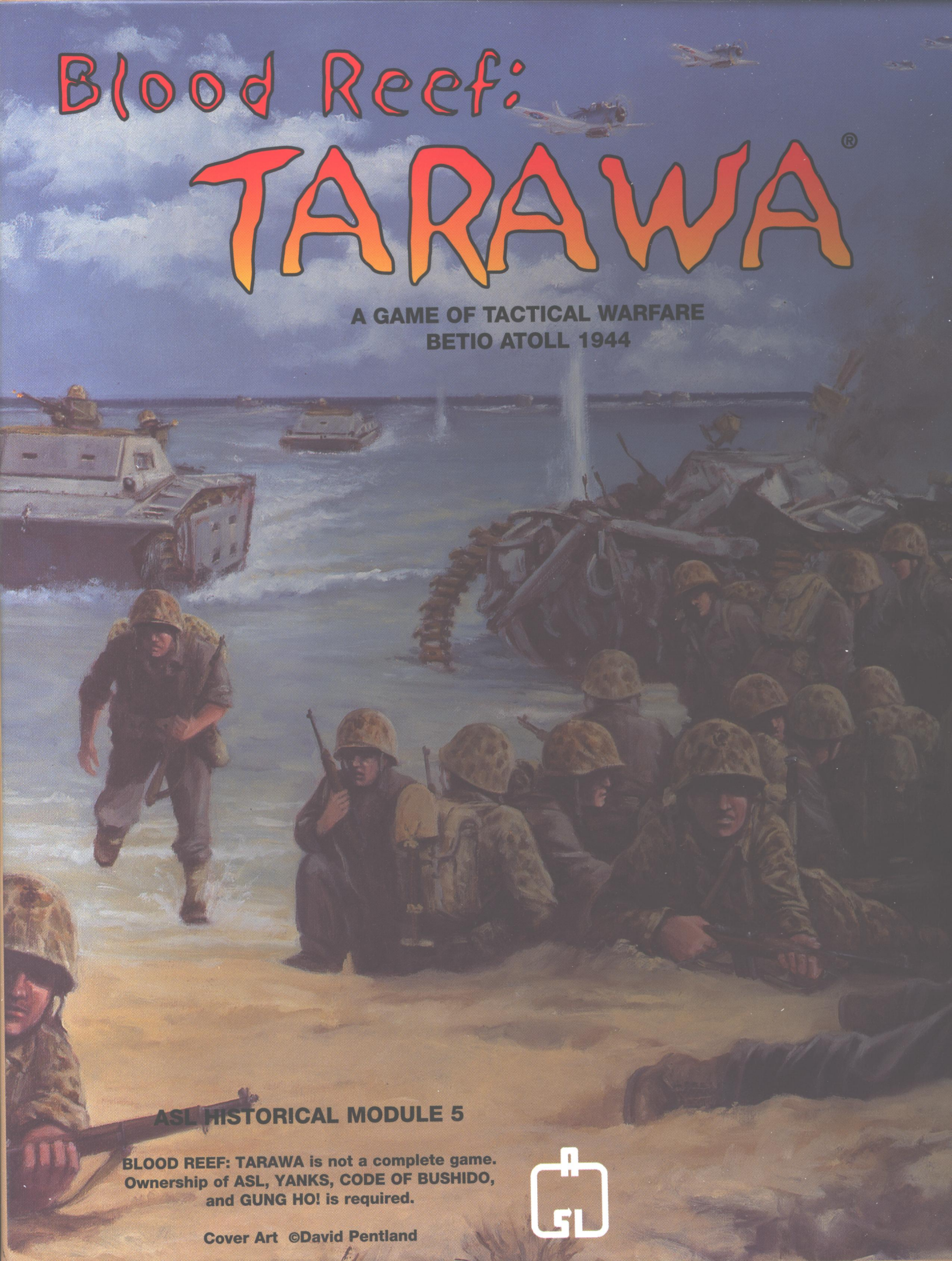


The background of the cover is a detailed oil painting of a World War II beach landing. In the foreground, several soldiers in M1 helmets and combat uniforms are positioned on the sand. One soldier on the left is running towards the viewer, while others are crouching or lying down, some holding rifles. In the middle ground, a large amphibious tank is partially submerged in the water, with its tracks visible. Another smaller landing vehicle is further back. The sky is filled with clouds, and several military aircraft are visible in the distance. The overall tone is somber and realistic, capturing the intensity of the battle.

Blood Reef:

TARAWA[®]

A GAME OF TACTICAL WARFARE
BETIO ATOLL 1944

ASL HISTORICAL MODULE 5

BLOOD REEF: TARAWA is not a complete game.
Ownership of **ASL**, **YANKS**, **CODE OF BUSHIDO**,
and **GUNG HO!** is required.

Cover Art ©David Pentland





AVALON HILL



Multi-Man Publishing

THE HAWK



ASL SCENARIO BRT1

Scenario Design: Eddie Zeman and Steve Dethlefsen



VICTORY CONDITIONS: The Marines win immediately upon amassing ≥ 16 CVP *and/or* at game end if they Control/have-Eliminated all 4 Pillboxes [EXC: Bombproofs].

RED BEACH ONE, BETIO ISLAND, TARAWA ATOLL, 21 NOVEMBER 1943: Lieutenant Dean Hawkins and his Scout Sniper platoon had the distinction of being the first American force on the island of Betio. Hawkins led a detachment of engineers and Scout Snipers along the pier on D-Day taking out bunkers and buildings likely to be in the way of the following assault waves. On the second day, Hawkins was a veritable one man show going after pillboxes and fortified buildings, personally destroying six pillboxes. He would throw a grenade, then rush the emplacement, then stuff another grenade or demolition charge into an aperture of the pillbox. In addition to his individual heroics, Hawkins also repeatedly led assaults into "the Pocket"—the mass of Japanese strong-points at the juncture between Red One and Red Two—to relieve pressure on the Marines pinned along the beach and to stop the deadly enfilading fire from the Japanese pillboxes and other emplacements.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 21 and ≤ 31 on/between hexrows I-S are playable)

BALANCE:

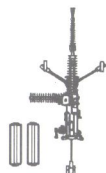
- Add one Japanese MMG and its crew to the Japanese OB.
- ☆ Add one American FT to the Marine OB.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
☆ MARINE Moves First							



Elements of 7th Rikusentai and 6th Special Base Force [ELR:4] set up in Hinterland hexes numbered ≥ 23 and ≤ 30 on/between hexrows M-P (see SSR 2): {SAN: 3}



 E 4 ² -4-8	 1 4 ¹ -4-7	 2-2-8	 10-1	 9-0	 HMG 3 BTT 6-14	 MMG 2 BTT 4-11	 LMG 1 BTT 2-6	?	 INF M12 70* [(3)*-70]	 1+3+5
4	3	2			2	2	6			4



Elements of D Company, 2nd Tank Battalion [ELR: 5] set up in any hex outside of the Japanese setup area: {SAN: 4}



 7 ³ -6-8	 3-4-8	 10-3	 9-1	 8-0	 FT X10 24-1	 DC X12 30-1
6						4

SPECIAL RULES:

- EC are Moderate, with no wind at start. See BRT SSR. The Marines are conducting a Seaborne Assault (G14.1).
- The Japanese may Fortify/Bombproof (B23.9; T6.5) ≤ 2 building Locations (Tunnels are NA). All Japanese units may set up concealed regardless of terrain.
- All Marine MMC are Assault Engineers (H1.22). The Marine 10-3 starts the scenario Heroic (A15.21), and is exempt from Wound Severity the first time during the scenario he becomes Wounded.

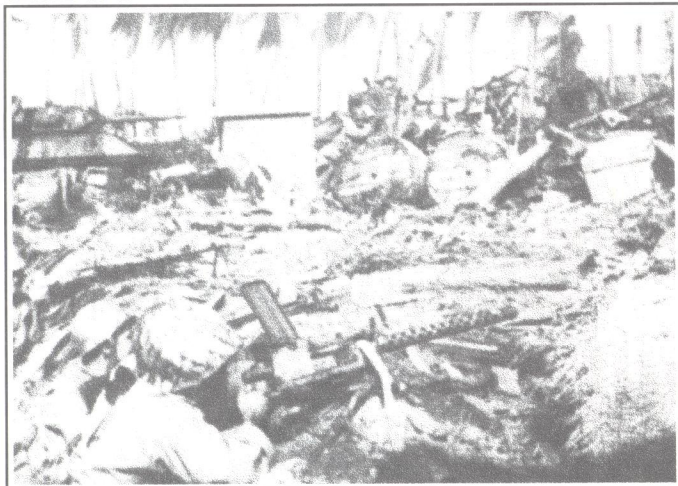
AFTERMATH: As the repeated assaults continued, Lieutenant Hawkins refused treatment for his mounting wounds. Asked where he was going, Hawkins replied matter of factly "To kill more Japs." Finally cut down by machine gun fire, he incredibly remained alive for another four hours. Colonel Shoup, commander of the 2nd Division landing team, remarked that although "rarely can the credit for winning a battle go to a lieutenant, this one can." In tribute to Hawkins' valor, the airstrip so dearly won was renamed Hawkins Field immediately after the battle for Betio.

CHINA GIRL



ASL SCENARIO BRT2

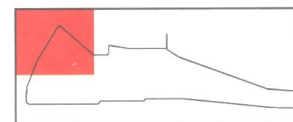
Scenario Design: Eddie Zeman and Steve Dethlefsen



VICTORY CONDITIONS: The Marines win at game end if there are neither Good Order Japanese MMC nor AFV with functioning MA/MG in any beach/Hinterland hexes on/north-of hexrow O.

RED BEACH ONE, BETIO ISLAND, TARAWA ATOLL, 20 November 1943: The M4A2 "Sherman" was seen by Marine crews for the first time aboard the transport Ashland while en route to "Helen." Company C of the 2nd Tank Battalion was given the new monsters. The 1st Platoon under Lieutenant Edward Bale would take six Shermans to Red Beach One. The Remaining eight tanks were split evenly to support the landings on Red Two and Red Three. Scouts were assigned to be pathfinders, leading the Shermans ashore over the treacherous reef.

BOARD CONFIGURATION:



(Only hexes numbered ≤ 18 on/north-of hexrow J are playable)

BALANCE:

- Add one Year-41 Type INF Gun and its crew to the Japanese OB.
- ☆ Add two American MMG to the Marine OB.

TURN RECORD CHART

● JAPANESE Sets Up First [171]	1	2	3	4	5	6	END
☆ MARINE Moves First							

Elements of Betio Naval Defense Garrison [ELR: 4] set up in Hinterland hexes (see SSR 3): {SAN: 5}

4-4-7
7

3-4-7
2

2-2-8
6

9-1
2

8-0
2

HMG 50 cal
6-14
8-14

HMG 50 cal
3-11
6-14

AT M12
37L
4

ART M9
75*
2

AA M6
75
2

1+3+5
2

MPH/RtPh:
dr = MF
CG: +1/-1
2

Elements of 2nd and 3rd Battalions, 2nd Marines [ELR: 5] set up in Beach hexes on/between V11 and N18 (see SSR 5): {SAN: 3}

6-6-8
7

10-2
2

9-2
2

8-0
2

DC
30-1
3

Elements of 1st Platoon, C Company, 2nd Marine Tank Battalion set up in hexes numbered ≥ 11, but ≥ 3 hexes from any Beach hex and with each AFV in Motion and ADJACENT to ≥ 1 other AFV:

14
75
6

9-2
6

0-0-9
6

SPECIAL RULES:

1. EC are Moderate, with no wind at start. See BRT SSR.
2. Place one LVT wreck counter each in O14, Q17, Q18, and W11. Place one Breach counter across the Seawall hexside U10-T10.
3. All Wire counters must be set up in Ocean Locations.
4. After Marine setup, the Japanese must set up six broken Marine 3-4-8s in any hex of Red Beach One which does not already contain a Good Order Marine unit [EXC: no HS may be set up in N18]; more than one HS may be set up per hex only if there are no other eligible hexes with fewer such HS. Each HS begins the game DM if adjacent to a Known enemy unit, and the Marines may not attempt to self-rally any 3-4-8 during Turn 1.
5. During setup, the Marines may exchange any number of DC for a corresponding number

of breach counters placed across any Seawall hexside of Red Beach One.

6. At the beginning of the Marine Player Turn 1 PFP, the Marines may place ≤ 3 Smoke counters in any Hinterland hex adjacent to a Red Beach One hex.

AFTERMATH: Many of the pathfinders died leading the Shermans to the beaches. For every man killed, though, another would volunteer to take his place. Lieutenant Bale finally reached the beach, but was unwilling to run over his dead and dying fellow Marines scattered on the beach. He led his platoon back into the water, without pathfinders, to attempt a landing at the Bird's Beak. Four of the Shermans fell into shell-holes, drowning out their engines. Bale's tank, China Girl, and another Sherman nick-named Cecilia were the only tanks to make Red One intact. The Shermans proved indispensable for blasting the well-constructed fortifications. On D-Day, Lt. Bale got into a gun duel with a Japanese Ha-Go and, incredibly, a 37mm shell from the smaller tank went straight down the gun barrel of Bale's tank, disabling the main armament. That night, resourceful Marines salvaged a new breach from another tank and repaired China Girl. The next day Cecilia, also repaired overnight, and China Girl helped to clear Green Beach.

