

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



Sittang, 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

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

- 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

- Add 1 448 Gurkha on board 38.
- 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.

	38
35	

