

BATTLEFIELD WALKAROUND:

Blood Reef Tarawa 11/25/2011
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The two maps depict Betio Island on Tarawa Atoll. The Island was defended by 4,000 well-trained Japanese marines in almost 500 defensive positions. On the morning of November 20, 1943 the 2nd US Marine Division landed.

1.0 ELEVATIONS

The Inland (G15) area is generally a flat Level 0, Gullies Level – 10. Towers Level +20, Command Bunker Rooftops Level +10, Island Command Bunker cellar Level –10.

2.0 STANDARD ATS TERRAIN FEATURES

Path (P42), Wall (E48/E49), Wood Bridge (K19), Wood Building (O43), Palm Trees (G55), Brush (C56), Shellholes (G48), Unpaved road (F52)

3.0 BRT SPECIFIC TERRAIN FEATURES

Airfield (I49)- treat as paved road, concrete 4 inches thick.

Betio Pier (X33) or(R43)- treat as a wooden bridge location Level 0. No location beneath the pier at T33, U33 and V33. Stacking Limit of 3 SPs under the pier.

Excavation Ditch (H10)- treat as shellholes. -1 modifier for fully tracked vehicles entering Ditch.

Exposed Reef (Y11)- Level 0, -1 modifier for fully tracked vehicles entering Exposed Reef.

Ocean (W11) or (V15)- Level -5, All units assault movement only.

Palm Debris (D59)- treat as debris, Level +5 obscuring, +1/1L modifier.

Palm debris and Palm(P38)- a Level +10 LOS obscuring.

Palm/Wood Building (C58)- LOS through these hexes is governed by Palm AND Building LOS rules. COT is Palm and Building. i.e. 3 MP.

Port of Betio (T32)- ocean hex formed by the stone Jetty (T31/T32) and (U32-T32), treat the jetty as a stone wall Level 0, i.e. +5 above the Ocean location.

Ravines- Level -10

Narrow Ravines (A62-D60) and (D11-T70).

Wide Ravines (C55-D54), (D52-G54) and (I10-M20) Vehicles may not enter narrow ravines. Vehicles can gain UP status in Wide Ravines. Hedgehogs are considered to connect to all adjacent ravines.

Sand

Beach (D45) Level -5

Inland (J51) Level 0 treat both as soft sand. -1 modifier on the IM roll for fully tracked vehicles entering beach sand.

Taxiway (L29)- treat as unpaved road, crushed coral

Tower (L49)- Tall wood building structures containing ground Level 0 and a Level +20 but no Level +10. The Tower is a +30 LOS obstacle. Stacking- Max 2 SP, 1 SP may be added freely, at the +20 Level location. The Spotter may spot for on board IF, 1 SP per each hex spotted for containing 1 or more mortars, HGun (70mm+) or the 200B 8 Inch guns (treat as 1 hex), within 3 hexes of it as if such weapon was an adjacent mortar. Minimum range for such spotted fire is 7 hexes for any non mortar or non Type-92 HJHOW gun. Otherwise normal range limits apply.

Wood Building (E21)- hexes with multiple buildings treat as a one location Wood Building.

Seawall (D23/E24)- Level +5 hexside terrain. Treat these hexsides in the same manner as a normal Wall, with the following exception. No vehicle may be in Hull Defilade in the LOWER terrain hex. Note also that movement from Beach hexes over a Seawall involves crossing a Wall AND moving to higher terrain. No vehicles are allowed to move over a seawall hexside from an Inland hex to a beach hex unless over a Seawall Lane.

Seawall Lane- place a Seawall Lane marker, on the ATS BRT marker sheet, on a Seawall hexside of a beach hex which suffers a C5 or greater result from HE (Direct or Indirect Fire) or Satchel Charge.

4.0 EMPLACEMENTS

Fortified locations - provides additional +1/1L mod to existing terrain mod.

- Friendly units cannot enter a Fortified location that is already occupied by CE Enemy units, even by Infiltration.

- a Fortified location can be captured and controlled by an enemy unit normally.

- Infantry **MAY** enter an Enemy Occupied Fortified Building Location provided it is a Tunnel entrance/exit location or they enter it from an adjacent Hedgehog or AT Trench.

Bunkers- The Japanese player receives one Hedgehog counter for every 2 OOB given or purchased Bunkers. These Hedgehogs must set up adjacent to the bunker and are considered connected to adjacent bunkers and buildings. Hedgehogs cannot setup on Beach hexes.

Command Bunker (G5) – Masonry Building, Terrain modifier +4/4L, Full cover. A Command Bunker is +5 high location, a rooftop location at +10 and is a +10 LOS obstacle. Enter a rooftop location from an adjacent hex at a cost of 4 MP for Marines, 3 MP for Japanese. The contour lines are considered part of the building for LOS purposes. All non MG fire from a non rooftop command bunker location is ½ FRD. Can be destroyed in the same manner as a Bunker. All units in a command bunker are courageous.

Island Command Bunker (ICB) (M45)- +5/5L, Full cover. The ICB is a special type of Command Bunker with the following additional characteristics. There is only one of these on the map. Flamethrower attacks against this building are affected by the building terrain modifier unless the Flamethrower is in the same hex. There is a cellar location below the ICB with a 6 SP stacking limit. The cellar can only be entered from the ICB. The ICB cannot be destroyed in any way.

Bombproof- a Bombproof has the stacking capacity of a Bunker, +4/4L terrain modifier and cannot be set up adjacent to beach hexes. All non MG Fire from a Bombproof is modified by ½ FRD. Use the 3+4 counters that come with BRT or a Bombproof marker from the ATS BRT marker sheet. Can be destroyed in the same manner as a Bunker, exc. C5+ needed

Gun Emplacement- (D5 / E6) Treat the artwork of the two hexes as connected and any infantry in the emplacements receive a +1/1L terrain modifier for direct fire attacks crossing the emplacement artwork. The emplacement is considered a +5 blocking LOS obstacle. E6 is slightly elevated and can see over D5. The turrets each contain an 8-inch (200B) gun, use a turret marker to represent. Large target size -1, Open Top (OT), Armor Factors - Front 3, Flank 3, Rear 0. Range#12-500. A Data card for the 200B Gun is available at the ATS On the Table website.

Beach Obstacle- these can only be placed in Ocean hexes. No LOS or Level issues. Entry- Inf COT, Vehicles 1+COT. Wire and mines can be added to a hex containing a Beach Obstacle, modifiers and costs are cumulative. Beach Obstacle markers are on the ATS BRT Marker sheet.

5.0 BRT SPECIAL RULES

Hidden setup- No Japanese Units, Weapons or emplacements may use Hidden Setup.

Japanese HOW weapons- No Japanese HOW ≥ 75 mm or AA H-Weapons may setup in Bunkers or Buildings.

Japanese MMG usage- Japanese Elite Squads 559s may fire an MMG without the alternate crew penalty in all scenarios. MMGs that are setup with 559s forego their rules given crew.

Japanese Tank Hunters- 13.2.7 in effect with counters from ATS Bataan Tank Hunters.

Inland to Ocean Fire- All LOS or fire to or from an ocean location is subject to a +1/1L Obscuring modifier for each **Inland** hex which is crossed or touched to or from the target hex. The penalty does not apply if any other penalty applies.

Unpossessed L/M weapons – Any unpossessed L/M weapon on a Beach hex is eliminated at the end of the turn.

Bunker purchase points BPP- see BPP chart.

Emplacement purchase points EPP- see EPP chart.

Gun Purchase Points GPP- see GPP chart.