RYAN'S ORPHANS



ASL SCENARIO BRT3

Scenario Design: Eddie Zeman and Steve Dethlefsen



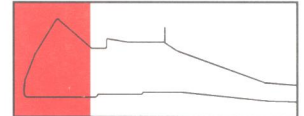
VICTORY CONDITIONS: The Marines win immediately when there are no Good Order Japanese units on/adjacent-to any Beach hexes along V10-F3.

GREEN BEACH, BETIO ISLAND, TARAWA ATOLL, 21 November 1943: D-Day for the 3rd Battalion, 2nd Marines called for K and I Companies to land in the initial assault wave, followed by L Company under Major Michael P. Ryan on LCV(P)s in the second wave. The former two companies made it to shore with acceptable losses. But once on the beach they were pinned down by enfilading fire from the re-entrant beach, and casualties began to mount. Like everyone in the second waves, the men of L Company suddenly found themselves wading across the exposed reef toward the beach where prospects did not look much better. Ryan finally got his company ashore having suffered 35% casualties. On the beach, Ryan found himself in charge of not only L Company, but all the remnants of 3/2, plus elements of the 1st and 2nd Battalions which had diverted from Red Beach Two. Out of radio contact with the regiment, Ryan took charge and started to gain ground with his motley battalion.

BOARD CONFIGURATION:

BALANCE:

- Add one Japanese MMG and one 4-4-8 to the Japanese OB.
- ☆ Add one U.S. MMG and FT to the Marine OB.



(Only hexes numbered ≤ 17 are playable)

TURN RECORD CHART

● JAPANESE Sets Up First [177]	1	2	3	4	5	6	7	END
☆ MARINE Moves First [226]								

Elements of 2nd Company, 7th Special Naval Landing Force and 3rd Special Base Force [ELR:4] set up in Hinterland hexes on/south-of hexrow O: {SAN:4}

3 3 3 6 2 2

6

Elements of 2nd Marine Regiment, Second Marine Division [ELR: 5] set up on/north-of hexrow Q: {SAN:4}

2 12 2 5 2 2

SPECIAL RULES:

- EC are Moderate, with no wind at start. See BRT SSR. No 8-in. Gun Turrets (T8.2) exist in hexes D5 or E6. Place one Breach counter across Seawall hexside U10-T10.
- Prior to setup, Random Location DR (A14.2) are used to place eight shellhole counters; the first four counters are randomly located from hex P11 and the last four from K11. Each such shellhole counter placed in a palm tree hex is replaced with a palm debris counter (T4.2), while each placed in a building or hut is replaced with a rubble or Collapsed (G5.5) counter, respectively. If any counter is to be placed in a hex containing terrain that is not suitable to shellholes, palm debris, rubble, or Collapsed huts, or where these already exist, re-roll until a valid hex is determined for that counter.
- The Japanese may designate any combination of ≤ 3 Bombproofs (T6.5) or Fortified Building Locations (Tunnels are NA). At least three pillboxes must be set up adjacent to Beach hexes, with each having at least one of those Beach hexes in its CA. Pillboxes may set up in K7, J6, and/or I6 provided their CA face north.

- The Marines receive one 120+mm NOBA (G14.6) battery (HE and WP) controlled by a SFCP (G14.61) that sets up onboard within the Marine setup area, and whose Ocean hex (G14.62) is any west edge hex. Direct Fire option (T15.4 CG3.21) is available; remove one red chit from the battery's Draw Pile when using Direct Fire.
- The first two Marine MMC that pass any type of MC without undergoing a Heat of Battle result will create a Marine hero in that MMC's Location.

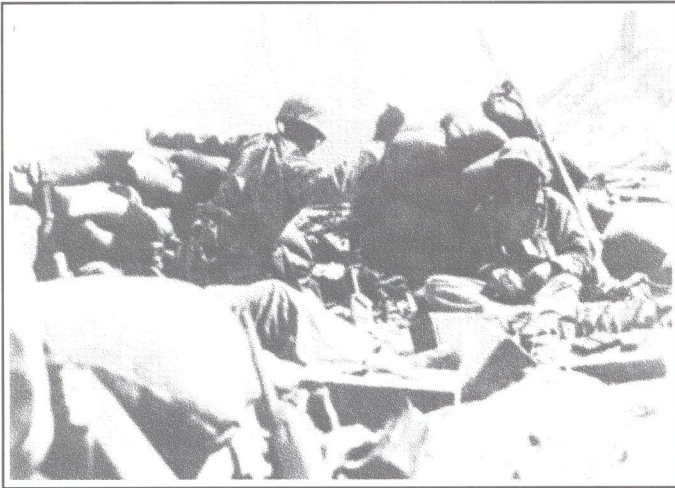
AFTERMATH: Although no one knew it at the time, Major Ryan and his charges had made some good ground on D-Day. "Ryan's Orphans" had cleared all of the Bird's Beak, but Ryan felt the line could not be held so he pulled the "battalion" back to a more defensible spot. On D+1, Ryan was still in command of his makeshift "battalion": two repaired tanks, elements of three infantry battalions, parts of the engineer regiment, and, most importantly, a spotter for the supporting naval guns. Ryan began the attack at 1130 and in an hour it was over—Green Beach was cleared. The 1/6 landed at 1800 with no major casualties, the first battalion on Betio to do so.

RIKUSENTAI



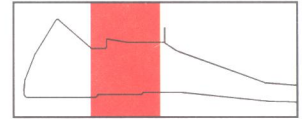
ASL SCENARIO BRT4

Scenario Design: Eddie Zeman and Steve Dethlefsen



BETIO ISLAND, TARAWA ATOLL, GILBERT ISLANDS, 23 November 1943: One objective the Marines should have captured by D+2 was the junction between Red Beach One and Red Beach Two. But Commander Sugai, second in command on Betio and commander of the Sasebo 7th Rikusentai, had made the area—dubbed the "Pocket" by the Marines—into a fortress. Sugai moved his men defending Black Beach to positions covering the Red Beaches during lulls in the naval bombardment. His troops were the most disciplined, and deadly, men on the island. In the fight for the beachhead the *rikusentai*—Japanese Marines—had disrupted the landings of four battalions. Now on D+3, the Pocket was still not cleared. What remained of 1/8 and 3/2 Marines were sent against Sugai and his samurai, to atone for the last three days and to finally even the score from Wake Island.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 18 and ≤ 31 are playable)

BALANCE:

- Add one 75* INF Gun and its crew to the Japanese OB.
- ☆ Add two U.S. MMG to the Marine OB.

VICTORY CONDITIONS: The Marines win at game end if they have amassed ≥ 30 Casualty Victory Points and control more buildings/pillboxes/Bombproofs within the Japanese setup area than the Japanese.

TURN RECORD CHART

● JAPANESE Sets Up First [206]	1	2	3	4	5	6	END
☆ MARINE Moves First [259]							



Elements of Sasebo, 7th Special Naval Landing Force and 3rd Special Base Force [ELR: 4] set up in Hinterland hexes on/within the perimeter P23-M22-F23-K25-N26-N30-P31-P23 (see SSR 2): {SAN: 4}



 E 4 ² -4-8	 1 4 ¹ -4-7	 10-2	 10-1	 9-1	 8-0	 MMG [2] 3P 4-11	 LMG [1] 4-6
8	6			2		2	2



Elements of 1st Battalion, 8th Marines and 3rd Battalion, 2nd Marines [ELR: 5] set up anywhere outside the Japanese setup area [EXC: only vehicles/PRC may set up in Beach/Ocean hexes] (see SSR 3): {SAN:4}



 7 ³ -6-8	 6 ³ -6-8	 4 ² -5-8	 3 ⁴ -4-8	 10-2	 9-2	 9-1	 8-1	 HMG 50 cal [3] 8-16	 MMG [2] 4-10	 DC [1] 30-1	 FT [1] 24-1	 Radio [1] 8
4	10	2				2	2		2	4	2	

 14 8 4 1 75 2/4/4	 12 ³ 1 0 2 *19PP *AAMG-/-/14*	 19 0 0 1 75
	2	2

SPECIAL RULES:

- EC are Moist, with no wind at start. See BRT SSR.
- All Japanese Elite MMC are Fanatic. During setup, the Japanese receive 21 GPP, 15³ CAPP, and 65 FPP (T15.6141-43).
- During setup, the Marines may place ≤ 2 Breach counters across seawall hex-sides.
- The Marines receive one module of 70+mm OBA (HE only).

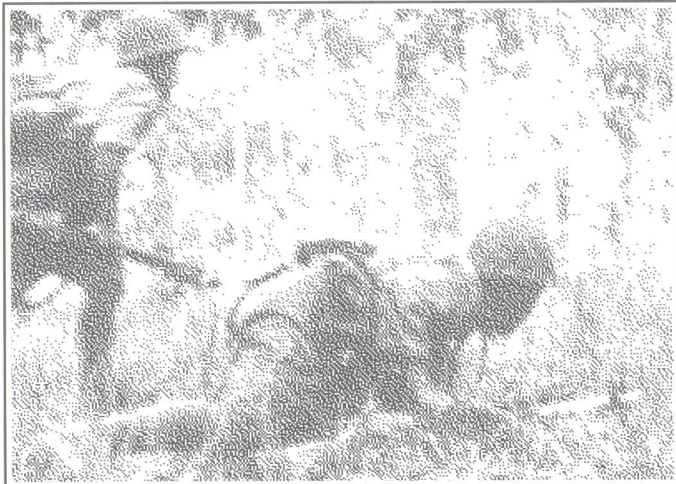
AFTERMATH: The *rikusentai* braced for the final onslaught. The main attack came from the southwest. In addition, Colonel Shoup, the Regimental Landing Team commander, ordered a platoon of infantry and artillery halftracks into the lagoon to pin the defenders from the front. Although 1/8 had been attacking the Pocket for the last 48 hours, expending over 54,000 rounds of small arms ammunition, the Imperial Marines were still fighting back. The *rikusentai* withstood numerous flame-thrower and demolition charge attacks, but the end was inevitable. After an hour, the few remaining defenders performed ritual *seppuku*. By 1300 hours, Betio was an American island.

HELL WOULDN'T HAVE IT



ASL SCENARIO BRT5

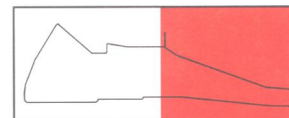
Scenario Design: Eddie Zeman and Steve Dethlefsen



VICTORY CONDITIONS: The Japanese win immediately upon amassing ≥ 23 Casualty/Exit Victory Points (prisoners do *not* count double). The Japanese may only exit from west edge Hinterland hexes.

BETIO, TARAWA ATOLL, GILBERT ISLANDS, 22 November 1943: By 1930 hours on D+2, General "Howlin' Mad" Smith was on shore to personally take command of his Second Division. Plans were made for the 6th Marines to clear up the remaining one thousand or so Japanese *rikusentai*. Incredibly, by the third night an expected *banzai* attack had not materialized. Such a counterattack on D-Day might possibly have forced the fragile beachhead into the lagoon, stalling American offensive plans for months. The death of General Shibasaki on D-Day (while moving his command so that the wounded could be placed in his command bunker) doomed all attempts to coordinate an intelligent counterattack. By D+2, though, the Japanese were forced into the narrow "tail" of Betio, leaving the *rikusentai* one last chance to marshal their forces for a final attempt to force the Marines back into the sea.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 32 are playable)

BALANCE:

☆ Add one U.S. MMG to the Marine OB.

● Replace the two 9-0s in the 6th Special Base Force with two 9-1s.

TURN RECORD CHART

☆ MARINE Sets Up First [184]	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First [305]									



Elements of A and B Companies, 1st Battalion, 6th Marines [ELR: 5] set up on/west-of Hex Grain O47-D41 (see SSR 2): {SAN: 4}

6'-6-8	2-2-8	9-2	9-1	8-1	8-0	3 8-16	2 4-10	3 60*[3-45]	8	7 morale
11										4

14 75	1S
2/4/4	OVR, OBA: +4 Other: +2

4



Remnants of 6th Special Base Force [ELR: 3] set up on/east-of Hex Grain N48-D43 (see SSR 2 and 3): {SAN: 3}

1 4'-4-7	2-2-8	9-0	3 6-14	2 4-11	1 2-6
5	3	2		2	

Main Assault set up on/east-of Hex Grain L51-C47 (see SSR 5):

E 4'-4-8	1 4'-4-7	10-1	9-1	9-0
5	10			

SPECIAL RULES:

1. EC are Moist, with no wind at start. See BRT SSR [EXC: the first sentence of BRT7 is NA]. Place one Burnt-Out Wreck each in hexes G43 and J38.

2. Night Rules (E1.) are in effect. The initial Base NVR is 2 hexes with no Cloud Cover and no Moon. Neither side is considered Scenario Attacker or Defender. All units may set up concealed; no Japanese units may use HIP. Despite not being the Scenario Defender, Marine SMC/SW may still set up HIP per E1.12.

3. After Marine set up, the Japanese may set up ≤ 2 non-Crew squad-equivalents of the 6th Special Base Force (and all SMC/SW stacked with them) in any hexes within the Marine setup area that are not occupied by Marine units.

4. At the start of Turn 2 the Marines receive one module of 70-mm OBA (HE and IR) with one Pre-Registered hex [Barrage is NA]; this module's radio may be exchanged for a field phone.

