



For SQUADS & LEADERS

HERO PAK 3

Jungle Heroes


4045












DOWN RADIO ROAD

HP #17








AMERICANS Set Up First	1	2	3	4	5	6
JAPANESE Move First						

Elements of the 146th Regiment, 9th Tank Regiment, and 55th Naval Guard Force set up on/west of hexrow W:




 E 4-4-8 6	 1 4-4-7 3	 2-2-8	 10-0	 9-1	 9-0	 FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 FP: 30 Rng: 1 DC	 MA: 50" Rng: 1-16" ROF: 2" MTR	 Type 97B CHI-HA J8 MP: 14 MA: 47L MG: 2/R2 ROF: 1
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

Enter along the west edge on turn three:

 1 4-4-7 3	 2-2-8	 8-0	 dm MMG PP: 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 dm MTR 50mm PP: 2	 Type 95 HA-GO J5 MP: 15 MA: 37 MG: 2/R2
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[ELR: 4]
{SAN: 4}

Elements of 1st & 3rd Battalions, 2nd Marine Regiment set up on/east of hexrow X:



 E 7-6-8 5	 E 3-4-8	 9-1	 8-0	 1-4-9	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 MMG	 BAZ 44 FP: 8 Rng: 4	 FP: 30 Rng: 1 DC	 FP: 24 Rng: 1 PP: 1 FT	 7 morale	 M3 GMC A34 MP: 19 MA: 75 ROF: 1 MG: -J4
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2nd Marine Regiment Reserves enter along the east edge on turn two:

 E 7-6-8 2	 E 4-5-8	 8-1	 dm HMG 50 cal 3PP	 BAZ 44 FP: 8 Rng: 4	 FP: 30 Rng: 1 DC
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[ELR: 5]
{SAN: 3}

BOARD LAYOUT:



(only hexrows R-GG are playable)

VARIATIONS:

- Add one 7-6-8 squad to either part of the American OB.
- Add one 4-4-7 squad to the Japanese reinforcements.

OBJECTIVES: The Japanese win immediately if they Exit a combination of ≥ 5 Good Order Squad Equivalents and/or AFVs along the east edge. The Japanese win at Game End if there are no unbroken American MMC on the board.

SCENARIO RULES:

1. EC are Moderate, with no wind at start. PTO terrain is in effect (with Light Jungle) (EXC: all roads exist). All buildings are wooden (EXC: FF2 and W5 remain stone). All eligible Huts are Collapsed. The stream is a gully.
2. Prior to set up, each player alternatively places a rubble counter in the ground level of any six buildings on map (a total of twelve are so marked). The Japanese player places first.
3. The Japanese Type 95 HA-GO AFV has ML 10 for non-Platoon Movement TC *only*.
4. All Marine MMC (and all SW/SMC in the same Location) may begin play in Foxholes in eligible terrain. One Marine MMC (plus any SW/SMC in the same Location) may set up using HIP.

GARAPAN, SAIPAN, 24 June 1944: In the first major city fighting for the U.S. Marines in the Pacific war, the city of Garapan was the target. On June 24, two battalions from the 2nd Regiment got the job, and were the first to catch opposition from a suicidal Japanese rear guard. As they entered the first rows of ramshackle houses along dirt roads above the leveled water front area, the Japs opened up with machine-gun, rifle and mortar fire. The marines of the 3rd battalion charged forward – overrunning the defenders and reaching a major street on the 05 line, commonly known as “Radio Road.” Nearby, some fierce opposition on a crown-topped hill, forced the 1st battalion to employ flame-throwers to reach the crest. The Japanese defenders were not ready to write off Garapan. A Japanese marine battle group, supported by seven tanks counterattacked in the late afternoon. U.S. Marine reserves in the form of the regiment’s 2nd battalion, as well as ad-hoc shore party personnel from the beachhead, formed a provisional battalion to support their comrades in the city. Aided by 75mm self-propelled half-tracks of the Regimental Weapons company, and utilizing bazookas, and both hand and rifle grenades, the 2nd Marine Regiment beat back the Jap assault and destroyed six of their tanks. More terrible fighting awaited both sides, as the city would not be secured until July 2.




FLAME TREE HILL

HP #18

● JAPANESE Set Up First	1	2	3	4	5	6	7
AMERICANS Move First							

Elements of the 55th Naval Guard Force, and 43rd Infantry Division set up in hill hexes:




E 4-4-8 5	1 4-4-7 4	2-2-8 3	10-1 5	9-0 5	8-0 5	FP: 6 Rng: 14 BF: 11 HMG	FP: 4 Rng: 11 ROF: 2 BF: 11 MMG	FP: 2 Rng: 6 ROF: 1 BF: 11 LMG	MA: 50' Rng: 1-16' ROF: 2" MTR	FP: 30 Rng: 1 DC	? 7 morale 6	Type 93 Twin J20 MA: 12.7(12) ROF: 3 M7 AA
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Trench 4	Pillbox 1+3+5 2	JS (see SR #4)
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[ELR: 4]
{SAN: 5}

Elements of the 1st and 3rd Battalion, 2nd Marine Regiment enter along the east, south, and/or north edge on turn one:



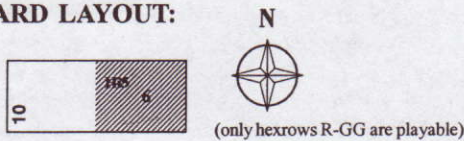
E 7-6-8 9	E 3-4-8 2	10-2 5	8-1 5	8-0 5	1-4-9 5	FP: 8 Rng: 16 ROF: 3 .50 Cal HMG	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 8 Rng: 4	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT	M1A1 MP: 13 MA: 75 MG: 2/4/4 ROF: 1' A9
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Elements of the 2nd Marine Regiment Reserves enter along the east edge on turn two:

E 7-6-8 3	8-1 5	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 8 Rng: 4	M3 GMC MP: 19 MA: 75 ROF: 1 MG: -4/4 A34
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[ELR: 5]
{SAN: 4}

BOARD LAYOUT:



VARIATIONS:

- Add one 7-6-8 squad and one 1-4-9 Hero to either part of the American OB.
- Add one 4-4-7 squad and one 1-4-9 Hero to the Japanese OB.

