

Blood Reef: Tarawa Rules Summary

Setup

General

- Japanese Guns may give up concealment to gain a -1 Acq for their first shot at an Offboard target
- All Japanese infantry in Concealment Terrain may set up concealed.
- Japanese vehicles in Concealment Terrain may set up concealed if ≥ 6 hexes from a USMC setup area.
- Two sniper counters per side are in use.
- Each AA Gun, Gun in a pillbox, and Gun ≥ 75 mm cannot be moved from its starting position once the CG begins
- US records Formations allocated to each Assault Wave
- US secretly record NOBA module exchanges
- US record location of Shipboard Observer for each NOBA module
- Japanese apply CounterBattery fire (NA to Initial Scenario)

Ocean

- USMC may deploy freely when in LVTs
- USMC units enter play cloaked when in LVTs.
- USMC units enter play concealed when wading, and accompanying SMCs and SWs can be cloaked.
- LTVs must enter play carrying $\geq 1/2$ of their Portage capacity.
- Japanese may not setup in an Ocean hex except Tetrahedrons, Wire on a Tetrahedron, and A-T/A-B Mines

Beach (Hard Sand)

- Japanese may not setup in a Beach hex except Tetrahedrons, Wire, Mines, and Panjis

Hinterlands (Soft Sand)

- Foxholes and Trenches can be setup in a sand hex
- Guns cannot setup HIP, nor can they bore sight. ART > 75 mm and AA Guns cannot setup in a building or pillbox
- Fortifications cannot setup HIP except for fortified buildings, A-T Mines, and Passages.
- Fortified buildings cannot be exchanged for Tunnels.

Pier

- No fortifications may setup on a Pier
- Japanese may setup beneath a Pier if it is within their setup area
- No location exists beneath Pier locations T33, U33 & V33
- Maximum stacking beneath a Pier is one squad equivalent and 3PP

Bombardment

General

- Units in a Pillbox, Command Bunker or Bombproof sand hex receive a -2 DRM to Bombardment MCs
- Entrenchments only give a +2 TEM vs Bombardment
- Bombardment land in a specified hex radius rather than a line
- Secondary Attacks do not apply
- All Morale Checks receive a +2 DRM from a Naval Bombardment
- Place Smoke in each bombarded hex before play begins.

Rally Phase

General

- USMC HoB roll ≤ 7 generates a Hero
- Each side may attempt two Self Rallies during their RPh
- Japanese may check for reinforcements (after turn 1)
- US check for Air Support (dr ≤ 2)
- Arrival of Air Support removes any existing NOBA SR/FFE/Direct Fire Acq and cancels Battery Access

Ocean

- USMC infantry units are fanatic

Beach

- USMC infantry units are fanatic

Pier

- USMC infantry units are fanatic

Fire Phase

General

- Japanese Elite & 1st Line units may fire MMGs without the reduced B# and RoF
- USMC AFVs do not suffer recall after losing their MA
- USMC AFVs do not suffer recall from multiple Stun effects, but the +1 DRM of all Stun effects are cumulative
- US air support Sighting Check has additional +2 DRM
- USMC HoB roll ≤ 7 generates a Hero
- NOBA wishing to use Direct Fire must gain Battery Access first
- NOBA Direct Fire called in from a SFPC has a ROF of 2, but can only use it to fire at the same target hex.
- NOBA Direct Fire places Dispersed Smoke in a non-Ocean target hex

Location of firing unit

Ocean

- No SW can be used except LMGs
- All fire is area fire
- Leaders cannot direct or modify fire
- Multi-hex fire groups not allowed
- +1 Hindrance per Hinterland hex LOS enters between firer and target (not cumulative with other TEM, NA to fire lanes)
- +1 Hindrance per Pier hex LOS enters between firer and target if neither is adjacent to the Pier and target is in Ocean or Beach
- +1 Hindrance if LOS crosses a Seawall hexside that is not adjacent to either the firer or the target

Beach (Hard Sand)

- Multi-hex fire groups not allowed by USMC
- +1 Hindrance per Pier hex LOS enters between firer and target if neither is adjacent to the Pier and target is in Ocean or Beach
- +1 Hindrance if LOS crosses a Seawall hexside that is not adjacent to either the firer or the target
- Entrenched unit has no LOS to a non-adjacent unit across a Seawall hexside.

Hinterlands (Soft Sand)

- All Hinterland hexes are at level 0
- +1 Hindrance if LOS crosses a Seawall hexside that is not adjacent to either the firer or the target
- May claim Wall Advantage over a Seawall hexside, but cannot claim its TEM/HD benefits.

Location of target unit
<p>Ocean</p> <p>All Units</p> <ul style="list-style-type: none"> • Only Drifting Smoke can exist in an Ocean hex • US air support ignores all USMC for Sighting and Mistaken Identity checks, and such units cannot be included in a Mistaken Identity attack. • HE FP halved as area fire • Unpossessed SWs are eliminated unless on a conveyance <p>Infantry</p> <ul style="list-style-type: none"> • Fire lanes stop at first Ocean hex and use one column to the left • RF uses one additional column to the left • Cloaked/concealed USMC do not benefit from area fire (EXC: Night) • USMC are fanatic • USMC immune to Pin/HOB • USMC treat LLMC as LLTC • Units that fail a morale check suffer CR instead • Cloaked leaders accompanying an MMC can choose not to take a MC, but suffer CR if the accompanying MMC fails its MC <p>Vehicles</p> <ul style="list-style-type: none"> • +2 TH DRM • +1 TK on hull hits
<p>Beach (Hard Sand)</p> <p>All Units</p> <ul style="list-style-type: none"> • US air support ignores all USMC for Sighting and Mistaken Identity checks, nor can such units be included in a Mistaken Identity attack. • Seawall can be breached by a KIA from OBA $\geq 100\text{mm}$, or by a Set DC. • Firing unit has no LOS to a non-adjacent entrenched unit across a Seawall hexside. <p>Infantry</p> <ul style="list-style-type: none"> • KIA results against units in a foxhole can reduce the capacity of that foxhole • Unpossessed DM SWs are immediately eliminated. • Cloaked USMC do not benefit from area fire. • USMC are fanatic • USMC treat Berserk/Surrender HOB result as BH • USMC treat LLMC as LLTC • Units that fail a morale check suffer CR instead

More...

