



Sugar Loaf and Half Moon



The Battle of Sugar Loaf and Half Moon took place during the Battle of Okinawa in May 1945, one of the final and bloodiest battles of World War II. Sugar Loaf Hill and Half Moon Hill were heavily fortified Japanese positions that U.S. Marines needed to capture to advance on the island.

Listen up. Sugar Loaf and Half Moon weren't just two lumps of dirt on Okinawa—they were the kind of fortified hellholes the enemy turns into a butcher shop. The Japanese were dug in deep, with bunkers you couldn't see and tunnels you couldn't count, and they poured out artillery, machine-gun fire, and counterattacks like they had an endless supply of men and steel.

Our Marines fought inch by inch, bleeding for every blasted ridge. They stormed those heights again and again, under fire hot enough to melt the paint off a helmet. Casualties were heavy, but the boys never broke. After days of slugging it out—crawling, climbing, charging—they took both hills and tore the heart out of the enemy's northern line.



Seizing Sugar Loaf and Half Moon opened the door to Okinawa's southern defenses, and it proved a cold, hard truth: fighting in the Pacific demanded guts, grit, and sacrifice on a scale few can imagine. And it was a grim preview of what it might have taken if we'd ever had to storm Japan itself.

~~ General Howitzer

6 VP's



Card Balance:

USA - 6

Japanese - 4

Complexity:

2

Conditions:

Jungle



Location:



Pacific

Year:

1945

Theater:

Pacific

Campaign:

Battle of Okinawa

Codename:

Summary:

Objectives:

6 VP's

(Special Rule: Note that if the Marines clear out an entire section of Japanese forces, it counts as a temporary VP.)

Battlefield:

This scenario begins with both forces arrayed across the battlefield and ready to engage in immediate warfare. It is a countryside with hills and caves spread across all three sections. The caves allow for rapid movement of Japanese troops.

Troops:

Allies - 10 Infantry, 2 Armor, 2 Artillery

(Infantry practices the Gung-Ho! rule.)



Axis - 10 Infantry, 2 Artillery

(Japanese Infantry practices the Seishin Kyoiku Doctrine (SKD), and the Yamato Damashi Concept, and the Banzai War Cry.)



Allied Strategy:

1. The enemy is weak on your right flank. They have no artillery protection on half the flank. With your artillery, you have a slight numeric advantage. If you can work up the cards, you could launch an attack on tht side, and gain half the VP's you need. Once you overwhelm that section, your remaining forces can combine with your center section troops to finish off the job and gain your final three VP's.
2. Use your Artillery to hit every full force Infantry unit at least once in order to cancel out the SKD advantage they have.
3. Note that one of your artillery is mobile, so you can move in and fire. But do not move in too close prematurely, or the Japanese forces will overwhelm you with their SKD power.
4. Strategic consideration based on this special rule:
"When all the Japanese units in a section of the battlefield (right, center or left) are eliminated, the Marines gain one Victory Medal." This means that if you can concentrate all of your attacks in one section, you will gain not only the medals for eliminating units, but also one extra Victory Medal for clearing out the section. Your most likely focus for this is the right section, since there are no enemy Artillery to eliminate.





Axis Strategy:

1. Use the Banzai War Cry combined with the Seishin Kyoiku Doctrine to quickly advance your full-power Infantry units to attack any enemy who are within striking range. With the additional dice roll that SKD provides, you can quickly weaken the enemy.
2. Remember to use the tunnel system to quickly move infantry from hill to hill to get your forces into the action.
3. Use your artillery at every opportunity on any enemy forces that approach.
4. Your Infantry are sitting mostly on Cave on a Hill hexes, which give a massive defensive advantage of minus 2 (only one dice attack), for normal attacks. This allows you to fend off many attacks. And when they get weak, you can do a quick swap out with fresh units using the cave system. So do not be quick to leave such a defensive position unless you can launch a decisive attack.

Battle Reports

(classic percentage of Allied victories):

68%

31

BR - SugarLoaf



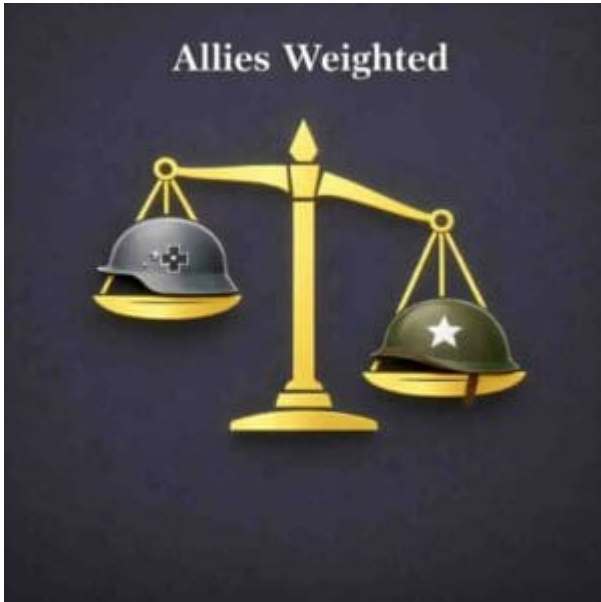
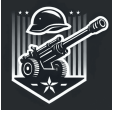
Allies Won



Axis Won

See Results

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Days of Wonder

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