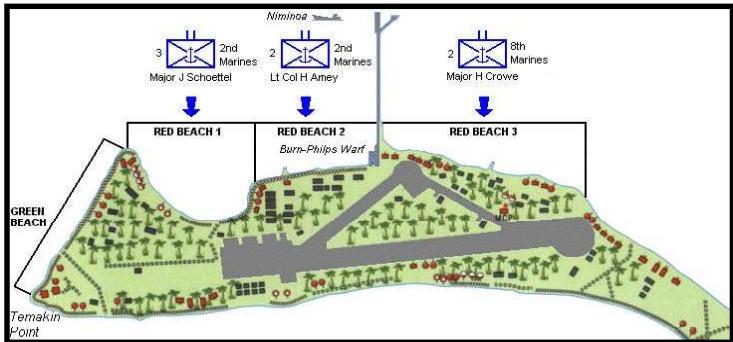


ATS AOTT 7: Red Beach – ATS Conversion 11/27/2011



narrow stretch of sand behind a log seawall, in some places only 20 feet from the water. Hundreds of Marines in the Higgins boats that grounded on the reefs went over the side and waded into enemy fire. Battleships and cruisers pounded Betio in hopes of softening the objectives for the on-coming Marines. But they were not firing armor-piercing shells and most of their hits did little damage to the defenders. The naval bombardment ended 20 minutes before it was supposed to, giving the Japanese time to man their defenses while the Marines were still far from their assigned points of attack. The withering fire from the Japanese not only kept the Marines pinned down at the seawall, it kept them from being supplied; they were soon scavenging ammunition and drinking water from the dead. When the fighting finally ended, an American flag was raised in victory up a palm tree. By the end of the battle, some 990 Marines had been killed and another 2,296 were wounded. Among the casualties were 76 sailors, corpsmen and doctors assigned to the Marines. The Japanese lost 4,690 of their force. Ownership of the ATS games Semper Fi!, Blood & Iron and Toktong Pass are necessary as is the ASL Historical Module Blood Reef Tarawa.

| | | | | | | | | | |
|--|---|----------|-----|----------|-----|-----|------------|------------|--------------|
| | Elements of 3 rd Special Base Force setup first in Inland hexes SSR 2 | | | | | | | | |
| | 559 | 359 f | 449 | 249 f | 11* | 119 | MMG M92 | LMG M99 | HA GO 37C |
| | 15 | 6 | 30 | 2 | 3 | 9 | 10 | 9 | 6 |

| | | | | | | | | | | | | | | | |
|--|---|-------------|-------------|-------------------|------------------|-----|----------|-----|-----|----------|-----|-----|-----|------|------|
| | Elements of 2 nd Marine Div, 2 nd & 8 th Regimental Landing Teams setup in 3 groups, one group on each of Red Beach 1 V10-N21, Red Beach 2 O22-T33 and Red Beach 3 U34-D63. Each group must have at least 13 (3SP) Squads and may setup in Beach/Ocean hexes adjacent to their respective beaches. LVTs and passengers may setup marked continuous movement, in ocean hexes \geq 11. | | | | | | | | | | | | | | |
| | MMG .50 cal | LMG 1919 | LMtr 60D | Satchel Charge | Flame Thrower | 969 | 767 f | 859 | 568 | 366 f | 259 | 119 | 118 | M4A2 | LVT4 |
| | 3 | 9 | 6 | 9 | 4 | 26 | 6 | 7 | 12 | 4 | 9 | 5 | 10 | 4 | 9 |

VICTORY CONDITIONS

Provided they control at least 27 building locations, the Marines win at game end if they control or eliminate bunkers worth at least 33 BPP (total BPP + bracketed exponent) and/or if the Japanese do not control **Inland** hexes forming a contiguous path from any Green Beach hex to a Black Beach hex \geq D41 inclusive.

SPECIAL SCENARIO RULES

1. Spotting conditions are optimal.
2. During setup the Japanese receive 69 GPP, 72(6) BPP and 145 EPP. All BPP must be expended. Red Beach 1 & 2 may only have up to 4 wire counters total between them. Beach obstacles must be set up in Ocean hexes.
3. During setup the Marines must place 3 non burning wreck markers in 3 beach hexes within each of their setup areas. After Marine setup, the Marines may place up to 9 smoke markers, 2 side up, in any **Inland** hexes. Roll on the IF Accuracy Table with a -20 DRM. The Marines may exchange \leq 4 Satchel Charges for the same # of Seawall Lane Markers across any Seawall hexsides in the Marine Setup area.
4. After all setup, the Japanese must make a d6 roll for each Beach hex containing at least 1 Marine unit, on a 1-2, every unit in that hex starts the scenario Pinned.
5. The US player may access three x 120mm Naval OBA (HE & WP) with 3 offboard FOs at Level +10 along the north edge, 1 for each beach.
6. US 859 units are Marine Combat Engineers.
7. US 859 and 568 squads are considered Marines in all respects.
8. Over the Wall UC. To cross a Seawall each non courageous CE Marine squad or crew must pass a UC with a 4 mod (use the units morale) ie. 9 morale needs 5 or less to pass. Failure and the unit is Pinned.
- UC mods
 - 1 stacked with courageous unit
 - 2 breached seawall
 - any leader mod stacked with them.
9. Units may only use Crawling movement, unless stacked with a leader, when moving from beach hex to beach hex.
10. The Japanese are limited to 12 TH attacks for the scenario.

BALANCE

★ Extend the scenario to 11 Turns.
● Add 10 GPP to the Japanese OB.

TURN RECORD TRACK

| | | | | | | |
|---|---|----|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | | | | |

MAP LAYOUT



Photo and Text Credit: www.historyofwar.org
ATS on The Table - <http://www3.telus.net/public/larsent/>