Hinterlands (Soft Sand)
<p>All Units</p> <ul style="list-style-type: none"> • Ordnance and OBA attacks have their FP halved (CHs are doubled) unless the target is also in a Pillbox, Command Bunker or Bombproof • Seawall can be breached by a KIA from OBA $\geq 100\text{mm}$, or by a Set DC. <p>Infantry</p> <ul style="list-style-type: none"> • Entrenchments are only +2 vs OBA • KIA results against units in a foxhole can reduce the capacity of that foxhole
Pier
<p>All Units</p> <ul style="list-style-type: none"> • Non-OG location • May claim HA from fire in an adjacent Ocean or Beach location • LOS crossing a pier from a non-adjacent Ocean or Beach location suffers +1 hindrance per pier location crossed. <p>Infantry</p> <ul style="list-style-type: none"> • USMC are fanatic • USMC treat Berserk/Surrender HOB result as BH • USMC treat LLMC as LLTC • Units that fail a morale check suffer CR instead

Movement Phase	
General	
<ul style="list-style-type: none"> • Unloading cost - LTV(A)2: 6MP LVT2(m): 6.5MP • US air support Sighting Check has additional +2 DRM • Japanese may not declare a multi-location Banzai charge (EXC: Night) 	
Ocean	
All Units <ul style="list-style-type: none"> • US air support ignores all USMC for Sighting and Mistaken Identity checks, nor can such units be included in a Mistaken Identity attack. Infantry <ul style="list-style-type: none"> • 3MF per hex • Concealed USMC do not lose their concealment status through movement. • Unloading from an LTV requires a Passenger TC. Vehicles <ul style="list-style-type: none"> • LTV: 3MP • Other vehicles: 4MP • Bog check each hex (specific modifiers apply) • Vehicles that Bog automatically Mire • A fully tracked vehicle with an unwounded Pathfinder will only bog on a 12, but must use Armoured Assault to keep the Pathfinder alive • Mired removal coloured die drm: +2, -1 if CE, -2 if with Pathfinder 	
Beach (Hard Sand)	
All Units <ul style="list-style-type: none"> • US air support ignores all USMC for Sighting and Mistaken Identity checks, nor can such units be included in a Mistaken Identity attack. Infantry <ul style="list-style-type: none"> • Costs 1MF • USMC must use AM when moving to another beach hex unless with a leader (Initial scenario only) • USMC must pass a 4TC (some mods apply) when attempting to cross a Seawall, or become pinned (Initial scenario only) • Concealed USMC and any cloaked SMCs/SW lose their concealed status when entering a Beach hex from an Ocean hex (EXC: Night) Vehicles <ul style="list-style-type: none"> • Fully-tracked: 2MP • Half-tracked: 3MP • Bog check each hex, with -1 DRM (other modifiers also apply) • Bog removal coloured die drm: -1 • M4A2 cannot enter a hex with ≥ 1 broken USMC MMC • LTVs must pass a Passenger TC at the start of their MPh. Failure unloads all unbroken passengers and recalls the LTV 	

More...

Hinterlands (Soft Sand)
Infantry <ul style="list-style-type: none"> Costs Japanese infantry 0.5MF + COT, USMC 1MF + COT Passengers of an LTV that enter a Hinterland hex lose their Cloaked status Vehicles <ul style="list-style-type: none"> Costs Fully-tracked: 2MP + COT Costs Half-tracked: 3MP + COT Only one Bog check per MPh using the same rules as mud. Bog removal coloured die drm: -1 LTVs must pass a Passenger TC at the start of their MPh. Failure unloads all unbroken passengers and recalls the LTV
Pier
Infantry <ul style="list-style-type: none"> Costs 1MF, or 2MF from Beach or Ocean location Gun cannot enter from Beach or Ocean location No location exists beneath Pier locations T33, U33 & V33 Maximum stacking beneath a Pier is one squad equivalent and 3PP Units moving beneath a Pier location are not affected by RF or Fire Lanes on that Pier Vehicles <ul style="list-style-type: none"> Cannot enter from Beach or Ocean hex Weight limit of 8 tons
Seawall
General <ul style="list-style-type: none"> Can be breached by a Bulldozer or by a Set DC Infantry <ul style="list-style-type: none"> Moving to Beach: 1MF Moving to Hinterland: 2MF Guns cannot cross except through a Breach Vehicles <ul style="list-style-type: none"> Cannot cross except through a Breach

Rout Phase
Ocean
<ul style="list-style-type: none"> Broken units may rout into the Ocean to avoid elimination for FTR

Close Combat Phase
General
<ul style="list-style-type: none"> USMC units may initiate H-t-H.
Ocean
<ul style="list-style-type: none"> No CC allowed (including by TH-Heroes against an AFV)
Hinterlands (Soft Sand)
<ul style="list-style-type: none"> +1 vs Japanese Crew in a pillbox