

ATS BRT4: RIKUSENTAI – ATS Conversion 11/09/2009



BETIO ISLAND, TARAWA ATOLL, GILBERT ISLANDS 23 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! Valor and Blood & Iron. Please refer to Blood Reef Tarawa Scenario BRT4 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of Sasebo 7th Special Naval Landing force and 3rd Special Base Force set up first in Inland hexes on/within the perimeter P23-M22-F23-K25-N26-N30-P31-P23
SSR 2

559	449	11*	119	MMG M92	LMG M99
8	6	2	3	3	4



Elements of 1st Battalion, 8th Marines and 3rd Battalion, 2nd Marines set up anywhere outside the Japanese setup area, only vehicles may set up in Beach/Ocean hexes. SSR 3

969	259	767 (f)	119	118	MMG .50 cal	LMG 1919	Flame Thrower	Satchel Charge	1 1 9 FO
16	3	1	2	4	1	2	2	4	1

M4A2	LVT 4	M3 GMC
1	2	2

VICTORY CONDITIONS

The Marines win at game end if they have amassed at least 40 victory points and control more buildings/emplacements within the Japanese setup area than the Japanese.

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal.
2. All Japanese 559s are considered Courageous. During setup, the Japanese receive 21 GPP, 15(3) BPP and 65 EPP.
3. During setup the Marines may place up to 2 Seawall Lane markers across Seawall hexsides.
4. The Marines receive one Module of 75mm artillery.
5. The US player may designate 4 969 squads as Combat Engineers.

BALANCE

- ★ Add 2 1919 LMGs to the Marine OB.
- Add one Type 92 HJHOW to the Japanese OB.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT

Only hexes numbered between 18 and 31 inclusive are playable.

