

ATS BRT2: CHINA GIRL – ATS Conversion 11/09/2009



RED BEACH 1, BETIO ISLAND, TARAWA ATOLL, 20 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 BRT2 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of Betio Naval Defense Garrison setup first in Inland Hexes

449	11*	119	MMG M93	MMG M92	LMG M99
9	1	2	1	1	4

HA GO 37C	H AT Type 94	H HOW Type 92	H AT Type 90	Bunker	Wire
4	2	1	1	2	2



Elements of 1st Platoon, C Company, 2nd Marine Tank Battalion set up in Ocean/Reef hexes numbered at least 11 but also at least 3 hexes from any Beach Hex and each AFV marked with continuous movement and adjacent to at least 1 other AFV.

Setup west of Canal within 3 hexes from X18

969	259	119	118	Satchel Charge	M4A2
7	2	2	1	3	6

VICTORY CONDITIONS

The Marines win at game end if there are no non broken/surrendered Japanese squads or non F / K-Killed AFVs in any Beach/Inland hexes on/north of hexrow O.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Optimal.
2. Place one AFV wreck counter each in O14, Q17, Q18, and W11. Place one Seawall Lane counter across the Seawall Hexside U10-T10.
3. All wire counters must be set up in Ocean Locations.
4. After Marine setup, the Japanese must set up 6 broken Marine 969 squads flipped to 767 squads in any hex of Red Beach One which does not already contain a non broken/surrendered Marine squad, nothing can be set up in N18. More than one flipped squad may be set up per hex only if there are no other eligible hexes with fewer such flipped squads.
5. During setup the Marines may exchange any number of satchel charges for a corresponding number of Seawall Lane counters placed across any Seawall Hexside of Red Beach One.
6. At the beginning of Turn 1, the Marines may place up to 3 smoke (2 side up) counters in any Inland hex adjacent to a Red Beach One hex.
7. The Marines have one elite tank commander.

BALANCE

- ★ Add two American 1919 LMGs to the Marines OB
- Add one Type 92 H|HOW Gun to the Japanese OB.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT

Only hexes numbered up to 18 on/north of hexrow J are playable.