5. The Japanese must make at least one multi-hex Banzai Charge on/before Game Turn 3. This Banzai Charge must include $\geq$ half of the current on-map Good Order Japanese squad-equivalents. Provided no unit participating in the required Banzai Charge has LOS to an enemy unit, the Marine unit closest in hexes to a

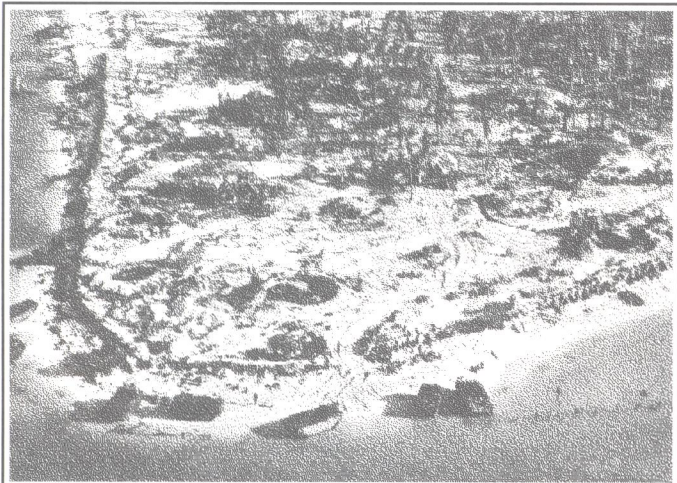
participating Japanese unit will be the HW target (A25.23); the Japanese may chose the HW target from among the closest Marine units if more than one are equidistant. Units participating in a Banzai Charge do not expend additional MF for entering Concealment Terrain. Instead, make a DR each time a MMC enters a Concealment Terrain Location in the MPH; with an Original 12 DR considered failure of an Attack Break (G1.12) MC.

AFTERMATH: The counterattack started with approximately fifty infiltrators using a thick tree line to weave between A and B companies of 1/6. The Cooks and Bakers contained these penetrations after two hours of close combat. The *rikusentai* struck again at 2300 hours. This second attack forced the Marines to use their machine guns, and reveal their positions. Finally, a third attack came. The Japanese had moved their own machine guns to some wrecked trucks in order to eliminate the previously exposed Marine fire bases. At 0400, a mad frenzied rush came at A Company, the eerie *banzai* screams sounding worse than the pits of a hell. Hand to hand combat between the Marines and *rikusentai* lasted for over thirty minutes—both companies were at the breaking point. Then, quite suddenly, it was over. The Marines lost forty dead and the Japanese over two hundred killed. The final *banzai* charge broke the back of the Japanese defense on Betio—in five short hours Betio would be an American island. When daylight finally came and the devastation was revealed, one Marine remarked, "Hell would not have this place."

A LEGEND IS BORN

ASL SCENARIO BRT6

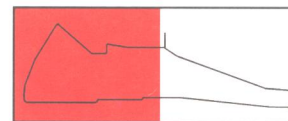
Scenario Design: Eddie Zeman and Steve Dethlefsen



VICTORY CONDITIONS: Provided they Control ≥ 15 building Locations, the Marines win at game end if they Control/have-eliminated pillboxes worth ≥ 21 points (totaling CAPP and CAPP exponent; see SSR 2 and T15.6142) and/or if the Japanese do not Control Hinterland hexes forming a contiguous path extending from Green Beach to the east map edge.

BETIO, TARAWA ATOLL, GILBERT ISLANDS, 20 November 1943: In the pre-dawn light, the first amphibious invasion of a fortified beach began. Marines of 2/2 were slated to hit Red Beach Two, while those of 3/2 were assigned Red Beach One. Colonel Shoup, commander of the Regimental Landing Team, had planned for the first waves to travel in on LVTs. At first the Japanese let the "little boats with wheels" travel unmolested as they concentrated their fire on the larger ships. When the LVTs rammed up against the reef and kept going, the *rikusentai* realized that the reef would not stop these strange new vehicles. As the Marines reached the beach, overwhelming fire kept them pinned down as the following waves waded in.

BOARD CONFIGURATION:



(Only hexes numbered ≤ 31 are playable)

BALANCE:

- Add six GPP (T15.6141) to the Japanese OB.

- ☆ During setup, the Marines may exchange any number of DC for a corresponding number of breach counters placed across any Seawall hex-sides in the Marine setup area.

TURN RECORD CHART

● JAPANESE Sets Up First [532]	1	2	3	4	5	6	7	8	9	10	END
☆ MARINE Moves First [588]											



Elements of 3rd Special Base Force [ELR: per T15.4, SSR CG17] set up in Hinterland hexes (see SSR 2): {SAN: 4}



 4 ² -4-8	 4 ¹ -4-7	 2-2-8	 10-2	 10-1	 10-0	 9-1	 9-0	 8-0	 MMG 2 3P 4-11	 LMG 1 B11 2-6	 15 1 1 37 2/-R2*
10	24	6				2	2		6	6	4



Elements of Regimental Landing Team, Second Marines [ELR: 5] set up in Beach/Ocean hexes in two groups, one on the S32-R22 beach and the other on the V10-Q14 beach; each group must contain at least 13 squad-equivalents and may set up in Ocean hexes adjacent to their respective beaches [EXC: LVT and their passengers may also set up, in Motion, in Ocean hexes numbered ≥ 11]: {SAN: 2}



 7 ³ -6-8	 6 ³ -6-8	 2-4-8	 10-2	 9-2	 9-1	 8-1	 8-0	 MMG 3 4-16	 MMG 2 4-10	 MTR 3 60°[3-45]	 DC 1 30-1	 FT 1 24-1
4	28	12		2	3	2	2	2	6	4	6	2

 14 8 4 1 75 2/4/4	 12 ³ 1 0 2 *19PP *AAMG/-/14*
2	6

SPECIAL RULES:

1. EC are Moist, with no wind at start. See BRT SSR; T15.4 SSR CG3, CG9, and CG16 are in effect.

2. During setup, the Japanese receive 46 GPP, 48⁵ CAPP, and 97 FPP (T15.6141-43). All CAPP *must* be expended, no concealment may be purchased, and no more than four wire counters may be purchased. Tetrahedrons must be set up in Ocean hexes and pillboxes must be set up on/north-of hexrow K.

3. During setup, the Marines must place one Burnt-Out wreck in each of six Beach hexes within their setup area(s). Each M4A2 set up in an Ocean hex is accompanied by a Pathfinder (T1). After Marine setup, the Marines may place ≤ 6 Smoke counters in any land hexes; each such Smoke counter is only flipped to its Dispersed side at the end of the Marine Turn 1 MPH, and removed at the end of the Japanese Turn 1 PFPh.

4. After all setup, the Japanese must make a dr for each Beach hex containing ≥ 1 Marine unit; on a "1" or "2" result, every unit in that hex starts the scenario Pinned (A7.8-7.821).

5. The Marines receive two 120+mm NOBA (T15.4, SSR CG 3) modules (HE and WP), each with one extra black chit added to its Draw Pile and controlled by SFCP (T15.4, SSR CG 3.11) whose Ocean hexes (T15.4, SSR CG3.13) are any hexes along the north edge and are declared after setup. One SFCP must set up in each Marine setup area.

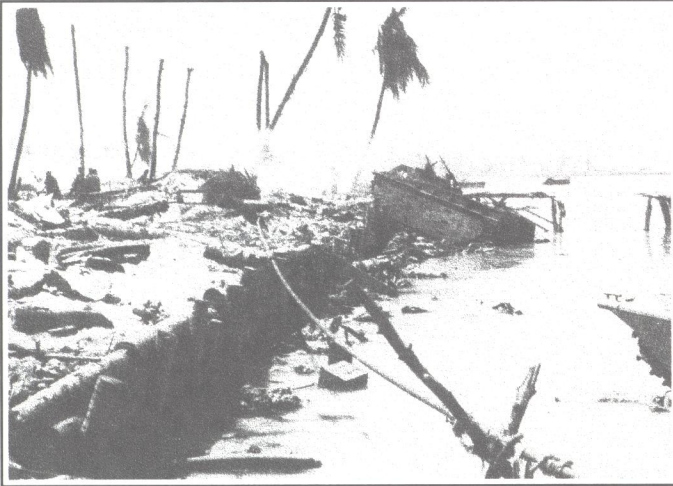
AFTERMATH: On both Red One and Red Two, the intense fire forced the Marines on shore to remain behind the relative protection of the low seawall. Few of the first LVTs were destroyed, but as the survivors headed back out to sea to pick up the next wave scores were sunk due to the many bullet holes in the hulls. As the slaughter in the reef became apparent, small groups of Marines jumped the seawall and worked to silence the devastating guns. The *rikusentai*, though, were determined to fight to the bitter end on Betio—seventy-six hours later, only 17 would remain.

DIDN'T HAVE TO BE THERE



ASL SCENARIO BRT7

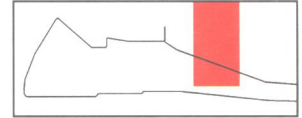
Scenario Design: *Eddie Zeman and Steve Dethlefsen*



VICTORY CONDITIONS: The Marines win immediately upon Controlling/Eliminating/rubbling both the pillbox and the Island Command Bunker (T6.2).

RED BEACH THREE, BETIO ISLAND, TARAWA ATOLL, 22 NOVEMBER 1943: Major Jim Crowe had been tasked with continuing the attack along the north-east portion of Betio Island. Before the attack could really begin, however, a major obstacle had to be removed—a large bombproof emplacement stood directly in front of the avenue of attack. In addition, there was a steel pillbox in this area, as well as a very strong coconut log emplacement. All three positions were mutually supporting with good fields of fire; one could not be taken without being subject to withering fire from the other two.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 41 and ≤ 50 on/north of hexrow G are playable)

BALANCE:

- Add one Japanese MMG and its crew to the Japanese OB.
- ☆ Add one 6-6-8 to the Marine OB.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
☆ MARINE Moves First							



Elements of 7th Rikusentai and 6th Special Base Force [ELR:4] set up ≤ 2 hexes from hex M45: {SAN: 4}



E 4 ² -4-8	1 4 ¹ -4-7	2-2-8	9-1	8-0	3 6-14	2 4-11	M9 1 *75*	1+5+7
3	4	3						



Elements of K Company, 2nd Battalion, 8th Marines [ELR: 5] set up anywhere outside of the Japanese setup area: {SAN :3}



7 ¹ -6-8	6 ³ -6-8	2-2-8	1-4-9	9-2	8-1	2 4-10	X12 30-1	X10 24-1	M12 2 37LL	14 8 4 1 75 2/4/4	*8 *0 *0 OT BU*
2	5						4	2			

SPECIAL RULES:

1. EC are Moderate, with no wind at start. See BRT SSR.
2. The Japanese may designate two Building Locations as Fortified (B23.9; tunnels are NA).

AFTERMATH: Lieutenant Alexander Bonnyman didn't have to be in the thick of the fight. As a Beach Master ensuring men and material got to their designated beach, his part of the invasion was over. Bonnyman went inland, however, and put together a scratch force of engineers and riflemen which he subsequently led in an attack against the large bunker. Just as elements of this force reached the top of the emplacement, a strong Japanese counterattack tried to dislodge them. The Japanese came close to sweeping the summit of the bunker, but Lieutenant Bonnyman and his men held firm, sparing no expense—including Bonnyman's life—to fight off the attack. After the failure of the counterattack, the remaining Japanese retreated only to be shredded by rifle, machine gun, and canister fire. Lt. Bonnyman's sacrifice helped reduce the Japanese defenses enough to allow the 2/8 to continue the attack and won him America's highest military decoration—the Congressional Medal of Honor.

BRT SSR: SPECIAL RULES FOR ALL BRT Scenarios and CG Scenarios

BRT1. TERRAIN: All Hinterland hexes on the Blood Reef: Tarawa map exist at level 0. The Beach slope is Slight (G13.21). All bridges are One-lane and wooden, with a current weight limit (B6.42) of 8 tons. Kindling attempts (B25.11) are NA. No fortification may be set up HIP [EXC: Fortified building locations, A-T Mines, and Passages (6.5)]. Cellars (B23.41) are NA.

BRT2. EC, WIND & WEATHER: EC are Moist, with no Wind at start. Weather is Clear.



BRT3. CLOSE COMBAT: Hand-to-Hand CC (J2.31) may be initiated by the Marines. There is a +1 DRM for any CC attack vs a Japanese Crew in a pillbox.

BRT4. SEABORNE ASSAULT: Marine forces are conducting a Seaborne Assault (G14.3) during the entire length of any CG and on any Scenario dated 20 November 1943. The effects of G14.32 also apply to Marine units on a pier or Exposed Reef.



BRT5. HEROES: A Final Heat of Battle DR ≤ 7 results in Hero Generation for Marine units. The Japanese T-H Hero allotment (G1.421) is always 20% and is calculated based only on units on board at the start of a (CG) scenario.

BRT6. GUNS: Bore sighting is NA for all weapons. No Gun/vehicle may set up HIP [EXC: Relocated Guns; CG13]. No Japanese ART Gun ≥ 75 mm [EXC: Year-38 75* ART] or AA Gun may set up in a building/pillbox.

BRT7. BOOBY TRAPS: Japanese forces always have a Level C Booby Trap capability over the entire BRT map (even against wading units).

