

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10
☉ AMERICANS Moves First										

**Elements of the 14th Independent Infantry Battalion set up on board 25 utilizing HIP (see SR 5):**

E 4-4-8	1 4-4-7	2-2-8	10-1	9-1	8+1	FP: 2 Rng: 6 Bk: 11	FP: 4 Rng: 11 ROF: 2 Bk: 11	FP: 6 Rng: 14 ROF: 3 Bk: 11	FP: 8 Rng: 14 ROF: 3	MA: 60° Rng: 1-16° ROF: 2'	FP: 30 Rng: 1	Cnet: 11 X# 12
8	4	4		2	2	2				3	8	2

[ELR: 4]  
[SAN: 4]

AT Mine	Cave 1+4+6	Pillbox 1+5+7	Trench
6	8	4	6

70mm OBA (HE & WP)

150mm OBA (HE & WP)

**Elements of the 3rd Battalion, 184th Infantry Regiment and supporting elements of the 711th Tank Battalion enter along the North edge on turn one:**

E 7-4-7	E 6-6-7	1 6-6-6	E 3-3-7	E 3-4-7	1 3-4-6	9-1	8-1	7-0	2PP	3PP 50 cal	FP: 8 Rng: 5 SA: WP6
3	6	3		2		2	2		2		3

M2 60 mm	FT	DC	9-2	8-1	M4A1 MP: 17 MA: 37LL MG: 24/2 ROF: 1	M4A1 MP: 13 MA: 75 MG: 24/4 ROF: 1'	M4A3(75)W MP: 13 MA: 75 MG: 24/4 ROF: 1'	M4A3(105) MP: 15 MA: 105 MG: 24/4
2		3			5	6	2	2

[ELR: 4]  
[SAN: 2]

**HANDICAPS:**

- ☉ The Americans may lose ≥ 110 CVP and still win.
- The Americans may not lose ≥ 90 CVP.
- ☉ Any mutually agreed upon alteration to either side's OB.

**BOARDLAYOUT:**



(Only hexrows A-P are playable on both maps)

**OBJECTIVES:** The Americans win at game end if they control the following hexes on board 25: I7, J6, K7, M6, M7, N6, & N7 provided that they have not lost ≥ 100 CVP.

**SPECIAL RULES:**

- EC are Moderate with no wind at start. PTO Terrain is in effect (G.1) including Light Jungle. (EXC: Brush is Kunai and Orchard is Crag). Hammada is still Hammada.
- Place Overlays as follows: **W1** on 35F5/G6 and **W3** on 35N8/M8. All Wadis are treated as per F5. The Overlays are considered to be connecting with other Wadis.
- All Level two hill hexes are considered to be at Level one. Levels three and four hill hexes are considered to be at Level two. The crest-lines at levels two and four are treated as slope hexsides at the higher levels. All non-wadi cliff hexsides are treated as hedges. Caves set up on a slope hexside must be designated as being up/down slope.
- EXAMPLE: Caves being set up up-slope are 1/2 level higher than the base level of the hex if its entrance hex has a LOS over the level one crest-lines, i.e., they are ≤ 4 hexes away and any 1/2-level hindrance/obstacles still apply normally. A cave set up in hex 25D8-C8 "down" is at level one; if up-slope it is at level 1 1/2. Using this example, a unit in an up-slope cave in hex 25D8 has a LOS to hex 25A6 with a +2 Hindrance Modifier. If the cave is down-slope an LOS exists.
- The 7-4-7/3-3-7 MMC are Sappers/Assault Engineers (H1.22). Six AFV may be designated as having Gyrostabilizers.
- The Japanese must set up at least one Cave Complex. Japanese may use MOL (A22.6). The Japanese receive one module of 70mm MTR OBA and one module of 150mm OBA. Both modules have plentiful ammo and one pre-registered hex. Both modules are HE & WP capable. Barrage is NA.

**OKINAWA, 7 April 1945:** The fighting in the 77th Division's sector on April 7th centered on a low, barren hill 1,000 yards west of the town of Minami-vebaru, called Red Hill because of its color. The enemy had made a fortress of the hill by constructing his usual system of caves and connecting trenches. A frontal assault was made by troops of the 3rd Battalion, 184th Infantry supported by three platoons of tanks. Ten medium tanks and five light tanks advanced through a cut towards Red Hill. Two tanks were blown up by mines and one was satchel-charged as the column moved towards the hill and up the sides. Intense enemy artillery and machine-gun fire drove the infantry back and disabled more tanks. Japanese soldiers swarmed in among the armor and tried to destroy the tanks with satchel-charges and flaming rags. Two medium tanks held off the attackers, while the defending crews resorting to hand grenades. The remainder of the still operative tanks withdrew.



