














# HIDDEN FOE

IP #1












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

**● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up in hexes numbered  $\geq 8$ :**

															
14-4-7	23-4-7	2-2-8	9-1	8-0	FP: 6 Rng: 14 RF: 3 B#: 11	HMG	FP: 2 Rng: 6 RF: 1 B#: 11	LMG	MA: 50' Rng: 1-16' RF: 2'	MTR	Phone Cnct: 11 X# 12	MA: 20L(4) RF: 3 M# 11	AA	Cave 1+4+6	Pillbox 1+5+7
5	3	2					2	2				4	2		

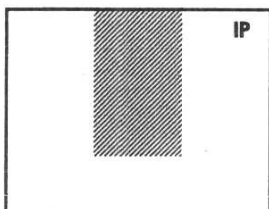
{SAN: 3}  
[ELR: 4]

**☆ 'C' Company, 2nd Battalion, 165th Infantry Regiment set up in hexes numbered  $\leq 6$ :**

															
E6-6-7	16-6-6	25-4-6	10-2	9-1	8-0	FP: 8 Rng: 16 RF: 3	HMG	FP: 4 Rng: 10 RF: 2	MMG	FP: 30 Rng: 1	DC	FP: 8 Rng: 5 SA: WP6	BAZ 45	FP: 24 Rng: 1	FT
6	6	4			2	2	2	2							

{SAN: 2}  
[ELR: 3]

**MAPLAYOUT:**



(Only hexes numbered  $\leq 18$  in hexrows O-CC are playable)

**HANDICAPS:**

- Replace the Japanese 8-0 leader with a 9-1.
- ☆ Game Length is increased to 6½ turns.

**SPECIAL RULES:**

1. EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. The Japanese receive one module of 80+mm Battalion Mortar OBA (HE & WP) with Plentiful Ammunition.
3. The Americans are equipped with the GR-6 Sound Locator Device (IP33).

**ITEM POCKET, OKINAWA, 20 April 1945:** General Griner ordered the 165th Infantry Regiment to take over the right of the Division line during the afternoon of April 19th. By H-hour at 0730 hours Colonel Gerard W. Kelley had his command on line with the 1st and 2nd Battalions abreast. The boundary line between battalions ran straight down the crest of Charlie Ridge, angled a little to the left, and ran in a straight line to the eastern edge of Machinato Airfield. The attack was launched with little known of the terrain, maps of the area did not suggest that a junction between battalions would pose a problem. Prior to kicking off the attack, spirits were high. On the morning of April 20th, Lieutenant Colonel Joseph T. Hart, regimental executive officer, got out a sign on which were printed the words, "Conroy Field" and announced that by nightfall he expected to nail it up on Machinato Airfield. He further announced that the regiment would, "hold a dance in Naha on Saturday night." With full expectations of success both battalions moved off at H-hour, 0730 hours, on the morning of April 20th, only to find themselves embroiled in a full-scale battle within the hour. The first unit to be involved in the battle was 'C' Company, commanded by Lieutenant Thomas P. Fleming, moving south along Charlie Ridge. The unit quickly pushed a deep salient into enemy positions, moving against negligible opposition. Fifteen minutes into the operation they were taken under heavy machine-gun fire from positions in Item Pocket, the enemy firing down pre-determined fire-lanes along Anderson Gulch. A mortar barrage quickly followed. Within the space of a few minutes Fleming had lost five killed and twenty-two wounded. Among the wounded was Fleming's XO, leaving only one other officer in the company. At this point Captain Lawrence J. O'Brien, battalion S-3 (intelligence), worked his way up, using his leadership to get the unit moving. By 1430 'C' Company infiltrated to a ridge just opposite Gusukuma, practically outflanking the pocket, without killing a single enemy soldier.















# COMPANY A'S CHANCE

IP #2











● JAPANESE Sets Up First	1	2	3	4	5
☆ AMERICAN Moves First					

● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up on/between hexrows DD-II:

														
14-4-7	23-4-7	2-2-8	9-0	8+1	FP: 6 Rng: 14 ROF: 3 B#: 11	HMG	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	MA: 50° Rng: 1-16 ROF: 2	MTR	FP: 30 Rng: 1	DC	Sangar	Pillbox
3			2				2						1+3+5	

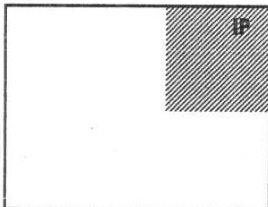
{SAN: 3}  
[ELR: 4]

☆ Elements of 'A' Company, 2nd Battalion, 165th Infantry Regiment and a platoon from 'C' Company set up on/between hexrows MM-QQ:

													
E6-6-7	16-6-6	25-4-6	E3-4-7	9-2	8-0	FP: 6 Rng: 12 ROF: 3	HMG	FP: 4 Rng: 10 ROF: 2	MMG	MA: 60° Rng: 3-45 ROF: 3	MTR	FP: 30 Rng: 1	DC
4		2											

{SAN: 3}  
[ELR: 3]

**MAPLAYOUT:**



(Only hexes numbered ≤ 10 in hexrows DD-QQ are playable)

**HANDICAPS:**

- Add a Hero to the Japanese OB.
- ☆ The first *two* American Entrenching Attempts are automatically successful.

**SPECIAL RULES:**

1. EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. The first American MMC to make an Entrenching Attempt (B27.11) during play is *automatically* successful.