OBJECTIVES: The Marines win if they Control all five hexes of overlay **Hi5**, and ≥ 7 of the multi-hex buildings on map.

GARAPAN, SAIPAN, 2 July 1944: The climactic dawn for the Marines had left them fighting mostly on *esprit de corps*. Though exhausted, they dragged themselves into their jump-off positions, buoyed only by the knowledge that victory was in sight, and the fact that strong armored support was finally being provided. The most difficult fighting faced them in the shape of the Japanese strongpoint on Sugar Loaf hill. One of the worst engagements would be fought on a smallish, flower-covered hill, appearing as a bright bouquet against the ominous gray sandbank of Sugar Loaf behind it. It was full of Japs, under the flaring red blossoms of its tropical flame trees. At 1030 hrs. the Marines moved up the hill against fierce fire. In the shadow of Sugar Loaf, the riflemen of A Company swept through the rubble of the concrete buildings of the city's business district. Against concentrated enemy machine-gun fire, the marines finally cleared this nest of the enemy. Amongst the shattered, and twisted corrugated sheets of tin that had once served as roofs, snipers hid and harassed the marines - even after "flame-tree hill" was supposedly secured.



SCENARIO RULES:

- EC are Moderate, with no wind at start. PTO terrain with Light Jungle is in effect (EXC: all roads exist). All eligible Huts are Collapsed. All hill hexes of overlay **Hi5** are treated as Concealment terrain.
- Place overlays as follows: **6** on S2/S1; and **Hi5** on oS4/R4. Place appropriate type rubble counters at ground level in all hexes of the following buildings: U4, V6, U9, Y8, Z5, CC4, DD8, and DD9.
- The M1A1 tank has a bow-mounted FT (see U.S. vehicle note F) in lieu of a BMG.
- The Armored Cupola is a Dug-In Type 95 HA-GO tank (D9.5). Japanese HIP (G1.631) is NA [EXC: Eligible Guns (A12.34), Fortifications (G.2), and Pillboxes (G1.632) still qualify].
- Bore Sighting (C6.4) is NA.

BLACK EYE

HP #19

ALLIES Set Up First JAPANESE Move First	1	2	3	4	5	6
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Elements of the 2nd Division set up on Board 47:

1 4-4-7	2 2-2-8	9-0	8-0	1 1-4-9	FP: 6 Rng: 14 ROF: 3 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 1-16° ROF: 2°
10					3	2	

Enter on hex 47I1 on turn one:

1 4-4-7	9-1	FP: 2 Rng: 6 ROF: 1 B#: 11	dm MTR 50mm PP: 2	Type 95 HA-GO JS MP: 15 MA: 37 MG: 2-Rz	Type 92 AC J:1 MP: 19 MA: CMG ROF: 1 B#: 11
3				3	

[ELR: 4]
{SAN: 3}

Elements of 2/3 Machinegun Battalion, 2/2 Pioneers, and D & F Batteries of 2/131 Field Artillery set up east of the river:

E 4-5-8	E 2-4-8	9-1	8-0	FP: 6 Rng: 14 ROF: 3	FP: 2 Rng: 7 ROF: 1	MA: 51 Rng: 2-11 ROF: 2	FP: 1 Rng: 12	? 7 morale	Foxhole 1S	M1897 A2 A13 2-2-7	MA: 75 ROF: 1 M#: 10
5								6	6	2	2

Elements of 2/3 Machinegun Battalion enter along the north or south edge, east of the river on turn two:

E 2-4-8	7-0	dm MMG 2PP
2		2

[ELR: 3]
{SAN: 3}

BOARD LAYOUT:



(only hexrows A-P are playable)



VARIATIONS:

- Remove one 4-4-7 squad from the Japanese OB
- American OBA is unavailable until turn four.

OBJECTIVES: The Japanese win at the Game End if no Good Order Allied MMC is ≤ 5 hexes from hex 40I3.

SCENARIO RULES:

- EC are Moist, with no wind at start. PTO terrain is in effect, including Light Jungle (EXC: Bamboo is Brush). All buildings are Huts. All streams are dry. A road runs from 47I1-H8-I10-40I1 and from 40I4-H4-H10. Place two Wooden Rubble counters in hexes 40I2/I3. Treat these hexes as being a 1/2 level obstacle (up from level 0) for LOS purposes. These hexes are enterable from any ADJACENT hex, and any AFV entering these rubble hexes receive an additional +2 Bog DRM. The River is Fordable (B21.41) with a slow current flowing north.
- Beginning on turn three the Americans receive 70+mm OBA with normal ammo (9B/3R, HE only). It is directed by an Offboard Observer at level 4, in hex 40A8.
- The British 8-0 leader is Heroic (A15.2). Any MMC/SW stacked with him may set up using HIP. The British are considered ANZAC [A25.44].

