

ATS SP95 Burn Gurkha Burn – ATS Conversion 12/08/2007



Prome, Burma, March 31, 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from SP95. Ownership of ATS Advanced Tobruk and an ATS Pacific Module are necessary for play as are ASL Boards 36 & 37. See SP95 for the scenario historical background.
ASL scenario design Hugh Downing.



Elements of 1/10 Gurkha Rifles, 63rd Inf Brig, 17th Indian Inf Div set up first anywhere on board 36.

448	117	MMG Vickers	LMG Bren	Foxhole
10	2	1	3	4

Elements of 1/10 Gurkha Rifles enter on Turn 3 on the west or south edge of board 36.

448	118	MMG Vickers
3	1	1



Elements of the 33rd Eng. Reg, 33rd Division set up on board 37 in hexes numbered 3 or greater.

559	11*	119	Flame Thrower	Satchel Charge
6	1	1	2	2

Elements of the 214th Inf Reg, 33rd Div enter on turn 1 along the east and/or north edges.

559	449	11*	119	MMG M93	MMG M92	LMG M99	LMtr
2	8	1	2	1	1	2	2

VICTORY CONDITIONS

The Japanese win at game end if there are no non broken/surrendered British squads or crews on any +20 level hill hex.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. All British units except the 117 and 557s are Gurkhas.
3. Japanese squads of the 33rd Eng Reg are Combat Engineers.
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 but are Open Ground in this scenario
Roads do not exist; paths & woods-roads are treated as paths; bridges are fords

TURN RECORD MARKER

1	2	3	4	5	6	7
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BALANCE

- Exchange the 117 for a 118 in the British OOB.
- Exchange a 119 for a 11* in the Japanese reinforcement group

MAP LAYOUT

Only hexrows A-P are playable on bd 37 & only hexrows GG-R are playable on bd 36.



36	
37	