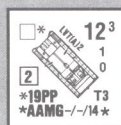


BRT8. JAPANESE UNITS: Elite and 1st-line Japanese MMC may fire Japanese MMG without the penalties of G1.611.¹⁸ The pre-1944 +1 ATMM drm for Japanese T-H Heroes is NA (G1.4231).

BRT9. MARINE UNITS: Marine 7-6-8 squads and their 3-4-8 HS are considered to be Assault Engineers (H1.22), even if designated Scout Snipers by title. Keep a side record of Engineer HS ID to differentiate them from normal 3-4-8 HS. Marine 2-4-8 HS may not recombine. M2 60mm Mortars may not be exchanged for OBA.



BRT10. SHERMANS: Before assigning armor leaders, the Marine player may make a Secret dr, using the H1.42 table (+1 drm) for each M4A2 to determine if it has a functioning Gyrostabilizer (D11.1). An M4A2 may not enter a Beach hex that contains ≥ 1 broken Marine MMC.



BRT11. LVT: An Eliminated LVT is always worth 1 Casualty VP, and Crew Survival (D5.6) is NA, although Passenger Survival (D6.9) occurs normally. A crew that Abandons its LVT is Eliminated but does not count for CVP. No LVT/LVT-wreck may be scrounged (D10.5). Each LVT's unbroken Passengers may only unload in the same hex in the same MPh. Prior to unloading in an Ocean hex, unbroken Passengers of a mobile LVT must take a G14.232 Passenger TC. The only penalty for failing this NTC is the inability of any Passengers to unload in that MPh. A LVT in a non-Ocean hex is not automatically Recalled upon unloading all Passengers.¹⁹ Each LVT that starts its MPh in a non-Ocean hex must take a Passenger TC (using the Inherent Crew's 8 morale if there are no unbroken Passengers) as per G14.232 (Boobytraps are NA for this TC). If that NTC is failed, all unbroken Passengers immediately unload in the current hex and the LVT is immediately Recalled. An unloaded LVT may exit the mapboard by any Ocean hex on the north, west, or east map-edge; during a CG scenario any such exited LVT is Retained off-map for use during the next CG Date.



BRT12. STUN/RECALL: A non-LVT vehicle will not suffer "Recall" for any reason. If a vehicle suffers a result that causes it to be marked with a "+1 Recall" counter or would be subject to the recall provisions of D3.7, it is not recalled but is instead subject to the following penalties. Such a vehicle must always take a NTC in order to move as if it were Radioless and attempting to move without its Platoon. Additionally, the crew must take an Immobilization TC whenever hit by enemy fire as per the first sentence of D5.5. The "+1 Recall" counter will remain on the vehicle (if MA Disabled) or on the crew (if it suffered a STUN result) for the remainder of the CG. See RePh 15.6131(d).

BRT13. DISMANTLED SW ELIMINATION: An unpossessed, dismantled SW in a Beach hex is immediately Eliminated.²⁰

BRT14. TUNNELS: No fortified building location may be exchanged for a Tunnel.



BRT15. BURNT OUT WRECKS: A Burnt-Out Wreck cannot be Scrounged, set Ablaze, or removed from play as per D10.4. A Burnt-Out Wreck is a LOS Hindrance exactly like a normal wreck.

 E 4-4-8 A	 E 4-4-8 B	 E 4-4-8 C	 E 4-4-8 D	 E 4-4-8 E	 E 4-4-8 F	 E 4-4-8 G	 E 4-4-8 H	 E 4-4-8 I	 E 4-4-8 J
 E 4-4-8 K	 E 4-4-8 L	 E 4-4-8 M	 E 4-4-8 N	 E 4-4-8 O	 E 4-4-8 P	 E 4-4-8 Q	 E 4-4-8 R	 E 4-4-8 S	 E 4-4-8 T
 E 4-2-4-8 U	 E 4-2-4-8 V	 E 4-2-4-8 W	 E 4-2-4-8 X	 E 4-2-4-8 Y	 E 4-2-4-8 Z	 E 4-2-4-8 a	 E 4-2-4-8 b	 E 4-2-4-8 c	 E 4-2-4-8 d
 E 4-2-4-8 e	 E 4-2-4-8 f	 E 4-2-4-8 g	 E 4-2-4-8 h	 E 4-2-4-8 i	 E 4-2-4-8 j	 E 4-2-4-8 k	 E 4-2-4-8 l	 E 4-2-4-8 m	 E 4-2-4-8 n
 1 4-4-7 A	 1 4-4-7 B	 1 4-4-7 C	 1 4-4-7 D	 1 4-4-7 E	 1 4-4-7 F	 1 4-4-7 G	 1 4-4-7 H	 1 4-4-7 I	 1 4-4-7 J
 1 4-4-7 K	 1 4-4-7 L	 1 4-4-7 M	 1 4-4-7 N	 1 4-4-7 O	 1 4-4-7 P	 1 4-4-7 Q	 1 4-4-7 R	 1 4-4-7 S	 1 4-4-7 T
 1 4-4-7 U	 1 4-4-7 V	 1 4-4-7 W	 1 4-4-7 X	 1 4-4-7 Y	 1 4-4-7 Z	 1 4-4-7 a	 1 4-4-7 b	 1 4-4-7 c	 1 4-4-7 d
 1 4-4-7 e	 1 4-4-7 f	 1 4-4-7 g	 1 4-4-7 h	 1 4-4-7 i	 1 4-4-7 j	 1 4-4-7 k	 1 4-4-7 l	 1 4-4-7 m	 1 4-4-7 n
 E 2-3-8 Q	 E 2-3-8 R	 E 2-3-8 S	 E 2-3-8 T	 E 2-3-8 U	 E 2-3-8 V	 E 2-3-8 W	 E 2-3-8 X	 E 2-3-8 Y	 E 2-3-8 Z
 1 2-3-7 Q	 1 2-3-7 R	 1 2-3-7 S	 1 2-3-7 T	 1 2-3-7 U	 1 2-3-7 V	 1 2-3-7 W	 1 2-3-7 X	 1 2-3-7 Y	 1 2-3-7 Z
 14 2-2-8	 15 2-2-8	 16 2-2-8	 17 2-2-8	 18 2-2-8	 19 2-2-8	 20 2-2-8	 21 2-2-8	 22 2-2-8	 23 2-2-8
 24 2-2-8	 25 2-2-8	 26 2-2-8	 27 2-2-8	 28 2-2-8	 29 2-2-8	 30 2-2-8	 31 2-2-8	 32 2-2-8	 33 2-2-8
 7 morale k	 7 morale i	 7 morale m	 7 morale n	 7 morale o	 7 morale p	 7 morale q	 7 morale r	 7 morale s	 7 morale t

 Lt Nagumo 9-0	 Adm Shibasaki 10-2	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0
 Lt Taniura 9-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Sgt Hoo 9-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Sgt Uguti 9-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Lt Hiroshi 8-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Sgt Nakai 8-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Sgt Monzen 8-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Cpt Tsuji 8-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Cpt Iwane 8-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Cpt Faisi 10-0	 Adm Sugai 10-2	 Maj Matauo 10-1	 Cpt Miwa 10-1	 Lt Uta 9-1	 Lt Fujino 9-1	 Lt Murakami 9-1	 Sgt Ota 9-1	 Adm Kobayashi 10-0	 Lt Kosaki 10-0	
 Col Aito 8+1	 Cpt Etajima 8+1									
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	
 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	 Ltng 2-6	

Blood Reef: Tarawa

Japanese 1/2-inch MMC

brt-01-back

 3MF 9+1	 3MF 9+1
 3MF 8-0	 3MF 8-0
 3MF 7+1	 3MF 7+1
 3MF 7-1	 3MF 8+1
 3MF 9-0	 3MF 8+1
 3MF 9-0	 3MF 8+1
 3MF 9-1	 3MF 8+1
 3MF 9-1	 3MF 9+1
 3MF 7+1	 3MF 7+1

 6-6-8 A	 6-6-8 B	 6-6-8 C	 6-6-8 D	 6-6-8 E	 6-6-8 F	 6-6-8 G	 6-6-8 H	 6-6-8 I	 6-6-8 J
 6-6-8 K	 6-6-8 L	 6-6-8 M	 6-6-8 N	 6-6-8 O	 6-6-8 P	 6-6-8 Q	 6-6-8 R	 6-6-8 S	 6-6-8 T

 Col Shoup	 10-3	 Lt Hawkins	 10-2	 Maj Perry	 10-2	 Lt Dahlisen	 9-2	 Lt Zeman	 9-2
 Capt Smoak	 9-2	 Capt Charles	 9-1	 Lt Hoffman	 9-1	 Lt Petros	 9-1	 Lt Mulry	 8-1
 Sgt Roney	 9-1	 Lt Booze	 9-1	 Lt Bonnyman	 9-2	 Lt Keith	 8-1	 Sgt Hadady	 8-1

 6-6-8 U	 6-6-8 V	 6-6-8 W	 6-6-8 X	 6-6-8 Y	 6-6-8 Z	 6-6-8 A	 6-6-8 B	 6-6-8 C	 6-6-8 D
 6-6-8 E	 6-6-8 F	 6-6-8 G	 6-6-8 H	 6-6-8 I	 6-6-8 J	 6-6-8 K	 6-6-8 L	 6-6-8 M	 6-6-8 N

 Sgt Kevin	 8-1	 Sgt Stevens	 8-1	 Sgt Gibson	 8-1	 Sgt Noah	 8-1	 Cpl Curtis	 8-0
 Sgt Fleener	 8-0	 Sgt Stott	 8-0	 Cpl Atkins	 8-0	 Cpl Scott	 8-0	 Cpl Robert	 8-0
 Philpits	 1-4-9	 Daniel	 1-4-9	 Noel	 1-4-9	 Johns	 1-4-9	 1-4-9	 1-4-9

 6-6-8 O	 6-6-8 P	 6-6-8 Q	 6-6-8 R	 6-6-8 S	 6-6-8 T	 6-6-8 U	 6-6-8 V	 6-6-8 W	 6-6-8 X
 6-6-8 Y	 6-6-8 Z	 6-6-8 A	 6-6-8 B	 6-6-8 C	 6-6-8 D	 6-6-8 E	 6-6-8 F	 6-6-8 G	 6-6-8 H

 Pathfinder G	 0-0-9	 Pathfinder H	 0-0-9	 Pathfinder I	 0-0-9	 Pathfinder J	 0-0-9	 Pathfinder K	 0-0-9
 Pathfinder L	 0-0-9	 Rock	 1-4-9	 Bryan	 1-4-9	 Kinney	 1-4-9	 Roberts	 1-4-9

 6-6-8 I	 6-6-8 J	 6-6-8 K	 6-6-8 L	 6-6-8 M	 6-6-8 N	 6-6-8 O	 6-6-8 P	 6-6-8 Q	 6-6-8 R
 6-6-8 S	 6-6-8 T	 6-6-8 U	 6-6-8 V	 6-6-8 W	 6-6-8 X	 6-6-8 Y	 6-6-8 Z	 6-6-8 A	 6-6-8 B

 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10
 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10

 3-4-8 g	 3-4-8 h	 3-4-8 i	 3-4-8 j	 3-4-8 k	 3-4-8 l	 3-4-8 m	 3-4-8 n	 3-4-8 o	 3-4-8 p
 3-4-8 q	 3-4-8 r	 3-4-8 s	 3-4-8 t	 3-4-8 u	 3-4-8 v	 3-4-8 w	 3-4-8 x	 3-4-8 y	 3-4-8 z

 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10
 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10

 3-4-8 a	 3-4-8 b	 3-4-8 c	 3-4-8 d	 3-4-8 e	 3-4-8 f	 3-4-8 g	 3-4-8 h	 3-4-8 i	 3-4-8 j
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8

 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10
 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10	 30-10

 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1
---	--	--	--	--	--	--	--	--	--

 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1	 30-1
--	--	--	--	--	--	--	--	--	--

 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5
 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5

ICB Underground 4 TEN 2S	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5	 1+3+5
--------------------------------	--	---	---	---	---	---	---

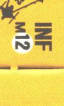
 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4
--	---	---	---	---	---	---	--

 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4
--	---	---	---	---	---	---	--

 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4
--	---	---	---	---	---	---	--

 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4	 3+4
--	---	---	---	---	---	---	--

