woods-roads are treated as paths; bridges are fords

2. Prior to play the players alternates placing 12 foxhole counters anywhere on the board, these represent Shellholes.

3. The US FO may access 1 OBA 81mm Mortar battery (HE & Smoke).

4. No Japanese unit may set up hidden. Squads may enter as passengers on the tanks.

5. Beginning with Turn 2 the US player rolls a 1d6. If the 1d6 is < the turn number the Marines get Air Support in the form of 1 Corsair w/bombs that turn.

BALANCE

● Remove 2 Marine Squads.

★ Add a 118 US Leader

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

Only hexrows A-P are playable.