LEUWILLIANG, JAVA, 3 March 1942: Reeling from a string of endless defeats in the southwest Pacific, the allies scrambled forces from wherever they could. As the invasion of oil-rich Java became imminent, advance elements of the 7th Australian division redeploying from the middle east were dispatched to Java. This brigade-size task force was called "Blackforce" (named after its commander, Australian General Blackburn). Scratch Australian replacements and fugitives rounded out the battalion. Assigned to the western sector of the island this unit was supported by an American National Guard artillery battalion from Texas. With no actual training time to coordinate with elements of Blackforce, they were determined to support them as best they could. Following the invasion, and beset by a terrible defense plan, Blackforce was forced to withdraw to the Leuwilliang River. Australian engineers destroyed the bridge over the river, while other brigade elements set up east of the river, on either side of the bridge to prevent a crossing of the river. Two batteries of American guns partially deployed amongst the Australians to support them with direct fire, while the remaining guns set up in rice paddies a mile to the rear. Plans to ambush the Japanese column moving down the road to the bridge failed, with field guns and anti-tank rifles still successfully knocking out two tanks, before the Japanese deployed off the road and began engaging the defenders. Anxious to get into the fight, the American gunners to the rear sent forward an observer to an excellent position from which to see Japanese movements on the other side of the river. With no maps, the observer called in a lucky spotting round, and corrected it right in amongst the enemy. The whole battery opened fire and they successfully swept the west bank back and forth with devastating effect. The Japanese were unable to respond, and they were forced to break off the attack, while seeking alternate crossing points. Blackforce continued to fight successful rearguard actions, until ordered to surrender a week later.



A MOTLEY CREW

HP #20

<p>★ ALLIES Set Up First</p>	1	2	3	4	5	6
<p>● JAPANESE Move First</p>						

Elements of the 48th Division enter each group along east, west, or north edge on turn 1, 2, and 4 (see SR #3):

Group 1:

E 4-4-8	8-0	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 30 Rng: 1
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4

Group 2:

1 4-4-7	9-0	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	dm MTR 50mm PP: 2
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5

Group 3:

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

Group 4:

1 4-4-7	2-2-8	10-1	dm MMG PP: 2	dm MTR 50mm PP: 2
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2 2 2

[ELR: 4]
{SAN: 3}

Elements of the 6th NEI Regiment, and E Battery of 2/131 Field Artillery (Allied Minor counters) set up anywhere on map (see SR #4):

G 4-3-7	2-2-8	8-1	6+1	FP: 6 Rng: 12 ROF: 3	HMG	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	?	7 morale	Orlikon AM 35 MA: 20L (4) ROF: 3 MF12	AA	Foxhole 1S	Fortified Location
5								6				3	2

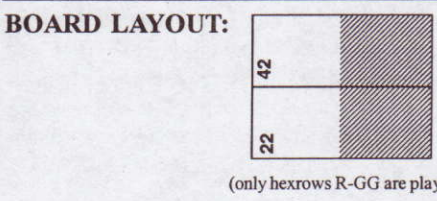
(American counters)

2 5-4-6	2-2-7	8-1	M1897 A2 A13 MA: 75 ROF: 1 MF: 10	ART
3	3			3

[ELR: 2/3]
{SAN: 3}

E 4-5-8	E 2-4-8	8-0	1-4-9	M3A1(a) AM 34 MP: 28 PP: 9 T4 8 *AAMG -J46*	Jeep(a) AM 30 MP: 37 PP: 9 AAMG: -J42
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Elements of Miscellaneous Dutch Marines, and Garrison troops (Allied Minor counters) enter along the south edge with all infantry as Passengers on turn three:



VARIATIONS:

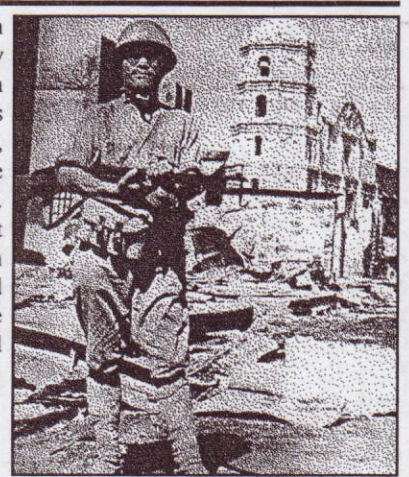
- ★ Delete the second sentence of the Objectives.
- Add one LMG and a DC to any one Japanese reinforcement group.

OBJECTIVES: The Japanese win at the Game End if they Control all seven multi-hex buildings on map. The Japanese need to Control multi-hex buildings is reduced by one for each Allied Gun Captured or Eliminated.

SCENARIO RULES:

- EC are Moist, with no wind at start. PTO terrain is in effect, including Light Jungle (EXC: Bamboo is Brush; all roads exist).
- The Dutch M3A1(a) scout car has a 10PP capability, and it's inherent crew is a 2-4-8 HS.
- The Japanese may select one group during turns 1, 2, and 4 to enter the map that turn along a selected board edge. Once a reinforcement group is selected it is no longer available for entry on later turns. Only three groups may be so selected, with the fourth group never entering play.
- HIP is NA for all three American Guns. They may set up Concealed. (Note: use an M1A1 75mm Pack Howitzer to represent the third Gun in the OB). Bore-Sighting (C6.4) is NA.
- The Allied player may Fortify any two Locations. All Allied leaders and American MMC have an ELR of 3, all Dutch MMC have an ELR of 2.

