

# ATS LN2-3 We Hold Here! ATS Conversion 01/12/2012



**Asan-Adelup Beachhead, Guam 26 July, 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 #34. 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 Company A, 1st battalion, 21st marines set up first on/west of hexrow EE:

969	259	119	118	LMG 1917	Foxhole
5	1	1	1	1	5

Headquarters Elements 1<sup>st</sup> Battalion, 21st Marines enter on West edge on turn four:

969	259	118
3	1	1



Elements of the 2nd Battalion, 18th Regiment enter along

559	449	119	LMG 93
8	8	3	3

## VICTORY CONDITIONS

The Japanese player wins by exiting  $\geq 4$  squads off the west edge.

## SPECIAL SCENARIO RULES

1. Spotting Conditions are Night. Spotting range on turn one is 2 hexes Average. Place overlay 4 on bd 34. 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. Many of the Japanese were found to be intoxicated. Anytime a Japanese Squad takes a casualty on the F2 an immediate normal morale check is taken for all other units in the hex. Apply a -1DRM if a squad in the hex was eliminated by the F2 result

## TURN RECORD MARKER

1	2	3	4	5	6	7	8
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## BALANCE

● Add a 449 squad

☆ Increase the Japanese exit requirements to  $\geq 5$  squads.

## MAP LAYOUT

Only hexrows R-GG are playable.

