

# ATS BRT7: DIDN'T HAVE TO BE THERE – ATS Conversion 11/09/2009



**RED BEACH THREE, 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 Parati and Blood & Iron and Darkest December. Please refer to Blood Reef Tarawa Scenario BRT7 for the historical background to this scenario as well as its aftermath. ASL Scenario design Eddie Zeman and Steve Dethlefsen.



Elements of 7<sup>th</sup> Rikusentai and 6<sup>th</sup> Special Base force setup first within 2 hexes of M45

559	449	119	MMG M92	LMG M99
3	4	2	3	2

H HOW Type 92	Bunker
1	1



Elements of K Co., 2nd Battalion, 8<sup>th</sup> Marines setup anywhere outside the Japanese area

969	259	119	118 SSR 3	118	LMG 1919	Satchel Charge	Flame Thrower	H AT M3A1	M4A2	M4 Dozer SSR4
7	2	1	1	1	1	4	2	1	1	1

## VICTORY CONDITIONS

The Marines win immediately upon Controlling/Eliminating both the bunker and the Island Command Bunker

## SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. The Japanese may designate 2 building locations as fortified.
3. Mark this Marine 118 leader with courage at setup.
4. Use the M4 Dozer counter and Data Card from Darkest December.
5. The US player may designate 2 969 squads as Combat Engineers.

## BALANCE

- ☆ Add one 969 to the Marine OB
- Add one M92 MMG to the Japanese OB

## TURN RECORD TRACK

1	2	3	4	5	6
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## MAP LAYOUT

Only hexes numbered between 41 and 50 inclusive on/north of hexrow G are playable.