SURABAYA, JAVA 7 March 1942: The Japanese landings on the eastern half of Java went virtually unopposed. On the whole the landings went off like clockwork. The Japanese 48th Division and *Sakaguchi Detachment* quickly moved in on Surabaya. In response, the Dutch commander - General Igen sent the 6th Infantry Regiment and Dutch Marines forward to the Solo River to delay the enemy while facilities were destroyed in Surabaya. These forces were insufficient to guard so many crossing sites, or stop the much more powerful enemy they faced. As a result, these forces were brushed aside in a series of short engagements, or bypassed altogether. The best defenders were negated, leaving a motley collection of Dutch units and the detached American *E Battery* of the 2/131 Field Artillery. The Japanese arrived in Surabaya late in the afternoon of the 6th of March, and after light probing attacked the next day. Most of the Dutch units either withdrew early or melted away at the outset. *E Battery* engaged the enemy with both small arms and direct artillery fire, temporarily halting the advance of one column, forcing them to deploy and take casualties. After a few hours, the Texan National Guardsmen were forced to pull back their guns as they were outflanked. The Dutch and Americans withdrew outside the city, where the following day General Igen surrendered all forces in and around the city - but not before the infuriated Texans completely wrecked their guns.



LOOSE ON LUZON

HP #21

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



Elements of the 14th Army HQ Defense Force enter along the west edge on turn one:



1 4-4-7	9-1	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG
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2

Enter along the west edge on turn two:

E 4-4-8	1 2-3-7
---------	---------

Enter along the west edge on turn three:

E 4-4-8	2-2-8	9-1	FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG
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[ELR: 3]
{SAN: 3}

Elements of the 43rd Infantry Division enter on/adjacent to hex R5 on turn one :



E 7-4-7	E 6-6-7	1 6-6-6	2 5-4-6	9-2	8-1	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT
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3

2

[ELR: 4]
{SAN: 2}

BOARD LAYOUT:



VARIATIONS:

- ☆ Replace the 9-2 leader with a 10-2 in the American OB.
- Replace the MMG with an HMG in the Japanese OB.

OBJECTIVES: The Americans win immediately if they Exit ≥ 6 EVP along the west edge. At least 4 EVP must consist of MMC.

BAGUIO, LUZON, 11 March 1945: While most U.S. forces were pouring south to Manila, the lines were more steady on the northern flank near the General Yamashita's 14th Area Army headquarters. Both sides harrassed and probed each others lines on a daily basis. One such American company penetrated the Japanese lines, creating a dangerous outpost and threat to the headquarters of General Yamashita. Japanese infiltrators entered the jungle to prevent reinforcements from reaching the outpost they planned to attack. The Amerian relief group was well-equipped to deal with the jungle conflict, but became frustrated as their foe would hold them up, inflict casualties - then fall back. During one such encounter, an army sergeant reportedly grabbed a flamethrower and rushed forward to incinerate an entire enemy platoon - before he was killed by a snipers bullet that ignited the fuel tank on his back. The Americans arrived at the outpost in a greatly weakened state.

SCENARIO RULES:

1. EC are Moist, with no wind at start. PTO terrain is in effect with Light Jungle (EXC: all roads and the bridge exist). The stream is shallow. Kindling is NA.
2. The American 7-4-7 MMC is an Assault Engineer (H1.22).
3. If players elect to play both Luzon scenarios HP #21 & #22 as a complete game, all American units exited off the west edge in this scenario may enter as reinforcements on turn one of HP #22 (Luzon Lunatics), in lieu of units given on that scenario card.



LUZON LUNATICS

HP #22

☆ AMERICAN Set Up First	1	2	3	4	5
● JAPANESE Move First					



Elements of the 43rd Infantry Division set up ≤ 3 hexes of DD6:

E 6-6-7 2	E 3-4-7 3	1 6-6-6	9-1	8-1	1-4-9	FP: 4 Rng: 10 ROF: 2	MA: 60° Rng: 3-45 ROF: 3	MTR	BAZ 45 FP: 8 Rng: 5	M20 MP: 36 PP: 5 ROF: 2 MA: AAMG -1/6	A40
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Elements of the 43rd Infantry Division enter on hexes GG8, GG9, and/or GG10 on turn one (see SR #2):

E 6-6-7	1 6-6-6	8-0
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[ELR: 4]
{SAN: 3}



Elements of the 14th Army HQ Defense Force enter along the west edge, and/or north edge hexes on/west of hexrow BB on turn one:

E 4-4-8 3	1 4-4-7 4	2 3-4-7 3	2-2-8	10-1	9-1	9-0	dm HMG .50 cal 3PP	FP: 2 Rng: 6 ROF: 1 B#: 11	dm MTR 50mm PP: 2	FP: 30 Rng: 1	DC	8-1
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Type 4 HO-RO J13 MP: 13 MA: 150* B#: 11	Type 1 HO-NI J12 MP: 14 ROF: 1 MA: 75 B#: 11
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[ELR: 3]
{SAN: 3}

BOARD LAYOUT:



(only hexrows T-GG are playable)

VARIATIONS:

- ☆ Raise the American SAN to 5.
- Replace one 3-4-7 squad for a 4-4-7 squad in the Japanese OB.

OBJECTIVES: The Japanese win at the end of any player turn in which there are no Good Order American MMC (including PRC) within the hedge depictions surrounding the CC7 Kunai grass fields (which also includes overlay Huts/Open Ground).

SCENARIO RULES:

1. EC are Moist, with no wind at start. PTO terrain is in effect with Light Jungle (EXC: all roads exist). Kindling is NA. Place overlay X28 on CC8/DD8.
2. If players elect to play both Luzon scenarios HP #21 & #22 as a complete game, all American units successfully exited off the west edge in scenario HP #21 (Loose on Luzon) may enter as reinforcements on turn one of this scenario, in lieu of units given on this scenario card. Entry hexes remain the same.