**OBJECTIVES:** The Americans must have at least ONE Good Order MMC IN a foxhole in a road hex numbered ≥ 3 at Game End.

**ITEM POCKET, OKINAWA, 20 April 1945:** Company 'A' was not destined to be as fortunate as 'C' Company. The unit, commanded by Lieutenant Stephan R. Skuthan, moved down the crest of Charlie Ridge into the heart of Item Pocket. Skuthan and his men, with a platoon from 'C' Company acting as the point, soon found themselves struggling to cope with the enemy firing from a maze of pillboxes and tunnels. By 1330 in the afternoon, an hour before 'C' Company reached its line of deepest penetration, 'A' Company found itself stalled. The unit was stopped in its tracks near the nose of Charlie Ridge, where it was pinned down by heavy enemy fire. Lieutenant Colonel Mahoney decided to commit 'B' Company, leaving 'A' Company to mop up any resistance which faced it. His plan necessitated a shift of the whole line to the right. 'A' Company meanwhile moved down off Charlie Ridge. It was Skuthan's intention to attack the enemy strongpoint from the east. However, movement near Route 1 was made so difficult by enemy fire, this attack could not be launched on April 20th. The day ended with 1st Battalion having cleaned the enemy out of Charlie Ridge and digging in along Route 1.











# POTTER'S RIDGE









IP #3

● JAPANESE Sets Up First	1	2	3	4	5	6
☆ AMERICANS Move First						

● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up within two hexes of hex V4:

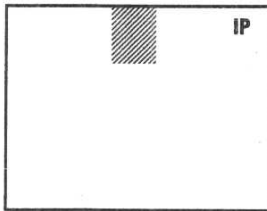
	 1 4-4-7	 2 3-4-7	 8-0	 LMG FP: 2 Rng: 6 ROF: 1 Bt: 11	 Sangar	 Cave 1+4+6	 Pillbox 1+5+7
{SAN: 4} [ELR: 4]	3	3	2		3		

☆ Elements of 'G' Company, 2nd Battalion, 165th Infantry Regiment enter on turn one along the north edge:

 E 6-6-7	 1 6-6-6	 2 5-4-6	 9-2	 8-1	 MMG FP: 4 Rng: 10 ROF: 2	 DC FP: 30 Rng: 1	 BAZ 45 FP: 8 Rng: 5 SA: WP6
2	5	3			2	2	

{SAN: 2}  
[ELR: 3]

**MAPLAYOUT:**



**HANDICAPS:**

- Replace the Japanese 8-0 leader with a 9-1.
- ☆ Game Length is increased to 6½ turns.

(Only hexes numbered ≤ 8 on/between hexrows R-Y are playable)

**SPECIAL RULES:**

1. EC are Moist with a Mild Breeze blowing east at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. The Japanese receive two additional tunnels (i.e., added to their normal allotment).
3. Prisoners are not counted for EVP purposes.

**ITEM POCKET, OKINAWA, 20 April 1945:** While 1st Battalion, 165th Infantry Regiment, was pushing forward around Charlie Ridge in the face of flanking fire, 2nd Battalion began operations pushing forward to Potter's Ridge without hitting any opposition. Upon mounting the ridge, 'G' Company, commanded by Lieutenant Robert E. Little, became engaged in a heavy fight with Japanese soldiers dug into the east nose of the Ridge. It took two hours to clean the enemy out of an impressive system of dugouts and tunnels. With this success in hand the unit began a pivoting movement, in conjunction with 'F' Company, to make contact with 1st Battalion on the left. Suddenly the enemy opened up with intense flanking fire. It quickly became clear Japanese machine-guns had previously been sited to sweep the area. A series of rushes across open ground toward Ryan's Ridge only led to mounting casualties. Little tried to interdict the enemy fire with a platoon of heavy machine-guns from 'H' Company. This fire only served to attract enemy mortars, which succeeded in knocking out Little's guns. For three hours 'G' Company tried to work men across the 150 yards separating them from the protection of Fox Ridge, only succeeding in getting a small element there. Finally, at 1530, the company retired to Potter's Ridge to lick its wounds. Japanese positions in Item Pocket had still not even been dented.









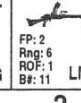
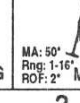
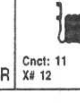
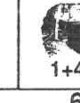
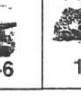


# REBUFFED AT RYAN'S RIDGE

IP #4






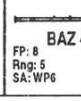
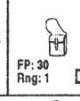
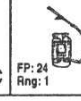
● JAPANESE Sets Up First	1	2	3	4	5	6	7
☆ AMERICAN Moves First							

● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up in hexes numbered  $\geq 9$  (EXC: the Japanese may also set up in hex N8):



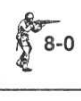

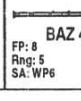
	 1 4-4-7	 2 3-4-7	 2-2-8	 10-0	 9-1	 FP: 6 Rng: 14 ROF: 3 B#: 11 HMG	 FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50° Rng: 1-16' ROF: 2' MTR	 Cnet: 11 X# 12	 Cave 1+4+6	 Pillbox 1+5+7
{SAN: 5} [ELR: 4]	3	4	2				2	2		6	2	

☆ Elements of 'E' Company, 2nd Battalion, 165th Infantry Regiment set up and enter as listed below:







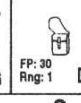
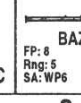
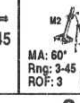

Sergeant Schoeff's 3rd Platoon set up within one hex of hex M6:

	 E 6-6-7	 E 3-4-7	 9-1	 1-4-9	 FP: 8 Rng: 5 SA: WP6 BAZ 45	 FP: 30 Rng: 1 DC	 FP: 24 Rng: 1 FT
	3	5				2	

