

AIRFIELD FRACAS

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

Elements of the 2nd Infantry Regiment set up in hexes numbered ≥ 3 . If in allowable terrain, all MMC (and accompanying SMC/SW) may set up in foxholes:


4-4-8	2-2-8	9-1	8-0	FP: 6 Rng: 14 ROF: 3 B#: 11	FP: 4 Rng: 11 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 1-16° ROF: 2°
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[ELR: 4]
{SAN: 4}

Enter along the north edge on/after Turn 2:

4-4-8	10-1	9-0	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 1-16° ROF: 2°	Type 95 HA-GO GP MP: 15 MA: 37 MG: 2/-R2
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
10 4 2 6



Elements of the 2nd Battalion, 5th Marines enter along the west edge on/after Turn 1:

7-6-8	3-4-8	10-2	9-1	8-1	8-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	MA: 50° Rng: 3-45° ROF: 3°	BAZ 44	Cnet: 8 Radio	MP: 13 MA: 75 MG: 2/4/4 ROF: 1*
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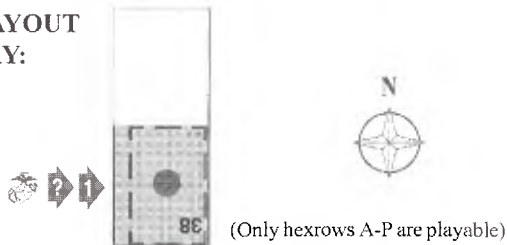
[ELR: 5]
{SAN: 3}

81mm OBA (HE & S) 

HANDICAPS:

- Delete one M4A3 from the American OB.
- Delete one 4-4-8 from the Japanese reinforcements.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The American player wins if there are no Good Order Japanese MMC in/adjacent to any airstrip hex (e.g., hex F4 but *not* hex F5) at game end.

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the west at start. PTO terrain is in effect, including Light Jungle. Prior to the start of play, place twelve shellhole counters anywhere on board, with the American placing first, and alternating until each player has placed six counters.
2. The Americans receive a module of 81mm Mortar OBA with Plentiful Ammunition (HE & Smoke).
3. At the start of each Game Turn beginning with Turn 2, make a dr. If the dr is $<$ the turn number the American receives Air Support in the form of one FB '44 with bombs, entering on that turn. The FB is recalled after two Game Turns.
4. No Japanese unit or fortification may set up using HIP. Reinforcing MMC may enter as Riders if desired.

PELELIU, PALAU ISLANDS, 15 September 1944: As the 1st Marine Division struggled to consolidate its D-Day beachhead on Peleliu, Colonel Bucky Harris and the Fifth Marines pushed forward off of Orange Beach One toward the island's airfield. Their objective for the first day was to drive across the airstrip and reach the eastern shore before digging in for the night. At about 4:00 P.M., as the 1st and 2nd Battalions were advancing abreast against light but determined resistance, a naval observation plane alerted the Marine command that a group of Japanese tanks was moving forward from low-lying ridges north of the airfield. At 4:50 they struck in a well-organized combined-arms counterattack, trying to drive the Marines back from the airfield. A battalion of some of Colonel Nakagawa's best troops, supported by about a dozen light tanks, began a disciplined, well-dispersed advance. Some men rode the tanks while others advanced on foot behind them. However, as soon as they reached the edge of the airfield Major Gordon Gayle's 2nd Battalion hit them with everything it had, including fire from several supporting Shermans. The thin-skinned and poorly armed Japanese tanks were no match for the Shermans' superior armor and firepower, and were quickly torn apart. When a Navy carrier plane swooped in to drop its 500-pound bomb on a cluster of men and tanks, the Japanese discipline and organization evaporated into a mass of screaming confusion. The remaining Japanese began a suicidal charge toward the American positions, only to be cut down by murderous fire. The unsuccessful counterattack cost the Japanese some 400-500 men and wiped out their tank strength on Peleliu. Major Gayle was awarded the Navy Cross for gallantry in fending off the attack. He and his battalion resumed their eastward drive and reached their D-Day objective, the island's eastern shore, shortly before nightfall.



Original Design by Dave Johnson

All photos Department of Defense; Cover image adapted from Dept. of Defense Photo 307267

STORMING THE POINT

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12
☘ AMERICAN Moves First												

Elements of the 2nd Infantry Regiment set up anywhere on Hill 714 (see SR 4):

E 4-4-8 9	2-2-8 6	10-0 10	9-1 9	8-0 8	FP: 6 Rng: 14 ROF: 3 B#: 11 2	FP: 4 Rng: 11 ROF: 2 B#: 11 2	FP: 2 Rng: 8 ROF: 1 B#: 11 4	MA: 50° Rng: 1-16° ROF: 2° 3	MA: 47L ROF: 3 M#: 11 AT	MA: 75° ROF: 1 M#: 10 INF
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[ELR: 4]

