

ATS LN2-2 Hellzapoppin' Ridge ATS Conversion 01/12/2012



Bougainville, Solomon Islands 18, December 1943: 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 Mapboards #34, 37 & 39. 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 23rd Infantry Regiment set up first in any board 39 hill hex (Hill 779)

559	449	119	MMG 93	LMG 92	LMG 99	LMtr 50	Satchel Charge	Hedgehog	Bunker	Cave
5	8	3	2	1	2	2	2	4	5	6



Elements of the 1st Battalion, 21st Marine Regiment set up on board 37:

969	259	119	118	MMG 1917	LMG 1919	Satchel Charge	Flame Thrower	MMtr 81D
8	2	1	3	1	3	2	2	2

Elements of the 3rd Battalion, 21st Marine Regiment set up on board 34:

969	259	119	118	MMG 1917	LMG 1919	Satchel Charge	Flame Thrower
9	2	1	2	1	2	3	2

VICTORY CONDITIONS

The US player wins if he controls or has destroyed ALL Japanese Bunkers 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 Place a foxhole counter in all building / hut hexes to represent shell holes.

3 Due to defoliation from heavy bombardments, all jungle hexes at Level +30 and

+40 are treated as Brush

4. All Japanese bunkers must set up on Level +30 or +40 and may not set up hidden.

5. The US player receives Air Support in the form of 3 Corsairs on each of the first 2 game turns. Historically they were Navy Avengers with 100lb bombs. Assume each aircraft has 4 x 100lb bombs only. Each aircraft must leave the board at the end of the turn it entered play

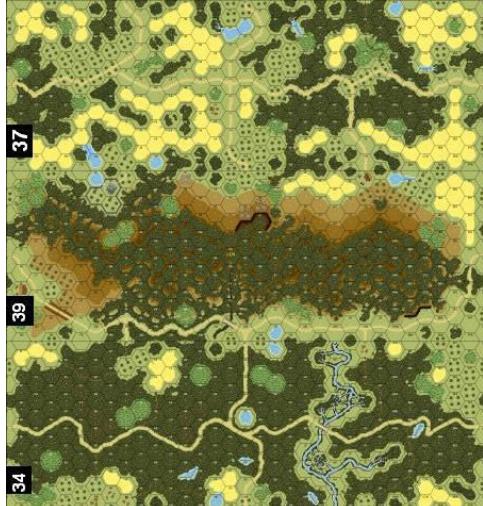
BALANCE

● Add a 449 squad

☆ Delete one MMG 93 from the Japanese OOB

MAP LAYOUT

Only hexrows A-P are playable.



TURN RECORD MARKER

1	2	3	4	5	6	7	8	9
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