BAGUIO, LUZON, 11 March 1945: General Yamashita's 14th Area Army Headquarters at Baguio was hemmed in by American units from the 43rd Infantry Division that were determined to nullify the Japanese forces in northern Luzon, as the battle for Manila raged down south. Occasionally, small attack groups would probe the American line. One such group prepared to attack an isolated outpost utilizing a few rare self-propelled artillery pieces. Fierce fighting for the crossroads, resulted in heavy casualties for both sides. Even with the aid of a small relief group arriving in the midst of the fight, the Americans were swarmed over, with survivors fleeing back into the jungle in an attempt to reach friendly lines. This nearly-forgotten skirmish played little impact on greater events to the south - barely a footnote in the campaign..












SHERLOCK'S STAND

HP #23

⊙ AUSTRALIAN Set Up First	1	2	3	4	5	6
● JAPANESE Move First						


Elements of the 1st Battalion, 102nd Regiment, 51st Division enter along the north edge on turn one:










 1 4-4-7	 2 2-2-8	 10-0	 9-1	 8-0	 dm MMG PP: 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 dm MTR 50mm PP: 2
8				2			

[ELR: 4]
{SAN: 3}

A Company, 2/6 Battalion, 17th Brigade (Kanga Force) and elements of the 2/5 Independent Company set up on/south of hex row M:



 E 4-5-8	 E 2-4-8	 9-1	 8-1	 FP: 2 Rng: 7 ROF: 1 LMG	 MA: 51 Rng: 2-11 ROF: 2 MTR	 7 morale
5		2		2		6

[ELR: 4/5]
{SAN: 4}

BOARD LAYOUT:



(only hexrows A-P are playable)

VARIATIONS:

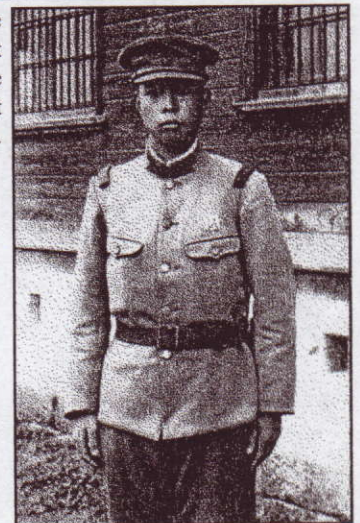
- ⊙ Add one 4-5-8 squad to the Australian OB.
- Add one 4-4-7 squad to the Japanese OB.

OBJECTIVES: The Japanese win immediately if they Exit ≥ 9 EVP along the south edge.

SCENARIO RULES:

1. EC are Moderate, with no wind at start. PTO terrain is in effect with Light Jungle (EXC: all open ground is Kunai, and Paths/Roads do not exist). All buildings are Huts. Walls and Cliffs do not exist.
2. All Australian MMC (and all SMC/SW in that same Location) may begin play in Foxholes in eligible terrain. Two Australian squads (and all SMC/SW in that same Location) may set up using HIP.
3. The Australians may secretly record two squad-equivalents as having an ELR of 5. All British units are ANZAC (A25.44).
4. Treat one Australian 8-1 leader as being Heroic (A15.2).

WANDUMI, NEW GUINEA, 28 January 1943: Captain Sherlock's company had been patrolling the kunai hills on the far side of the Bulolo River looking for signs of Japanese activity. Soon word reached the small band of Australians that hundreds of Japanese were coming out of the jungle and down the track to Wau. Digging in, and with the help of some commandos, the Australians met the onslaught from an enemy battalion. The Japanese, at first repulsed, soon crept through the Kunai and into the heart of the Australian positions, where hand to hand combat ensued into the afternoon.



WARFE'S WAR

HP #24

● JAPANESE Sets Up First	1	2	3	4	5	6
⊙ AUSTRALIAN Moves First						

Elements of *Okabe Detachment*, 102nd Regiment set up on/north of hexrow Z:



1 4-4-7	2-2-8	9-1	8-0	FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	7 morale
3	2			2	6

[ELR: 4]
{SAN: 4}

Elements of the 2/3 Independent Company (*Kanga Force*) enter along the south edge on turn one:



E 4-5-8	E 2-4-8	9-2	9-1	8-0	1-4-9	FP: 4 Rng: 12 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 LMG
7	2						

[ELR: 5]
{SAN: 3}

BOARD LAYOUT:



(only hexrows R-GG are playable)

VARIATIONS:

- ⊙ Add one 4-5-8 squad to the Australian OB.
- Add one 1-4-9 Hero to the Japanese OB.

OBJECTIVES: The Australian wins if at Game End if there are no Good Order Japanese MMC on any Path hex AND the Australian has lost fewer CVP than the Japanese.

SCENARIO RULES:

1. EC are Moist with no wind at start. PTO Terrain is in effect with Light Jungle. For Victory purposes, Paths are Woods/Road hexes and all printed Path hexes.
2. All Japanese MMC may set up in Foxholes.
3. The Japanese have Level C Booby Trap Capability.
4. All British units are ANZAC (A25.44).

WAU, NEW GUINEA, 3 February 1943: The arrival at Wau of Major Warfe's 2/3rd Independent Company signalled a new phase in the battle, as the Australians sought to mop-up elements of the Okabe Detachment still posing a threat to the airfield. Warfe began patrolling between the town and the Bulolo Valley and soon found the Japanese in a copse to the north. A sharp engagement ensued, in which the enemy exacted a bloody toll from the aggressive commandos, who fought hand to hand in the bitter closing chapters of the Battle for Wau.













