



ASLComp Tarawa: Clarifications and Q & A 1.2

1. INTRODUCTION:

Welcome to RED BEACH - BLOOD TIDE: THE BATTLE OF TARAWA™ the new ASLComp variant module depicting the landing on Betio Island during November 1943. This document will be updated via version number as we go forward.

The post production review revealed little to no errata. A few issues require clarification.

1. TARAWA SEABORNE ASSAULT: Any references to ‘Seaborne Assault’ call for the use of the special version provided in the Special Rules included with the module. None of the scenarios use a G14. Seaborne Assault.

2. TOWER STACKING: In SSR 6 (card 10c) each Tower is limited to ‘≤ HS’ stacking. This reference is clarified as ≤ 1 HS.

3. RANDOM SCENARIO END: In the Redeployment rules provided in the Special Rules, the use of ‘random scenario end’ is referenced. This reference is superseded by scenario #10, that has each end of scenario marked with a ‘red bar’ on the Turn Record Track (EX: The first scenario ends after Turn 9).

4. JAPANESE CREW PROVISION: Each Japanese 2-2-8 crew is depicted in their OBs. Ignore the line that states to add a crew with each Gun in scenario #10.

5. COASTAL DEFENSE 3.5: Treat the Japanese Coastal Defense 3.5 in the same manner as Japanese Ordnance Note 17, using the values on the counter (76* ART; No Move; ROF: 1).

6. COUNTER COUNTS: These were done too many times to count and you should have all the combat counters you need to play. In the event of any need, you may replace it with a counter from your standard counter set, the dead pile, or a lesser counter (e.g., a LMG replaces a MMG) of the same nationality.

7. Q. The rule refers to three shipboard observers, two for 120mm and one for 200mm and says that there are play aids representing the ships for each of them on the 10i scenario card. There are only two ship play aids on the card, representing the Fletcher class destroyers, for the 120mm shipboard observers.

A. The 200+mm only fires as NOBA and is not represented in Direct Fire mode like the Fletcher Class Destroyers. However, an OPTIONAL new Destroyer Card is being included with the new edition of the module (and is included below on this page) for those that want to try this additional naval asset out.

8. Q. The M1A1 *75 ART, need 10 only provided 6. Type 92 *70 INF need 12 only 6 provided. Need 6 more.

A. See answer to 6 above, mea culpa. The aim is to provide all the combat counters needed to play and for the monster scenario, #10, you will need to dig a handful of counters out of your standard collection (since ownership of Code of Bushido™/Gung Ho™ is a pre-requisite, you will have all you need). That said, a FREE bonus counter sheet will be slipped into parcels coming to ASLers in their upcoming new orders as a free Goodwill or they can nail it separately at the site.



The USS Portland bombarded Tarawa on 20 November 1943 and supported the landings there for several days.

Portland Class Cruiser

Intensive Fire NA

Target Size: -5 and Moving +2 DRM

Aft Triple Turret

200L	200L	200L
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Aft Triple Turret

200L	200L	200L
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Aft Triple Turret

200L	200L	200L
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IFE ³
24 FP
3

104 DP ⁴

Shipboard Observer is at level 1

ML: 8⁴

Notes:

- All LOS/LOF is from Shipboard Observer (ID: 1) + 16 hexes.
- The AP TK# for the 200L is ‘29’. CA is considered 360-degrees and not Turret CA Change is required to use Direct Fire.
- IFE vs. armored target must first make TH DR. Make eight TK DR and treat as 20L MA.
- If Cruiser is hit by HE/HEAT, the DR is subtracted from the basic TK# vs. an armored target and the result is the amount of DP the destroyer suffers. For AP ammo the DR is doubled and subtracted from the basic TK DR, and the result is the number of damage points suffered. For every 10 DP that a Destroyer receives, it must make a MC with a DRM = to each multiple of 10 DP the ship has suffered thus far, with a base ML 8.
- All Turret MA may be used as one 200+mm NOBA module.