{SAN: 5}

Cave 1+4+6 6	Trench 4	Pillbox 1+5+7 4
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Elements of Company K, First Marine Regiment enter on Turn 1 along the west edge between 1013 and 1143:

7-6-8 16	10-2 10	9-2 9	8-1 8	8-0 8	dm HMG 3PP 2	dm MMG 2PP 4	BAZ 44 FP: 8 Rng: 5 2	FP: 24 Rng: 1 PP: 1 3	FP: 30 Rng: 1 5	DC 6	LVT4 MP: 12 MG: -/714 PP: 18 ROF: 2 1x2
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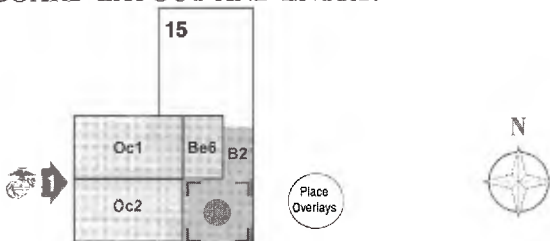
[ELR: 5]

{SAN: see SR5}

HANDICAPS:

- The Guns may set up without regard to SR 4.
- ☘ Delete a 2-2-8 and HMG from the Japanese OB.
- ☛ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Non-overlay hexes in rows A-Q are not in play)

OBJECTIVES: The American player wins if he controls or has eliminated all caves and pillboxes whose CA includes any non-Ocean south edge hex at game end.

PELELIU, PALAU ISLANDS. 15 September 1944: On September 15, the 1st Marine Division launched its invasion of Peleliu. The inhospitable, rocky island was garrisoned by a mix of 13,500 navy and army troops under the leadership of Major General Kenjiro Murai. The main defensive body, however, was the Japanese 2nd Infantry Regiment, an elite formation commanded by Colonel Kunio Nakagawa. Of Nakagawa's 10,500 men, only 2,500 were dedicated to defending the landing beaches and holding the island's airstrip, while the remainder were dug in all around the rest of the island, particularly in the Umurbrogol. On the 1st Division's left flank, however, this force would prove to be formidable indeed, because they held a small chunk of high ground called The Point. This rock-strewn coral promontory split White Beach One, the northernmost of the beaches. Its sheer western face dropped steeply into the ocean, leaving only its northern side as a viable avenue of approach. From the hill's heights the Japanese were able to pour murderous fire into the flanks of Marines trying to cross White Beaches One and Two, including fire from a 47mm anti-tank/anti-boat gun. On D-Day, the task fell to Company K, First Marines to knock out Japanese resistance on The Point. Commanded by Captain George P. Hunt, Company K was to land along an exposed stretch of shore a few hundred feet to the north of the objective, then turn to the right and make a head-on assault. The Japanese defenders had no intention of loosening their grip on such a key piece of terrain. Company K made only minimal gains before it was met by withering enemy fire and started taking heavy casualties. Captain Hunt knew his company would be annihilated if he didn't act decisively, so he committed his reserves. While the Japanese were focused on destroying the Marines pinned along the north face of The Point, Lieutenant William Willis led his First Platoon around to the east side without being spotted, and hit the Japanese on their flank. The tactic worked as the Marines began to systematically destroy caves and pillboxes from both sides, including one which sheltered a 75mm gun that had menaced the landing beaches. Hunt and the other survivors were able to finally storm the crest of The Point and establish a defensive perimeter, but the cost had been high. Company K now consisted of only 34 effectives, and by the time it was relieved the next morning, only eighteen Marines still held The Point.

SPECIAL RULES:

- EC are Dry, with a Mild Breeze from the northwest at game start. PTO terrain is in effect, including Light Jungle; however, any brush or woods hexes on Hill 714 is treated as Crag. Also, Coral Soil (G13.82) is in effect on Hill 714. All Ocean/Hinterland hexsides are Cliffs. No roads exist anywhere in the playing area. The American is conducting a Seaborn Assault (G14.1).
- Place overlays as follows: **B2** on R3-S4; **Be6** with hexes 672-673 on V4-V5; **Oc1** with hexes 1144-1145 on 675-676; **Oc2** with hexes 2144-2145 on GG9-GG10. Beach slope is Slight.
- The entire playing area [EXC: beach and ocean hexes] is subjected to a pre-game Bombardment (C1.8). However, contrary to C1.81, only *four* dr are made to determine spared hexrows, with the last two adding +4.
- During Japanese setup, no more than one MMC (plus ≤ four SMC/SW) may be set up per hex. No Japanese trench or pillbox, including the contents thereof, may set up using HIP. However, HIP for caves applies normally. At least four caves and/or pillboxes must set up so that their CA includes at least one non-Ocean south edge hex. Each Gun must begin play in one of these caves or pillboxes. Only SW may boresight.
- The American SAN is 6 at start, but is lowered to 3 at the end of Game Turn 3.