# STING OF THE CACTUS

#5

● JAPANESE Sets Up First

⊗ AMERICAN Moves First

1 2 3 4 5 6 7 8 9 10

Elements of the 12th Independent Infantry Battalion set up on board 9 (see SR 4):

E 4-4-8	2-2-8	10-1	9-1	9-0	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	FP: 4 Rng: 11 ROF: 2 B#: 11	MMG	FP: 6 Rng: 14 ROF: 3 B#: 11	HMG	MA: 50" Rng: 1-16" ROF: 2'	MTR	FP: 30 Rng: 1	AP Mine	AT Mine
6	12				3	4	2	3			36	12			

[ELR: 4]

{SAN: 4}

MA: 81" Rng: 3-75 ROF: 3 SA: WP5	MA: 47L Rng: 3 M#: 11	MA: 70" ROF: 1 Rng: (3)'70 M#: 12	MA: 75" ROF: 1 M#: 10	Trench	Wire	AT Ditch
MTR	AT	INF	INF		Mph - RPh	
3				3	6	6

Elements of the 383rd Infantry Regiment and supporting elements of the 763rd Tank Battalion enter along the north edge on turn one:

E 7-4-7	E 6-6-7	1 6-6-6	E 3-3-7	E 3-4-7	1 3-4-6	2-2-7	9-2	9-1	8-1	8-0	dm MMG 2PP	dm HMG 3PP
3	6	3	2	2	2	2					2	

[ELR: 4]

{SAN: 3}

50 cal 3PP	60 mm M2	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	FP: 8 Rng: 5 SA: WP6	MA: 57 B#: 11 ROF: 1	RCL	MP: 17 MA: 37LL MG: 2M/2 ROF: 1	MP: 13 MA: 75 MG: 2M/4 ROF: 1'	MP: 13 MA: 75 MG: 2M/4 ROF: 1'
2			2	3	2		3	2	2



## HANDICAPS:

- Remove one HMG and 6 AT Mines from the Japanese OB.
- Reduce U.S. SAN to 2.
- ⊗ Any mutually agreed upon alteration to either side's OB.

## BOARD LAYOUT:



**OBJECTIVES:** The Americans win immediately by capturing/destroying all of the Japanese guns or by simultaneously controlling hexes 9H5, 9O5, and 9Y6 provided they have not lost  $\geq 42$  CVP.

## SPECIAL RULES:

1. EC are Wet with no wind at start. It is Overcast (E3.5) for the first six turns. Ignore G16.2. PTO Terrain is in effect (G.1) with the following exceptions: All Woods, Brush, and Marsh hexes are treated as Brush. None of the Ponds exist; treat as Open Ground instead. The building in 9DD3-EE4 does not exist (cover with open ground overlays optionally). All Orchard hexes are treated as Cactus Patch (F13.4). All hill hexes on board 9 are level one. All crest-lines for levels 2, 3, and 4 are instead treated as slope hexsides (P2). Cliff hexsides are treated as Cactus Hedge (F13.3).
2. The 7-4-7/3-3-7 MMC are Sappers/Assault Engineers (H1.22). Three AFV may be recorded as having Gyrostabilizers (D11.1). The Americans may conduct 'Bayonet Charges'. A Bayonet Charge is treated as a Human Wave (A25.23) with the following exception: multiple MMC are *not* required in each hex. The Americans automatically receive Air Support (E.7) on turn seven consisting of three '44 FB w/bombs (see G17.4).
3. AP Mines may not be exchanged for AT Mines or vice-versa. Use of Daisy-Chain (G1.613) is NA.
4. All Japanese Infantry may set up in foxholes in eligible terrain.

**OKINAWA, 5 April 1945:** For the 96th Division, April 5th was the beginning of dealing with stiff resistance on Okinawa. The 383rd estimated at one time during the day that its forward elements were receiving fire from twenty machine-guns and from fifteen to twenty mortars, in addition to fire from enemy artillery pieces. The 383rd efforts centered on Cactus Ridge, 600 yards southeast of Mashiki, which commanded the high ground between Uohitomari and Oyama. An Infantry company supported by tanks made a direct assault on Cactus Ridge under heavy fire. The ridge was protected by an anti-tank ditch, barbed wire, and a long minefield. When American tanks tried to pass through the gap in the minefield, they came under anti-tank gun fire. Two were hit and had to be abandoned. The infantry soon came to a halt under almost continuous machine-gun, rifle, and mortar fire and soon were forced to withdraw.



