

ATS BRT1: THE HAWK – ATS Conversion 11/09/2009



RED BEACH 1, BETIO ISLAND, TARAWA ATOLL, 21 NOVEMBER 1943: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the ASL Historical Module Blood Reef Tarawa is necessary for play as are the ATS games Semper Fi! and Blood & Iron. Please refer to Blood Reef Tarawa Scenario BRT1 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of Rikusentai and 6th Special Base Force: set up first in Inland Hexes numbered between 23 and 30 inclusive on/between hexrows M-P (SSR2)

559	449	11*	119	MMG M92	LMG M99	H HOW Type 92	Bunker
4	3	1	1	3	3	1	4



Elements of D Company, 2nd Tank Battalion set up in any hex outside of the Japanese setup area

969	259	767 (f)	119	118	Flame Thrower	Satchel Charge
6	1	1	1	2	1	4

VICTORY CONDITIONS

The Marines win immediately upon amassing at least 21 victory points and/or if they control / have eliminated all 4 Bunkers.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Optimal.
2. The Japanese may designate up to 2 building locations as Fortified/Bombproof. All eligible Japanese units may start with FOW status regardless of terrain.
3. All Marine squads are considered Combat Engineers. The Marine 119 leader starts the game Courageous and is not flipped over wounded until his 2nd step loss, i.e. he has 3 steps.

MAP LAYOUT

Only hexes numbered between 21 and 31 inclusive and on/between hexrows I-S are playable

BALANCE

- ★ Add one American Flame Thrower to the Marines OB
- Add one Japanese M92 MMG to the Japanese OB.

TURN RECORD TRACK

1	2	3	4	5	6
---	---	---	---	---	---

ATS on The Table - <http://www3.telus.net/public/larsent/>