SUICIDE CREEK

#4

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

Elements of the 2nd Battalion, 53rd Infantry set up east of the stream utilizing HIP (see SR 2):



1 4-4-7	2-2-8	9-1	9-0	8-0	FP: 6 Rng: 14 ROF: 3 B#: 11	FP: 4 Rng: 11 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	Pillbox
8	2						4	1+3+5

[ELR: 4]
{SAN: 5}



Elements of the 3rd Battalion, 5th Marines enter along the west edge on Turn 1:



6-6-8	9-2	9-1	8-1	8-0	FP: 4 Rng: 10 ROF: 2
12					2

[ELR: 5]
{SAN: 3}

HANDICAPS:

- Add one 447 squad to the Japanese OB.
- ☒ Delete the MMG and a crew from the Japanese OB.
- ☒ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Only hexrows R-GG are playable)

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO terrain is in effect. The stream is shallow, but is Difficult Terrain (A4.72) and costs 4MF to enter. No unit may enter the stream using Assault Movement. The bridge in V5 does not exist, nor is there a Ford in that hex (G.1).
2. The entire Japanese force may set up using HIP. The Japanese setup area includes Swamp hexes east of the stream, but does not include the stream branch (hexes W8, X7, Y8). As the Scenario Defender, the Japanese player may boresight.

OBJECTIVES: The American player wins if he has five Good Order squads/equivalents east of hexrow Z by game end.

CAPE GLOUCESTER, NEW BRITAIN, 2 January 1944: The First Marine Division, which had come ashore on New Britain on December 26, 1943, began the new year by consolidating its grip on the recently captured Cape Gloucester airfield, and pushing its perimeter eastward through the Borgen Bay area. At the eastern limit of the Marine beachhead was a piece of high ground called Target Hill, which was about six miles southeast of the airfield and dominated the area around the mouth of Borgen Bay. About a mile to the northwest of Target Hill was Suicide Creek, a narrow, steep-banked rivulet which ran roughly southwest to northeast. Brigadier General Lemuel Shepherd's plan was to hold Target Hill with the First Battalion, Seventh Marines, while attacking to the south across Suicide Creek with the Third Battalion, Fifth and the Third Battalion, Seventh. Unbeknownst to Shepherd, his opponent, Colonel Kenshiro Katayama, had precisely the opposite plan, to hold at Suicide Creek and attack at Target Hill. Knowing that the Creek was impassable to armor, Katayama ordered Major Shinichi Takabe to dig in southeast of the Creek with his 2nd Battalion, 53rd Infantry. While the Marines moved into position on the airfield side of the Creek, an elaborate ambush was prepared for them. The Marines cautiously approached the Creek's steep banks, sending scouts across. The stream was only 20 to 30 feet wide, but the going was tough because the streambed was covered with slippery stones and fallen trees. The scouts waved the main body across, but when the first platoons reached the far shore all hell broke loose. Intense fire from hidden Japanese machine guns raked the Marines from all directions, while the stunned Americans fired blindly back at targets they could not see. Several times throughout the course of the day and into the next morning the Marines crossed the creek only to be hurled back by the resolute defenders. It was not until late on January 3rd, when the Americans were able to bring in tank support over a corduroy log road, that the Marines finally crossed Suicide Creek to stay.



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

Elements of the 2nd Battalion, 18th Regiment enter along the east edge on Turn 1:

[ELR: 3]
{SAN: 3}

Elements of Company A, 1st Battalion, 21st Marines set up on/west of hexrow EE:

(see SR3)

Headquarters Elements, 1st Battalion, 21st Marines enter along the west edge on Turn 4:

[ELR: 5]
{SAN: 3}

HANDICAPS:

- Add one 4-4-7 squad to the Japanese OB.
- Increase the Japanese exit requirement to 5 squad equivalents.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Only hexrows R-GG are playable)

OBJECTIVES: The Japanese player wins by exiting 4 squads/equivalents off the west edge.

SPECIAL RULES:

- EC are Wet and Overcast, with a mild breeze from the northwest at start. PTO terrain is in effect, including Light Jungle. Place overlay 4 on board 34.
- Night Rules (E1.) are in effect. The initial Base NVR is 2 hexes, with Overcast. The Japanese player is the Scenario Attacker; the American is the Scenario Defender. The Majority Squad Type of the Americans is Stealthy; that of the Japanese is Lax (due to alcohol intoxication).
- The OB-given American concealment counters are for use as dummies, and are in addition to those granted by E1.2.
- Whenever an IFT or CC attack causes a Japanese MMC to suffer a KIA, Casualty Reduction, or Step Reduction result, make a subsequent dr. On a dr of ≤ 3 for a KIA, ≤ 2 for Casualty Reduction, and ≤ 1 for Step Reduction, an explosive device being carried by the MMC is detonated. Immediately after all normal attack effects are resolved, the MMC suffers casualty reduction (if not already eliminated), and all other units in the hex must take a NMC. If an attack results in multiple Japanese MMC being eliminated in the same attack (all CC eliminations are treated as simultaneous), each must check for detonation, and the NMC is subject to a +1 DRM for each MMC > 1 whose elimination triggers a detonation. A reduction caused by failure of the NMC does not trigger a "chain reaction" detonation.