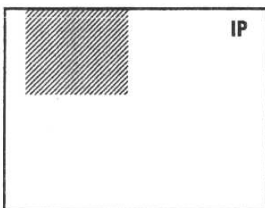
2nd Platoon set up within one hex of hex N2:

 1 6-6-6	 E 3-4-7	 8-0	 FP: 4 Rng: 10 ROF: 2 MMG	 FP: 8 Rng: 5 SA: WP6 BAZ 45
	3			

Remaining elements of 'E' Company enter on/after turn one along the north edge on/between hexrows M-P:

 E 6-6-7	 1 6-6-6	 2 5-4-6	 9-2	 7-0	 FP: 4 Rng: 10 ROF: 2 MMG	 FP: 30 Rng: 1 DC	 FP: 8 Rng: 5 SA: WP6 BAZ 45	 MA: 60° Rng: 3-45' ROF: 3' MTR	 FP: 24 Rng: 1 FT
{SAN: 3} [ELR: 3]	3	2	2		2	2	2	3	

**MAPLAYOUT:**



(Only hexes numbered  $\leq 13$  on/between hexrows E-R are playable)



**HANDICAPS:**

- The Japanese OBA is 80+mm Battalion Mortars (HE & WP).
- ☆ Game Length is increased to 7½ turns.

**SPECIAL RULES:**

1. EC are Moist with a Mild Breeze blowing northeast at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. The Japanese receive one module of 70+mm OBA (HE & WP).
3. The Americans are equipped with the GR-6 Sound Locator Device (IP33).
4. American mortars may NOT be exchanged for a 60+mm OBA (i.e., ignore American Ordnance Note 1).

**ITEM POCKET, OKINAWA, 20 April 1945:** As the afternoon wore on with 'G' Company unable to release the Japanese grip, Lieutenant Colonel McDonough decided to send up 'E' Company. At 1350 hours the company commander, Captain George R. J. Weigand, was ordered to move up between the two ridges, then turn left, using Fox Ridge as cover. The goal of the onslaught was Ryan's Ridge, or alternately the road cut west of Gusukuma. It was still assumed at that point that contact could be established with 1st Battalion. Weigand completed passing through Ryan's left flank and attacked east toward the crest of Ryan's Ridge, heading toward what the company commander thought would be a covered route to the top of the ridge. Weigand attacked in platoons, moving to the point with 3rd Platoon, under command of Technical Sergeant Ernest L. Schoeff. This platoon would find itself attacking alone, after a storm of enemy machine-gun and mortar fire forced the rest of the company to ground. Weigand, Schoeff, and two squads kept moving forward, using tombs on the hill for cover. Orders were communicated to Weigand by a runner to extend the line at all costs. The captain and two men soon found themselves cut off from Schoeff and the remainder of the main body. For the rest of the afternoon the company commander was under constant fire and out of communications with everyone. After dark Weigand managed to make his way back to Fox Ridge and rejoin his company. His uniform was shot full of holes but Weigand returned uninjured.










# SCHOEFF'S STAND

IP #5







● JAPANESE Sets Up First	1	2	3	4
● JAPANESE Moves First				


● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up  $\geq 3$  hexes from hex M10:

						
E 4-4-8	1 4-4-7	9-1	8+1	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	FP: 30 Rng: 1
3	3			2		2

{SAN: 3}  
[ELR: 4]

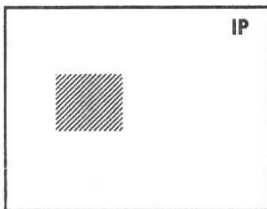
★ Elements of 'E' Company, 2nd Battalion, 165th Infantry Regiment set up within two hexes of hex M10:

					
E 6-6-7	E 3-4-7	9-2	1-4-9	FP: 30 Rng: 1	BAZ 45 FP: 8 Rng: 5 SA: WP6
3	5				



{SAN: 2}  
[ELR: 4]

**MAPLAYOUT:**



**HANDICAPS:**

- Three Japanese MMC may begin play Fanatic.
- ★ Increase the American SAN to 4.

(Only hexes numbered  $\geq 6$  and  $\leq 13$  on/between hexrows J-Q are playable)

**SPECIAL RULES:**

1. EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. Night Rules are in effect with a Base NVR of 3. There are Scattered Clouds and a Half Moon in effect at start. The Japanese are the scenario ATTACKER and the Americans are the scenario DEFENDER. Cloaking is NA.
3. Neither side may use Starshells.

**OBJECTIVES:** The Japanese win at the end of any Game Turn that there are no Good Order American units in play.

**ITEM POCKET, OKINAWA, 20 April 1945:** While 'E' Company commander Captain Weigand found himself cut off from the main body, Schoeff and his men pushed doggedly forward. In a series of rushes, by 1800 he had reached the point where a path cut between the two hills. The advance continued, with Schoeff and his soldiers crawling forward to reach the pinned-down men ahead. At no time did the enemy rifle, machine-gun and mortar fire slacken. At 1800 Schoeff suddenly regained communication with Weigand, the former receiving orders to sit tight until the commander could free himself from his predicament. The radio suddenly went dead, only good for picking up Japanese voices thereafter. Schoeff ordered all his men to lie on the ground until nightfall. For over an hour they hugged the earth. No sooner had darkness descended than a wild shout of "Banzai!" was heard—and the little group was set upon on three sides by at least a platoon of enemy soldiers, hurling grenades as they came. In a wild melee, Schoeff and his men beat back the attack. Private 1st Class Paul R. Cook stood erect in his foxhole and emptied four cases of ammunition into the enemy, killing some ten to twenty of them. The heroic soldier was then killed. Emboldened by Cook's bravery, the remainder of the platoon fought back with grenades, rifle butts and entrenching tools, killing another ten to twenty enemy soldiers. As quickly as they appeared the attackers suddenly withdrew. Thirty-five Japanese soldiers were later found dead on the spot.


















