

ATS SP80 Die Gurkha Die – ATS Conversion 01/12/2012



Sittaung, Burma, May 10, 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from SP80. Ownership of ATS Advanced Tobruk an ATS Pacific Module and Toktong Pass are necessary for play as are ASL Boards 35 &38. See SP80 for the scenario historical background. ASL scenario design Hugh Downing.



Elements of Gurkha Commando Group, 2nd Burma Brigade, 1st Burma Division setup first within 3 hexes of 38AA3, 38T8 or 38AA8.

448	118	117	MMG Vickers	LMG Bren	LMtr	HAA Bofors
6	1	1	1	2	1	1

Elements of Gurkha Commando Group, 2nd Burma Brigade, 1st Burma Division setup first anywhere on board 35.

448	117	MMG Vickers	LMG Bren	LMtr
5	2	1	1	1

Elements of the Chinese 55th Division, 6th Army enter on turn 2 along the north board edge.

426	117	MMG M1910	LMG DP28
8	2	1	1



Elements of the 213th Regiment, 33rd Division set up second on board 38 within 2 hexes from 38R4 and/or anywhere on board 38 in hexes numbered 2 or less.

449	11*	119	MMG M92	LMG M99	LMtr	MMtr Type 97	HHow Type 92
12	1	2	1	3	3	1	1

Elements of the 214th Regiment, 33rd Division enter on turn 3 along the south board edge.

559	449	11*	119	MMG M92	LMG M99	Satchel Charge	LMtr
2	7	1	1	1	2	2	1

VICTORY CONDITIONS

The Japanese win at the end of any game turn they control at least 14 hut hexes..

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. Place overlay 1 35N8-N9.
3. All British units are Gurkhas. No Japanese unit may set up with/adjacent to a Gurkha unit.
4. 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

5. Use Korean units to represent the Chinese. Chinese and British units may not stack together or affect each other in any way, ie MSR, fire mods etc.

TURN RECORD MARKER

1	2	3	4	5	6
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BALANCE

- Blue circle: Add 1 448 Gurkha on board 38.
- Red circle: Extend the game length to 7 turns.

MAP LAYOUT

Only hexrows A-P are playable on bd 35 & only hexrows GG-R are playable on bd 38.