EX: A Marine CC attack eliminates a Japanese squad, IIS, and crew. Each eliminated MMC necessitates a detonation dr, and after rolls of 3, 2, and 5 respectively, the squad and IIS trigger a detonation. The affected units suffer casualty reduction (which eliminates the HS), and all units remaining in the hex (including the Marines and the crew, but not the detonating units) must take a NMC with +1 DRM due to two detonating MMC. If instead the attack had been on the IFT resulting in a 3KIA, in which the squad, HS, and crew were randomly selected, any other Japanese units which are step reduced due to the KIA (G1.12) may also trigger a detonation, and each one who does so adds a -1 DRM to the NMC.

THE ASAN-ADELUP BEACHHEAD, GUAM, 26 July 1944: On the morning of July 21, the Third Marine Division had come ashore on the beaches between the "devil's horns," with Adelup Point on the left and Asan Point on the right. The Division, comprised of the Third, Ninth, and Twenty-first Marines, encountered fierce resistance and had to fight hard to maintain its beachhead. The Third Marines, fighting to climb the steep face of Chonito Cliff, were savaged by point blank fire from Japanese guns, taking 815 casualties in the first forty-eight hours alone. By July 25, the Third Division had driven only about a mile inland along a five mile front, and was stretched dangerously thin: the line was held by only 7,000 riflemen. It was at this point that Lieutenant General Takeshi Takashina, commander of the Japanese 29th Infantry Division, decided to counterattack and destroy the beachhead, driving the invaders back into the sea. After marshalling some 5,000 men on the Fonte Plateau, he issued them *sake* to inflame their ardor, then sent out patrols to probe for weak points. He found them: a gap of 800 yards between the Twenty-first and the Ninth held only by a scouting unit, and another soft spot on the left-center, held by the First Battalion, Twenty-first. The American rear, including the nearby Division hospital, lay open and vulnerable to a Japanese counterattack. Against the weak First Battalion line, Takashina sent the 2nd Battalion, 18th Regiment, led by Major Chusa Maruyama. At 4:00 A.M. on July 26, Maruyama's intoxicated men surged forward, shouting at the Marines in broken English and lobbing grenades ahead of them. Many were poorly armed, some carrying only "idiot sticks", crude spear-like weapons with a bayonet affixed to a pole. Still others carried land mines in their hands or had explosive charges stuffed in their packs or strapped to their bodies. The Japanese crashed into the American line, threatening to overwhelm Company A, whose 50 men were led by Captain William Shoemaker. As the beleaguered Marines' flanks were bent back and the Japanese sought to open a hole in the line, Captain Shoemaker moved among his men shouting: "By God, we hold here! If we go, the whole beachhead goes!" However, despite a valiant effort by Shoemaker and his men, many Japanese soldiers managed to slip into the American rear to attack the tanks parked there. Capt. Shoemaker was killed the following week by a stray Japanese shell.



HELLZAPOPPIN' RIDGE

#2


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

Elements of the 23rd Infantry Regiment set up on any Board 39 hill hex (Hill 779):

E 4-4-8 5	4-4-7 8	2-2-8 4	9-1	9-0	8-0	FP: 6 Rng: 14 ROF: 3 B#: 11 2	FP: 4 Rng: 11 ROF: 2 B#: 11 2	FP: 2 Rng: 6 ROF: 1 B#: 11 4	MA: 50° Rng: 1-16° ROF: 2° 2	FP: 30 Rng: 1 2
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[ELR: 4]
{SAN: 6}

Pillbox 1+5+7 2	Pillbox 1+3+5 3	Cave 1+4+6 6	Trench 4
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Elements of the 1st Battalion, 21st Marine Regiment set up on Board 37:

6-6-8 8	3-4-8 4	2-2-8 2	9-2	9-1	8-1	8-0	FP: 6 Rng: 12 ROF: 3 2	FP: 4 Rng: 10 ROF: 2 2	FP: 30 Rng: 1 2	FP: 24 Rng: 1 PP: 1 2
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Elements of the 3rd Battalion, 21st Marine Regiment set up on Board 34:

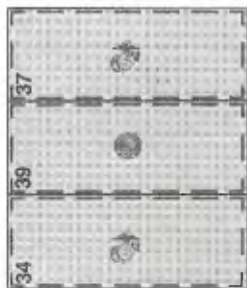
6-6-8 9	3-4-8 4	10-2	9-1	8-1	FP: 6 Rng: 12 ROF: 3 2	FP: 4 Rng: 10 ROF: 2 2	FP: 30 Rng: 1 3	FP: 24 Rng: 1 PP: 1 2
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[ELR: 5]
{SAN: 4}