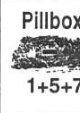




# SMOKE THEM OUT














IP #6

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8
☆ AMERICAN Moves First								













**● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up on/west of hexrow W (EXC: the Japanese may set up in hex X17):**

	 E 4-4-8 8	 1 4-4-7 4	 2 3-4-7 4	 2-2-8 5	 9-1 2	 9-0 2	 8+1 2	 FP: 6 Rng: 14 ROF: 3 B#: 11 HMG 2	 FP: 4 Rng: 11 ROF: 2 B#: 11 MMG 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 3	 MA: 50' Rng: 1-18' ROF: 2' MTR 2	 MA: 81' Rng: 3-75' ROF: 3 SA: WP5 MTR 2
{SAN: 3} [ELR: 4]	 MA: 70' ROF: 1 Rng: (3)-70 M#12 INF 2	 Sangar 2	 Cave 1+4+6 6	 Pillbox 1+3+5 2	 Pillbox 1+5+7 2	 16 AP factors	 ? 7 morale 8					

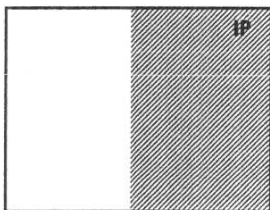
**☆ Elements of 'L' Company, 3rd Battalion, 165th Infantry Regiment set up in hexes numbered ≤ 7 on/east of hexrow X:**

 E 6-6-7 6	 1 6-6-6 4	 2 5-4-6 4	 E 3-4-7 3	 9-2 2	 9-1 2	 7-0 2	 30 Cal FP: 8 Rng: 16 ROF: 3 HMG 2	 FP: 4 Rng: 10 ROF: 2 MMG 2	 MA: 60' Rng: 3-45' ROF: 3 MTR 3	 FP: 30 Rng: 1 DC 2	 FP: 24 Rng: 1 FT 2	 FP: 8 Rng: 5 SA: WP6 BAZ 45 2
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**☆ Elements of 'K' Company, 3rd Battalion, 165th Infantry Regiment set up in hexes numbered ≤ 16 on/east of hexrow X and/or in hexes numbered ≥ 19 on/east of hexrow Y:**

 E 6-6-7 2	 1 6-6-6 8	 2 5-4-6 2	 E 3-4-7 2	 9-1 2	 8-0 2	 6+1 2	 1-4-9 2	 FP: 4 Rng: 10 ROF: 2 MMG 3	 FP: 30 Rng: 1 DC 2	 FP: 8 Rng: 5 SA: WP6 BAZ 45 2	 Phone Cnct: 11 X# 12 2
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**MAPLAYOUT:**



(Only hexrows R-QQ are playable)

**HANDICAPS:**

- Add a 4-4-7 squad and LMG to the Japanese OB.
- ☆ The American OBA is 100+mm (HE & Smoke).

**SPECIAL RULES:**

- EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
- The Americans receive one module of 80+mm Battalion Mortar OBA with Plentiful Ammunition (HE & WP). During set up the American player may place four smoke and/or WP FFE's in any of the following hexes: W10-W16; X10-X16; Y17; Z17; AA18; BB17-BB18; CC18; and DD18-DD19. Before American set up (but after Japanese set up) roll for accuracy for these FFE's, limiting the extent of error to one hex in the rolled direction. The smoke FFE's may not be corrected but otherwise are treated normally for duration.
- The north edge is considered the Friendly Board Edge for the Security Area of the American Field Phone (C1.23). American mortars may NOT be exchanged for a 60+mm OBA (i.e., ignore American Ordnance Note 1).

**OBJECTIVES:** The Americans must Control ≥ 8 building hexes and ≥ 1 Level 4 hex in a hex numbered ≤ 14 (i.e., Gusukuma Ridge) and west of hexrow W and ≥ 4 gully hexes at Game End.

**ITEM POCKET, OKINAWA, 21 April 1945:** The situation maps in regimental headquarters revealed a wide gap between 1st and 2nd Battalions, following the impasse resulting from the previous day's operations. At 0830 Colonel Kelley decided to throw in his reserve, the 3rd Battalion under Lieutenant Colonel Claire. The plan was to attack with two companies abreast, kicking off from Route 1 and assaulting directly west, pivoting on 'A' Company's right flank after the pocket had been cleaned out. After this 2nd Battalion would move into reserve, tasked to mop up any remaining resistance in the Pocket. Claire's right flank company, 'L', was to move up Dead Horse Gulch to flank enemy positions there. 'K' Company was to move up from positions south of Anderson Gulch. Despite casualties suffered while moving to the departure line, the attack kicked off at 1515 hours, supported by a heavy smoke screen in Dead Horse Gulch and mortar fire. Forty-five minutes later company commander Captain Joseph P. Stampher decided his positions were untenable and called in smoke to cover his withdrawal. By 1800 he had pulled his company back behind the road. In the brief encounter Stampher had lost one man killed and nine wounded.



