**BLOODY BETIO!**

Nov. 20, 1943, Betio Island, Tarawa Atoll - After a rather ineffective offshore bombardment, the 2nd Marine division headed into the Red Beach Two, one of the hottest spots of the invasion.

**VICTORY CONDITIONS**

The American player must eliminate all unbroken Japanese infantry units from all bunker and building hexes to win. Otherwise, it is a Japanese victory.

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**Aftermath:** Red Beach Two proved to be the most deadly area in the invasion. A withering crossfire devastated the first wave. Many LCVPs and LVTs grounded on the coral reef, forcing the Marines to wade into shore. The tanks, attempting to go in, swamped in offshore waters. Four Medals of Honor were to be earned this day, two of the posthumously. The beachhead held, however, and the Marine legend never shone brighter than on "Bloody Betio."
P-9.1 Pregame Bombardment - After the Japanese player has set up, the U.S. player chooses 4 hexes for 150mm offboard artillery attack. He is allowed an additional module for each beach hex occupied by a Japanese unit (excluding units placed in buildings). He then rolls for accuracy, and if necessary, for direction and extent of error. This fire cannot be corrected and falls in a barrage pattern in the final hex. This fire is executed immediately prior to beginning turn one. Any Japanese unit broken by this fire may neither go beserk nor may rally until the Japanese rally phase of turn one.

P-9.2 Artillery and Air Support - The U.S. player and the Japanese player each have 3 modules of offboard artillery available anytime after turn one. The U.S. player has 100mm and the Japanese player, 80mm. This support is limited to one module per two player turn. If the Japanese fire is directed against a beach hex, it is considered "on target" with an accuracy roll of 1-3. The U.S. player also has available two modules of air support automatically on turns 3 and 7. It consists of 2 corsair FB with 150/36 HE. They may remain on the board for 2 turns.

P-9.3 Invasion Rules

P-9.3a When entering the game, all U.S. units are placed on a coral reef hex (Pacific Rule #5). This is not a move, only initial placement. One die is then rolled, and the reef chart consulted for the result.

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>UNIT TYPE</th>
<th>RESULT</th>
<th>EXPLANATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>LVT-2</td>
<td>Grounded</td>
<td>See 9.3b</td>
</tr>
<tr>
<td>1 or 2</td>
<td>LVT(A)2</td>
<td>&quot;</td>
<td>&quot;</td>
</tr>
<tr>
<td>1 to 4</td>
<td>LCVF</td>
<td>&quot;</td>
<td>See 9.3c</td>
</tr>
<tr>
<td>1 to 4</td>
<td>Tank</td>
<td>Sunk</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

P-9.3b If the LC grounds on a reef, the units within must disembark and wade into shore. Use SL rules #157 and 126.59 to govern this movement. Do not count the unloading as part of movement. Units may carry normal PP. Sea hexes are shallow.

P-9.3c Tanks enter the game transported by LCVPs. If the LCVP grounds, the tank disembarks, and a second die roll is made to determine if the tank will sink in attempting to reach shore. If it should sink, there is no crew survival. If it does not sink, it proceeds to shore at a cost of 6MF per sea hex (excluding reef).

P-9.3d Any LC that grounds on the reef must remain there until able to free itself. This attempt is made on the following turn using the reef chart above with a die. It is then immediately removed from the board. Any reef hex occupied by a LC cannot be entered by another LC. If an LC spends 3 turns on a reef hex, it is permanently disabled, and must remain there for the rest of the game. Once any LC unloads, it is immediately removed from the board.

P-9.3e The Pier - Hexes X2, Y3 and Z3 are considered 2 level hexes. The lower level offers a +2 DRM against attacks, and are treated as shallow sea hexes. The pier itself is ground level, requires 2MF per hex, and is treated as normal ground level hexes for attacks. It requires 3MF to change levels. No vehicles are permitted in these hexes.

P-9.4 Reinforcements - On turn six, the Japanese receives reinforcements from the South and/or East edge. For each 3 U.S. squads or equivalent, no matter their status, the Jap player may enter one 4-4-7 unit; for each U.S. AFV not totally destroyed, one 5-4-3 unit with an ATM or demo charge. He is allowed only one 9-2 leader, and all these units enter in a beserk status.

Special Note: All offboard artillery modules have plentiful ammo and fall in a seven hex cluster.