

Betio Island

20 Nov 1943

Scenario written by Andy Parkes & Martin Small

Overall Situation:- Japanese VIEW

GENERAL – Gilbert islands

On 15 February 1943, the Gilbert Islands, Nauru and Ocean Islands were removed from the command of the 6th Base Force and placed under a newly activated 3d Special Base Force with headquarters on Betio, Tarawa. This force came into being by simply deactivating the Yokosuka 6th SNLF and renaming it the 3d Special Base Force.

The 3d Special Base Force, including the personnel of the Yokosuka 6th SNLF, had to make changes at Nauru, one of the new targets for the Allied Air Force. On 27 March, a force of 7 officers and 301 enlisted sailors was detached from the Tarawa main force and left Betio aboard the Ikuta Maru bound for Nauru and reached there three days later. At Nauru, it came under the command of the 67th Guard Force.

On 7 May, the 4th Fleet Construction Department unit arrived on Betio from Truk. On arrival, it was designated, Tarawa Detachment, 4th Construction Department. This unit was drawn from the labour pool 17, 338 on Truk, mostly Koreans. Eventually, sections of the department were parcelled out with sub-detachments on Makin 276, Nauru 210, and Ocean Island 40.

In mid-April, orders were issued dispatching the 1st South Sea Detachment, "Nanyo Daiichi Shitai," with a strength of 1,200 to Tarawa where it was to replace the Sasebo 7th Special Naval Landing Force as it was planned that unit would garrison Mille on the Marshalls. The 1st South Sea Detachment was re designated from the 122d Infantry Regiment where it operated in the Philippines as part of the 65th Infantry Brigade. The unit sailed for Tarawa in Bangkok Maru, but the transport was torpedoed and sunk off Jaluit on the 20th by the USS Pollack, SS 180. Some 400 troops were lost in the sinking with the remainder taken to Jaluit. This caused the transfer to be abandoned, and the Sasebo 7th SNLF would remain on Tarawa.

After the spring of 1943, men and material were shipped to the Gilbert Islands to strengthen their defences. However, enemy submarine activities as well as the shortage in Japanese shipping created two problems: postponing, enemy units in the southern Ellice Islands, and supplies and arms for defense and fortifications, only arrived in small quantities. These were the circumstances when Rear Admiral Keiji Shibasaki reached Tarawa on the 20th July 1943.

Admiral Shibasaki relieved Admiral Saichiro who returned to Japan. Admiral Shibasaki had a varied background. In November 1942, he was Chief of Staff of the Shanghai Special Naval Landing Force with an additional duty as the Chief of Staff, Shanghai Area Base Force. Following that he was ordered back to Japan and on 23 April 1943 he was assigned as the Commander of the Kure Defense Squadron. On 1 May he was promoted to Rear Admiral and on 9 July, was attached to Headquarters, 4th Fleet at Truk. Ten day later he was assigned as the Commander of the 38th Special Base Force and on 19th he was assigned as the commander of the 3d Special Base Force on Betio, Tarawa.

As soon as Rear Admiral Shibasaki had taken his post he introduced a new program by enforcing military discipline and training. Another hallmark of his leadership, his blue jackets underwent rigid training from dawn to dusk. As a result of this intense training, which was conducted for a period of four months from the day of Admiral's arrival to the day of the enemy's attack, their strength was improved tremendously with the resulting psychological lift to the men.

The Japanese Air Force attacked the enemy bases at Funafuti and Nanumea in the Ellice Islands on 11 and 13 November and the enemy struck back, subjecting Tarawa daily to bombing raids from heavy land-based planes from the 14th through to the 17th. The next morning, the 7th Air Force bombers dropped 115 tons of bombs on Betio.

During this time the Japanese arrived at an estimate of the approximate size of the enemy air bases on the Ellice Islands as well as their aggressive intention toward the Gilbert and Marshall Islands. Meanwhile, Admiral Chester Nimitz, Commander in Chief, US Pacific Fleet, broadcast, to the effect, that the US Force would shortly begin a campaign to capture the Gilbert and Marshall Islands. Against this boast, the Japanese enforced diligent patrols employment of submarines and inactivated the KO Submarine Group. It then assigned the I-19 to observe the Hawaii area, the I-35 to observe the Espiritu Santo New Hebrides Islands area by way of Canton and Funafuti, and ordered the I-169 and I-175 to return to the base at Truk. The RO-37 was ordered to watch the area around the Gilbert Islands.

On the 18th, the Americans subjected Betio Atoll to four strafing and bombing attacks with fighters and bombers, totalling 910 sorties flown from the carrier striking task force. Again on 19th, the Americans flew 170 sorties against the island with carrier planes and 30 B-17s Flying Fortress and B-24 Liberators. These attacks destroyed the runway on Betio Island and caused casualties, destroyed defence installations and did not seem to reduce the fighting power of the garrison. This marked the beginning of the invasion of the Gilbert Islands.

Japanese Briefings

Situation

HQ 3rd Special base Force 20th November 1943, 08:00 Hrs

Rear Admiral Keiji Shibazaki

MISSION:- To destroy the enemy on the shore line.

Yesterday two large Carrier task forces were spotted by elements of 22nd Air Flotilla 100 miles SW of Tarawa, 19 land based attack planes intercepted the convoys and lost 10 aircraft. You also came under heavy aerial bombardment from Heavy land based bombers which destroyed the runway and surrounding support area's. You are expecting a sea born attack from the South or South West of the island and the majority of defences have been placed here such as log anti landing barricades, barbed wire entanglements and sea mines.

Your Hospital was put out of action and the wounded have been moved to your command bunker.

Each of your larger weapons batteries have been allocated a defence Platoon to protect from landward and seaward assault, the Rifle companies will be allocated to shore defence along the whole of the island and dug in along the shoreline. The island will be split in two (North/South) with one SNLF rifle company allocated to each part. Your planners have worked out the main threat will be from the South on the open sea side. The third company is located on the South Eastern tip of the island.

The heavy coastal gun and anti aircraft batteries have already been laid out along with their attached defence platoons, but you can allocate the rest of your forces as deemed necessary.

At approx. 05:00 Hrs. a battleship, three Cruisers plus six Destroyers were spotted 18000 yards off shore, your SW 8" battery opened fire but due to damage to your fire control systems from previous bombardment and air strikes your firing was somewhat ineffectual. 10 minutes later a direct hit on the ready magazine put the whole battery out of use. Further fleets were seen in the South and South east. Your SE battery was also disabled due to enemy counter battery fire from these fleets which hit one of the ready ammo storage bunker located at the battery.

It seems a lot of the main island infrastructure has been destroyed including the runway and the fire control systems for you main defensive batteries are damaged or destroyed, but your main fighting positions are relatively intact.

Japanese Deployment, Notes & Special Rules

Deployment and Reinforcement

•**Turn 1 08:15** Start of scenario. Americans move first.

•Because the Japanese were well-entrenched in near-invulnerable fortified positions, the intense pre attack barrage has been left out of this scenario. Instead, to reflect the bombardment Japanese forces have to begin buttoned down in their fortifications and may only execute direct fire on their offensive fire phase in Turn 1.

•They may not manoeuvre until Turn 2. The Japanese may, however, call in indirect fire on Turn 1 if in a bunker fighting position with Line of Sight.

Turn 4 09:00 Notify Japanese player that naval gun fire seems to of lifted.

Discipline Rating

All ME's are **Veteran**.

Heavy Coastal Gun teams performed badly against shipping? Possible damage to range finders due to bombing. -1 to DF

Anti boat gun teams have all recently been trained by the Tateyama Gunnery school

Off board Artillery

Nil

Air Support

Nil

Transport

Must be placed on table if available

LOCATION OF UNITS.

Hidden Unit/Improved position Status:

All Japanese units start the game as hidden units and will be dug-in within covered positions or in log or concrete bunkers for heavy weapons. Certain areas of the beach barricade have open fighting positions.

All positions have personnel shelters and communication trenches. This allows free movement from one position to the next without having to exit the position, and requires the expenditure of one action. It is the only action allowed for that turn.

Hospital:

Once overall casualties reach **x %**, the Command bunker becomes an improvised hospital as previous air strikes destroyed the original hospital. The command team "Rear Admiral Shibazaki" will then have to move to secondary command location located on Eastern end of airfield. (USN Air OP may spot this at -1 to roll). Any troops manning defences can stay to defend the "New Hospital"

Combat against Personnel Shelters and Bunkers:-

Bunkers and Close Combat

The rules governing Close Combat are the same as the rulebook with the following exceptions or additions.