# NIPPONESE NIGHTMARE

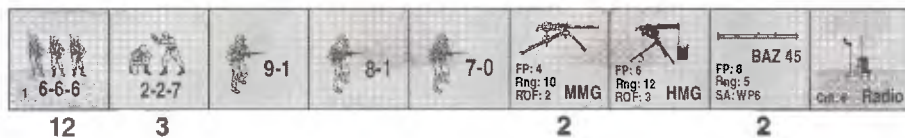
#4

U.S. Sets Up First	1	2	3	4	5	6	7	8	9
JAPANESE Moves First									



Company C, 1st Battalion, 305th Regimental Combat Team, 77th Infantry Division set up on/south of hexrow F  $\geq 2$  hexes from the mapboard edge:

[ELR: 3]  
{SAN: 4}



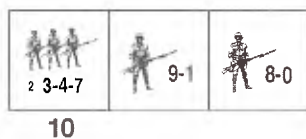
60mm OBA  
(HE, IR & WP)



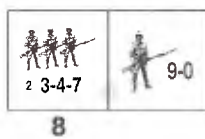
Remnants of the Zamami Island Garrison enter on turns indicated along the north edge:

[ELR: 4]  
{SAN: 3}

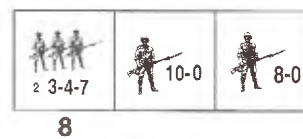
Turn one:



Turn two:



Turn three:



## HANDICAPS:

- Award 50% CVP to the American player.
- Replace one Japanese 8-0 leader with a 10-1.
- Any mutually agreed upon alteration to either side's OB.

## BOARDLAYOUT:



(Only Hexrows A-P are playable)



## SPECIAL RULES:

- EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) (EXC: Brush and Orchard hexes are treated as Crag). Place Overlay O2 on G1/H1. Kindling is NA.
- Night Rules are in effect (E1). The Initial NVR is 2 hexes with no Cloud Cover and No Moon. The Japanese player is the Scenario Attacker. The U.S. player is the Scenario Defender. The Majority Squad Type of both sides is Normal.
- The U.S. receives one Module of 60mm Mortar OBA (See U.S. Ordnance Note 1) capable of HE, WP, & IR.
- All U.S. units may set up in foxholes in allowable terrain. One SMC possessing one SW may set up HIP in addition to E1.2.

**ZAMAMI, KARAMA ISLANDS, SOUTHWEST OF OKINAWA, 27 March 1945:** On Zamami, advance elements of the 1st Battalion, 305th Regimental Combat Team pushed up into the high ground during the afternoon without closing with the enemy. From midnight until dawn of the next day, however, groups of Japanese armed with rifles, pistols, and sabers tried to break into the American perimeter. Company C bore the brunt of the attack, repulsing nine local thrusts supported by automatic weapons and mortars. One American machine gun changed hands several times. In a series of night fire fights that at times developed into savage hand-to-hand combat, the 1st Btl. killed more than 100 of the enemy at a cost of seven Americans killed and twelve wounded.



# AKA ASSAULT

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10
⊗ U.S. Moves First										

**Aka Island Garrison set up in Hinterland hexes (see SR 4 for ELR):**

[ELR: 4/1]  
{SAN: 5}

2 3-4-7 8	c 3-3-6 10	2-2-8 2	9-1 9-1	9-0 9-0	8-0 8-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	MA: 50° Rng: 1-16° ROF: 2° MTR 2	FP: 4 Rng: 11 ROF: 2 B#: 11 MMG 2	Type 97 MA: 81° Rng: 3-75 ROF: 3 SA: WP6 MTR
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**Elements of 3rd Battalion, 305th Regimental Combat Team, 77th Infantry Division enter on turn one on the south edge of Ocean overlay 2:**

[ELR: 4]  
{SAN: see SR 3}

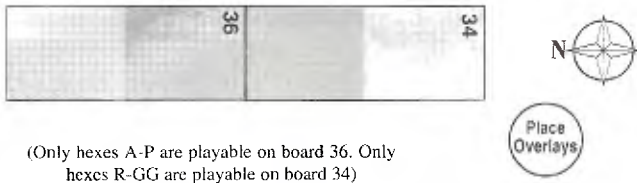
E 7-4-7 4	1 6-6-6 14	1 3-4-6 6	2-2-7 2	8-1 8-1	8-0 8-0	7-0 7-0	dm HMG 3PP 2	dm HMG 50 cal 3PP 2	dm MMG 2PP 3	dm MTR M2 60 mm 3	FP: 8 Rng: 5 SA: WP6 BAZ 45 4	FP: 24 Rng: 1 PP: 1 FT 2
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FP: 30 Rng: 1 DC 4	MA: 57 BF11 ROF: 1 RCL 2	LCVP MP: 5 PP: 99 AAMG: -1-16° ROF: 1° 4
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**HANDICAPS:**

- ⊗ The Americans may lose ≥ 30 CVP and still win.
- The Americans must avoid losing ≥ 22 CVP to win.
- ⊗ Any mutually agreed upon alteration to either side's OB.

**BOARD LAYOUT:**



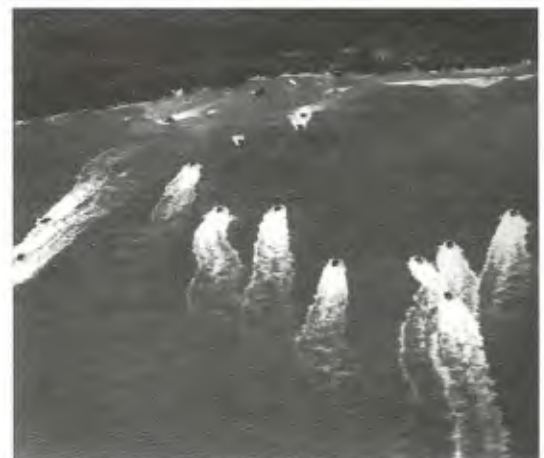
(Only hexes A-P are playable on board 36. Only hexes R-GG are playable on board 34)

**OBJECTIVES:** The U.S. wins immediately when they Control all of the hut hexes and hexes 36E4/36F5 provided they have not lost ≥ 28 CVP.