HANDICAPS:

- Add one 4-4-7 squad to the Japanese OB.
- Delete one HMG and crew from the Japanese OB.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:

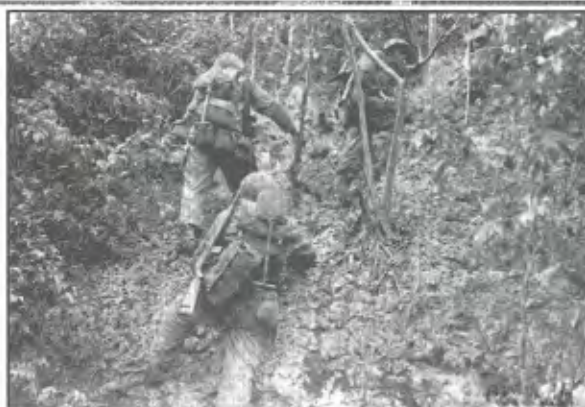


OBJECTIVES: The American player wins if he controls or has eliminated all Japanese pillboxes at game end.

SPECIAL RULES:

- EC are Moist with no wind at start. PTO terrain is in effect. Place a Shellhole counter in all building/hut hexes. Due to defoliation caused by heavy bombardment, all jungle hexes at level 3 and 4 of Hill 779 are treated as Brush for all purposes.
- All Japanese pillboxes must set up at level 3 or 4 on Hill 779, and may not use HIP. Other Japanese units may set up anywhere on Hill 779, subject to normal Chapter G rules for HIP.
- The American player receives Air Support in the form of three FB '44 with bombs on each of the first two game turns. No FB is subject to Mistaken Attack (E7.32). Each FB is Recalled at the end of the Game Turn in which it arrived.

BOUGAINVILLE, SOLOMON ISLANDS, 18 December 1943: After feinting toward the islands of Kahili and Choseuil to draw attention away from their intended landing areas around Empress Augusta Bay, Major General Allen Turnage's Third Marine Division landed at Cape Torokina on western Bougainville. They overwhelmed the initial Japanese resistance around the beaches and established their beachhead, then set about the task of pushing their perimeter inland. General Turnage wanted to take up a blocking position off the northeast curve of the beachhead by occupying a series of ridges which ran along the East-West Trail and the Torokina River. To accomplish this the Marines would have to take four pieces of high ground, including a nameless hill which the Marines would later dub Hellzapoppin' Ridge for the warm reception they received from the Japanese defenders. When the Twenty-first Marines attacked the ridge, they found it to be unapproachable from the east and west, covered with a dense green tangle in which the Japanese had constructed a strong network of defensive positions. For five days the nine rifle companies of Colonel Evans Ames' Twenty-first Marines came at the ridge, but were only able to gain a toehold on the forward slope. The reverse slope remained un-dented until on December 17 the Marines called down a massive aerial strike against it. As the strikes continued into December 18, the concealing vegetation was gradually stripped away, revealing the Japanese fortifications underneath. Under cover of close support from six Avengers, the First and Third Battalions of the Twenty-first Marines moved out again to try to take the ridge. The Marines came at the ridge from the north and south as the aircraft continued to pound the Japanese positions with 100-pound bombs, sometimes within 75 yards of friendly foot troops. The tenacious Japanese continued to resist despite the intense bombardment, but this time they were unable to stem the inexorable tide of Marines as they swept up the ridge. In what would prove to be the Third Marine Division's last ferocious battle on Bougainville, the Twenty-first Marines finally succeeded in wresting control of the ridge away from the Japanese.



★ CHINESE Sets Up First	1	2	3	4	5	6	7
🇺🇸 AMERICAN Moves First							



Elements of the 8th Route Army, Chinese Communist Forces set up anywhere on-map between hexrows 19Q-17Q ≥ 2 hexes from any road hex:

12	12	9-0	8-1	LMG	MTR (1)	Foxhole 1S
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[ELR: 3]
{SAN: 4}



Elements of the 7th Service Regiment, 1st Marine Division enter on turn one in Convoy (see SR4) on 19I10:

Jeep GP	3/4 Ton	2 1/2 Ton
MP: 37 MG: 4-4 ROF: 2 PP: 3 T: 10	MP: 32 PP: 10 T: 10	MP: 25 PP: 29 T: 5

[ELR: 5]
{SAN: 2}

HANDICAPS:

- ★ The Chinese may set up adjacent to road hexes.
- 🇺🇸 Replace the three 3/4 ton trucks with 3 x M3 HT in the US OB.
- 🇨🇳 Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The Americans must exit ≥ 12 VP from either/both ends of the map (see SR2).