1. Units cannot CC from a bunker fighting position(loop hole). They can, however CC from an exit.
2. Artillery that is forced to abandon a bunker position as a result of CC is considered KO'd.
3. Outflanked bunker positions receive a -2 (rather than -1) when attacked by close combat.
4. **Banzai!** Panicked Japanese units, rather than retreating will charge the nearest enemy unit within one movement turn and engage in Close Combat at +1 (disordered result still applies). If there are no enemy units within one move simply treat a panic result as "0" (fall back one action to closest cover). OR use alternative manoeuvre roll table see **Slide: 17**
5. Attacking units that seize a bunker fighting position do not actually inhabit the bunker but are considered on the surface of that position.

Bunkers and Engineers

Engineering units may successfully seal either a Bunker fighting position (loop hole)or a bunker exit by performing one successful engineering action followed by a successful demolition action (see playtest Engineering Rules).

Dozers can seal either a Bunker fighting position or a bunker exit by performing one successful engineering action.

Sealed bunker fighting positions may no longer be fired from and units in Bunkers with sealed exits may not exit from their position. (If CC'd and forced to abandon position they are considered destroyed.) Likewise if both exit and fighting position are sealed the unit is considered destroyed.

Pier:

Up to x3 Infantry and x1 Grenade discharger can set up in huts on the pier.

Tanks will be in log revetments. -2 DF / -1 IDF

Beach log wall 4-5 ft in height with built in bunkers and open firing positions. "Hard cover" to all troops conformed to beach wall. Opportunity fire when crossing it.

Concrete/Coral bunkers, Improved IP -3 DF / -3 IDF

Coconut Log Bunkers and covered fire positions, Improved IP -2 DF / -2 IDF

Dug in weapon emplacements, Improved IP -2DF /-1 IDF

Double Apron wire, impassable to all troops

Concrete Tetrahedrons, impassable to all vehicles

Anti Boat Mines off Green Beach

Several 4' deep Anti tank Ditches

Shibaski's Command Bunker BUS 3C IP -3 DF /-3 IDF

(3 story Concrete bunker with Large 13.2mm AA/MG position on top, x1-2 LMG firing slits on each side, holds 12T). It can be breached via two south side doors or via a roof stairway.

"Bonneyman's Bunker" x2 IP -3 DF /-3 IDF

(Buried Concrete generator housing with a sandbagged HMG position on top,. (Holds 9T) One Doorway each on South and NE sides.

Coy HQ Steel Pillbox, Holds 1T

Log HMG Bunkers (can fire forwards only)

Two Log twin HMG Bunker (Can fire to flank only)

Four Concrete HMG Bunker (Can fire forward only)

Small concrete LMG Bunker (180 degree)

Four Concrete Gun Bunker (Small Gun)

Log Gun Bunker can hold one small gun or 1T, it is open front and rear.

Large Concrete personnel shelter (Holds 9T) Door either end. , Improved IP -3 DF /-3 IDF

Small Concrete personnel shelter (Holds 6T) , Improved IP -3 DF /-3 IDF

Log personnel shelter (Holds 3T)

Open AAMG Emplacements -2 DF /-1 IDF (+1 for CC)

Torpedo Storage Bunker x2 (Holds 6T) , Improved IP -3 DF /-3 IDF

"Successful CC with flame or Engineers causes catastrophic explosion, all troops conformed with or within the bunker are removed".

Small concrete LMG bunker on sea wall. , Improved IP -2 DF /-2 IDF

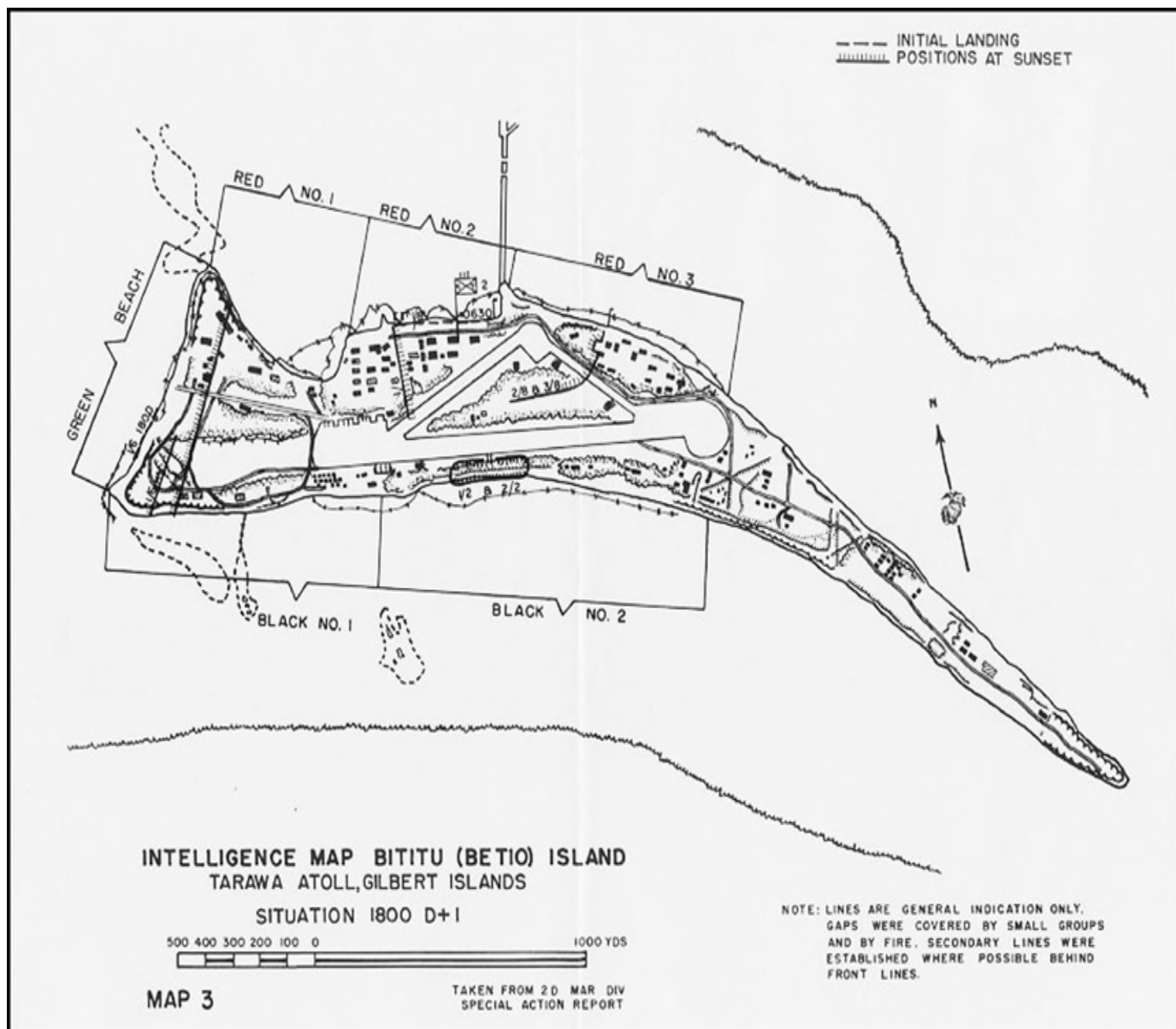
Coastal Defence Ammo Bunkers (Holds 4T) , Improved IP -3 DF /-3 IDF

Tank Trap 5-7' deep, 12-14' wide.