# HUMPED GUNS

IP #7

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8
☆ AMERICAN Moves First								

**Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up in Level 1 or higher hexes numbered  $\geq 9$ :**

E 4-4-8	1 4-4-7	2 3-4-7	2-2-8	9-0	8-0	8+1	FP: 6 Rng: 14 BF: 3 HMG	FP: 4 Rng: 11 BF: 11 MMG	FP: 2 Rng: 6 ROF: 1 LMG	MA: 50" Rng: 1-16' ROF: 2 MTR	FP: 30 Rng: 1 DC
4	3	4	7				2	2	3	2	

MA: 75" ROF: 1 M#10 INF	MA: 70" ROF: 1 Rng: (3)-70 M#12 INF	MA: 47L ROF: 3 M# 11 AT	1+4+6	2+3+5	1+5+7	7 morale
			8		2	6

{SAN: 4}  
[ELR: 4]

**Elements of 'G' Company, 2nd Battalion, 165th Infantry Regiment set up in hexes numbered  $\leq 6$  and/or any Level 0 hexes:**

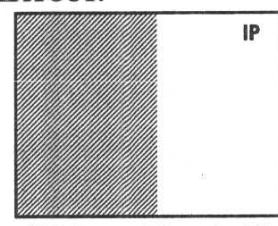
E 6-6-7	1 6-6-6	E 3-4-7	2-2-7	10-2	9-1	7-0	1-4-9	FP: 8 Rng: 18 ROF: 3 HMG	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	MA: 60" Rng: 3-45 ROF: 3 MTR	FP: 30 Rng: 1 DC
5	5	9	4				2	3	3	2	6	4

FP: 8 Rng: 5 SA: WP6	FP: 24 Rng: 1	MA: 57L ROF: 3 M# 10 AT	MA: 37LL ROF: 2 M# 12 AT
2	2	2	2

{SAN: 3}  
[ELR: 3]

**MAPLAYOUT:**



(Only hexrows A-R are playable)

**HANDICAPS:**

- Replace the Japanese 9-01 leader with a 9-1.
- ☆ Game length is 9 turns.

**OBJECTIVES:** The Americans win at Game End if they Control  $\geq 1$  Runway hex or  $\geq 12$  building hexes. The Japanese win immediately upon earning 24 CVP. Any other result is a Japanese victory.

**SPECIAL RULES:**

- EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
- American mortars may NOT be exchanged for a 60+mm OBA (i.e., ignore American Ordnance Note 1).

**ITEM POCKET, OKINAWA, 21 April 1945:** While the western half of the Item Pocket battlefield was quiet, 'G' Company moved into positions before dawn, replacing the expended 'E' Company. Colonel Kelley, in preparing for the anticipated morning attack, had requested support from a platoon of amphibious tanks from the 780th Battalion. His request was summarily denied due to some questions at higher headquarters on how to use the tanks. In order to add something to his firepower, Kelley ordered one platoon of his Antitank Company to dismantle its guns, put them aboard amphibious tractors and move them around by sea to an area around the south side of Fox Ridge, the crews manhandling the guns after unloading them at the seawall. At 0630 sharp, Lieutenant Colonel McDonough's battalion went over to the attack. Within ten minutes, heavy enemy fire poured into his ranks from Item Pocket and Ryan's Ridge. The men of 'G' Company found themselves pinned down in the open, unable to move up or back. The men could do nothing more than press their bodies to the ground until darkness came, whereupon the company was withdrawn.










# FISTS AND FURY






IP #8

☆ AMERICAN Sets Up First	1	2	3	4
● JAPANESE Moves First				









**● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up  $\geq 3$  hexes from hex K12:**

						
{SAN: 2} [ELR: 4]	1 4-4-7 2	2 3-4-7 2	2-2-8	8+1	FP: 4 Rng: 11 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11

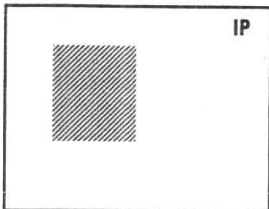
Enter along the south, west or east edges on/after turn two:

				
1 4-4-7 2	2 3-4-7 3	9-0	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 1-16° ROF: 2°

**☆ Elements of 1st and 2nd Platoons, 'F' Company, 2nd Battalion, 165th Infantry Regiment set up on/adjacent to hex K12:**

							
{SAN: 3} [ELR: 3]	E 6-6-7 2	E 3-4-7	10-2	9-1	1-4-9 2	FP: 4 Rng: 10 ROF: 2	FP: 30 Rng: 1

**MAPLAYOUT:**



**HANDICAPS:**

- Game Length is increased to 4½ turns.
- ☆ Game Length is decreased to 3 turns.

(Only hexes numbered  $\geq 4$  and  $\leq 16$  in hexrows E-P are playable)

**OBJECTIVES:** The Americans must have at least ONE Good Order MMC in a Level 3 or higher hex on/west of hexrow O at Game End.

**SPECIAL RULES:**

1. EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. All American SMC/MMC are Fanatic (A10.8).

**ITEM POCKET, OKINAWA, 25 April 1945:** On 22 April the term "Item Pocket" had come into use for the first time. Enemy positions had been almost fully developed and four problems were recognized—building a bridge across Anderson's Gulch, and the elimination of enemy positions on Ryan's Ridge, Gusukuma and in the Pocket itself. Despite this clarity, a series of costly and inconclusive actions followed on 22-24 April. On 25 April, the 'forgotten' Captain Bernard Ryan was ordered to seize Ryan's Ridge. Following an abortive attack attempt, Lieutenant Colonel Claire was sacked and replaced by Major Herman M. Lutz, who gave Ryan full control over the seizure of the ridge. Ryan organized artillery support astutely, and arranged direct anti-tank gun fire in support from the south slopes of Fox Ridge. Smoke would be laid into the pocket to obscure enemy observation. Ryan's men were briefed to follow friendly artillery up the ridge, covering the open ground between Fox Ridge and Ryan's Ridge screened by smoke. They followed orders with alacrity, first and second platoons led by Lieutenant Martin L. Pinson and Lieutenant John M. Flesche, making the ridge on a dead run. Taking losses along the way, thirty-one men found themselves perched atop a rugged razorback, dotted by rocks and holes blasted in the ground. There wasn't an enemy soldier in sight. The respite would not last long—within moments the ridge was, in the words of the divisional history, "...a howling, fighting mass of humanity." A free-for-all erupted, fought at close range with rifle butt, fist and short bursts of fire.



