

Guam Landings



“Alright, listen up, boys! **The Guam Landings** in the summer of ‘44 were a hell of an operation—an amphibious smash right into the gut of the Japanese defenses in the Marianas. The island was crawling with enemy troops, but that didn’t stop our boys from hitting the beaches on July 21st and driving straight inland.

They fought through thick jungles, coral ridges, and all the damn bunkers the enemy could build, pushing those defenders back inch by inch until Guam was ours by August 10th. We didn’t just take an island—**we seized a launchpad for bigger things, setting the stage for bombing Japan into rubble.**

That’s how you take the fight to the enemy, boys—**you land, you fight, and you don’t stop until the flag is flying over every square inch!”**

~~ General Howitzer

6 VP’s



Card Balance:

Allies - 6

Axis - 5

Complexity:

4

Conditions:

Historical

Location:

Guam

Year:

1944

Theater:

Pacific Theater

Campaign:

Pacific Campaign

Codename



Summary:

There is a massive invasion force of Marines coming on shore with infantry, armor and artillery.

Objectives:

6 VP's and one Objective Medal for the Marines.

Battlefield:

The battlefield is marked by a v-shaped river flanked on one side by a series of hills, and on the other by rice paddies.

Troops:

Allies – 10 Infantry, 8 Armor, 3 Artillery

Axis – 11 Infantry



☐ Winning as Allies

1. You have an overwhelming force to assist you. You have a lot of armor. Start with that and attack the sandbagged enemy from a distance. You will be able to wipe out several front-line units very quickly using your armor.
2. There is a Medal Objective on your right flank. You can target it, but will need to deal with the enemy infantry unit close to the beach at hex M3.
3. Deal with the two enemy infantry units right on the beach first, or they will be able to score a hit on every retreat flag they throw against your forces.
4. Remember that the any full-force Japanese Infantry units practice the Seishin Kyoiku Doctrine (SKD), so that they attack with one extra dice when they attack.



So deal with that by knocking out each of the Infantry figures by one figure each before they decide to rush you with an overwhelming Infantry assault.

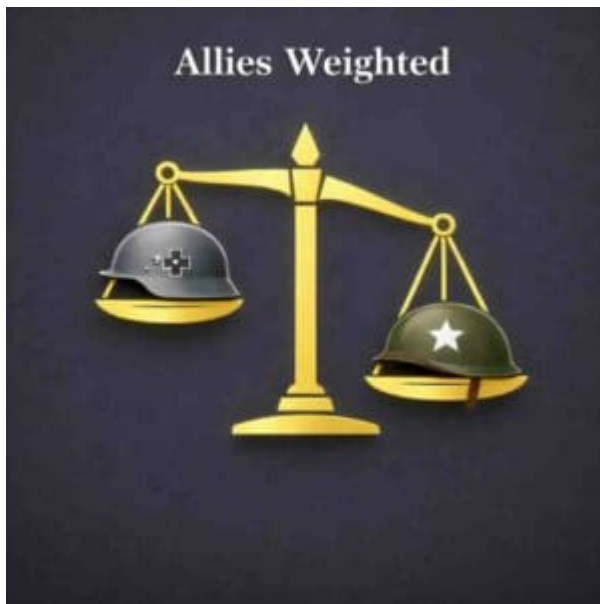


□ **Winning as Axis**

1. The Japanese are well-protected behind sandbags, and would need a pretty good reason to break cover, while they wait for the Marines to attack.
2. You have a forward unit in the village of Asan, which you can use to take out some figures, maybe a full unit before you are destroyed.
3. And you have a forward unit in the jungle and sandbagged at M3, which you can also use for some quick hits against the enemy.

Battle Reports (percentage of Allied victories):

67%



Author:
Days of Wonder

URL:

General Howitzer / Battle Reports

Guam Landings

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

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Allied win rate **65.79%**
Average medals per side
Allies **3.0** Axis **4.3**
Submitted AARs
38 Games reported



Allied victories **25** • **65.8%**

Axis victories **13** • **34.2%**

Linkola recently played this battle.

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

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