•Firing against Naval Targets

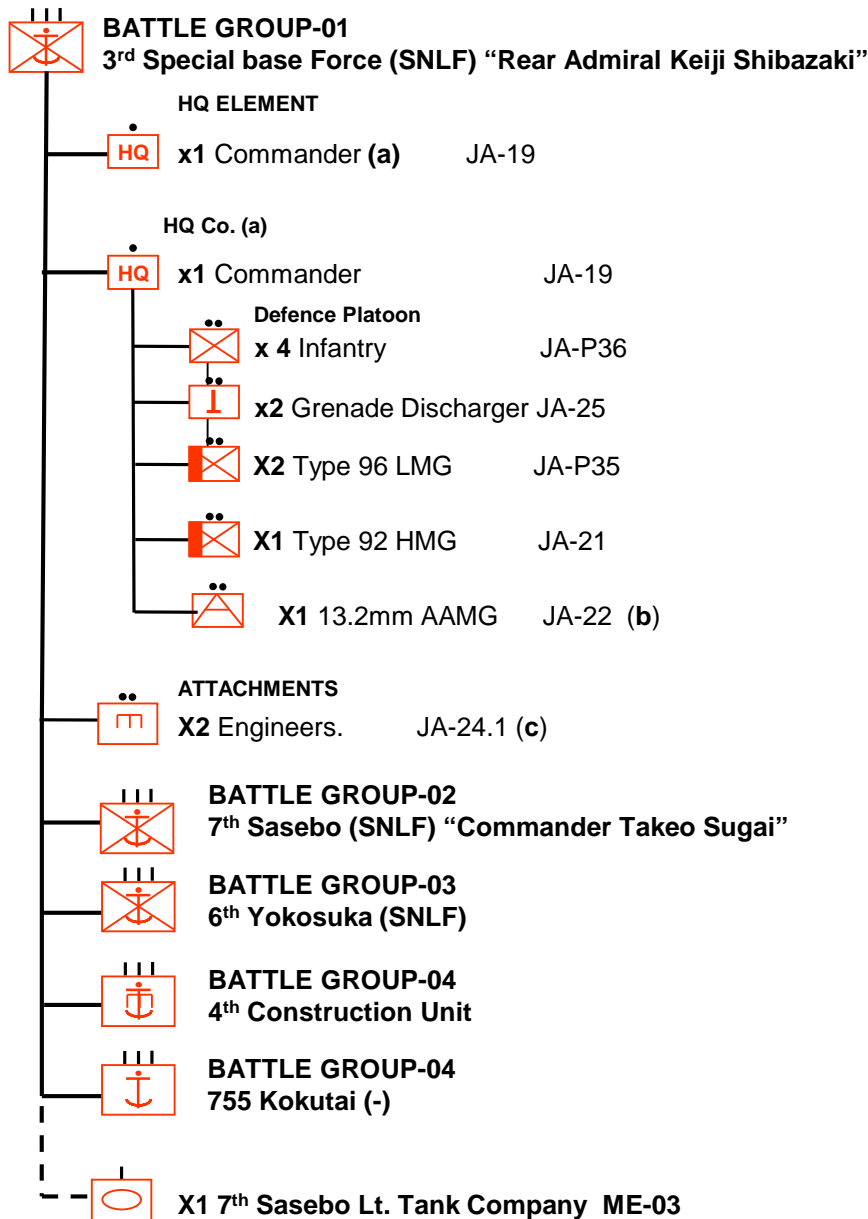
- At any time any heavy CD guns >80mm may elect not to fire them at landing targets but declare that they are firing at targets out to sea. This will cause a -1 for the Call for fire from any Naval FOO calling for NGS from that particular fire support section in the subsequent Allied turn.

Map of Betio



3rd Special Base Force

incorporating 6th Yokosuka SNLF

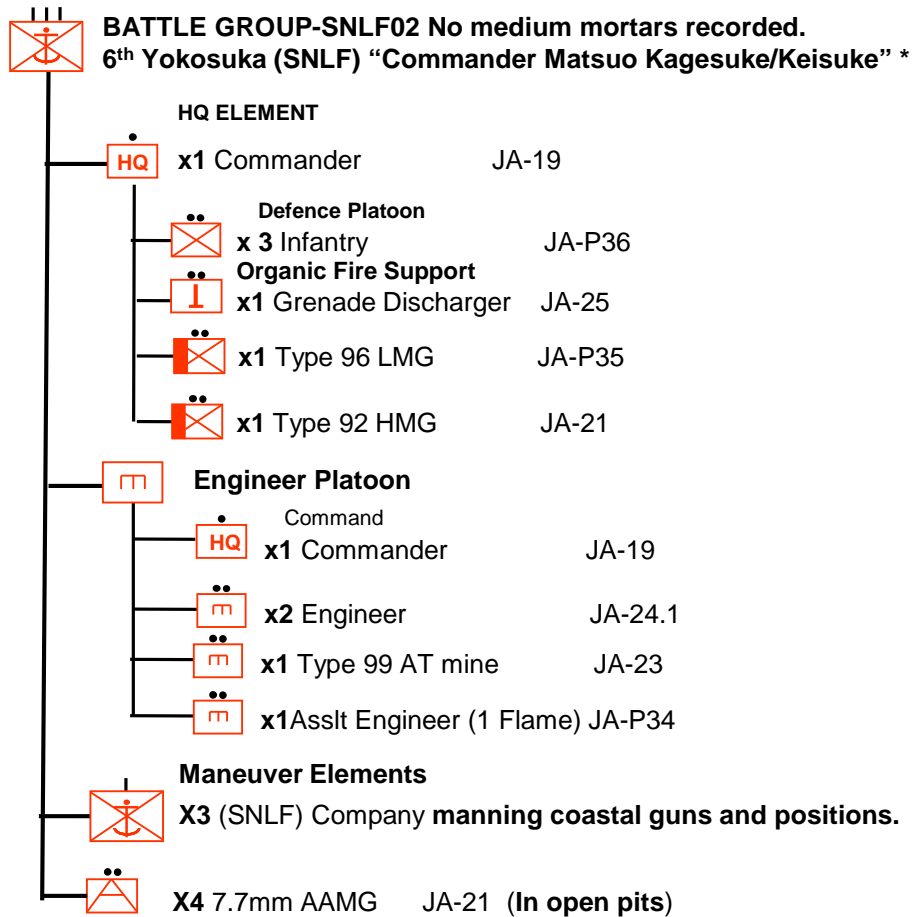


(a) Located in a large Concrete bunker mounted with x2 actual single barrelled 13.2mm AA/MGs on top.

(b) Located on roof of bunker.

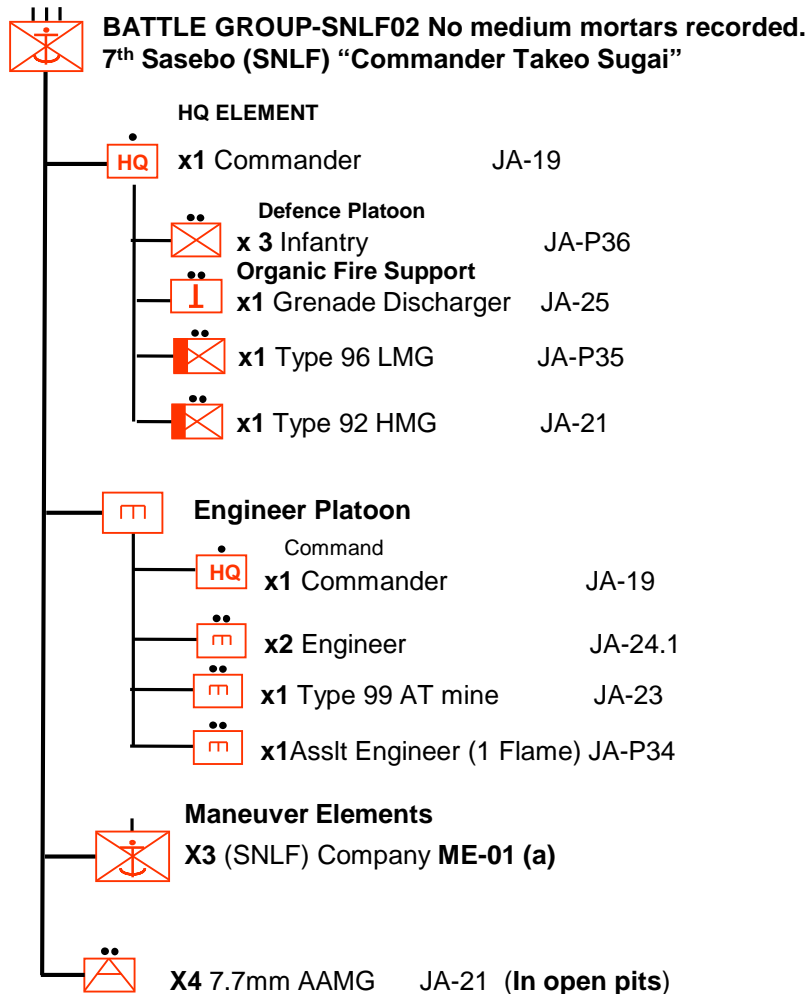
(c) Size given as x2 Off 25 men. Model 99 magnetic mines recorded as in use, can replace x1 Engineer for x1 type 99 AT mine JA-23.

