



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.

The Marines faced fierce resistance, as Japanese forces had entrenched themselves in well-concealed bunkers and tunnels. Fighting was brutal, with the Marines enduring relentless artillery, machine-gun fire, and counterattacks. After days of intense combat, heavy casualties, and repeated assaults, the Marines eventually secured both hills.

The capture of Sugar Loaf and Half Moon was crucial to the Allied effort in Okinawa, allowing further progress toward the island's southern defenses. The intense fighting and high casualties highlighted the challenges of the Pacific Campaign and foreshadowed the potential cost of an invasion of mainland Japan.



6 VP's



Card Balance:

USA - 6

Japanese - 4

Complexity:

2

Conditions:

Jungle

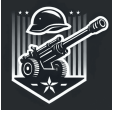


Location:

Pacific

Year:

1945



Theater:

Pacific

Campaign:

Battle of Okinawa

Codename:

Summary:

Objectives:

6 VP's

(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.

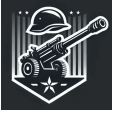


Axis Strategy:

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.

Battle Reports

(classic percentage of Allied victories):



68%

3

BR - SugarLoaf

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