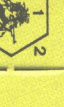
cc  INF M12 70* (a)*-70j	dd  INF M12 70* (a)*-70j	ee  INF M12 70* (a)*-70j	ff  INF M12 70* (a)*-70j	gg  ART 200L 012 000 1 1 0	hh  ART 200L 012 000 1 1 0	aa  AT M12 37L	bb  AT M12 37L
--	---	---	---	---	---	---	--

a  INF M12 70* (a)*-70j	b  INF M12 70* (a)*-70j	c  INF M12 70* (a)*-70j	d  INF M12 70* (a)*-70j	e  INF M12 70* (a)*-70j	f  INF M12 70* (a)*-70j	ga  INF M12 70* (a)*-70j	gb  INF M12 70* (a)*-70j
---	--	--	--	--	--	---	--

a  INF M10 75*	b  INF M10 75*	c  INF M10 75*	d  INF M10 75*	e  INF M10 75*	f  INF M10 75*	ga  INF M10 75*	gb  INF M10 75*
--	---	---	---	---	---	--	---

a  AT M12 37L	b  AT M12 37L	c  AT M12 37L	d  AT M12 37L	e  AT M12 37L	a  AA M12 75	b  AA M12 75	c  AA M12 75
--	---	---	---	---	--	--	---

a  MTR M11 18 3 1 0	b  MTR M11 18 3 1 0	c  MTR M11 18 3 1 0	d  MTR M11 18 3 1 0	e  MTR M11 18 3 1 0	f  MTR M11 18 3 1 0	g  MTR M11 18 3 1 0	h  MTR M11 18 3 1 0
--	--	--	--	--	--	--	--

a  37L 2/4/2	b  37L 2/4/2	c  75 2/4/4	d  75 2/4/4	e  75 2/4/4	f  75 2/4/4	g  75 2/4/4	h  75 2/4/4
---	---	--	--	--	--	--	--

a  123 1 0	b  123 1 0	c  123 1 0	d  123 1 0	e  123 1 0	f  123 1 0	g  123 1 0	h  123 1 0
---	---	---	---	---	---	---	---

a  133 1 0	b  133 1 0	c  133 1 0	d  133 1 0	e  133 1 0	f  133 1 0	g  133 1 0	h  133 1 0
---	---	---	---	---	---	---	---

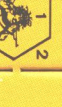
a  133 1 0	b  133 1 0	c  133 1 0	d  133 1 0	e  133 1 0	f  133 1 0	g  133 1 0	h  133 1 0
---	---	---	---	---	---	---	---

a  133 1 0	b  133 1 0	c  133 1 0	d  133 1 0	e  133 1 0	f  133 1 0	g  133 1 0	h  133 1 0
---	---	---	---	---	---	---	---

a  133 1 0	b  133 1 0	c  133 1 0	d  133 1 0	e  133 1 0	f  133 1 0	g  133 1 0	h  133 1 0
---	---	---	---	---	---	---	---

a  AA M7 12.7(12)	b  AA M7 12.7(12)	c  AA M7 12.7(12)	d  AA M7 12.7(12)	e  AA M7 12.7(12)	f  AA M7 12.7(12)	g  AA M7 12.7(12)	h  AA M7 12.7(12)
--	--	--	--	--	--	--	--

a  76L	b  76L	c  76L	d  76L	e  76L	f  76L	g  76L	h  76L
---	---	---	---	---	---	---	---

A  AA M7 76L	B  AA M7 76L	C  AA M7 76L	D  AA M7 76L	E  AA M7 76L	A  ART 200L 012 000 1 1 0	B  ART 200L 012 000 1 1 0	6  1 2 3 4 5
--	--	--	--	--	---	---	--

Blood Reef: Tarawa

5/8-inch misc (back)

brt-03-back

R1	C7 ¹²⁺	X6
QSU		
R1	C7 ¹²⁺	X6
QSU		
R1	C4 ⁺⁺	X6
HZ WPS		
QSU		
R1	C4 ⁺⁺	X6
HZ WPS		
QSU		
R1	C4 ⁺⁺	X6
HZ WPS		
QSU		
R1	C4 ⁺⁺	X6
HZ WPS		
G		C7
CS 4		
G		C7
CS 4		

[illegible]

	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7
	* GMA&484 * MA-12.7 * (un)load x 2	CS7

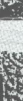
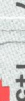
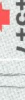
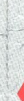
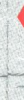
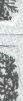
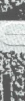
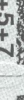
[illegible]

	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	
	* 6MA&484 * (un)load x 2
CS7	
	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	
	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	
	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	
	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	
	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	
	* 6MA&484 * MA-12.7 * (un)load x 2
CS7	

[illegible]

	Limboed W7 + 100mm + 7.62mm Type 82 Twin-Mount
	Limboed W7 + 100mm + 7.62mm Type 82 Twin-Mount
	Limboed W7 + 100mm + 7.62mm Type 82 Twin-Mount
	Limboed W7 + 100mm + 7.62mm Type 82 Twin-Mount
	Limboed W7 + 100mm + 7.62mm Type 82 Twin-Mount
	Limboed W7 + 100mm + 7.62mm Type 82 Twin-Mount

[illegible]

LOS Hindrance	LOS Debris	LOS Hindrance	LOS Debris	LOS Hindrance	LOS Debris	LOS Hindrance	LOS Debris	LOS Hindrance	LOS Debris
+1 TEM/MP		+1 TEM/MP		+1 TEM/MP		+1 TEM/MP		+1 TEM/MP	

Palm Debris		LOS Hindrance +3 TEMPER
Palm Debris		LOS Hindrance +3 TEMPER
Palm Debris		LOS Hindrance +3 TEMPER
Palm Debris		LOS Hindrance +3 TEMPER
Palm Debris		LOS Hindrance +3 TEMPER
Palm Debris		LOS Hindrance +3 TEMPER
Palm Debris		LOS Hindrance +3 TEMPER

[illegible]

Palm Debris		LOS Hindrance LOS TEMPE
Palm Debris		LOS Hindrance LOS TEMPE
Palm Debris		LOS Hindrance LOS TEMPE
Palm Debris		LOS Hindrance LOS TEMPE
Palm Debris		LOS Hindrance LOS TEMPE
Palm Debris		LOS Hindrance LOS TEMPE

[illegible]








Pin: 3 DR
K: ≤ 2 DR
No Attack

PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 
PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv

8 	8 	8 	8 	8 	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv	PIN Halt FP No Move No Adv
2 	2 	2 	2 	2 	4 	4 	4 	4 	4 

FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 
FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 	FIRST FIRE MPH 

Breach 	Breach 	Breach 	Breach 	Breach 	Breach 	Breach 	FANATIC +1 ML	FANATIC +1 ML	FANATIC +1 ML
 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location

 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location
 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location	 Location

→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 
→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 

→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 	→ 
--	--	--	--	--	--	--	--	--	--

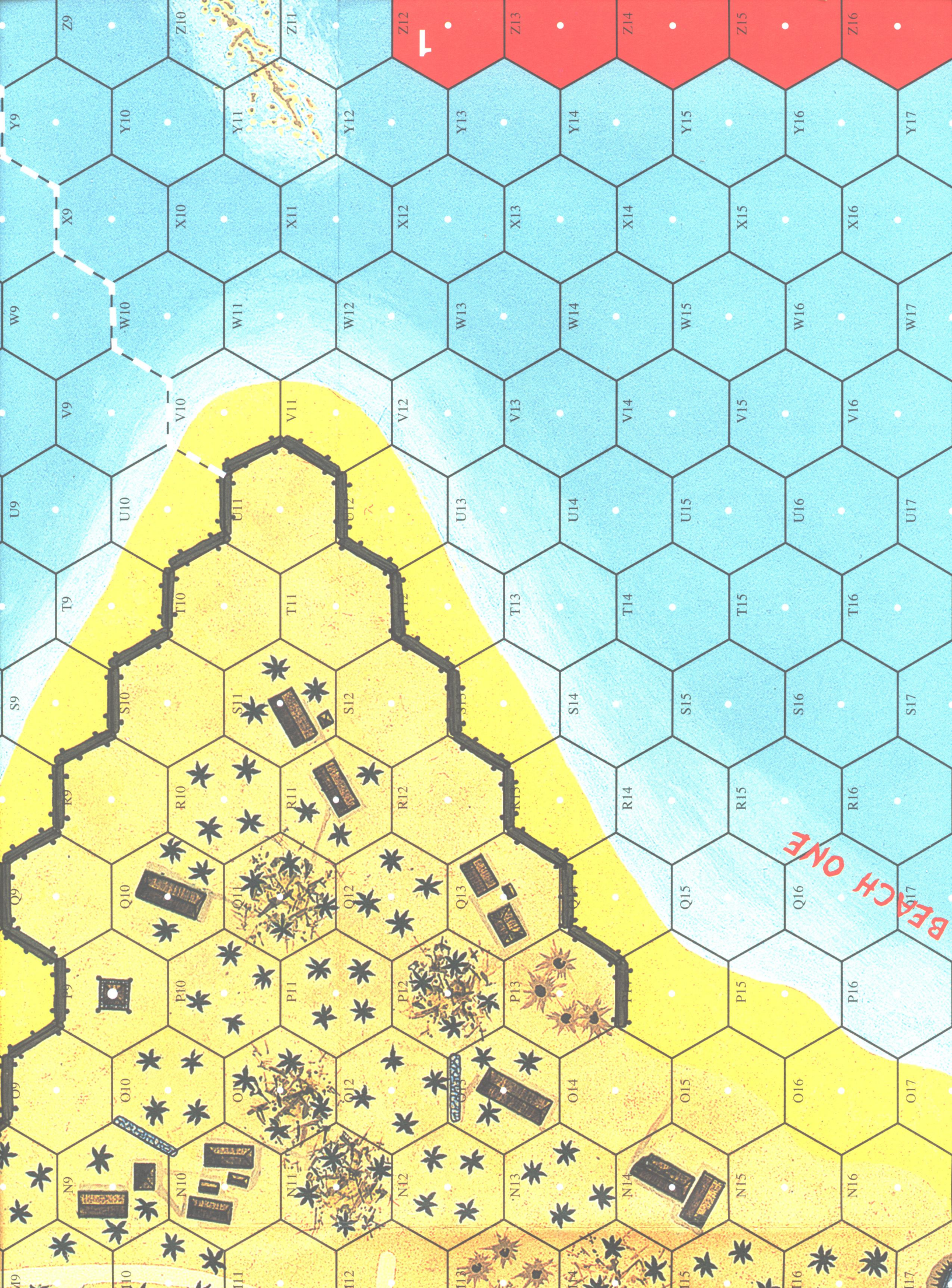
Blood Reef: Tarawa

Misc Information Counters

brt-04-back

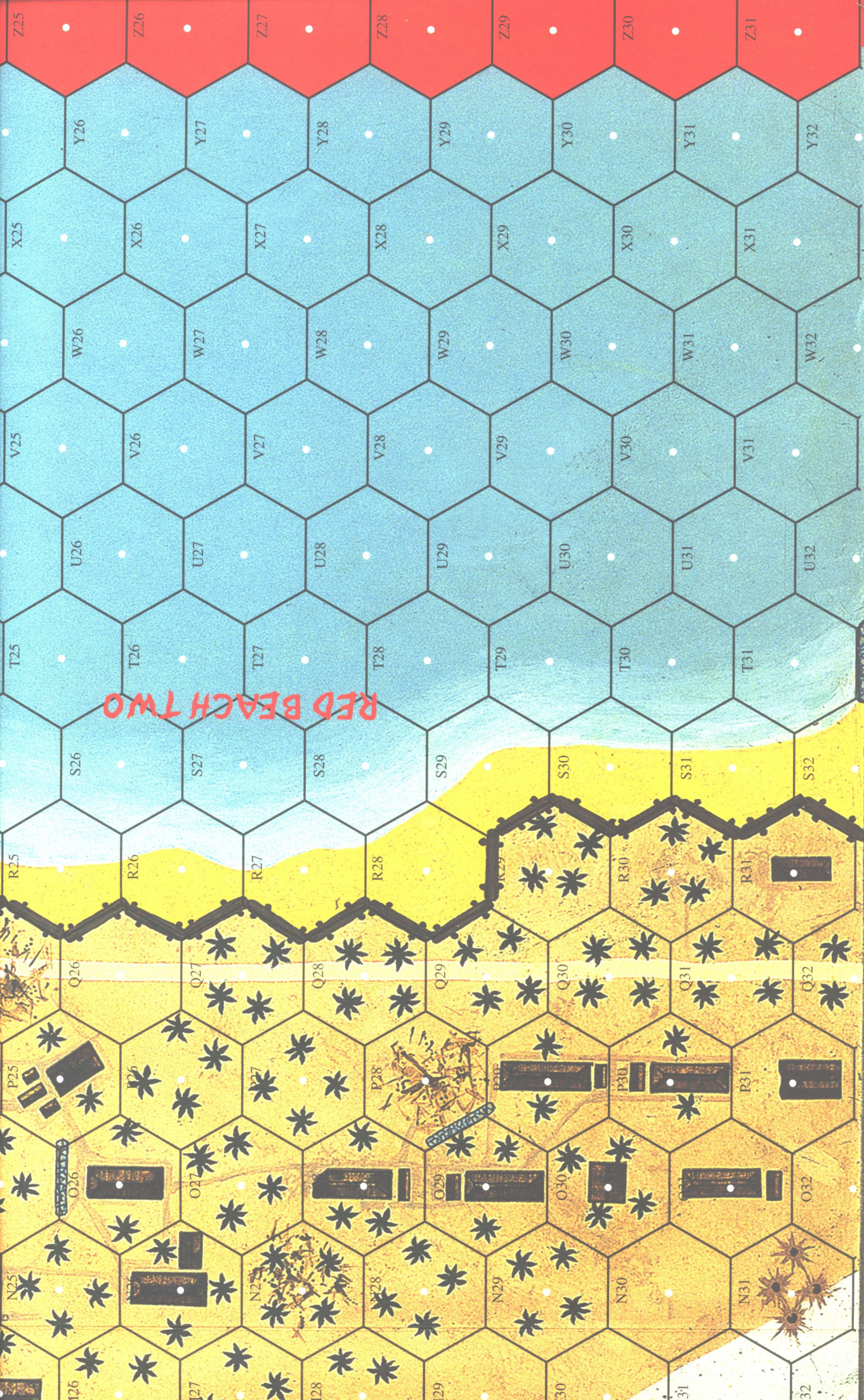
Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only
TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only	Intensive Fire + 2 TH B/R: -2 vs OVR only
TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	TI No: Adv. Move, Fire CC: +1/-1	12	12	12	12	12
6	6	6	6	6	1	1	1	1	1
FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh
FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh
NO: Disruption Covering PAATC	NO: Disruption Covering PAATC	NO: Disruption Covering PAATC	Breach 	Breach 	Breach 	Breach 	Breach 	Breach 	Breach