6th Yokosuka SNLF



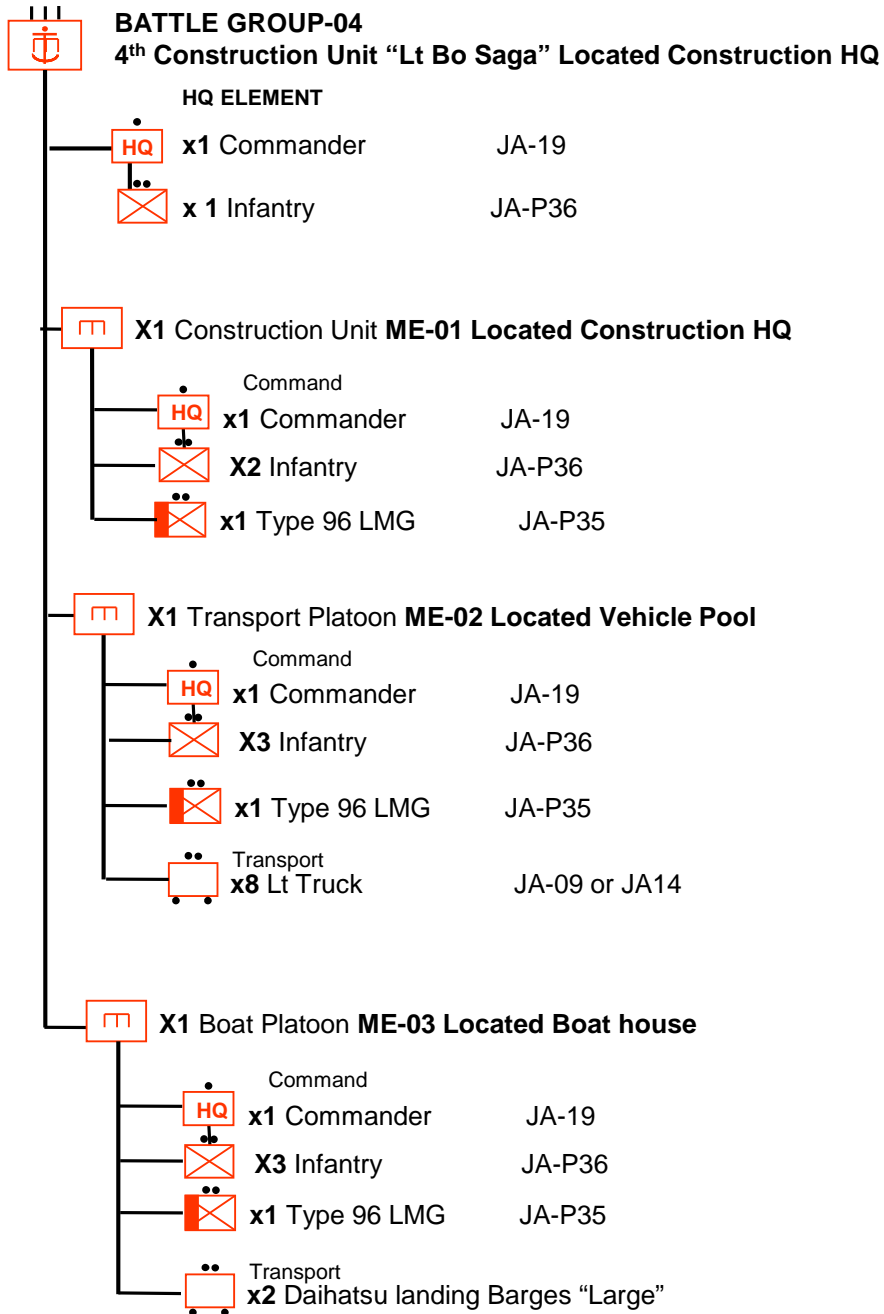
* Committed seppuku on 2nd may 43 after losing his command on the formation of the 3rd special base force.

7th Sasebo SNLF

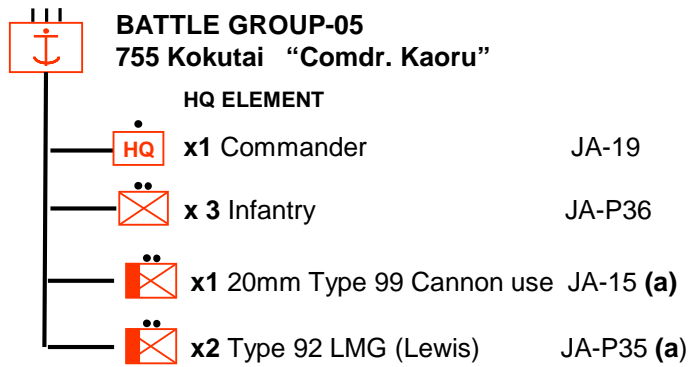


(a) One company located on Eastern tip, one company located on Northern shore (Red Beaches) and one company located on Southern Shore (Black Beaches).

4th Construction Unit (-)

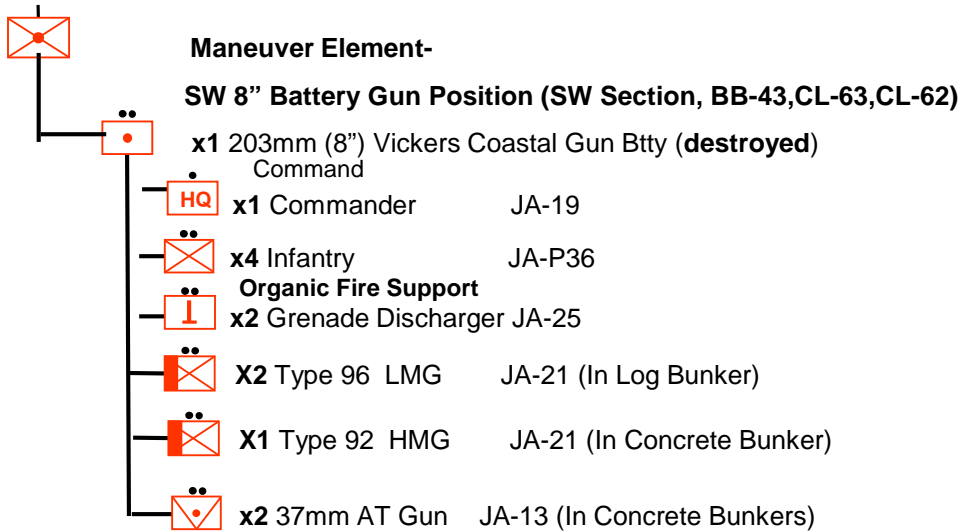


755 Kokutai (-)

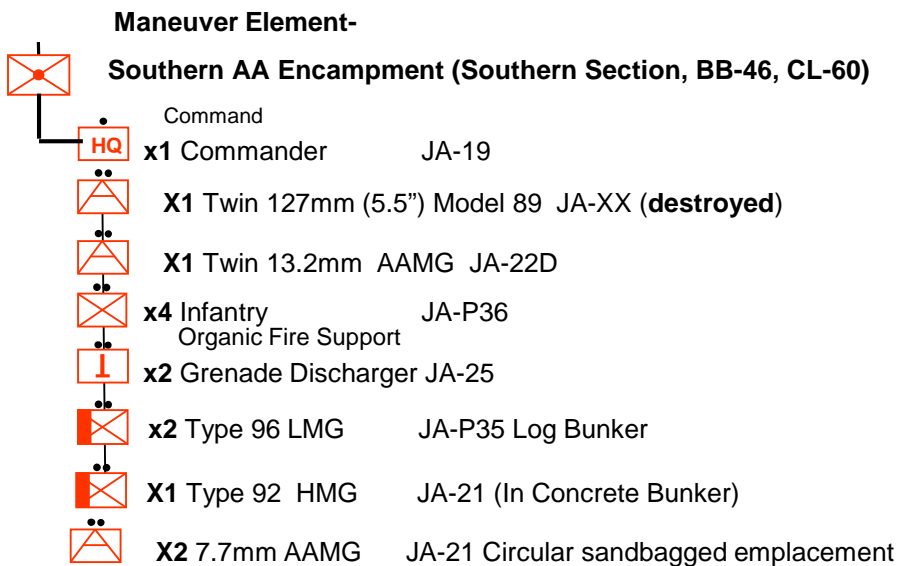


(a) Weapons stripped from grounded/destroyed G4M betty bombers on improvised mounts.