DUROPA PLANTATION

HP #25

● JAPANESE Set Up First	1	2	3	4	5
◎ ☆ ALLIES Move First					


Elements of the 3rd Battalion, 229th Infantry Regiment set up north of hexrow U:




 1 4-4-7 4	 2 2-2-8 2	 9-1 1	 8-1 1	 FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 ? 7 morale 5	 Type 98 J21 MA: 20L(4) ROF: 3 M#: 11 AA	 Trench 3
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[ELR: 3]
{SAN: 4}

Elements of Co. L, 3rd Battalion, 128th Infantry Regiment, and attached Australian Carriers enter as indicated:











Enter along the south edge on turn one :



Carrier A B64
MP: 16
PP: 4
MG: 2", ROF: 1
MA: "BMG"
2

Enter along the south edge on turn two :

 1 6-6-6 5	 2 5-4-6 3	 1 3-4-6 1	 8-1 1	 8-0 1	 1-4-9 1	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 MMG
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[ELR: 2]
{SAN: 3}

BOARD LAYOUT:



(only hexrows R-GG are playable)

VARIATIONS:

- ◎ ☆ Replace two 6-6-6 squads with two 6-6-7 squads.
- Add one 4-4-7 squad to the Japanese OB.

SCENARIO RULES:

1. EC are Wet, with no wind at start. PTO Terrain is in effect. The ponds are treated as shallow streams [B20.42]. Building BB4 has a ground-level only. Its TEM is +1, but it is considered a wooden building for all other purposes.
2. The Carriers are British; their crews are 2-4-8 HS which are considered ANZAC [A25.44], and have an ELR of 3.

OBJECTIVES: The Allies must control building BB4 at Game End.

CAPE ENDAIADERE, NEW GUINEA, 5 December 1942: In order to capture Buna Mission and Buna Village in southeastern New Guinea, Allied forces would have to negotiate dense regions of swamp which provided a natural defensive barrier to the Japanese and which they had also used to anchor their lines. An area known as the Great Swamp separated the interior of the island from its eastern coast. By November 22nd "Urbana Force", a composite of two battalions from the American 126th and 128th Infantry Regiments, was approaching Buna from west of the Swamp, while "Warren Force", a mix of American and Australian troops, closed in from the south between Simemi Creek and the sea. On November 26th Warren Force attacked into the heavily-fortified Duropa Plantation, but by nightfall no headway had been made. The Japanese had built multiple bunkers supported by trenches and breastworks which proved exceedingly difficult to crack. Several days of stalemate followed, made all the worse by severe supply shortages, bad weather, fatigue and sinking morale. Finally, on December 3rd, Lt. Gen. Robert Eichelberger took command of the Buna forces and began a reorganization of the command and supply systems which bore immediate fruit. A new assault was ordered for December 5th, and the 3rd Battalion, 128th Infantry Regiment would be supplemented by Australian Bren carriers. After an early-morning attack by A-20 bombers and artillery, the Carriers went in, followed closely by the GI's. The Japanese were initially shocked by the presence of the carriers but quickly rallied and picked off the crews with sniper fire and grenades as the Australians tried to rake their positions with Bren gun fire. Soon the carriers were immobilized and the American infantry pinned down by fire from the trench line and a Japanese strongpoint. Unable to advance any further, the Americans withdrew to their start lines. Later in the day the Japanese stripped the weapons from the carriers and left their empty hulks on the field. The Allies would not capture Buna Village until December 14th.



CORK IN THE BOTTLE

HP #26

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

Elements of 229th Infantry Regiment set up on/between hexrows B and L (see SR #2):

1 4-4-7	2-2-8	9-1	8-0	FP: 4 Rng: 11 RF: 2 BF: 11	MA: 50° Rng: 1-15' ROF: 2"	7 morale	FP: 30 Rng: 1	1+3+5
4	2			2		3		2

Enter along the west edge on turn three (see SR #3):

13-4-7	1-4-9

[ELR: 3]
{SAN: 4}

Elements of Troops C, E and G, 2nd Squadron, 7th Cavalry Regiment: enter along the east edge on turn one:

E 6-6-7	E 3-4-7	9-1	8-1	8-0	FP: 4 Rng: 10 ROF: 2	FP: 30 Rng: 1	MP: 13 MA: 75 MG: 2/4/4 ROF: 1"
7	2				2	2	A9

[ELR: 4]
{SAN: 2}

BOARD LAYOUT:



(only hexrows A-O are playable)

VARIATIONS:

- ☆ Add one 8-1 Armor Leader to the US OB.
- Add one 4-4-7 squad to the initial Japanese OB.

OBJECTIVES: The Americans must Control both Pillboxes by Game End or eliminate all Japanese units. The Americans lose immediately if the M4A1 is eliminated.

SCENARIO RULES:

1. EC are Moist, with no wind at start. PTO Terrain is in effect with Light Jungle.
2. One Japanese MMG and 2-2-8 crew must set up IN each Pillbox. Both Pillboxes must set up ≤ 4 hexes from F5.
3. The Japanese squad in the turn three reinforcements enters play Step-Reduced (G1.21).

