

# ATS BRT5: HELL WOULDN'T HAVE IT – ATS Conversion 11/09/2009



**BETIO ISLAND, TARAWA ATOLL, 22 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 BRT5 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of A and B Companies, 1<sup>st</sup> Battalion, 6<sup>th</sup> Marines setup first on/west of Hex Grain O47-D41

969	259	119	118	MMG .50 cal	LMG 1919	MMtr 60D	119 FO	M4A2	Foxhole
11	2	1	3	1	1	1	1	1	4



Remnants of 6<sup>th</sup> Special Base Force set up on/east of hex grain N48-D43

449	119	MMG M92	MMG M99
5	2	3	2

Main Assault set up on/east of hex grain L51-C47  
SSR4

559	449	11*	119
5	10	1	2

## VICTORY CONDITIONS

The Japanese win immediately upon amassing 31 victory points, casualty and exit points. The Japanese may only exit from west edge Inland hexes.

## SPECIAL SCENARIO RULES

1. Spotting conditions are night. Place one wreck counter in G43 and J38.
2. After Marine setup, the Japanese may set up to 2 squads of the 6<sup>th</sup> Special Base Force, plus any leader or weapon stacked with them, in any hexes within the Marine setup area that are not occupied by Marine units.
3. At the start of turn 2 the Marines can access one 75mm Battery of off board artillery with one Registration hex.
4. The Japanese must make 1 Banzai charge on or before turn 3. This Banzai charge must include at least ½ of the current non broken/surrendered Japanese squads on the map. Assuming no Japanese unit has a LOS to a Marine unit, which in that case that unit is the target, this charge must be at the closest Marine unit.

## BALANCE

- ☆ Add 1 1919 LMG to the Marine OB.
- Add replace 1 119 NCO in the 6<sup>th</sup> Special Base Force for a 11\* officer in the Japanese OB.

## TURN RECORD TRACK

1	2	3	4	5	6	7	8
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## MAP LAYOUT

Only hexes numbered 32 or greater are playable.