Black Beach 1



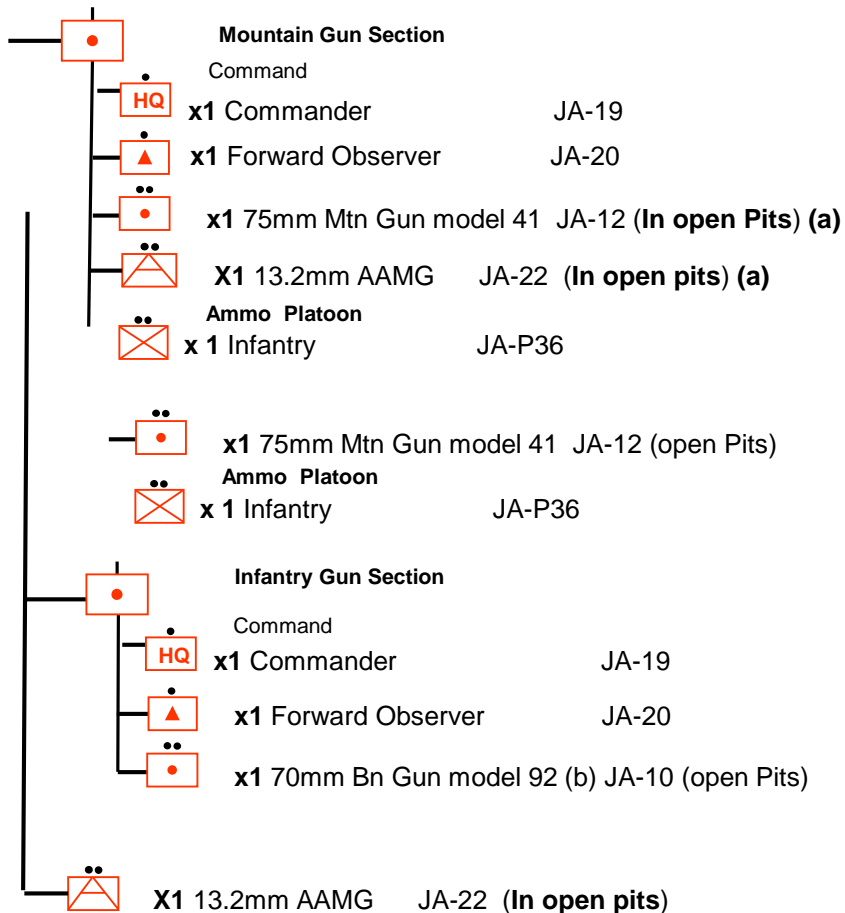
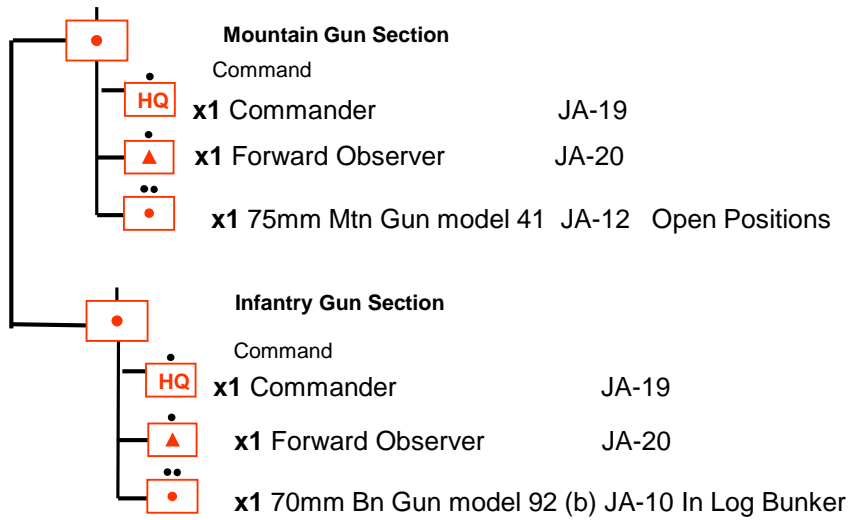
2x gun battery, 70' (5.8") observation tower on a sand covered fire control bunker..



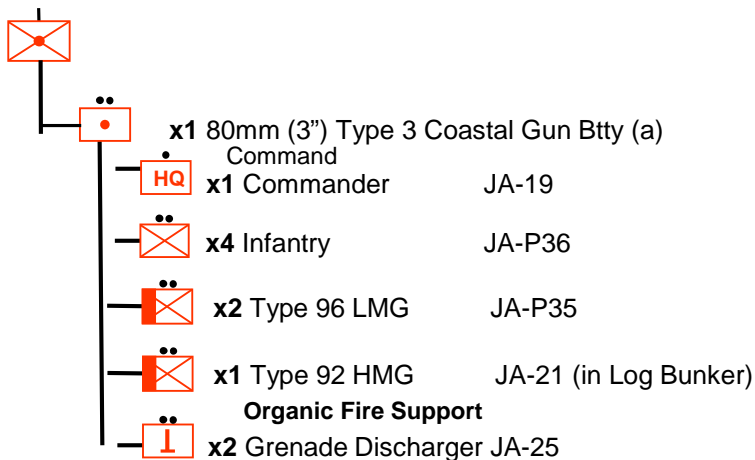
Fire control bunker 30' square 15' high, fitted with range finder , x4 7.7mm AA Mg on each corner. Two ammo storage bunkers with a twin 13.2mm AAMG on top. Each gun 40 yds apart in circular concrete pits. 15cm model 33 searchlight on bunker 100yards on each flank.

Black Beach 2

Anti Boat Mines, Double Apron wire. Log Anti Boat barricade.



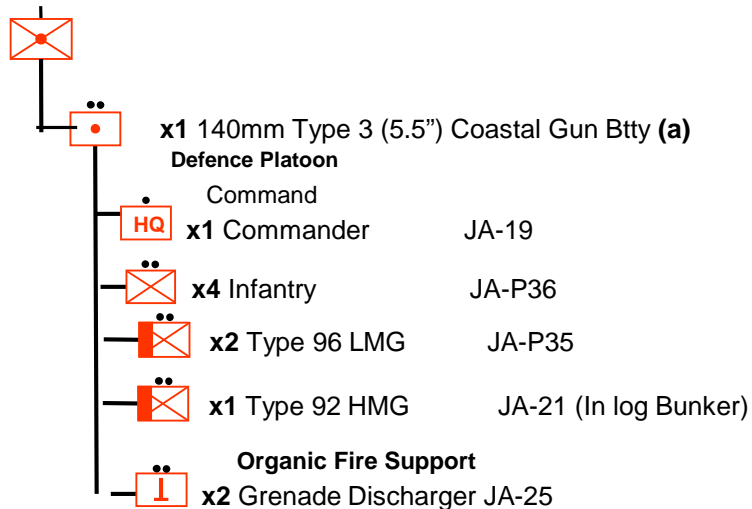
Green Beach



(a) 3x gun battery in open positions, 8,311 yards max range 15' high (31.3mm) log observation tower.

Maneuver Element-

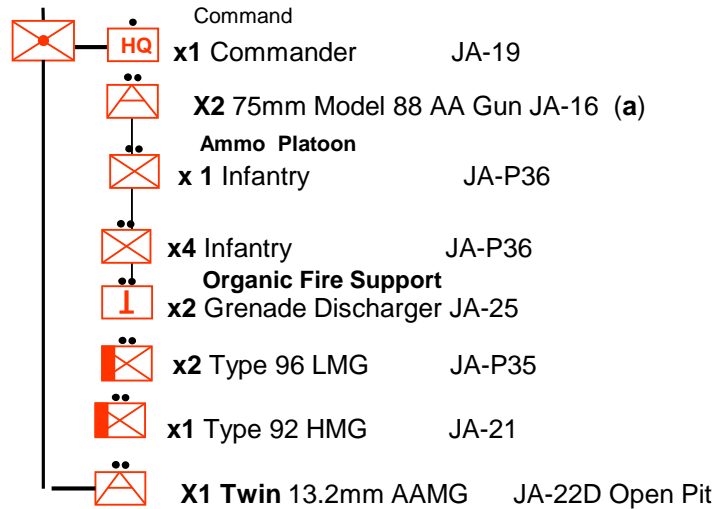
NW Battery Gun Position (SW group BB-43,CL-63,CL-62)



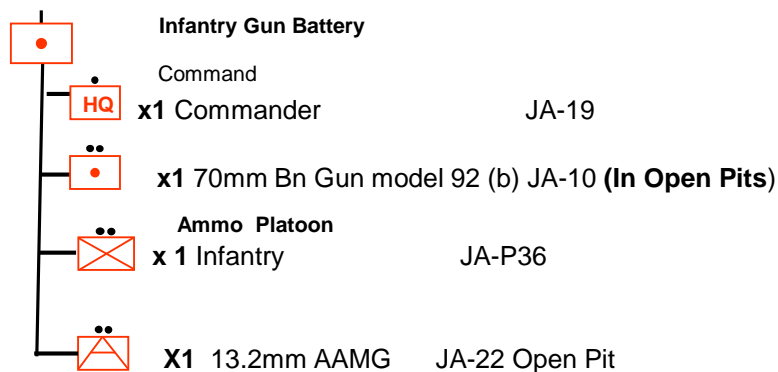
(a) 2x gun battery. Turret can survive hits from 5" Naval guns. 80' high (6.7") Observation tower on top of sand covered bunker.

Red 1 Beach

Fire Positions behind log seawall. Concrete LMG bunkers

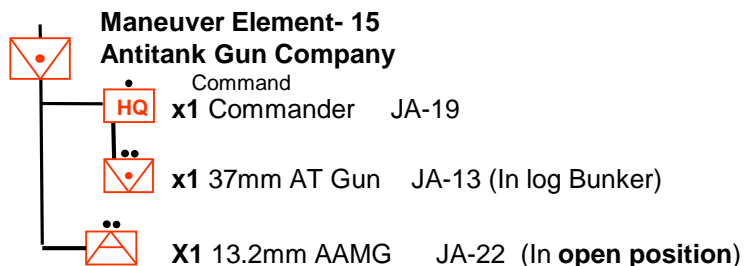


(a) Five sided open pit.