**SPECIAL RULES:**

- EC are Moist, with a mild breeze from the northwest for the entire scenario. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Coral Soil (G13.82) is in effect. Kindling is NA. The U.S. is conducting a Seaborne Assault (G14.1). Beach Slope is moderate. A Submerged Reef (G13.431) exists along hex grain 2003-2044-2052. Boresighting is NA. Brush/Marsh hexes are treated as Kunai. Orchard hexes are treated as Crag.
- Place Overlays as follows: **1** on 34T2/T1; **Be1** with 101-102 on o34Y9/X8; **Be2** with 201-202 on 136/126; **Oc1** with 1001-1002 on 112/113; and **Oc2** with 2001-2002 on 1069/1056. All Beach/Ocean hexes on/east of alternating hexrow 132-1041-1042-1055-2002-2015-2028-2041-2054-2067-2080-2093-2106-2119-2132-2145-1143 are unplayable.
- 7-4-7/3-3-7 are Assault Engineers (H1.22). U.S. SAN is 5 at start, but is lowered by three at the end of turn 3.
- Japanese Conscripts have an ELR of 1.

**AKA, KERAMA ISLANDS, SOUTHWEST OF OKINAWA, 26 March 1945:** At 0800 the 3rd Battalion, 305th R.C.T. hit the southern beaches of Aka, an island of irregular shape, measuring 3,000 by 3,400 yards at its extreme dimensions and rising in a series of ridges to two peaks, one 539 feet and the other 635 feet high. Aka, "Happy Corner Island", lies near the center of the Kerama Islands. The 200 boat operators and Korean Laborers on Aka put sporadic mortar and machine-gun fire on the Americans without inflicting damage, and then retreated into the steep central area as the invaders rapidly overran the beaches and the village of Aka.



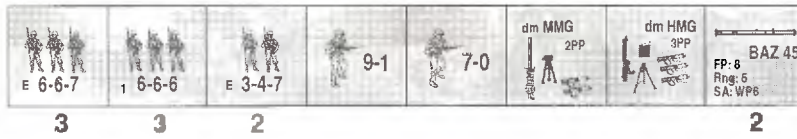
# HIGHWAY TO HELL



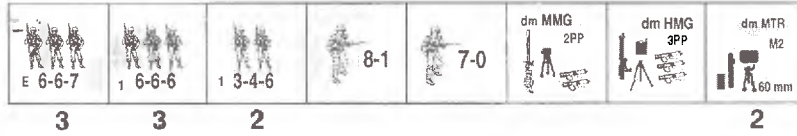
Elements of the 1st Battalion, 382nd Infantry Regiment, 96th Infantry Division enter along the north edge (noting any other entry restrictions) on the turn and board indicated:

Turn one on board 36:

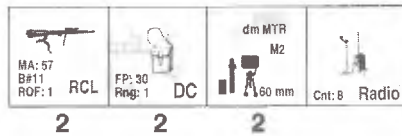
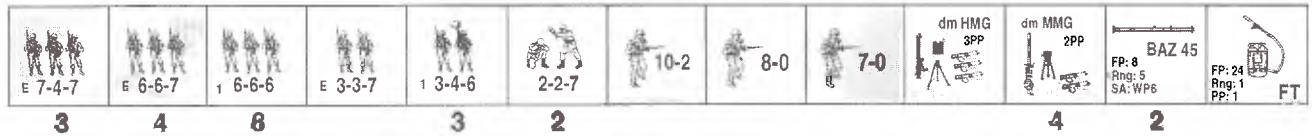
[ELR: 4]  
{SAN: 3}



Turn two on board 35 east of 35A6:



Turn two on board 36:



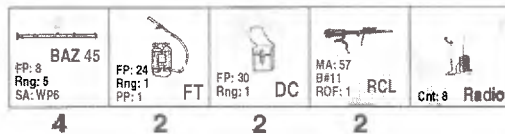
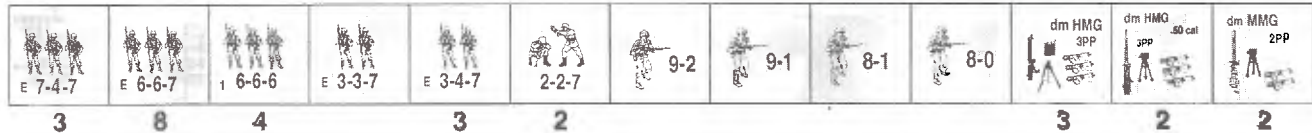
60mm OBA  
(HE & WP)



