

# ATS BRT6: A LEGEND IS BORN – ATS Conversion 08/16/2010



**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 BRT6 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of 3<sup>rd</sup> Special Base Force setup first in Inland hexes SSR 2

559	449	11*	119	MMG M92	LMG M99	HA GO 37C
10	24	2	6	7	6	4



Elements of Regimental Landing Team, 2<sup>nd</sup> Marines setup in Beach/Ocean hexes in 2 groups, one on the S32-R22 Beach and the other on the V10-Q14 beach. Each group must contain at least 13 squads and 1 FO and may setup in Ocean hexes adjacent to their respective beaches. LVTs and passengers may setup marked continuous movement, in ocean hexes 11 or greater.

MMG .50 cal	MMG 1919	LMtr 60D	Satchel Charge	Flame Thrower
2	6	4	6	2

969	568	859	259	119	118	119 FO	M4A2	LVT4
22	6	4	8	3	7	2	2	6

## VICTORY CONDITIONS

Provided they control at least 15 building locations, the Marines win at game end if they control or eliminate bunkers worth at least 21 BPP (total BPP + bracketed exponent) and/or if the Japanese do not control Inland hexes forming a contiguous path extending from Green Beach to the east map edge.

## SPECIAL SCENARIO RULES

1. Spotting conditions are optimal.
2. During setup the Japanese receive 46 GPP, 48(5) BPP and 97 EPP. All BPP must be expended, no more than 4 wire. Beach obstacles must be set up in Ocean hexes.
3. During setup the Marines must place 6 wreck markers in 6 beach hexes within their setup area. After Marine setup, the Marines may place up to 6, 2 side up, smoke markers in any land hexes.
4. After all setup, the Japanese must make a die roll for each Beach hex containing at least 1 Marine unit, on a 1-3, every unit in that hex starts the scenario Pinned.
5. The Marines receive two 120mm Naval Off Board Artillery.
6. US 568 and 859 units are considered Marines in all respects.
7. The 859 squads are Combat Engineers.

## BALANCE

★ During setup the Marines may exchange any number of Satchel charges for a corresponding number of Seawall Lane markers placed across any Seawall hexsides in the Marine setup area

● Add 6 GPP to the Japanese OB.

## TURN RECORD TRACK

1	2	3	4	5
6	7	8	9	10

## MAP LAYOUT

Only hexes numbered up to 31 inclusive are playable.