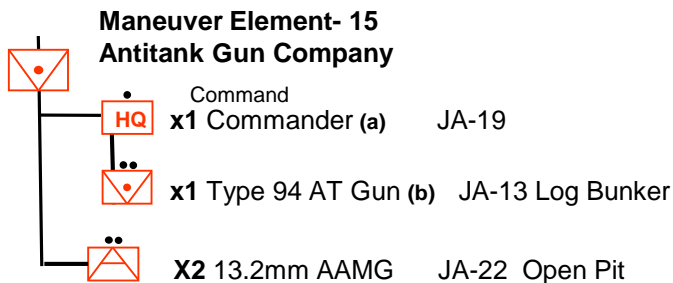
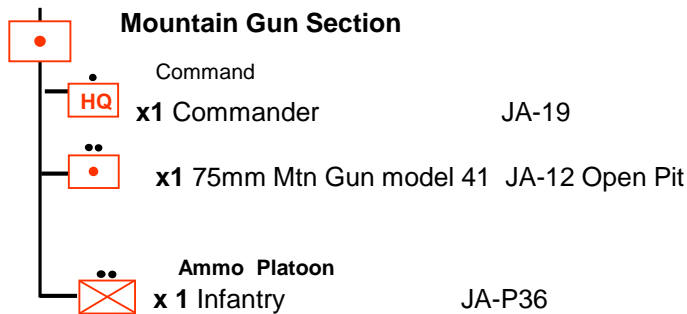
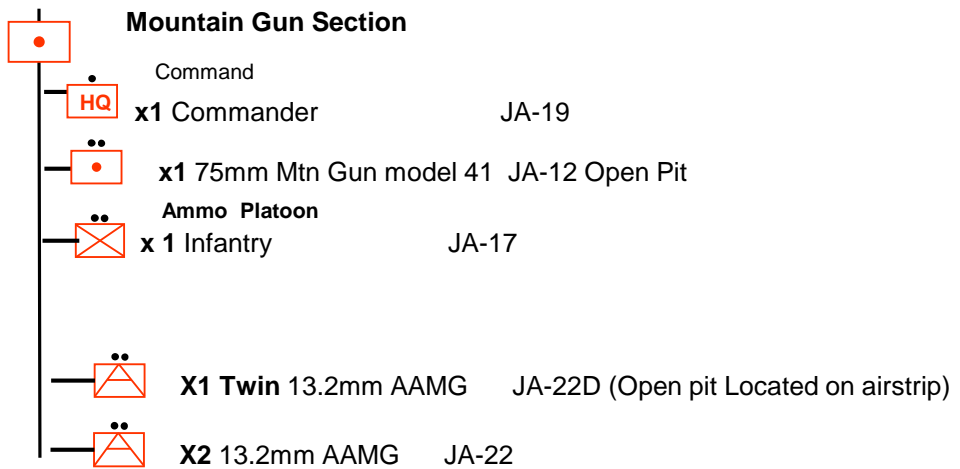
Red 2 Beach

Sandbagged Fire Positions on top sea wall. Concrete LMG bunkers. X1 Concrete Twin HMG Bunker



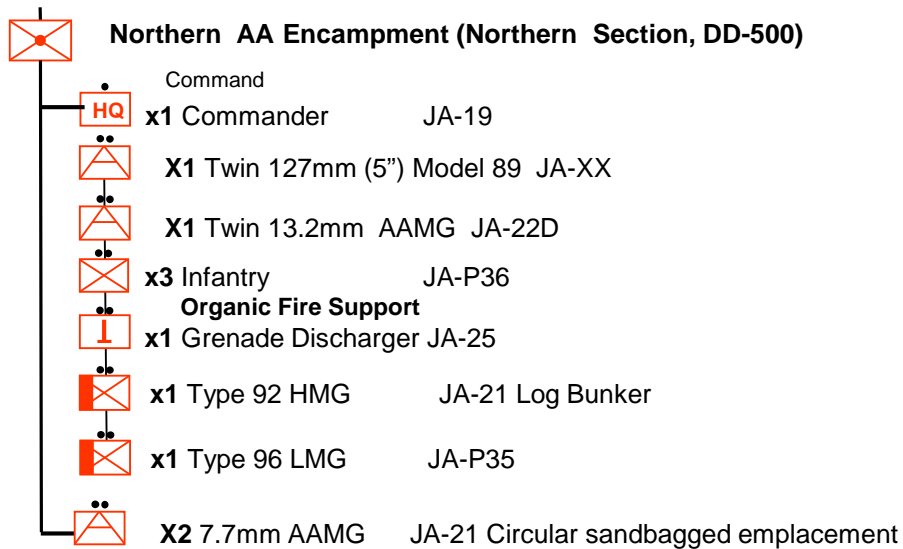
Red 3 Beach

Above surface fighting Positions. Open Gun Positions



Other's

Maneuver Element-

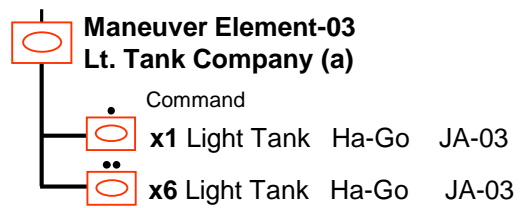
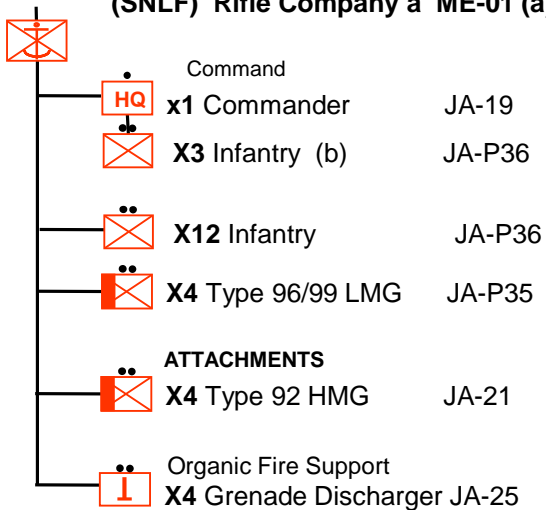


Fire control bunker 30' square (62.5mm), and 15' high (31.3mm), fitted with range finder , x4 7.7mm AA Mg on each corner. Two ammo storage bunkers with a twin 13.2mm AAMG on top. Each gun 40 yds apart in circular concrete pits. 15cm model 33 searchlight on bunker 100yards on each flank.

Maneuver Elements

Maneuver Element-

(SNLF) Rifle Company a ME-01 (a)



- (a) Must be broken down into 4x platoon ME's of 3x Inf, x1 LMG 1x GD and 1x HMG, Coy HQ has an armoured steel pillbox. HMGs are in log bunkers.
- (b) Lead/Scout Platoon, no LMG's allocated.

Winning Conditions

US Decisive Victory: -2/2 marines reach the Southern coast of Betio atoll with <

US Marginal victory: -

Anything else is a Japanese victory

Terrain

Optional Rules.

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

2. Grazing Fire

11. Improved position clarification

12. Flat featureless terrain

15. Engineer manoeuvre Rules

19. Barbed Wire

20. Anti tank ditches

Alternative Manoeuvre roll table for Japanese.

3 or more: Maneuver for two actions OR

Maneuver for two actions and declare CC with a +1 modifier if vs. T & G OR

Regroup & maneuver for one action if suppressed or disordered.

2: Maneuver for one action OR

Regroup & hold position if suppressed or disordered.

1: Hold position. Cannot regroup if suppressed or disordered.

0: Fall back for one action or to closest cover, disordered.

-1 or less: Hold position disordered if in pillbox OR

Maneuver for one action and declare close combat, disordered "Banzai"

•Knee Mortars

•When engaging units within 5" Knee Mortars use Direct fire procedures and modifiers (this represents rifle fire from the crew). From 5"-15" Knee Mortars use Direct Fire procedures, but use Indirect Fire modifiers. This makes cover less effective, and also negates the "suspected target" modifier.

•Knee Mortars do not fire in the indirect fire phases, but fire as direct fire weapons in the Offensive, Defensive, and Overwatch fire phases. They may also conduct opportunity fire.

•As with other DF weapons, Knee Mortars need not emplace to fire.

•Even when using their indirect strengths, Knee mortars fire at individual targets.

•Knee Mortars may fire only at targets in their Line of Sight. As with other direct fire units, they may only fire at suspected or spotted targets. Other units may not act as observers for knee mortars.

•Knee Mortars fire individually. They may not engage in concentration missions.

•Knee Mortars may fire over intervening friendly units, but only in the 5-15" ranges AND when the intervening friendly unit is more than 2" away from the target.

<http://www.ibiblio.org/hyperwar/Japan/IJA/HB/index.html#index>

Painting and Modelling:-

7th Sasebo Tank Company

HA-GO, 4 colours (Russian green base coat with dark green, dark brown and yellow stripes).