Pfc. Carl Denis, an assistant squad leader, went from hole to hole, lifting covers and blasting the Japanese occupants. After ten minutes Denis was the only man left standing on the right flank—only dead Japanese remained. Altogether, Pinson and Flesche and their men accounted for thirty-five enemy KIA; another forty-five had been chased off the ridge. Of the thirty-one Americans, twenty-four remained able to fight. The entire action had lasted twenty minutes and for the time being the heroic band of soldiers were in firm possession of the top of Ryans's Ridge.



# ITEM POCKET REDUCED

IP #9

● JAPANESE Sets Up First	1	2	3	4	5	6	7
☆ AMERICAN Moves First							

**● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up in hexes numbered ≤ 19:**

E 4-4-8 2	1 4-4-7 4	2 3-4-7 2	2-2-8 5	9-1	8-0	8+1	FP: 6 Rng: 14 ROF: 3 B#: 11 HMG	FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	MA: 50° Rng: 1-15' ROF: 2 MTR	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 FT
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**☆ Set up in hexes K13, L12, and/or M11:**

MA: 70° ROF: 1 Rng: (3)-70 M#: 12 Type 92	MA: 47L ROF: 3 M#: 11 Type 1	1+4+6 Cave	1+5+7 Pillbox
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**☆ Set up in hexes K13, L12, and/or M11:**

2-2-8 2	FP: 6 Rng: 14 ROF: 3 B#: 11 HMG	MA: 61° Rng: 3-75 ROF: 3 SA: WPS Type 97	1+4+6 Cave
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{SAN: 4}  
[ELR: 4]

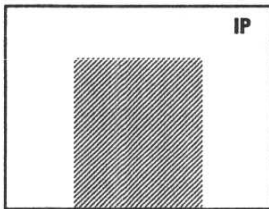
**☆ Elements of 'A' Company, 2nd Battalion, 165th Infantry Regiment set up in hexes numbered ≥ 22:**

E 6-6-7 8	1 6-6-6 4	E 3-4-7 3	2-2-7	9-2	8-1	8-0	1-4-9	FP: 8 Rng: 16 ROF: 3 50 Cal	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	MA: 60° Rng: 3-45 ROF: 3 MTR	FP: 30 Rng: 1 DC
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FP: 8 Rng: 5 SA: WP6 BAZ 45	FP: 24 Rng: 1 FT	MA: 57L ROF: 3 M#: 10 M1
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{SAN: 3}  
[ELR: 3]

**MAPLAYOUT:**



(Only hexes numbered ≥ 9 in hexrows J-Y are playable)

**HANDICAPS:**

- Add a second flamethrower to the Japanese OB.
- ☆ The Americans win if they Control ≥ 12 building/rubble hexes (i.e., ignore Gusukuma Ridge and reduce number of buildings needed to win).

**SPECIAL RULES:**

1. EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. Prior to all set up, make a 'rubble' die roll for each building hex. On a die roll of 1-2 place a rubble counter in the hex (EXC: only a die roll of 1 will rubble a stone building hex).

**OBJECTIVES:** The Americans win at Game End if they Control ≥ 17 building/rubble hexes in play and ≥ 1 Level 4 hex of Gusukuma Ridge (hexes T11-U12-U13-U14-V12).

**ITEM POCKET, OKINAWA, 26 April 1945:** Captain Ryan's attack of 25 April took place at the same time as an attack launched southwest of Ryan's Ridge on the remains of Gusukuma. Resistance was fierce: at one point fire was taken from eight machine-guns, a 47mm anti-tank gun and numerous mortars. The fighting moved into the debris of the villa, and took on the nature of a house-to-house fight. Enemy fire continued to come from the eastern slope of Ryan's Ridge, not yet in American hands. The battle was close-in and deadly. One rifleman, Pfc. Richard King of 'A' Company, killed a Japanese sniper, then eliminated another ten enemy soldiers before night-fall. By the night of the 26th, Americans were well established in Gusukuma and Ryan Ridge was cleared.



# ITEM POCKET CLEARED

IP #10

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9
☆ AMERICAN Moves First									

**● Elements of the 21st Independent Infantry Battalion, 64th Infantry Brigade, 62nd Infantry Division set up on/west of hexrow JJ (EXC: no more than four MMC may set up on/east of hexrow HH):**

E 4-4-8 4	1 4-4-7 5	2 3-4-7 5	2-2-8 6	9-1 2	9-0 2	8-0 2	FP: 6 Rng: 14 B#: 11 HMG	FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	MA: 50* Rng: 1-16* ROF: 2* MTR	FP: 30 Rng: 1 DC
Type 92 MA: 70* ROF: 1 Rng: (3)*-70 M#12 INF		Type 1 MA: 47L ROF: 3 M# 11 AT		Cave 1+4+6 6	Pillbox 2+3+5 2	Pillbox 1+5+7 2					

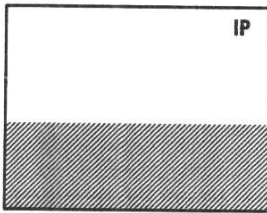
{SAN: 3}  
{ELR: 4}

**☆ Elements of 'A' Company, 2nd Battalion, 165th Infantry Regiment and 193rd Tank Battalion enter on turn one along the south edge on/east of hexrow HH and/or the east edge:**