150mm OBA  
(HE & Smoke)



Turn three on board 35:







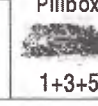

# HIGHWAY TO HELL

#2


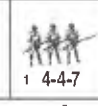


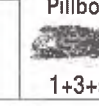
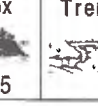
● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10
☉ AMERICAN Moves First	END									

**Elements of the 12th Independent Infantry Battalion set up as indicated:**





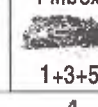

Set up within 4 hexes of 36V5:

 E 4-4-8	 1 4-4-7	 2-2-8	 AP Mine	 1+3+5	 Trench
2	2	2	12	2	


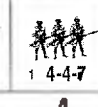


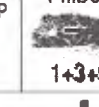
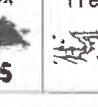
Set up within 5 hexes of 35L5:

 E 4-4-8	 1 4-4-7	 2-2-8	 AP Mine	 1+3+5	 Trench
2	2	2	12	2	



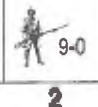
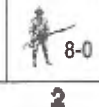
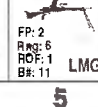
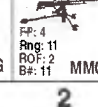
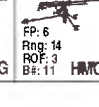
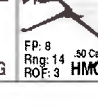
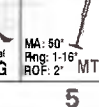
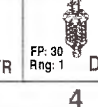

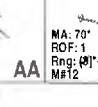
Set up within 6 hexes of 36K5:

 E 4-4-8	 1 4-4-7	 2-2-8	 AP Mine	 1+3+5	 Trench
4	4	2	24	4	2






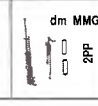
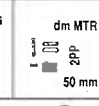
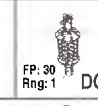
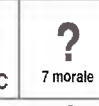

Set up within 6 hexes of 35W5:

 E 4-4-8	 1 4-4-7	 2-2-8	 AP Mine	 1+3+5	 Trench
4	4	2	24	4	2

Set up with any of the above groups:

 10-2	 9-1	 9-0	 8-0	 FP: 2 Rng: 6 ROF: 1 B#: 11	 FP: 4 Rng: 11 ROF: 2 B#: 11	 FP: 6 Rng: 14 ROF: 3 B#: 11	 FP: 8 Rng: 14 ROF: 3 B#: 11	 MA: 50' Rng: 1-16" ROF: 2'	 FP: 30 Rng: 1	 MA: 20(LM) ROF: 3 M#: 11	 MA: 70' ROF: 1 Rng: 80'-70' M#: 2
2	2	2	2	5	2	5	4	2	2	2	

Enter on/after turn three along the south edge:

 E 4-4-8	 2-2-8	 9-0	 8-0	 FP: 2 Rng: 6 ROF: 1 B#: 11	 2PP	 2PP 50 mm	 FP: 30 Rng: 1	 7 morale	 MP: 14 MA: 57 MG: 2/R2 ROF: 1
8	2	2	2	2	2	2	8	3	

**HANDICAPS:**

- Japanese reinforcements enter on turn four.
- ☉ Game length is reduced to nine turns.
- ☁ Any mutually agreed upon alteration to either side's OB.

**BOARDLAYOUT:**



**OBJECTIVES:** The Americans must earn ≥ 100 CVP by game end. CVP are awarded normally. Also, the Americans earn the CVP value of each unit south of hexrow Q at game end. The Americans lose immediately if they lose ≥ 32 CVP.

**SPECIAL RULES:**

- EC are Wet with no wind at start. It is Overcast (E3.5). Ignore G16.2. PTO Terrain (G.1) is in effect including light jungle. (EXC: Brush is Brush, not Bamboo; Orchard is Crag; Marsh is Brush; Jungle hexes are a Level one LOS obstacle.; and all Streams are Dry). The printed road that runs from 35A5-P5-R5-GG5 is a road. Ignore B17.4 for vehicles and 5/8" ordnance that are on that road. 5/8" ordnance that sets up in such a hex may not be Emplaced. Kindling is NA.
- Place Overlays as follows: 2 on 35T2/T1 and 5 on 35K2/K1.
- The U.S. 7-4-7/3-3-7 are Assault Engineers (H1.22). The turn two radio represents one module of 60mm Mortar (HE & WP). The turn three radio represents one module of 150mm OBA (HE & Smoke).

**OKINAWA, 5 April 1945:** For the 96th Infantry Division, April 5 marked the beginning of facing stiff enemy resistance on Okinawa. Driving through the green rolling country east of the Ginowan road, the 382nd unmasked a series of fortified positions, many of them protected by minefields. Each position caused American casualties and required enveloping maneuvers. Well camouflaged Japanese troops, supported by tanks, attacked the 1st Battalion during the afternoon. But the attack was broken up by artillery, mortar, and machine-gun fire. During the day, the 382nd gained about 400 yards in the east and 900 yards to the west.