BEACH ONE





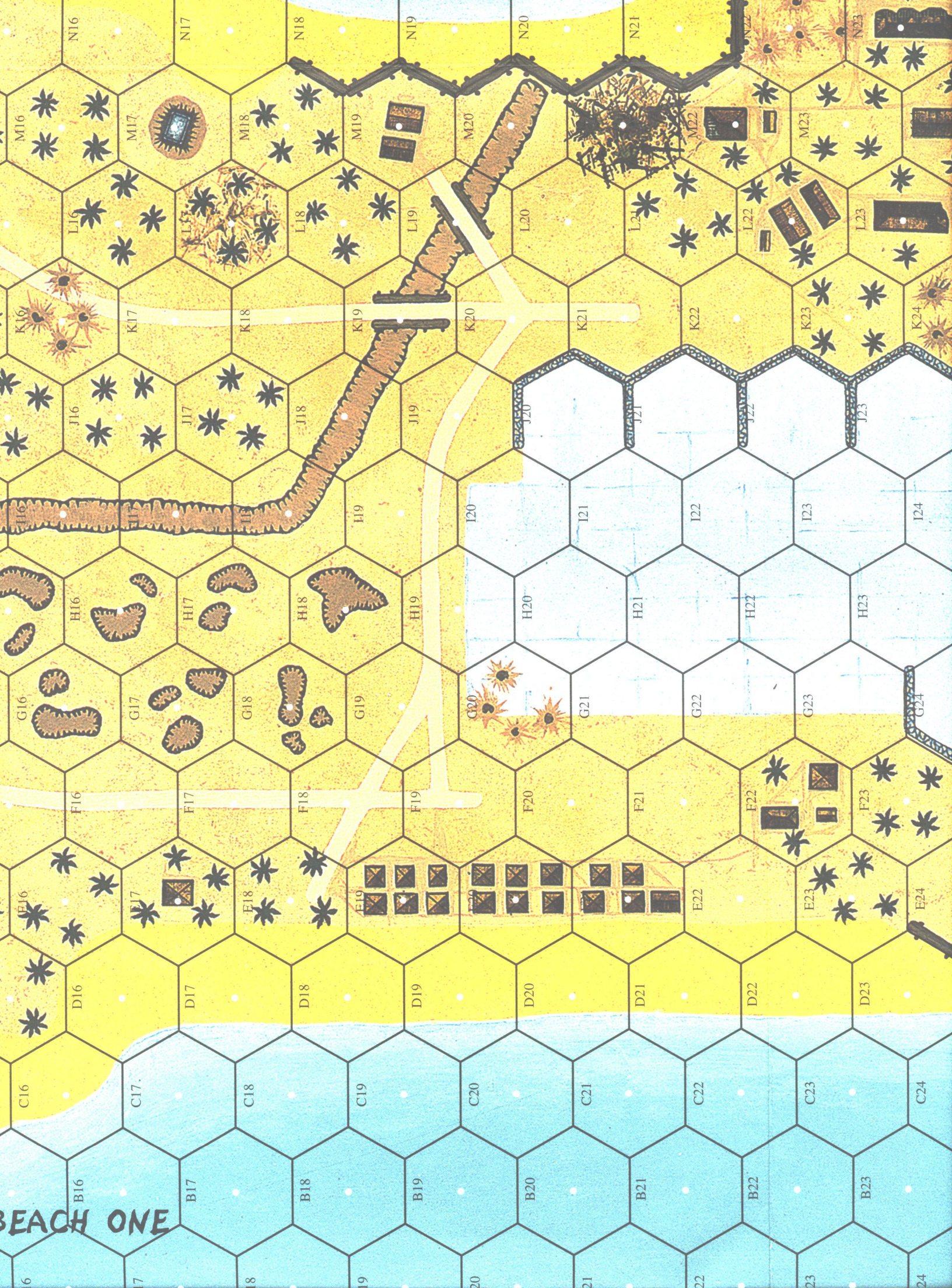
RED BEACH TWO



GREEN BEACH

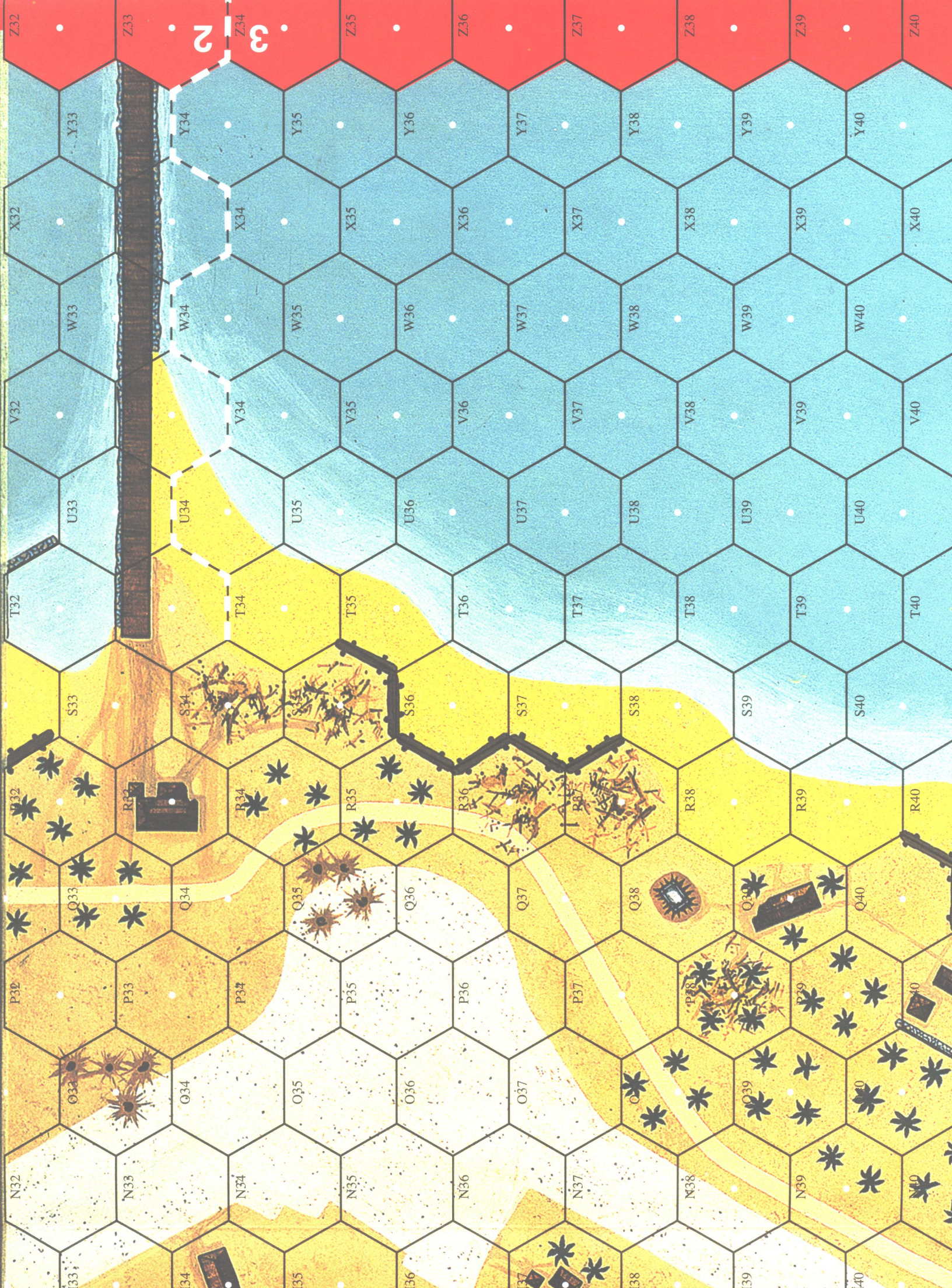


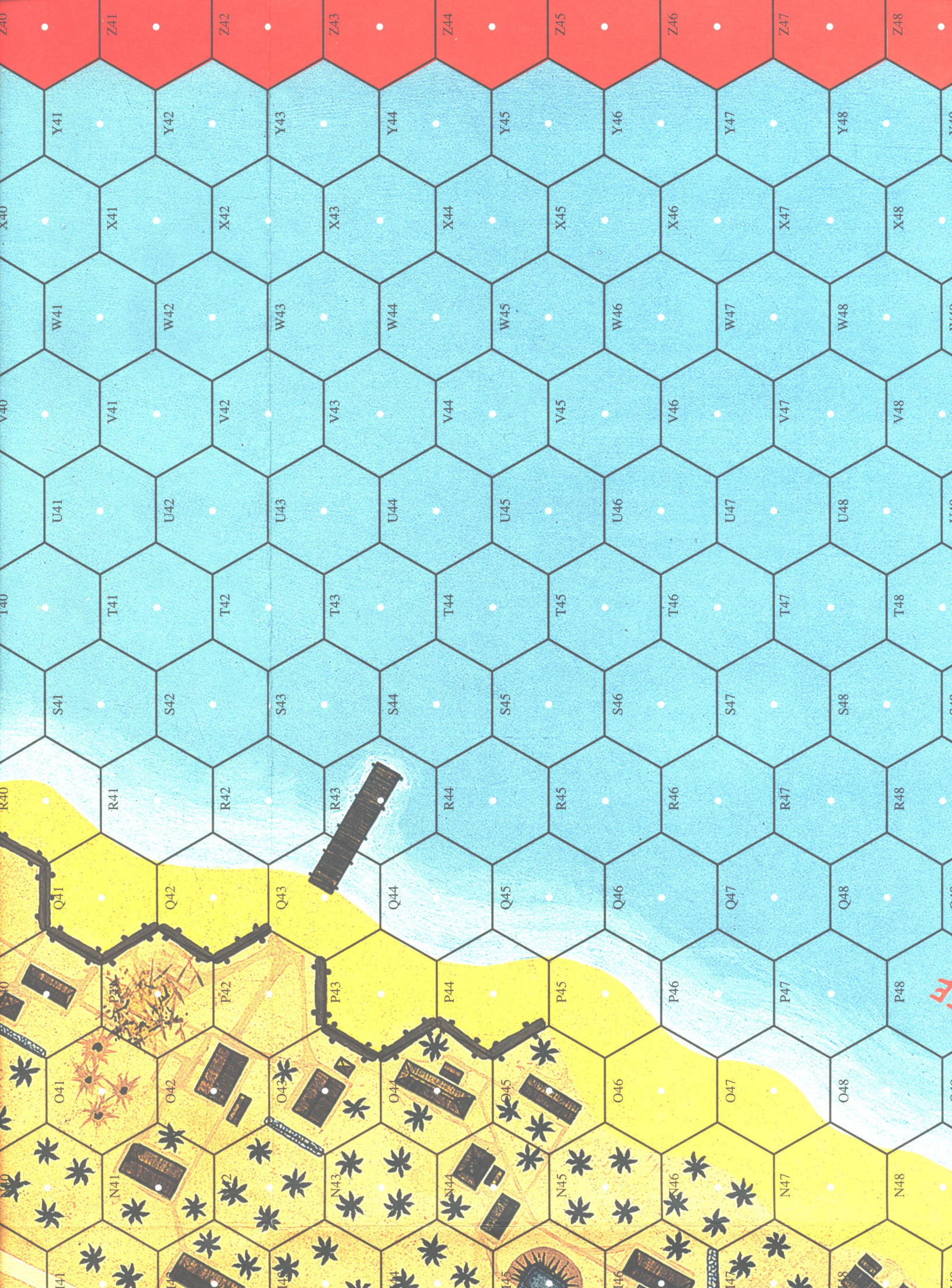


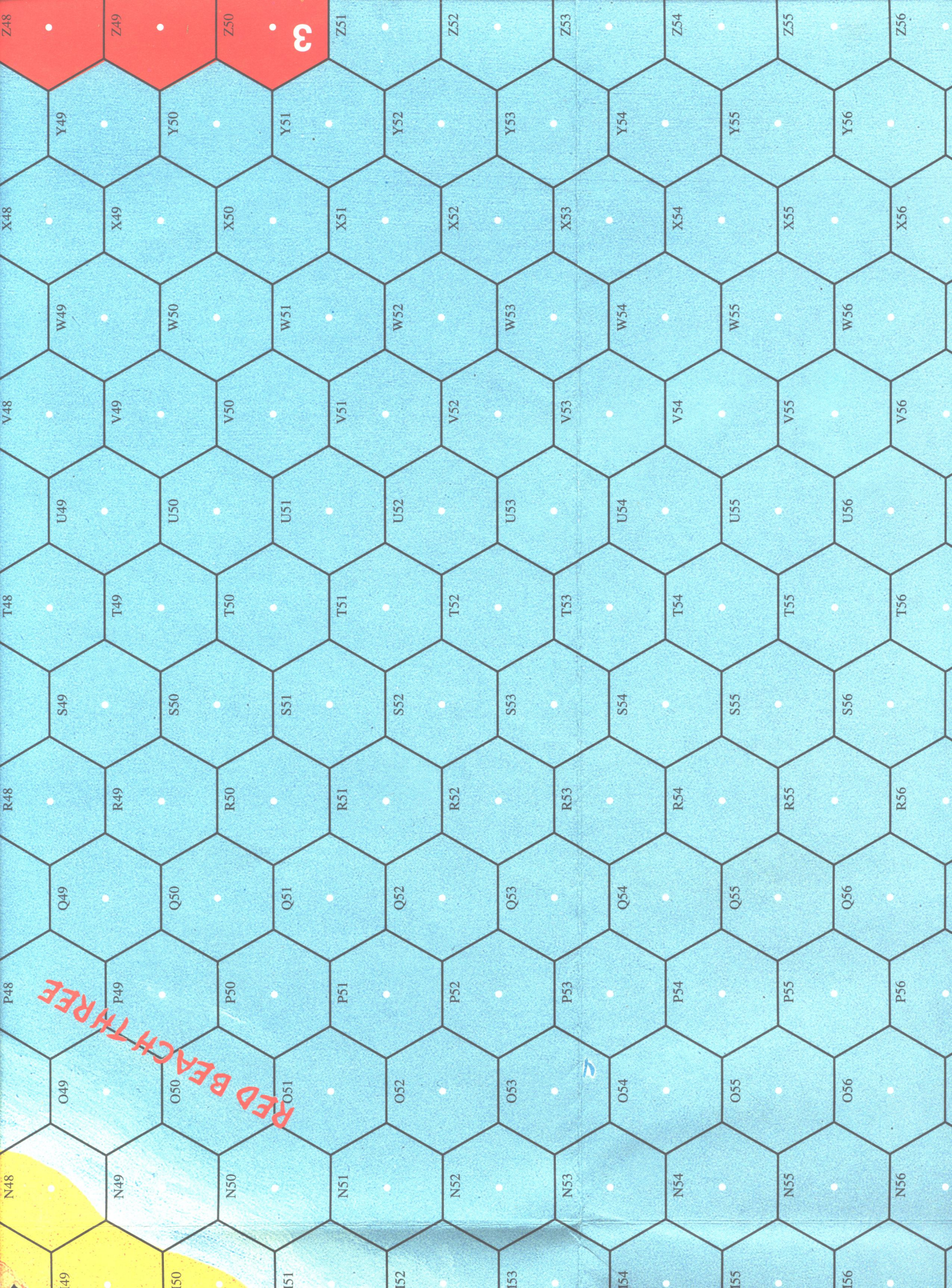


BEACH ONE







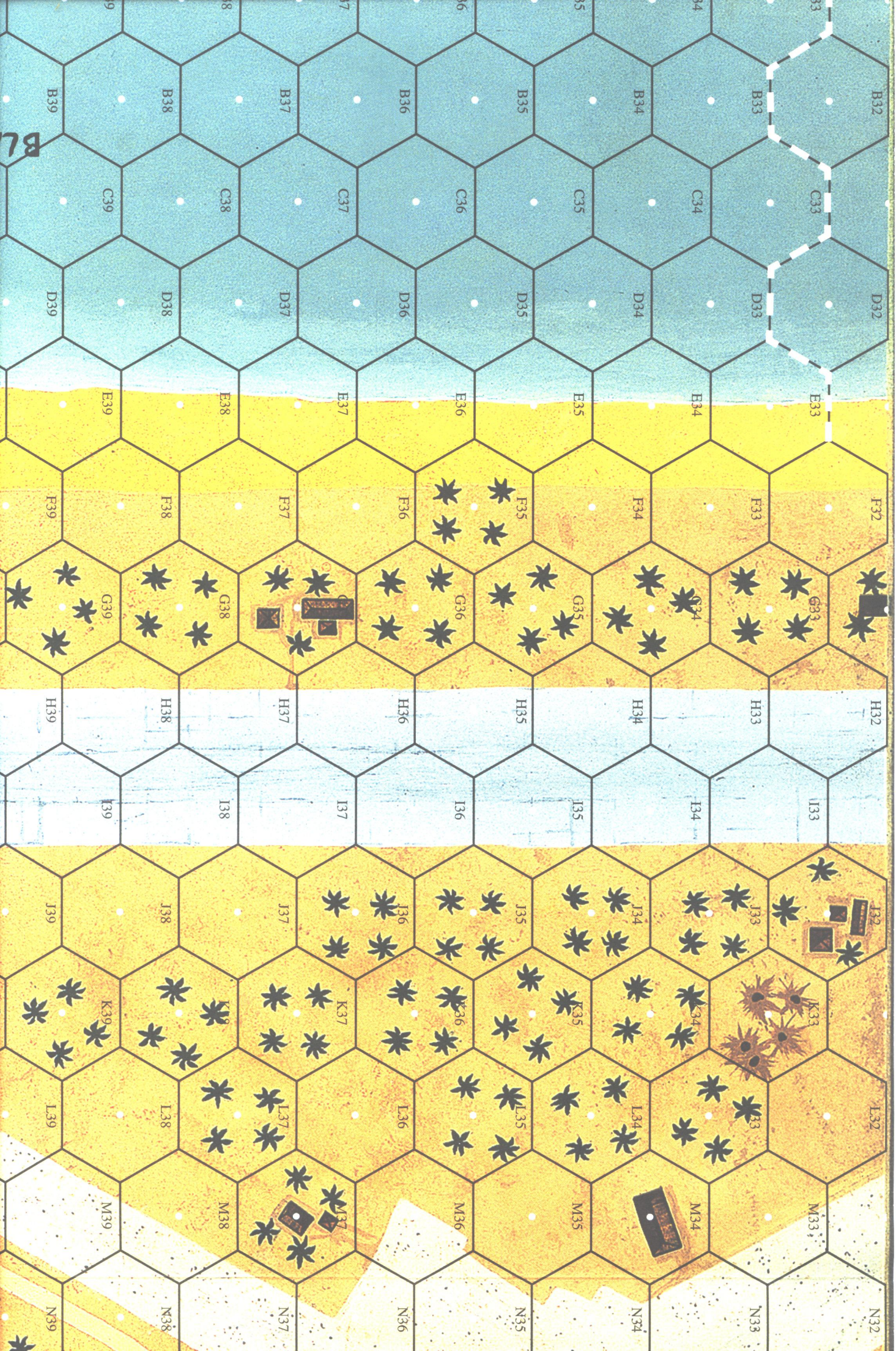


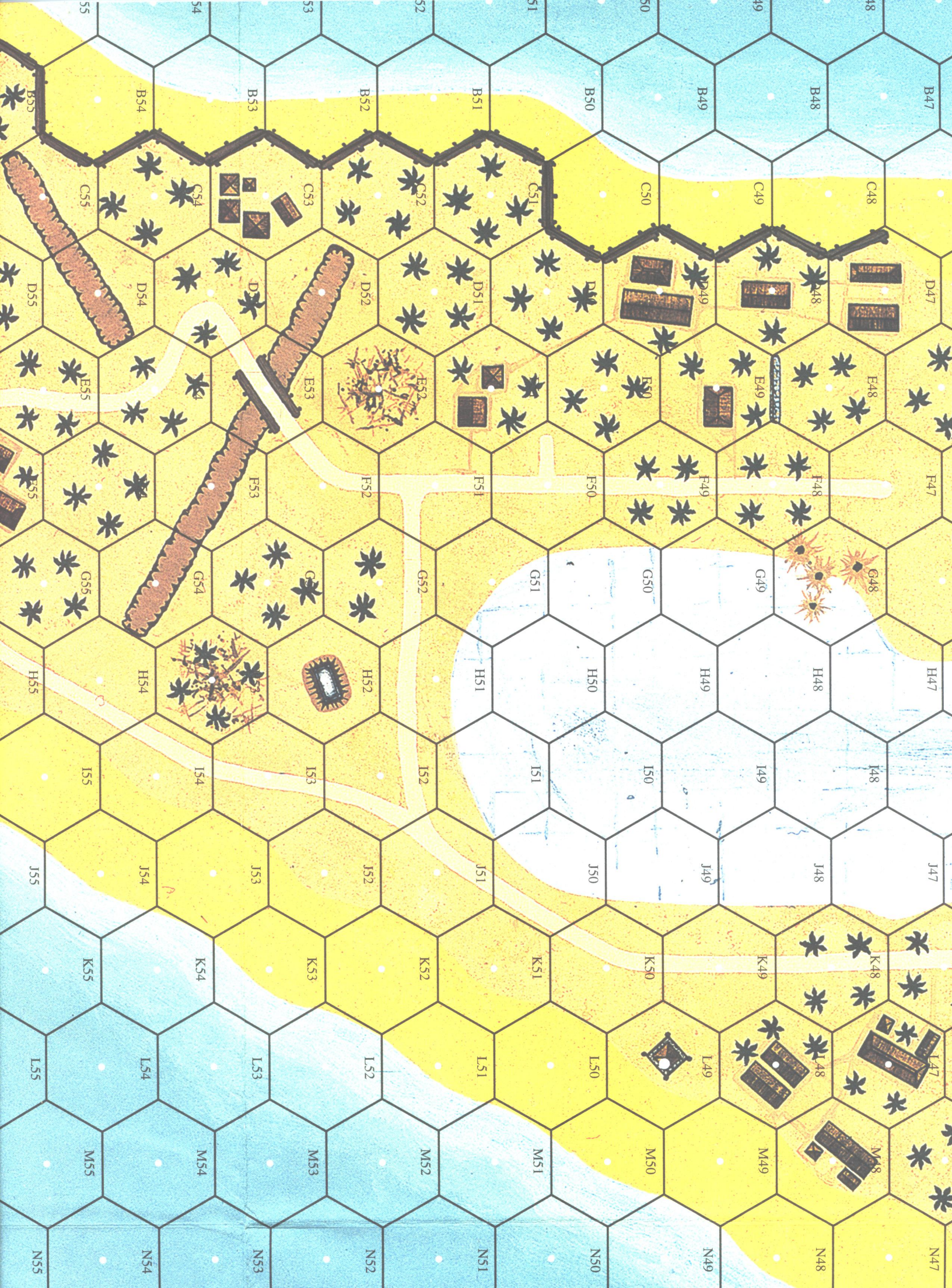
Blood Reef: **TARAWA**

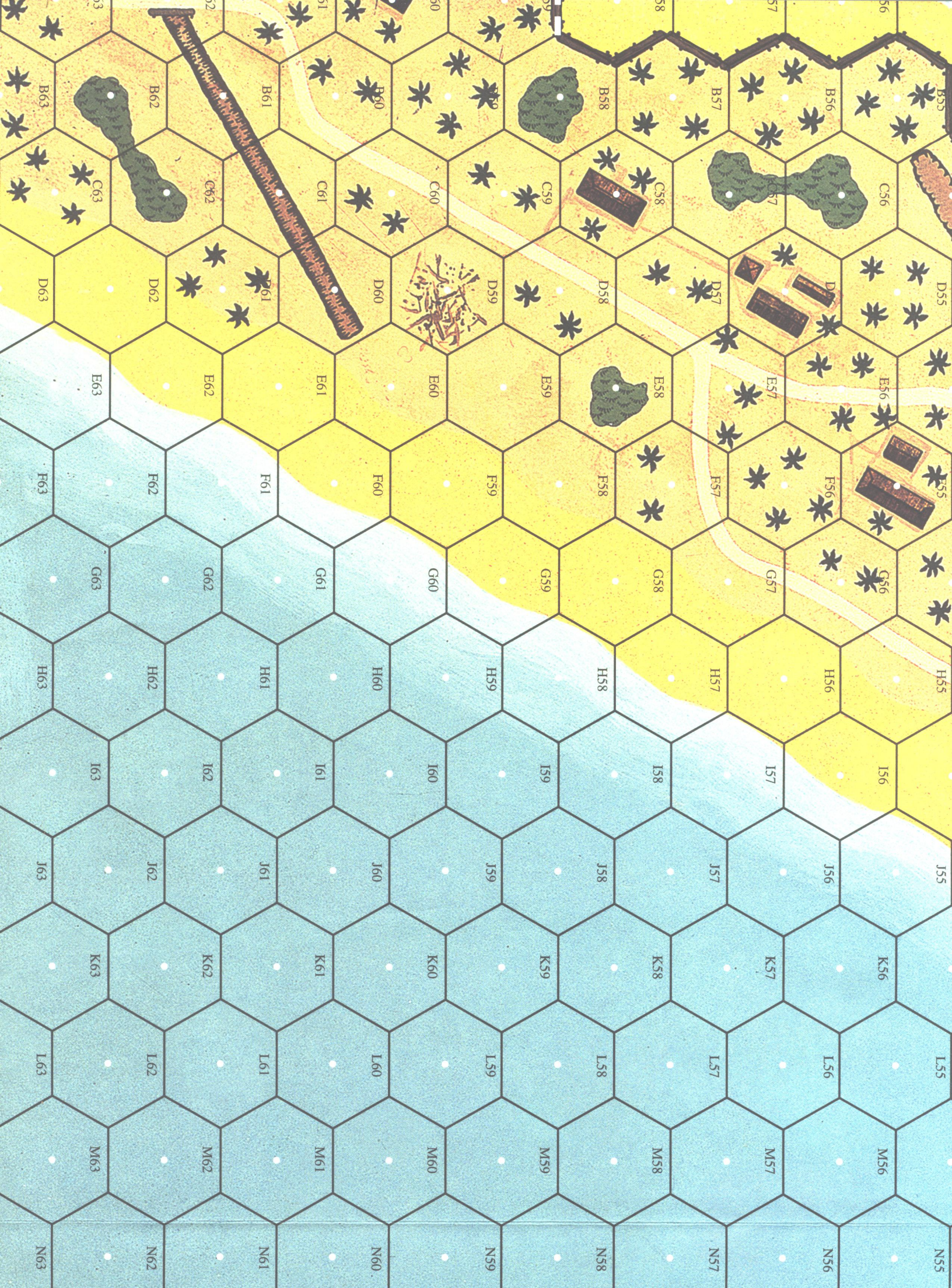


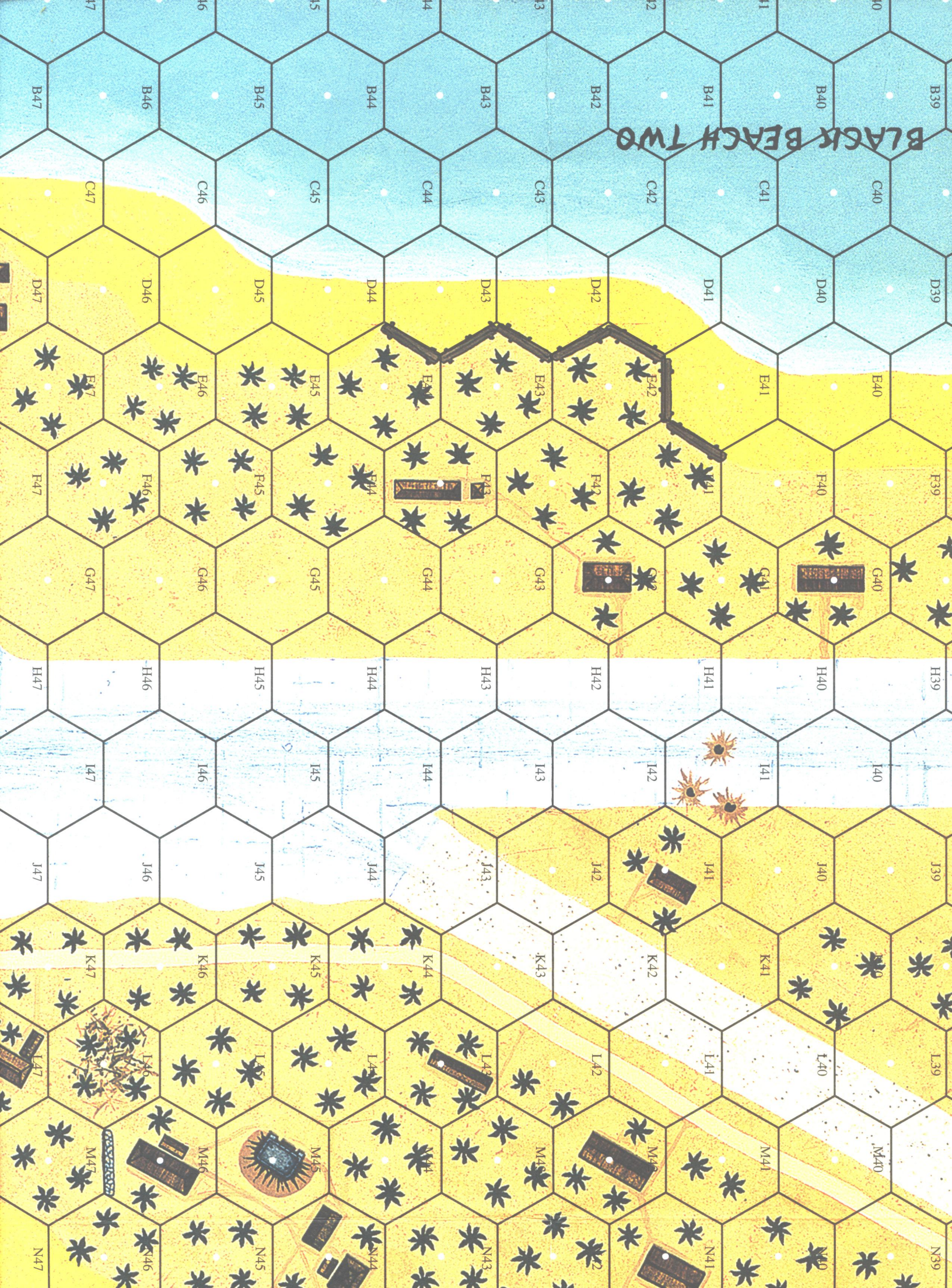
Turn Record Chart

1	2	3	4	5	6	7	8
					NIGHT		20 AM









Blood Reef

A GAME

Betio Island on Tarawa Atoll was defended by over 4,000 well-trained Japanese marines and almost 500 mutually-supporting defense structures constructed from concrete, coconut logs, and coral. They manned 8-inch mortars, 160mm guns, large caliber AA guns, A-T guns, and machine guns too numerous to count. The island's son commander, Rear Admiral Meichi Shimamura, said "One million Americans could not take Tarawa in 100 years." Despite nearly 170 years of distinguished service, the U.S. Marine Corps never landed in force against such a well-defended position. The reef at Tarawa prevented aircraft from approaching the beaches. Marines would have to wade in on lightly armored LVTs and on foot. In the darkness of the night of November 20, 1943, the men of the 2nd Marine Division set off to test Admiral Shimamura's prediction. The next three days would see the beginning of much of the island-hopping to come.

BLOOD REEF: TARAWA includes a full color 22"x32" map sheets depicting the entire island of Betio; Chapter T of the book which details the terrain on Tarawa.

CONTENTS:

2	23"x31" unmounted mapsheet
650	1/2" Counters laminated on both sides