E 6-6-7 6	1 6-6-6 4	2 5-4-6 3	E 3-4-7 3	9-2 2	9-1 2	8-0 2	1-4-9 2	30 Cal FP: 8 Rng: 16 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	M2 MA: 60* Rng: 3-45 ROF: 3 MTR	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 FT
BAZ 45 FP: 8 Rng: 5 SA: WPS 2		Radio Cnet: 8 2	M4A3 MP: 15 MA: 75 MG: 2/4/4 ROF: 1* 3	M4A3(105) MP: 15 MA: 105 MG: 2/4/4 2								POA-CWS-HI MP: 13 MA: 1TF32 MG: 2/4/4 X#11 2

{SAN: 3}  
{ELR: 3}

**MAPLAYOUT:**



(Only hexes numbered ≥ 17 are playable)



**HANDICAPS:**

- Game length is 7.5 turns.
- ☆ Game length is 9.5 turns.

**SPECIAL RULES:**

1. EC are Moist with no Wind at Start. All ITEM POCKET SPECIAL RULES are in effect.
2. The Americans receive one module of 80+mm Battalion Mortar OBA (HE & WP) with Plentiful Ammunition.

**ITEM POCKET, OKINAWA, 27 April 1945:** By 26 April, a full week after the battle began, the 165th Regiment was still fighting without support from tanks or self-propelled guns. The first two tanks to arrive on the 27th were knocked out by 47mm anti-tank guns before the tanks could make their presence felt. Succeeding armored fighting vehicles worked in tank-infantry teams to clean out remaining Japanese positions in the Pocket. Men on the ground still had to make the difference. Pfc. Alejandro C. Ruiz, an 'A' Company soldier, is credited with administering the 'final blow' to Item Pocket. Exasperated by incoming fire that felled seven of his comrades, Ruiz seized a BAR and charged the enemy, moving from cave to cave, killing the enemy within. At 1637 hours on 27 April Item Pocket was declared secure. No one clued in the Japanese still hiding in the area: weeks later they were still emerging from tunnels and caves throughout the pocket. There would be fallout in the American ranks following the high casualties and confusion that took place during the operation to clean out the Pocket. On 27 April General Griner, 27th Division commander, with authority from General Hodge, XXIV Army Corps commander, removed Colonel Keiley from command of the 165th Regiment.



The following Special Rules apply to all scenarios on the Item Pocket map.

**IP1. MAP LEVELS:** The levels on Item Pocket range from Level -1 (D4) to Level 5 (QQ25), a total of 6 Levels. Numeric notations indicating levels are placed in various hexes to aid in the identification of a particular level (EX: hex T25 has a number '4' in it to denote it is Level 4).

**IP2. COMBINATION TERRAIN:** Some hexes on the IP map contain a combination of two terrain types (EX: N9) that are not normally found in the same hex. For these combinations, all rules for both individual terrain types apply normally. (The terrain effects of both terrain types are cumulative as per B.1.)

**IP3. AIRFIELD:** Airfield (EX: hex C23) hexes are treated as Runway (B7). Note the following are airfield hexes although the artwork does not quite cover the center-dot: A24, B22, C21, C25, D23, and E22

**IP4. BEACH:** Slope is Moderate (G13.22).

**IP4.1 OCEAN:** Shallow Ocean (G13.4) is depicted in water hexes with a lighter shade of blue (EX: hex C5). All other ocean hexes are Deep (EX: hex A3).

**IP4.2 SEAWALL:** The Seawall is Low (G13.62) and exists along all BEACH—HINTERLAND hexsides.

**IP5. BRUSH:** Brush (EX: S7) is treated as Brush (B12), not Bamboo (G3). Foxholes (B27.1) may not be created during play in Brush.

**IP6. BUILDINGS:** Cellars (B23.41) are NA. Despite the small building depictions used, wooden building hexes (EX: R18) are NOT Huts and are treated normally. Caves may be placed in a building hex but the TEM is not cumulative (see G11.8; ignore B.1 and IP2). Indirect Fire TEM is reduced by one for ALL buildings.

**IP7. STREAM:** The stream (EX: hex KK13) is Shallow (B20.42).

**IP8. CRAG:** Hex L11 is a Crag (B17) hex.

**IP9. GRAIN:** Grain (EX: hex P19) is in-season and is treated as Grain (B15), NOT Kunai (G6). Note the grain art creeps into hex O13; treat any LOS traced that hits this depiction normally (i.e., grain art provides hindrance).

**IP10. HILLSIDE WALLS & HEDGES:** Note there are some Hillside Walls (EX: O16-O17) and Hedges (EX: R18-R19) on the map. Use F10 or P6 (or B9.6 in ASLRB 2nd Edition).

**IP11. MARSH:** Hex H1 is a Marsh (B16) hex.

**IP12. POND:** Hex Y1 is a Pond (B21.13) hex. Hexside F1/G1 is a Pond hexside.

**IP13. ORCHARDS:** Orchards (EX: hex Q22) are Palm Trees (G4; B14).

**IP14. RAILROAD:** The Railroad (EX: hex EE13) is Ground Level (B32).

**IP14.1 RAILROAD BRIDGE:** The railroad bridges (hexes FF10 and CC18) are treated as a one-lane stone bridge (B6.43 - .431) [EXC: Vehicular entry is prohibited].

**IP15. RAZOR-BACK RIDGE:** A 'razor-back' ridge (EX: K12/K13) exists between some hexsides on Ryan's Ridge and Fox Ridge. It is depicted as a slope along adjacent hexsides.