<p>● <b>JAPANESE Sets Up First</b></p> <p>☘ <b>MARINE Moves First</b></p>	1	2	3	4	5	6	7	8																																																																																								
<p><b>Remnants of the 145th Infantry Regiment</b> set up on board 18 north of the road defined by 18Y1- 18GG6 (see SR 2 and 3):</p> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td style="text-align: right;">70mm OBA (HE)</td> </tr> <tr> <td>1 4-4-7</td> <td>2 3-4-7</td> <td>2-2-8</td> <td>FP: 4 Rng: 11 ROF: 2 B#: 11</td> <td>FP: 2 Rng: 6 ROF: 1 B#: 11</td> <td>MA: 20L Type 97 FP: 1 Rng: 12</td> <td>1-0-9</td> <td>7 morale</td> <td>1+5+7</td> <td>1+4+6</td> <td></td> </tr> <tr> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">6</td> <td colspan="5"></td> </tr> </table> <p><b>Elements of the 145th Regiment</b> set up on board 25:</p> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>1 4-4-7</td> <td>2-2-8</td> <td>10-1</td> <td>9-1</td> <td>FP: 6 Rng: 14 ROF: 3 B#: 11</td> <td>FP: 4 Rng: 11 ROF: 2 B#: 11</td> <td>FP: 2 Rng: 6 ROF: 1 B#: 11</td> <td>MA: 50' Rng: 1-16' ROF: 2'</td> <td>1-0-9</td> <td>Mine</td> <td>7 morale</td> <td></td> </tr> <tr> <td colspan="2" style="text-align: center;">3</td> <td colspan="2" style="text-align: center;">6</td> <td colspan="2" style="text-align: center;">3</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">3 18 8 4</td> </tr> </table> <p><b>Regt. Reserves</b> enter on turn three along the north edge:</p> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td style="text-align: right;"></td> </tr> <tr> <td>E 4-4-8</td> <td>8-0</td> <td>FP: 2 Rng: 6 ROF: 1 B#: 11</td> <td>FP: 30 Rng: 1</td> <td>Cnt: 8 Radio</td> <td></td> </tr> <tr> <td colspan="2" style="text-align: center;">3</td> <td colspan="4"></td> </tr> </table>											70mm OBA (HE)	1 4-4-7	2 3-4-7	2-2-8	FP: 4 Rng: 11 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 20L Type 97 FP: 1 Rng: 12	1-0-9	7 morale	1+5+7	1+4+6		2		2		6																			1 4-4-7	2-2-8	10-1	9-1	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'	1-0-9	Mine	7 morale		3		6		3		2		2		3 18 8 4								E 4-4-8	8-0	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 30 Rng: 1	Cnt: 8 Radio		3														
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<p><b>Elements of G Company, 21st Marine Regiment</b> set up south of the road defined by 18Y1- 18GG6:</p> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>7-6-8</td> <td>6-6-8</td> <td>5-5-8</td> <td>10-2</td> <td>9-2</td> <td>8-0</td> <td>1-4-9</td> <td>FP: 8 Rng: 16 ROF: 3</td> <td>FP: 8 Rng: 5 SA: WP6</td> <td>FP: 30 Rng: 1</td> <td>FP: 24 Rng: 1 PP: 1</td> <td>Cnt: 8 Radio</td> </tr> <tr> <td colspan="2" style="text-align: center;">3</td> <td colspan="2" style="text-align: center;">3</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">4</td> </tr> </table> <p><b>Elements of the 2nd Division Armor</b> enter along the south edge on turn one:</p> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td style="text-align: right;">105mm OBA (HE &amp; WP)</td> </tr> <tr> <td>6-6-8</td> <td>5-5-8</td> <td>9-1</td> <td>FP: 30 Rng: 1</td> <td>Cnt: 8 Radio</td> <td>8-1</td> <td>MP: 15 MA: 105 MG: 2/4/4</td> <td>MP: 12 MA: 75 MG: 4/4 ROF: 1*</td> <td>MP: 13 MA: *TF32 MG: 2/4/4 X#11</td> <td></td> </tr> <tr> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="2" style="text-align: center;">2</td> <td colspan="4"></td> </tr> </table>													7-6-8	6-6-8	5-5-8	10-2	9-2	8-0	1-4-9	FP: 8 Rng: 16 ROF: 3	FP: 8 Rng: 5 SA: WP6	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	Cnt: 8 Radio	3		3		2		2		2		4											105mm OBA (HE & WP)	6-6-8	5-5-8	9-1	FP: 30 Rng: 1	Cnt: 8 Radio	8-1	MP: 15 MA: 105 MG: 2/4/4	MP: 12 MA: 75 MG: 4/4 ROF: 1*	MP: 13 MA: *TF32 MG: 2/4/4 X#11		2		2		2																																			
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**HANDICAPS:**

- The Japanese OBA has normal ammunition.
- ☘ Exchange the U.S.M.C. 8-1 armor-leader for a 9-2.
- ☘ Any mutually agreed upon alteration to either side's OB.