SPECIAL RULES:

- EC are Moderate with no wind at start.
- Exit areas for the Marines are defined as any board edge east of 19Q1-Q10 or any board edge west of 17Q1-Q10. Only the 19I10-19M8-19Y6-17G7-17H6-17R4-17Y10-17DD4-17GG5 road exists.
- The Chinese may set up two squads/equivalents (including any SW/SMC in the same Location) utilizing HIP. The Chinese are immune to Covering (G18.3). The 9-0 is a Commissar (G18.31), but the Chinese 8-1 leader may *not* be exchanged for a Commissar. Human Wave is NA. No more than two Chinese MMC may be set up in any hex.
- Convoy rules are in effect. The Convoy may only enter road hexes until a Convoy unit is fired on. The Convoy may *automatically* Disperse when it enters 17G7. Each 2.5 ton truck has only 5PP. The Convoy guards (7-6-8 squads) must enter as Passengers in the 3/4 ton trucks (EXC: see the Handicap for the Americans). The American leaders may be recorded on a side note as stacked with a particular MMC and are not placed on-map until their leadership capabilities are used for any purpose or they are required to take a TC/MC.

TIENSIN-PEIPING ROAD, NORTHERN CHINA, 29 July 1946: After the Japanese capitulation, the 1st and 6th Marine Divisions were ordered to Peiping and Tientsin, in northern China, to supervise the repatriation of enemy soldiers. The men of the 1st Marines were established in bivouac along the road connecting the two cities by November 1945. During the next nine months the conflict between Nationalist and Communist Chinese escalated. By 1946 the Marines found themselves inexorably being drawn into the Chinese civil war. Attacks were made against the American forces, albeit low intensity firefights aimed mainly at the supply lines and depots of the 1st Marine Division. In one instance, a routine Marine motor patrol escorting six supply trucks was ambushed along the road to Peiping. As the column approached the small village of Anping, it was ambushed by a strong force of uniformed Chinese soldiers armed with automatic weapons and hand grenades. The lieutenant commanding the escort was killed by the first burst of fire. A jeep immediately peeled off from the column to race back to Tientsin for help. A relief column was promptly dispatched but arrived at the scene too late to trap the ambush party. Four Marines lost their lives and eleven others were wounded in this 'peace-time' action.



"FORLORN HOPE"

Sequential Set Up	1	2	3	4	5	6	7	8
AMERICAN Moves First								

Elements of Tokusetsu Konkychitai (3rd SBF) set up second on/adjacent to Level 1 Hill hexes (see SR4):

E 4-4-8 5	2-2-8 6	10-1 5	9-1 2	FP: 2 Rng: 6 ROF: 1 B#: 11 5	FP: 4 Rng: 11 ROF: 2 B#: 11 2	FP: 6 Rng: 14 ROF: 3 B#: 11 2	FP: 8 Rng: 14 50 Cal ROF: 3 2	1+5+7 11
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Reinforcements enter as per SR 5:

E 4-4-8 10	9-1 2	FP: 2 Rng: 6 ROF: 1 B#: 11 3
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[ELR: 4] Set up second on Board(s) 37/38 ≥ 4 hexes from the Hill mass with *all* units set up concealed:
[SAN: 6]

E 4-4-8 10	2-2-8 4	9-0 3	8-0 2	FP: 2 Rng: 6 ROF: 1 B#: 11 2	FP: 4 Rng: 11 ROF: 2 B#: 11 2	FP: 6 Rng: 14 ROF: 3 B#: 11 2	7 morale 10	4	1+3+5 4
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Elements of Lt. Bonnyman's "Forlorn Hope" set up first on Board 35 at least 2 hexes from the Hill mass (see SR3):

3-4-8 4	9-2 Heroic Leader	8-1 2	FP: 24 Rng: 1 PP: 1 2	FP: 30 Rng: 1 8
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[ELR: 5]
[SAN: 5]

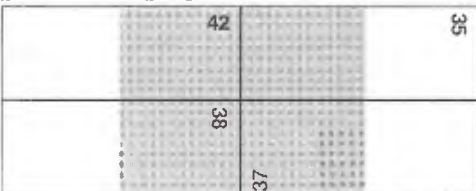
Elements of 2nd and 3rd Battalions, 8th Marine Division and elements of Company C, 1st Marine Amphibious Corps Tank Battalion set up last in Beach/Hinterland hexes adjacent to Beach hexes on Board(s) 35/42 (see SR6):

6-6-8 25	2-2-8 2	10-3 2	9-1 2	8-1 2	8-0 2	FP: 4 Rng: 10 ROF: 2 6	FP: 6 Rng: 12 ROF: 3 4	FP: 8 Rng: 16 ROF: 3 4	MA: 60 Rng: 3-45 ROF: 3 3	FP: 8 Rng: 4 M#: 10 3	FP: 30 Rng: 1 5	MA: 37LL ROF: 2 M#: 12 2	MP: 14 MA: 75 ROF: 1 MG: 2/4/4 2 (see SR3)
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HANDICAPS:

Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Only hexrows A-P are playable on Boards 37/38/42; only hexrows R-GG are playable on Board 35)

OBJECTIVES: The Marines wins by controlling all Level One Hill hexes at game end, provided that no Armed, Unbroken Japanese MMC are on/Adjacent to any Hill hex.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze blowing from the Northwest for the duration of the scenario. PTO Terrain (G.1) is in effect, including Light Jungle (G.1). Coral Soil is in effect (G13.82). Brush is Brush. The Hill mass/each adjacent hex, and each Hinterland hex adjacent to beach hexes, are treated as Soft Sand (F7); however, ignore the F7.42 restriction on Pillbox/Trench placement. G13.82 takes precedence over F7.42. Hexes 42C2-C3 are Up-Slope (P3), i.e., all adjacent hexsides have a Slope except C2-C3. The Wall is nonexistent.

- Place Overlays as follows: **O1** on 42D5; **O2** on 42B4/A4; **O3** on 35EE3/FF2; **O4** on 42F2/F2; **O5** on 42I2/J1; **Be1** 101-102 on 42J9-K9; **Be5** 501-502 on 35AA7-AA8; **Be2** 204-205 on 35R6-S7; **OC1** 1001-1002 on 508-501; **OC3** 3131-3144 on 574-573; and **OC2** 2001-2002 on 1015-1027. Beach Slope is Slight (G13.21). There is Low Seawall (G13.6). A Submerged Reef (G13.43) exists in all other playable OCEAN hexes. Playable hexes are defined in Mapboard Configuration. (G14.24 and G14.32) are in effect. Place a Trench in each Hinterland hex adjacent to Beach hexes.
- Bonnyman's "Forlorn Hope" are Assault Engineers (H1.22) and Fanatic. Each HS has a Smoke Exponent of 2. The M4A2 MT must set up in Hinterland hexes adjacent to Beach hexes.
- At least 1 Pillbox must be placed in each Hill hex. The Hill Mass and Pillboxes represent the bombproof shelter and is treated as a Cave Complex (G11.2). Each Pillbox is ADJACENT/ACCESSIBLE as per (G11.6), i.e., they have connecting Tunnels (G11.933). Otherwise, ignore G1.632 for the Pillboxes on/adjacent to the Bunker. All Japanese units on/adjacent to the Hill mass are Fanatic.
- Prior to all set up, the Japanese player must select and record 5 adjacent hexes ≤ 2 hexes from/ but not including the Hill mass. The selected hexes may not be Airstrip/Swamp/Beach/Hinterland hexes adjacent to Beach hexes. During the *next* Japanese MPH following the turn in which there is ≥ one unbroken U.S.M.C. MMC on the Hill mass, place 2 MMC per hex (Leaders and SW may be placed in any stack) unconcealed and conduct a Banzai Charge towards the unit atop the Hill (G1.5). If ≥ one of the recorded hexes is occupied by a Known U.S.M.C. unit, the Japanese player has two options: 1) ignore that hex and stack the unit(s) in another recorded hex not occupied by a U.S. unit (overstacking may occur); or 2) set up in the recorded hex, make an Ambush dr (regardless of ?/Terrain); IF the Japanese Ambush, they must declare an immediate Hand-to-Hand Close Combat attack (surviving U.S.M.C. units attack back with PPF regardless of FF/SFF). Surviving Japanese units are marked with Bounding Fire and continue to move with the chain. This attack uses 1 MF and occurs before all DFF. If the U.S. Ambushes, they are marked with a Final Fire (even if they haven't fired yet) and must conduct a TBPF/PPF vs. those units with FFNAM/FFMO applying normally.
- The option to exchange the onboard 60mm Mortars for OBA is N.A. (U.S. Ordnance Note 1) The M4A2 MT has Canister (C8.4) with a Depletion number of 7. Read U.S. Vehicle note C. The U.S.M.C. player may not voluntarily Break a MMC atop the Hill mass in order to prevent SR 6 from occurring.

TARAWA ATOLL, GILBERT ISLANDS, 22 November, 1943: The attack order for the 8th Marine Regiment remained the same as the previous day: assault the strongpoints to the east. The standoff on Red Beach 3 attracted a number of unassigned Marines. One was PFC Fratt, and another, Shore Party 1st Lieutenant Alexander "Sandy" Bonnyman, Jr. Lt. Bonnyman spent a full day hunkered down on the eastern edge of the complex, studying the layout and assembling a makeshift squad of assorted engineers. He had 21 men in his "Forlorn Hope" equipped with two fully charged flamethrowers and plenty of explosives. Next, he signalled Major Chamberlain to lay down a base of fire. The surrounding Marines erupted with rifles, automatic weapons, mortars, and 37mm guns. What happened next, though witnessed by hundreds, remains kaleidoscopic. Bonnyman and his men scrambled up the sandy slope, drawing fire and taking losses. Cpl. Borich made it up the left side, released a short blast to cover Cpl. Niehoff's approach to throw a short fused TNT charge at the middle of the crest. Thirty or forty Marines then came flying up the slope. Borich emptied his flamethrower against positions on the eastern edge. Suddenly Japanese were running all over from a breached sand tunnel. At once, a hundred or more Japanese boiled out of the sanctuary. The "Colorado" fired a single "dream shot" canister round which cut down several dozen Japanese. A savage, close range shoot out erupted. Bonnyman turned to yell for more demolition charges when a bullet hit and killed him. Lt. Alexander "Sandy" Bonnyman was awarded the Congressional Medal of Honor three years after the battle.