**IP15.1 LOS:** A Razor-Back Ridge hexside/hexspine is a 1/2-Level Obstacle above the level that it is on. A Razor-Back Ridge hexside/hexspine affects LOS just as if it were a wall. [EXC: An entrenched/Emplaced unit can see past a Ridge that forms a hexside or hexspine of its own hex to non-adjacent hexes.] Units directly behind a Ridge hexside or hexspine may claim a TEM of +2 as if it were a wall. It is otherwise treated as a Slope across the hexside.

**IP16. SLOPES:** Some hexsides utilize Slopes (EX: P24/Q24). Use KGP2 or PB3.

**IP17. VILLAGE TERRAIN:** Narrow Streets (B31.1) are in effect.

**IP18. WADI:** The gully that runs from hex W12-DD18 is a Wadi (F5).

**IP19. ROADS:** Route 1 (KK1-R25) and the roads in Gusukuma Village are unpaved.

**IP19.1 Blown Bridges:** There aren't any bridges connecting 'Route 1' over Anderson or Dead Horse Gulches. The terrain depiction in the stream hex in CC10 and the wadi hex in Y17 is treated as stone rubble IN the wadi/stream and at ground level in the hex (affecting LOS through BOTH levels O and -1) as well as movement (cumulative costs to enter/exit). Crest status may be obtained normally in rubble-filled wadi/stream hexes.

**IP19.1 SUNKEN ROAD:** The railroad 'cut' in hexes DD14-CC15-CC16 is a Sunken Road (B4).

**IP20. WOODS:** Hex W25 is a Jungle (G2) hex. All jungle hexes are Light Jungle (G2.1).

**IP21. GRAVEYARD:** Hex K11 and L10 are Graveyard (B18) hexes.

**IP22. GUSTS:** Gusts (B25.651) occur on a DR  $\geq$  9.

**IP23. PTO TERRAIN:** With the exception of terrain noted in these IP Special Rules (EX: Brush is not Bamboo) all PTO Terrain (G.1) rules are in effect.

**IP24. HAND TO HAND CC:** The US player may declare Hand to Hand CC (J2.31).

**IP25. KINDLING:** Kindling is NA.

**IP26. US OB ELITE:** The American OB is considered Elite for all scenarios, increasing Depletion #'s by one (C8.9).

**IP27. BORESIGHTING:** The Japanese may *always* boresight when they set up first. Indirect Fire Weapons/OBA may Boresight/Pre-register any hex within 2 hexes of a wadi or stream hex (i.e., Anderson/Dead Horse Gulch). LOS is not necessary, however, Spotted Fire penalties apply and OBA accuracy must add +2 to the Accuracy dr.

**IP28 FANATICISM:** Japanese in Caves & Pillboxes are Fanatic (A10.8).

**IP29. OFFBOARD ARTILLERY (OBA):** All OBA modules are Barrage capable. Barrages of both sides must have an (alternate) Hex-Grain of NW-SE, or W-E.

**IP29.1 OFFBOARD OBSERVERS:** For any scenario-provided OBA module both sides may pre-record an Offboard Observer prior to set up. A Japanese Offboard Observer may be pre-recorded along the south map edge at Level 7. An American Offboard Observer(s) may be pre-recorded along the north edge east of hexrow Z at Level 5.

**IP30. ENTRENCHING:** All entrenching attempts must add +2. A successful entrenching attempt in a Brush hex results in a Sangar. Up to 3 Sangars may exist in any location (EXC: A prohibited location) to facilitate the 3 Squad stacking capacity.

**IP31. RICE PADDIES:** All Rice Paddies (EX: Z4) are Irrigated (G8.12).

**IP32. CAVE COMPLEXES:** An OPTIONAL Cave Complex (G11.2) map Play Aid is provided with predetermined subterranean complexes. The Japanese player may *only* utilize Cave Complexes that are wholly or partially within the playing area in a scenario (the latter are simply considered reduced in size in keeping with the stated limitations of the play area). The normal restriction of 1 Complex / 4 Caves is NA. No Fortification/Tunnel connected to a Cave Complex may extend/set up in any hex on/north of the stream. A Tunnel may not connect to any portion of the map not in play. Use of predetermined Cave Complexes is optional. If not used, the normal restriction of 1 Complex/4 Caves applies.

**IP33. GR-6 SOUND LOCATOR DEVICE:** New sound locator devices were also used for the first time in Okinawa. Sound Locator teams were rushed from Fort Benning at the last minute to join the invasion. This Special Rule allows the American player to utilize a form of 'Counter-Battery' fire. If the American player has the GR-6 Locator device, whenever a Japanese OBA Fire Mission places an FFE:1 the American player may add one Red Chit to the Japanese player's OBA card pile that ordered the Mission on a dr  $\leq$  1. There is a -1 drm per additional FFE:1 placed by that module.

**IP34. JAPANESE FIELD PHONES:** A Security Area is NA for Japanese Field Phones (C1.23).

**IP35. PATHS:** The terrain feature snaking from Y18 to QQ24 is a Path (B13.6; G2.7).

**IP36. SHELLHOLES:** The terrain feature in J11 is a Shellhole (B2).

**IP37. CLIFFS:** The hexside terrain between BB9/BB10 is an example of a Cliff (B11).

**IP38. OFF MAP MOVEMENT:** For scenarios using a restricted portion of the map, units entering from off-map must pay the costs of printed terrain entered prior to entering the playable area.

**IP39. CAMPAIGN GAME CAVE COMPLEXES:** There are two Cave Complexes, 4 and 10, that are unused in any scenario. These are provided for use in a later CG to be published as an expansion to BLOOD & IRON in Critical Hit Tactical Level Gaming Magazine.

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