176	5/8" Counters laminated on both sides
8	ASL Scenarios
1	ASL Chapter T
1	Chapter Divider

TIME SCALE:

2 minutes per Game Turn

MAP SCALE:

40 meters per hex

PLAYERS:

2 (also suitable for team play)

UNIT SCALE:

5 to 10 men with individual leaders, vehicles, and guns

PLAYING TIME:

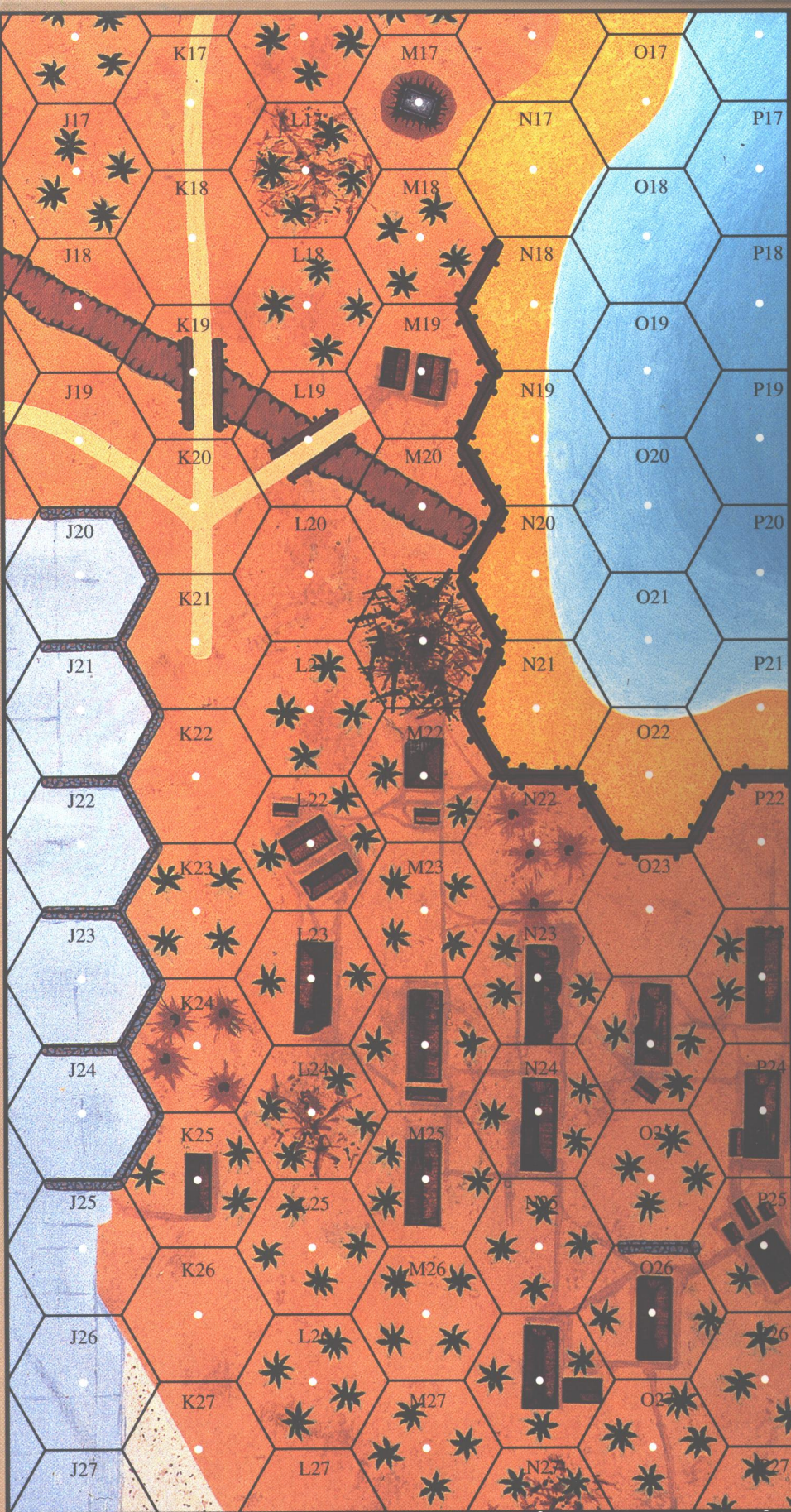
3 hours and up, depending on scenario played

COMPLEXITY:

High

SOLITAIRE SUITABILITY:

Medium



BLOOD REEF: TARAWA is not a complete game. Ownership of ASL, YANKS, CODE OF BUSHIDO, and GUNG HO! is required.

ASL and **BLOOD REEF: TARAWA** are trademarks of Avalon Hill Games, Inc., used with permission. © 1999 Avalon Hill Games, Inc., a Hasbro affiliate. All rights reserved.

WARNING • CHOKING HAZARD

Small parts, not intended for children under 3 years.

Blood Reef: TARAWA[®]

A GAME OF TACTICAL WARFARE BETIO ATOLL 1943

on Tarawa Atoll was defended by ill-trained Japanese marines, in ally-supporting defense positions in concrete, coconut logs and all sand. They manned 8-inch naval caliber AA guns, A-T guns, and so numerous to count. The garrison, Rear Admiral Meichi Shibasaki, 11 million Americans couldn't take in 2 weeks. Despite nearly 170 years of service, the U.S. Marine Corps had no force against such a well-fortified reef at Tarawa prevented landing approaching the beaches, so the men had to wade in on lightly-armored LVTs. In the darkness of the morning of November 20, 1943, the men of the Second Marine Division set off to test Admiral Shibasaki's theory that the next three days would set the tone for the island-hopping to come.

