

INVISIBLE FOES



ASL SCENARIO AP5

Scenario Design: *Pete Shelling*



Near DAVAO, MINDANAO, THE PHILIPPINES, 5 May 1945: As the Okinawa campaign was in full swing, the Philippine campaign was winding down. Only the southern islands remained to be retaken from the Japanese. Mindanao was the largest of these, and it was defended by the Japanese 100th and 30th Divisions. The 100th Division commander, Lt General Jiro Harada, was tasked with defending the area around the port city of Davao. When the U.S. X Corps opted for an overland assault, Harada was not about to move away from Davao to meet his enemy, as the countryside was crawling with vicious Filipino guerrillas.

BOARD CONFIGURATION:

38	43
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BALANCE:

- The Japanese player may use HIP for one additional squad equivalent and all SMC/SW which set up with it.

- ☆ Add one 8-0 and one flamethrower to the initial American force.

VICTORY CONDITIONS: The Allies win immediately if they have Exited ≥ 50 Victory Points off board 38 on/between I10 and A5 (see SSR 4), or at game end if they Control all non-hut buildings in the Japanese setup area.

TURN RECORD CHART

● JAPANESE Sets Up First [244]	☆ 1	☆ 2	3	4	5	6	7	8	9	END
☆ ALLIES Moves First [183]										

Elements of the 100th Infantry Division [ELR: 3] set up on board(s) 38/43, on/between hexrows Z and D: {SAN: 5}



1 4'-4-7	2 3-4-7	2-2-8	1-6	9-0	8-1	3 6-14	2 4-11	1 2-6	2 50*(1-16)*	30-1	7 morale
8	8	6			2		2	3	2	2	12
3 47L	1 70* [(3)*-70]	3 20L (4)	Foxhole 5 OVR, OBA: +4 Other: +2	1+3+5							
			6	4							

Elements of the 21st Infantry Regiment [ELR: 3] enter on Turn 1 along the south/east edge(s) of board 43 on/between GG6 and Q1: {SAN: 4}



6-6-7	1 6-6-6	9-2	8-1	8-0	7-0	2 4-10	30-1	8-5	13 105 2/4/4	17 37LL 2/4/2
6	9					2	2	2		

Enter on Turn 2 along the south edge of board 38 (see SSR 5):

1 6-6-6	7-0	20 15PP *AAMB -1/-4	32 TS 10PP
2		2	6

Elements of the 107th Guerrilla Division [ELR: 5] enter on Turn 2 along the north edge of board(s) 38/43:

3-3-7	9-1	8-0	1 2-6
9			2

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect [EXC: all roads exist, but the minimum Road Entry cost for vehicles is 1 MP]. Kindling attempts are NA.
- All of the grain hexes on board 43 represents "Hemp Plantations." These are treated in all respects as Bamboo [EXC: Infantry enters a Hemp Plantation hex at a cost of 3 MF per hex (2 MF for partisans; G3.2 still applies for Manhandling), and a +1 TEM applies even to Indirect/HE/DC attacks].
- The guerrillas are partisans (A25.24-.242), suffer from Ammunition Shortage (A19.131), and may neither Deploy [EXC: A20.5], make Entrenching attempts, nor form multi-Location FG. The Guerrillas use Japanese LMG; Captured-weapon penalties do not apply to such use (nor to partisan use of American MG). The +2 drm of G1.63 does not apply to partisan Search drs.

4. The Allies receive Exit Victory Points for U.S. units only. Each truck Exited is worth 5 VP.

5. The normal Inherent MF (A4.11; A17.2), and printed MP, allotment of all units of the 21st Infantry's reinforcement group (only) is halved during their Turn 2 MPh. Due to being loaded with supplies for the partisans, all U.S. trucks have 0 PP available.

AFTERMATH: The area around Davao was a major hemp producer before the war and by 1945 most of the plantations had grown thick with neglect. These fields became important to the Japanese defense, as there was no way around them and going through them was more difficult than the densest jungle. American troops found the going rugged, as the Japanese would be virtually invisible among the abaca. With the Navy preoccupied at Okinawa, however, every little airfield became important, including the tiny Libby Airdrome. The 24th Infantry Division captured the Airdrome on May 5th, but could make almost no more progress for two weeks, eventually linking up with large guerrilla elements on May 24th.