HAUWEI, ADMIRALTY ISLANDS, 13 March 1944: Situated at the northern edge of the Bismarck Sea, the Admiralty Islands shielded the Philippines from any American advance out of the Solomons while also serving to protect eastern New Guinea. If the Americans could capture them they would isolate more than 100,000 Japanese garrison troops in the Solomon Islands and Bismarck Archipelago. In the summer of 1943 the Americans began a series of offensives in this region which were geared towards controlling terrain suitable for use as forward air bases. Once each base was established, successive Japanese positions could then be isolated and bypassed. In February of 1944 the invasion of the Admiralties was conducted by the dismounted 1st Cavalry Division, which secured the island of Los Negros in early March. Before a follow-up assault on the island of Manus could begin it was deemed necessary to capture the small island of Hauwei to use as an artillery base. Consequently the 7th Cavalry Regiment was assigned the task of clearing the island. A landing was conducted by its 2nd Squadron on March 12, but the troopers made little headway against the dug-in defenders. At 1000 the next morning, following the arrival of a medium tank, they set off again across the narrow island to clear out the Japanese positions. The island was defended by a series of bunkers with machine guns which had been carefully sited to cover all approaches, but the Japanese had no weapons with which to combat armor. The Americans suffered several casualties from accurate sniper fire but the tank proved to be overwhelming and by 1200 the troopers had cleared away all resistance. At 1500 that afternoon the 61st Field Artillery Battalion began landing their equipment, and by the 14th had been joined by the guns of the 271st FAB. The assault on Manus commenced on the 15th, and the artillery support available on Hauwei proved invaluable.



BRANDENBURGER BRIDGE

RP #5(b)

GERMANS Set Up First GERMANS Move First	1	2	3	4	5	6
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Brandenburg Detachment set up within two hexes of hex 711 or 719 with at least 2.5 squads/equivalents in each set up area:

E 4-6-8 5	E 3-3-8 2	E 2-4-8 2	8-1 2	1-4-9 3	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	FP: 30 Rng: 1 DC	MA: 50° Rng: 2-13 ROF: 3 MTR	Foxhole 1S
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Relief column from Panzergruppe 2 enter on/adjacent to hex 32Y10 on turn one having expended 7 MP/3MF:

E 5-4-8 2	1 4-6-7 3	9-2 3	7-0 3	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	FP: 24 Rng: 1 PP: 1 FT	FP: 30 Rng: 1 DC	8-1	Pz III G MP: 13 MA: 50 MG: 35 ROF: 2	SPW 251/1 MP: 16 MA: -4/3 ROF: 1 PP: 15, 17	Opel Blitz MP: 28 PP: 21 T#7
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{SAN: 3}
{ELR: 5; 4}

Red Army Remnants set up on board 32 ≥ 5 hexes from hexes 711 and 32Y10:

1 4-4-7 4	c 4-2-6 4	2-2-8 2	8-1 2	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	45mm PTP obr. 32 MA: 45L ROF: 3 M#: 11 AT
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Enter along the east edge of board 13 on turn four:

8-0 2	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 30 Rng: 1 DC	GAZ-M-AA MP: 25 MA: AAMG MG: -4/16
E 6-2-8 2	E 4-5-8 3	1 4-4-7 2	T-26S M37 MP: 11 MA: 45L MG: -4 ROF: 1; B#11

Set up on board 13 ≥ 5 hexes from hex 719:

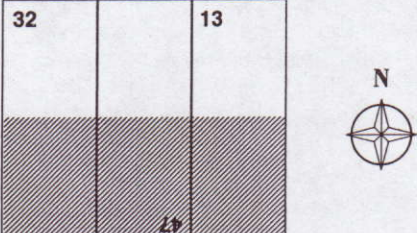
1 4-4-7 5	c 4-2-6 4	2-2-8 2	9-1 2	FP: 6 Rng: 12 ROF: 3 HMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	MA: 50° ROF: 3 Rng: 3-20 MTR	82mm BM obr. 37 MA: 82° Rng: 3-78 ROF: 3 SA: s8	76.2mm PP obr. 27 MA: 76° ROF: 2 M#8 B#11 ART
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{SAN: 5}
{ELR: 2}

Enter on hex 32R6 on turn two:

1 4-4-7 3	7-0 2	FP: 1 Rng: 12 ATR	BT-5 M34 MP: 22 MA: 45L MG: -4 ROF: 1; B#11
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MAPLAYOUT:



(Only hexrows R-GG on board 32 and 13 and A-P on board 7 are playable)
OBJECTIVES: The Germans must Control hexes 711 and 719 at Game End. If any hex of the bridge is destroyed, the Russians win immediately.

SPECIAL RULES:

1. EC are Moist and Gusty with Heavy Wind from the southwest at Start. The river is Deep with Moderate current flowing north. Place a two lane bridge on hexes 712-718. All brush is treated as Marsh. Kindling is NA.

VARIATIONS:

- Russian SAN is 4.
- German Air Support consists of one Stuka.
- 2. German 4-6-8/2-4-8 MMC are Commandos (H1.24), considered Fanatic and are immune to Encirclement (A7.7). All MMC/SMC of the Brandenburg Detachment have ELR: 5. All other German units receive ELR: 4. German 5-4-8/3-4-8 and Russian 6-2-8/3-2-8 MMC are Assault Engineers (H1.22).
- 3. The Germans receive Air Support in the form of two Stukas (E7.403) w/ bombs that arrive no later than turn five. The Russians receive one module of 70+mm OBA (HE only) directed by an Offboard Observer recorded during set up at Level 1 in any hex along the south edge.
- 4. Bridge hexes are considered Rally terrain for all German units. All broken units may ignore enemy units on the far side of the river for rout purposes.
- 5. The Russian INF and MTR may not set up HIP. They must set up non concealed and are not considered emplaced. The Russian AT may set up normally (i.e., using HIP; emplaced). Boresighting is NA.

