

ATS BRT3: RYANS ORPHANS – ATS Conversion 11/09/2009



GREEN BEACH, 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 BRT3 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of 2nd Company, 7th Special Naval Landing Force and 3rd Special Base Force setup first in Inland hexes on/south of hexrow O.

| | | | | | | | | | |
|-----|-----|-----|-----|--------------------|------------|------------|------------------|-----------------|--------|
| 559 | 449 | 11* | 119 | MMG M93 Twin | MMG M93 | MMG M92 | H HOW Type 92 | H AT Type 90 | Bunker |
| 3 | 6 | 1 | 2 | 2 | 1 | 2 | 2 | 1 | 6 |



Elements of 2nd Marine Regiment, 2nd Marine Division set up on/north of hexrow Q.

| | | | | | | | |
|-----|-----|-----|-----|------------------|-------------------|-----------|------|
| 969 | 259 | 119 | 118 | Flame Thrower | Satchel Charge | 119 FO | M4A2 |
| 14 | 2 | 2 | 3 | 2 | 5 | 1 | 2 |

VICTORY CONDITIONS

The Marines win immediately when there are no non broken/surrendered Japanese squads on/adjacent to any beach hexes along V10-F3.

SPECIAL SCENARIO RULES

- Spotting Conditions are Optimal.
- There are no 8 inch gun turrets in Emplacement Hexes D5 or E6.
- Place a Seawall Lane marker across hexside U10-T10.
- Using the Indirect Fire Accuracy Diagram, with a -20 modifier, randomly place 8 markers, either wood debris representing collapsed buildings or palm debris or foxholes representing shellholes. Use hex P11 as the registration hex for the first 4 markers and hex K11 for the next 4. If any marker is to be placed terrain unsuitable for rubble, palm debris or shellholes re roll until a valid hex is determined.
- Japanese may designate a combination of up to 3 Bombproofs or Fortified building locations. At least 3 Bunkers from the Japanese OOB must set up adjacent to Beach Hexes.
- The Marine FO can call upon one 120mm Naval OBA
- The first two Marine squads that pass any type of Morale Check not resulting in Courage will create a 118 leader marked with Courage in that location.
- The US player may designate 2 969 squads as Combat Engineers.
- The Marines have one elite tank commander.

BALANCE

- ☆ Add one American 1919 LMG and Flame Thrower to the Marine OB
- Add one Japanese M92 MMG and one 559 squad to the Japanese OB.

TURN RECORD TRACK

| | | | | | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|

MAP LAYOUT

Only hexes numbered up to 17 are playable.