SECOND DAY IN HELL

#6

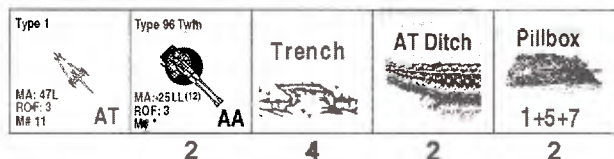
● JAPANESE Sets Up First	1	2	3	4	5	6	7
☪ AMERICAN Moves First							

Elements of the 15th Infantry Regiment and 144th antiaircraft unit set up on boards 38 and 32:



{ELR: 4}

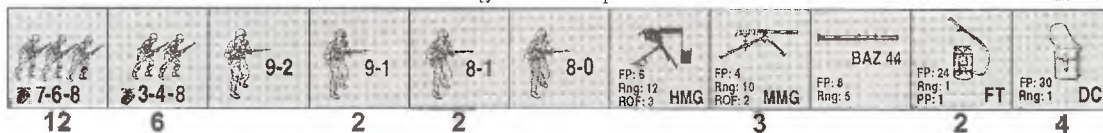
{SAN: 5}



70mm OBA (HE & S)
Offboard Observer (see SR 5)



Elements of the 2nd Battalion, 1st Marine Regiment set up on boards 17 and 37 east of the road that runs 1716-3715:



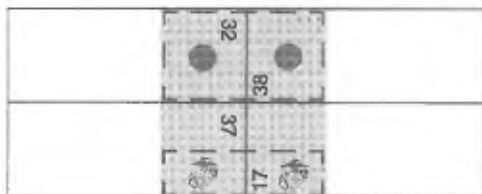
{ELR: 5}

{SAN: 3}

HANDICAPS:

- Replace the Japanese 10-1 leader with a 10-2.
- ☪ Add one additional FT to the American OB.
- ☪ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Only hexrows 32/371-381/171 are playable)



OBJECTIVES: The Marines win immediately upon controlling ≥ 13 building/rubble hexes without losing ≥ 32 CVP.

SPECIAL RULES:

- EC are moderate with no wind at start; PTO terrain is in effect, including Light Jungle. All orchard/palm trees are shellholes
- Place overlays as follows: **O5** on 38C10-D10; **O4** on 37C10-D9; **O3** on 38B5-A6; **X7** on 32C4; **X8** on 38B6; and **X6** on 38B9. Place stone rubble in the following hexes: 32C7, 32B6, 32B2, 32E2, 38B7, and 38C5. Place wooden rubble in the following hexes: 32E5, 32E2, 32D1, 38E6, and 38D7.
- Runway rules apply to the board 38 airfield. The two Japanese AA guns must set up on board 38 within 2 hexes of an airfield hex. To simulate hardened revetments, these guns receive an emplacement bonus of +3 instead of the usual +2.
- The stone building in 38B9 (i.e., overlay X6) represents a concrete blockhouse. It is considered a Fortified stone location and has 2 two-hex tunnels. Tunnel exits may be in either pillboxes or rubble hexes.
- The Japanese receive one module of 70mm+ OBA directed by an offboard observer recorded at level two along the North edge of board 32 during set up.

PELELIU, PALAU ISLANDS, 18 September 1944: The "cakewalk" that the Marines had expected on Peleliu had turned to a nightmare. As the first waves of the 1st Marine division hit the beaches they soon realized that the island's defenders had come through the Navy's massive preparatory bombardment largely unaffected. Marines on the beaches took heavy casualties but secured a solid foothold on the island's southern shore. At 0800 on D+1 the 2nd Battalion, 1st Marine Regiment launched an attack on it's D-Day objective, the large airfield that lay just off the invasion beaches. While units of the 5th Marines attacked the southern end, the 2/1 had orders to seize the north end of the airfield along with it's adjacent hangers, workshops and command buildings, now mostly ruined by naval gunfire and bombing. Under a fusillade of enemy fire the Marines struck across the northern portion of the airfield, reducing a blockhouse and a pillbox with flamethrowers and Explosives. Supported by tanks the 2/1 broke into the cluster of ruined buildings and began to engage the Japanese at close quarters. By nightfall on the 18th the airfield was secure, but at great cost to the 2nd battalion, 1st Marines.