**BOARDLAYOUT:**



**OBJECTIVES:** The Marines must earn ≥ 10 VP by game end. VP are awarded as follows: 1 VP for every Pillbox captured/eliminated; 2 VP for every Cave eliminated as per G 11.88/15.22; and 5 VP for Controlling hex 25BB5.

**SPECIAL RULES:**

1. EC are Moderate and Gusty with no wind at start. F11.74 is in effect. Place stone rubble in 18Z10, 25Y4, and all building hexes. Treat all rubble and Hammada as Crags which also are Ambush/Rally/Concealment terrain. Pillboxes may not set up in them and tunnel exit/entrances may use them. Treat all Woods as Brush. All Brush has a +1 TEM. Bridges and Roads do not exist.
2. Place overlays as follows: **S2** on 18S5/18T4; **S8** on 25T2/25T1; and **D6** 18DD5/18EE6. AFV must roll for Sand Bog (F7.31) *only* in open ground hexes on the overlays. The tankdozer may attempt to place a trailbreak through Crag on a successful Clearance DR (B25.) as if it was rubble. All Japanese fortifications (EXC: mines) that set up in non-concealment terrain are known, but the contents of a pillbox/cave may utilize HIP. All pillboxes/caves must start the game occupied, and the board 25 pillboxes/caves must set up with a LOS to board 18. No fortifications may set up in 25BB5.
3. The Japanese Radio represents one module of 70mm OBA (HE only) with scarce ammo. Use of harassing fire is NA. AP mines may not be substituted for AT mines. The OB-provided DC Heroes are in addition to the ones allowed as per G1.421, however G1.422 is NA, i.e., all additional TH/DC Heroes must be created during play. The OB-provided DC Heroes may set up HIP.
4. To represent the attrition and lack of replacements, all Marine Infantry have an ELR of "3". The ELR order is: 7-6-8→6-6-8→5-5-8→two broken HS. Any 2-3-8 HS which fails ELR is disrupted, and any 3-4-8 which recombines does so to a 6-6-8.
5. The Marine Radio represents one module of 105mm OBA (HE & WP).

**IWO JIMA, 6 March 1945:** D+15 on Iwo started the same as any other day. Naval and Marine high caliber guns blasted at Japanese positions, followed by waves of carrier planes dropping bombs and napalm. But the dirty job of securing the island fell upon the infantrymen, assigned to seek out the tenacious defenders amid the devilish terrain, to burn and blast them from their positions. Along the west coast of Iwo Jima the 5th Marines made scant headway after the barrage lifted. Withering fire met them, forcing the attackers to halt and dig in. To the east of the 5th Marines, in the 3rd division sector, the attack gained some momentum - but only briefly. Two platoons from the 21st Regiment managed a 200 yard advance. Halting briefly in a brush choked ravine, they knocked out enemy pillboxes one-by-one using the now practiced tactics of demolition teams using flamethrowers. Assisted by tanks, the men of George company made short work of several suicide bombers. Clawing up a crest of a ridge, the platoon leader Lt. Mulvey was somewhat shocked to find that he could see the northern coastline of Iwo Jima less than a quarter mile away. Quickly a runner was dispatched back to headquarters to bring reinforcements to this precarious point position. Such plans were quickly dashed as heavy enemy mortar fire slammed into Mulvey's positions. With nightfall approaching, a predictable and violent reaction to George Company's advance would be in the making.



# TIMBUYO TANGO

#7

<b>FILIPINO Sets Up First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
<b>JAPANESE Moves First</b>								

**Company B, 1st Battalion, 52nd Infantry Division, P.A.** set up in hexes numbered ≤ 5 on board 37 and/or south of hexrow Q on both boards (see SR 2):

2 4-4-7	2-2-7	9-1	8-1	8-0	6+1	FP: 8 Rng: 16 ROF: 3	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	7 morale 1S	
<b>15</b>	<b>4</b>							<b>2</b>	<b>12</b>	<b>10</b>

[ELR: 2]  
{SAN: 4}

**Elements of the Kimura Detachment** enter on turn one in Column (see SR 3):

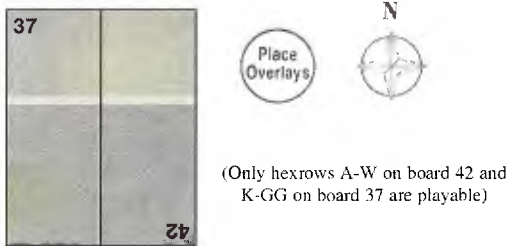
E 4-4-8	1 4-4-7	9-1	9-0	8-0	2-2-8	FP: 2 Rng: 6 ROF: 1 B#: 11	2 RP	3 PP	2 RP 50 mm
<b>8</b>	<b>8</b>			<b>2</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>4</b>

[ELR: 4]  
{SAN: 3}

**HANDICAPS:**

- Replace one Japanese 8-0 leader with a 9-1.
- Reduce game length to 7 turns.
- Any mutually agreed upon alteration to either side's OB.