SNLF Uniforms

967 Olive Green, **971** Grey Green **886** Green Grey or Russian Uniform Green green
Black Boots

984 Flat Brown leather belts and ammo pouches

Khaki webbing puttees and helmet covers,

Plain helmets Olive green

Shore to ship Gunnery.

For the Japanese 5" shore battery, roll a d10 on 1-4= HIT.
For DD469 1-5=HIT.

An unmodified roll of 1 is always a hit, and if you get such a roll, you can try again for a second hit.
For each hit, each player rolls a d10. The attacker adds his gun size in inches (which is 5 for each player), and the defender adds his armour (which is 0 for DD500)
If the defender's result is higher, the armour stopped the shell and the hit did no damage. If the results are equal and the target has less than 3 fires burning already, the shell hit the target's superstructure and started one fire.
For each hit that pierced the ships armour, roll D10 1-5 **DUD** on a roll of 6-10 take the result from the previous step (attacker's modified roll minus defender's modified roll), and consult the Critical Hit Table to see what the hit did to the target ship.
Damage is not applied until the end of the combat phase. That is, if a hit takes away some of a ship's guns, those guns can still fire in the current turn.

Ship Damage Markers

Any time a ship suffers damage, stack a damage marker of the appropriate type with that ship. Remove the marker when that damage has been repaired. Markers are provided for cumulative damage, so your ship-and-damage-marker stacks don't become the leaning tower of Pisa after the battle has been raging for a while. If you prefer, you can write each of your ships' names on a piece of paper, and stack the damage markers on or next to the name. The other player can ask if a given ship is on fire, and you must answer truthfully, but you can keep other kinds of damage from him.

Sinking a Ship

A ship sinks under any one of the following conditions: It suffers a magazine explosion.
It has too many fires burning on board.
It suffers too much flooding.
Its crew abandons ship during the Damage phase. The ship sinks automatically.

Damage Phase

Fires

Few things frighten a sailor more than a fire on his ship, because there's nowhere to run. It doesn't help when the ship is full of ammunition. Fires can force gun crews away from their guns, or shut guns down entirely by forcing the magazines to be flooded. If fires get too far out of control, they destroy the ship. See the Fires & Flooding Table for damage effects.

Flooding

Water is the opposite of fire, but both are equally unwanted inside a ship. When a ship is hit near or below the water line, the resulting flooding can eventually sink a ship if the holes are not patched. Such holes can come from torpedoes, cannon shells that hit near the water line or land just short of the ship, near-misses from bombs, and collisions. Every turn, at the same time you are resolving fires, you must deal with flooding. Flooding poses no risk to a ship's guns; it can cripple your speed, however. See the Fires & Flooding Table for damage effects. Apply damage from flooding (such as loss of speed) only the first time that level of flooding occurs.

Repairs

At the end of each turn, damaged ships can try to repair some of their damage. Bigger ships, with bigger crews, can make more repairs than smaller ones. Each ship gets one d6 roll for repairs.
Choose which area you want to repair, roll, and consult the Damage-Control Table to see if you were successful.
If a ship with fires doesn't try to fight them, or if a ship with flooding doesn't try to fix it, that ship must roll for those categories anyway, and ignore any result that makes fire or flooding go away.
A ship that has too many fires or too much flooding will sink at the end of the Damage phase.

EasyShips http://www.cke1st.com/m_games1.htm

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Critical Hit tables

Damage

Roll Damage

- 1 1 fire starts.
- 2 Add 1 level of flooding.
- 3 Lose 2 of the smallest guns you have left.
- 4 Shell bursts below decks; add 1 level of flooding and 1 fire.
- 5 Guns hit; lose 2 of the largest guns you have left.
- 6 Hit below the waterline; add 1 level of flooding.
- 7 Damage-control team casualties; ship cannot do damage control this turn.
- 8 1-2 fires start (roll a die, odds=1, evens=2).
- 9 Engine room hit; lose 2 units of speed, add 1 level of flooding.
- 10+ Magazine explosion, ship sinks

Fires & Flooding Table

Number or Level

Fires	Flooding
1 No Effect	No Effect
2 Quartermen cannot fire;	No Effect
3 Tertiaries cannot fire	Ship sinks if Def < 8
4 Secondaries cannot fire; ship sinks if Def < 12	Ship sinks if Def < 16
5 No guns can fire; ship sinks if Def < 24	Ship sinks if Def < 32
6 Fire reaches the magazines, ship sinks	Ship sinks

Damage-Control Table

Die Roll

Fires	Flooding
1 Fire spreads -- 1 additional fire starts	Flooding spreads -- add 1 level
2 No change	No change
3 No change	No change
4 1 fire is out	No change
5 1 fire is out	Patch 1 level
6+ 1 fire is out	Patch 1 level

	American	Japanese
Total	Capture all Japanese Positions on all Red beaches. Kill, Capture or Rout all Japanese defenders. Create beachhead on Southern Beach	Repel the assault or at least retain control of
Major	Capture all Japanese Positions on all Red beaches. Kill, Capture or Rout all Japanese defenders.	Cause greater than 50% casualties to the assaulting forces regardless of own losses or position at the end of the game.
Minor	Capture all Japanese Positions on all Red beaches. Kill, Capture or Rout all Japanese defenders. Loose fewer than 50% casualties KIA.	Retain control of at least one of the Red beaches

Special Rules:

Terrain Ground scale: 1" = 20 Yds

Airfield:- classes as flat featureless terrain.

Beach:- classes as flat featureless terrain unless conformed to beach wall.

Seawall:- when conformed classes as heavy cover -2/-1, opportunity fire when crossing

Pock marked ground:- classes as light cover to all troops stationary within.

Optional Rules.

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

2. Grazing Fire

11. Improved position clarification

12. Flat featureless terrain

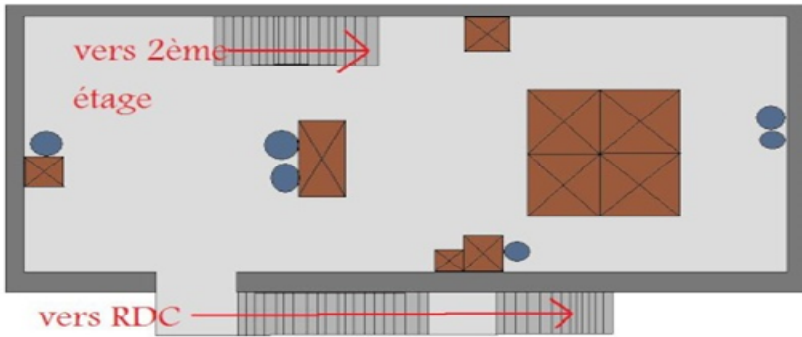
15. Engineer manoeuvre Rules

19. Barbed Wire

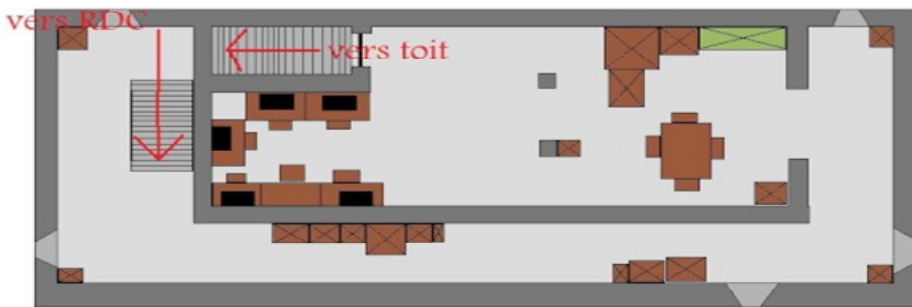
20. Anti tank ditches

Shibazak's Bunker layout!