PRIPET MARSH, RUSSIA, 27 June 1941: During the early days of Barbarossa, Panzergruppe 2 called on a detachment of the elite Brandenburg Kommando Battalion to seize an important river crossing. One capable of bearing the weight of Panzers. During the late afternoon of June 27th, the Brandenburgers, disguised as Russians, reached the bridge. One of the trucks in their column had been prearranged to 'break down' at the western end of the span, while a second continued to the other side. A German lieutenant, dressed in the uniform of a dreaded NKVD officer, dismounted and began harassing a nearby enemy engineer officer, distracting the latter from his orders to blow the bridge. While the ensuing argument drew the attention of nearby Russian soldiers, other Brandenburgers busied themselves removing explosives from the span. A close-quarters firefight broke out, during which the German soldiers seized both ends of the span, digging in to await a relief column. While the expected Panzers had been stalled by enemy fire and mechanical problems, the nearby Russian HQ acted promptly, raining mortar and artillery fire on the isolated Brandenburgers. A Stuka attack provided some respite, and helped free the Panzer column and get it on the move again, accompanied by Pioneers. Two German tanks finally cleared the enemy cordon of fire, raced for the bridge and reached its eastern end. After dark, a second relief column broke through to the beleaguered defenders. By dawn the weary Brandenburgers loaded their dead into a waiting truck and returned to their base. Their involvement in the *coup de main* was never mentioned in official German dispatches.



TEUFELHÜNDEN


GWASL #1

GERMAN Sets Up First	1	2	3	4	5	6
AMERICAN Moves First						

Elements of the 461st Imperial German Infantry Regiment set up in any woods hex on board 32 and/or on or north of hexes numbered 1 on board 33:

2 4-4-7	9-1	8-0	7-0	FP: 4 Rng: 10 ROF: 2 MMG	? 7 morale
10			2*	10	

{SAN: 3}
[ELR: 3]




Elements of the 5th Marine Infantry Regiment set up in any Board 33 road hex:

4-5-8	9-1	8-1	8-0	FP: 2 Rng: 6 B#1 ROF: 1 LMG
15			3	

{SAN: 3}
[ELR: 4]

Note: This special WORLD WAR I teaser scenario and the new edition of BRANDENBURGER BRIDGE are presented as a gift to customers that purchased CH 7-2 and HERO PAX #3.



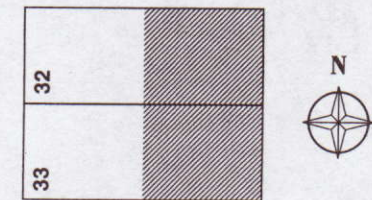
VARIATIONS:

- Delete one MMG from the German OB.
- Replace the German 9-1 leader with a 9-2.

SPECIAL RULES:

- EC are Moderate with no wind at start.
- During his *first* MPh (i.e., game turn one) the American player must conduct a Human Wave (A25.23) involving *all* of his units. Human Wave rules apply normally with the following exceptions: The Americans need not be within 8 MF of an enemy unit to declare the attack; their ML is *not* increased; American units remain vulnerable to being Pinned (A7.8), including LLTC, and Heat of Battle (A15) while executing their Human Wave. This is the *only* American Human Wave which may be conducted and the attack will disband immediately when any unit in the attack breaks or pins, leading to an immediate end of the American MPh (i.e., after resolving all Defensive First Fire allowed by the MF expenditure that triggered the attack leading to the break or pin result). Play then progresses to the Defensive Final Fire Phase.
- The Marines may declare Hand to Hand Combat (J2.31).
- Squad Spraying Fire (A7.34) and SMOKE (A24.1) exponents are NA.
- Use Italian MMG to represent the German Maxim model 1908. German 1918 troops are represented by German leaders, and 4-4-7 squads/HS. Americans are represented by 4-5-8 USMC squads/HS/leaders and an American 2-6 LMG.

MAPLAYOUT:



(only hexrows R-GG are playable)

OBJECTIVES: The Americans win at the end of any game turn in which they have ≥ 6 Good Order squads (i.e., *not* equivalents; Control not required) in six *different* whole hexes of board 32.

BELLEAU WOOD, FRANCE, 6 June 1918: On 27 May 1918, Ludendorff launched his Chemin des Dames offensive in a last gasp effort to win the First World War. Employing revolutionary tactics, his *Sturmtruppen* infiltrated, and then shattered the Allied front. At Foch's behest, the U.S. 2nd Division rushed in to defend the Paris - Metz highway. Its second brigade, composed of the 5th and 6th USMC Regiments, arrived at Lucy-le-Bocage amid a flood of fleeing French troops. When advised to join the rout, USMC Captain Lloyd Williams remarked, "Retreat hell. We just got here". After halting the Kaiser's troops, the Marines counter-attacked on 6 June at Hill 142, Belleau Wood and Bouresches. At 1700 a whistle signaled elements of the 5th Marine Regiment to advance on Belleau Wood from the south. As per French instructions, the Americans formed into 4 ranks 20 yards apart and walked through the thigh high field of grain, varying in width from 1/8 to 1/4 mile, en route to the objective. When they had covered about 100 yards the tree line erupted with Maxim M1908 machine-gun fire, forcing the Marines to ground. Sergeant Dan Daly rallied his men with a reprimand, "Come on you Son's of Bitches! Do you want to live forever?" So the Marines forgot all they had been taught by their French allies about advancing abreast and surged forward in squads. Their automatic riflemen fought back by firing *chaut-chauts* from the hip. Those, armed with 1903 Springfield, relied on the bayonet. By dusk the Marines had sustained 1,087 casualties, more than the sum total of the last 143 years combined. Indeed, this single day's loss would not be exceeded until 20 November 1943 at a place with a name yet unknown to the world, Tarawa. But the Leathernecks were not alone; the captured correspondence of defeated Germans had this to say. "The Americans are savages. They kill everything that moves. They fight like Devil Dogs."