**BOARDLAYOUT:**



**SPECIAL RULES:**

- EC are Wet with no wind at start. PTO Terrain is in effect (G.1) including Dense Jungle. All buildings are wooden. The road that runs 42A5-Q4-W4 is a road. Walls and hedges are non-existent. Kindling is NA. Place overlay **Wd5** on 42W2/42W3.
- All Filipino MG must be possessed by crews at start. The Filipino player may set up five squads/equivalents utilizing HIP.
- Prior to the Filipino set up, the Japanese player must divide his force into two columns and pre-designates the entry of each, recording a separate entry hex from one of the following: 37Y10, 37Q10, 37K8, 42W4, 42W8 or 42W9. Each column must have ≥ 7 squads/equivalents and at least one leader.

**ROUTE 1, TIMBUYO PENINSULA, PHILIPPINE ISLANDS, 22 DECEMBER 1941:** Pushing northwest from Naga, the Japanese pushed forward on the 19th with an estimated force of one battalion of infantry. Patrols were still active near Ragay and reports reaching the Americans mentioned other Japanese elements moving along Route 1 toward Daet. By this time, the two outposted companies of 1st Battalion, 52nd Infantry Division were at Aloneros and Sumilong, and had thrust strong combat patrols forward. Luzon at this point forms a very narrow neck only seven miles wide, and any force from Legaspi must pass through one of the two barrios, Alaneros on the Manila railroad or Sumilong on Route 1. The position was well suited to the defense. At 0500 the next morning, a Japanese force estimated to be a company in strength attacked Company B at Timbuyo, just east of the Negritos camp along the highway. The Filipino troops were in a well organized position and drove off the enemy, chasing them down the road for a few miles and inflicting heavy losses while suffering about 15% casualties themselves.





# BALLBREAKER

#6

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



Elements of the 3rd Battalion, 305th Regimental Combat Team, 77th Infantry Division enter on turn one along the south edge:

E 7-4-7 4	E 6-6-7 4	6-6-6 4	2-2-7 2	9-1 1	8-1 1	8-0 1	dm HMG .50 cal 3PP 1	dm HMG 3PP 1	dm MMG 2PP 2	MA: 57 BAZ 45 RCL 2	FP: 8 Rng: 5 SA: WP6 2	FP: 24 Rng: 1 PP: 1 2	FT 2
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60mm OBA  
(HE & WP)



[ELR: 4]  
{SAN: 3}

DC FP: 30 Rng: 1 4	Radio Cnt: 8
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Remnants of the Aka Island Garrison set up utilizing HIP on hill hexes on/between hexes numbered 5-8:

1 4-4-7 5	2-2-8 4	9-1 1	9-0 1	8-0 1	FP: 8 Rng: 14 ROF: 3 50 cal HMG 1	FP: 6 Rng: 14 ROF: 3 HMG 1	FP: 4 Rng: 11 ROF: 2 MMG 2	FP: 2 Rng: 6 ROF: 1 LMG 2	MA: 50' Rng: 1-16' ROF: 2' MTR 2	Phone Cnt: 11 X# 12	Pillbox 1+5+7 4	Trench 6
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81mm OBA  
(HE & WP)



## HANDICAPS:

- ☉ Remove the Japanese .50 cal. HMG.
- Apply a +2 modifier to the U.S. air support arrival dr.
- ☁ Any mutually agreed upon alteration to either side's OB.

## BOARDLAYOUT:



(Only hexrows A-P are playable)



**OBJECTIVES:** The Americans must Control/destroy all four pillboxes by game end.

## SPECIAL RULES:

- EC are Moderate with a mild breeze from the Southwest at start. Coral Soil (G13.82) is in effect. The building in B5 does not exist (cover with open ground overlays optionally). Wadis are Gullies. Ignore G.7.
- The U.S. Radio represents one module of 60mm Mortar (HE & WP). The Japanese phone represents one module of 81mm Mortar (HE & WP).
- The U.S. player receives Air Support automatically consisting of three '44 FB. They arrive as per E7.2. Their armament is determined prior to the start of play. The U.S. player makes a secret dr on the following chart:  

dr	armament
1-3	Napalm
4	Bombs
5-6	Rockets

 (Rockets are 120mm. They have a +1 TH modifier & 2 TH attempts, otherwise E7.4 remains unchanged.)
- Borcsighting and Kindling are NA.

**AKA, KERAMA ISLANDS, SOUTHWEST OF OKINAWA, 27 March 1945:** Fitful action was still in progress on Aka on the morning of March 27. The 3rd Battalion of the 305th isolated seventy-five Japanese who were dug in on a ridge and it's reverse slope and were fully supported by mortars and automatic weapons. After a period of aerial strafing, bombing, rocketing, and mortar fire, the Americans drove the enemy from their position into the brush.

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