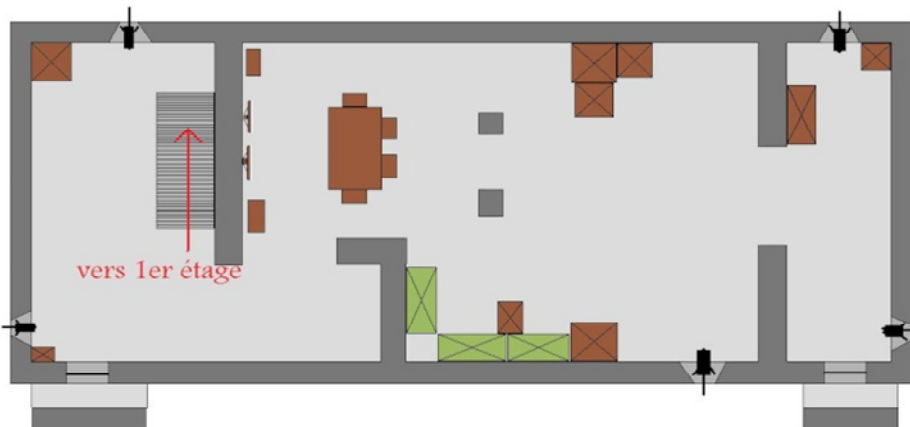
Top Floor



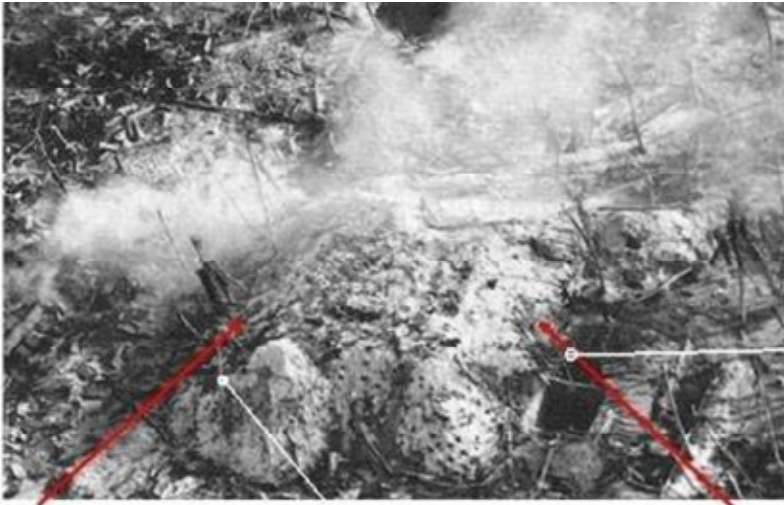
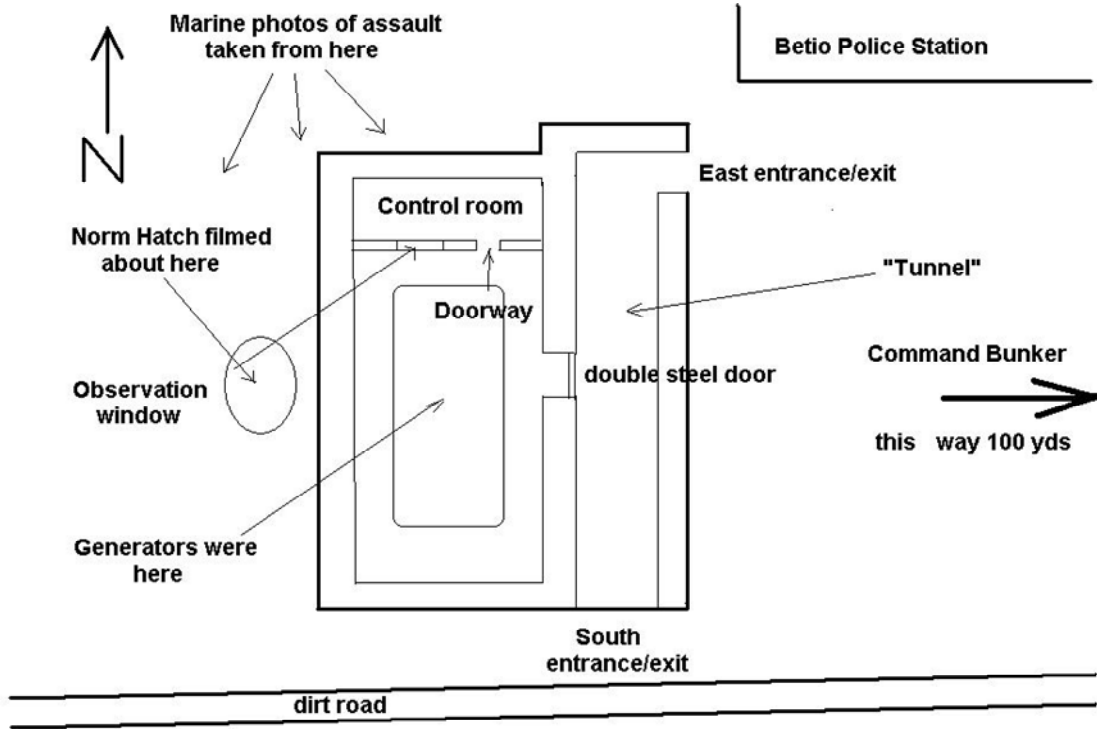
Middle Floor



Ground Floor



Bonnymans Bunker

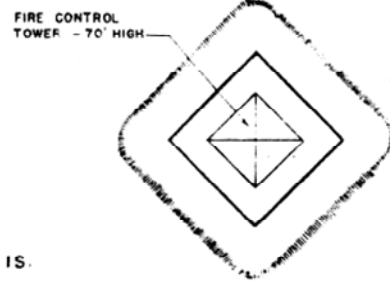
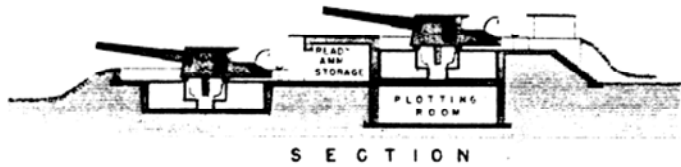
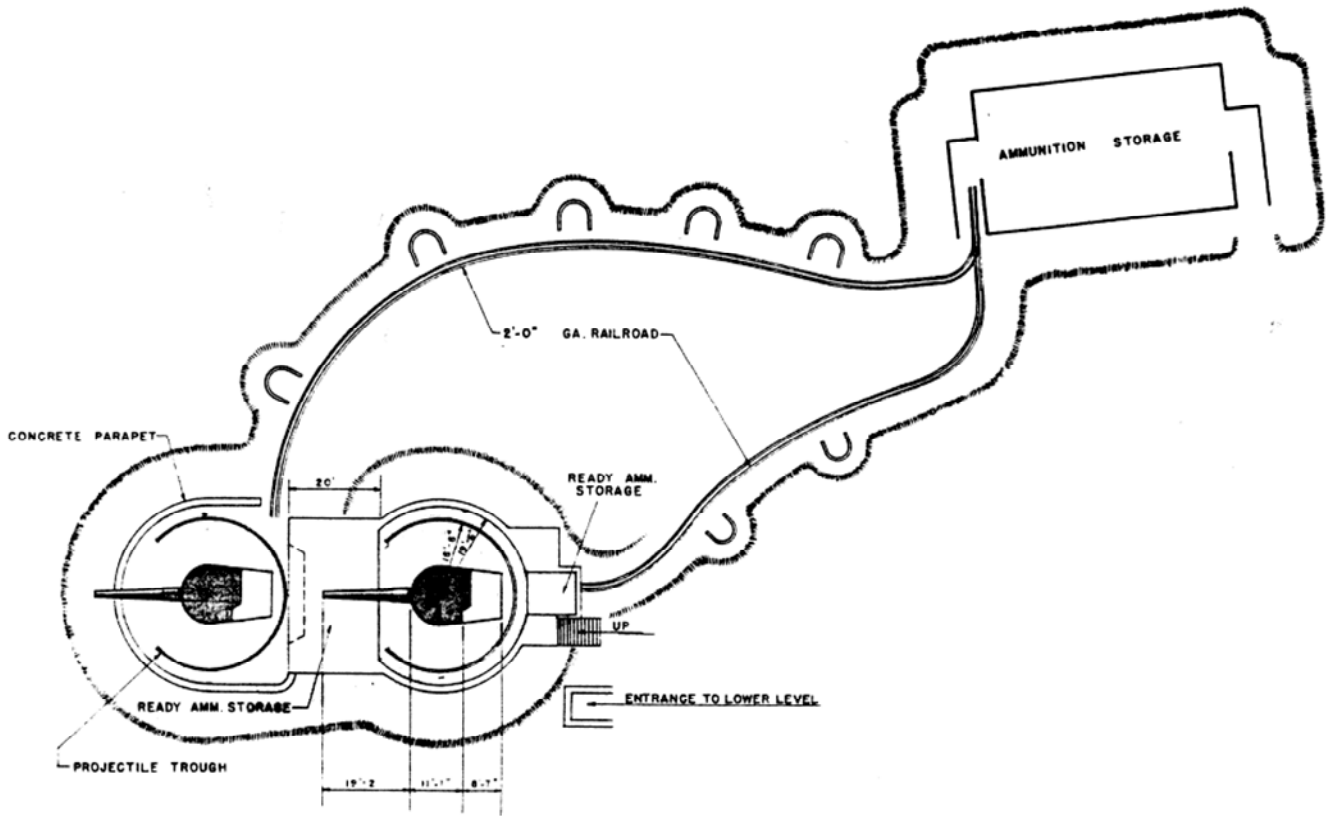


Bonnyman bunker – east side



Bonnyman bunker – west side





(8") 200 MM. COAST DEFENSE GUNS
 S. W. POINT OF BETIO I. - TARAWA ATOLL - GILBERT IS.