BLOOD REEF: TARAWA includes: two 4-map sheets depicting almost the entire Betio; Chapter T of the ASL rule book details the terrain on Tarawa, vari-

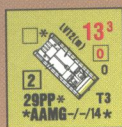
ous of the special circumstances surrounding the landing (such as direct naval fire, counter battery fire, and Korean laborers), and the rules for **BLOOD REEF: TARAWA** Campaign Games; over 3 full counter sheets, including new counters for field-modified LVTs, 8-inch Naval Guns, and Japanese Bombproofs, as well as the additional U.S.M.C. and Japanese squads, support weapons, guns, and vehicles needed to play the campaign games; and eight new scenarios which highlight the key moments of the battle.

Central to **BLOOD REEF: TARAWA** are the three campaign games. The shortest starts with the Marines having already established a toe-hold on shore, while the largest covers all three days and all six of the Marine Battalion Landing Teams. Two to three campaign game scenarios occur each day, with a special Refit Phase (patterned on the Refit Phases of *Red Barricades*, *Kampfgruppe Peiper*, and *Pegasus Bridge*) in between each scenario to allocate new forces. The campaign games and the scenarios all take place on the beautiful new map, painstakingly researched and painted by Don Petros.

Mounted mapsheet
Maps laminated on both sides
Maps laminated on both sides
Scenarios
Chapter T
ASL rule book
ASL rule book

2 minutes per Game Turn
40 meters per hex
2 (also suitable for team play)
5 to 10 men with individual
leaders, vehicles, and guns
3 hours and up, depending on
scenario played

COMPLEXITY: High
Medium



Multi-Man Publishing

P.O. Box 601, Gambrills MD 21054-0601
www.advancedsqadleader.com

