



Wake Island



Wake Island was a little speck in the Pacific, but in December '41 it became a fortress of American grit. Right after Pearl Harbor, the Japanese thought they'd steamroll it. On the 11th, they charged in—and got their noses bloodied. Our Marines and gunners blasted ships out of the water and sent the enemy packing, the first time in the war a U.S. force had thrown back an amphibious assault.

But the enemy came back heavier on the 23rd, with more ships, more planes, and more men than that tiny garrison could handle. The Marines fought like crazy, but Wake was finally overrun. Even so, their stand proved to the world that Americans don't just roll over—we fight, we bleed, and we make the enemy pay dearly for every inch. Wake Island was no surrender; it was a warning shot that the United States was in this war to the finish.

~~ General Howitzer

6 VP's



Card Balance:

5 - 5

Complexity:

2

Conditions:

Beach





Location:

North Pacific

Year:

1941

Theater:

Pacific

Campaign

Codename

Summary:

The Wake Island scenario has the Japanese attacking Marines who are defending. The beachfront is barricaded with a row of wire. But if they can get past that barrier, every town and fortress hex is a victory medal objective for them.

Objectives:

6 VP's, plus the Axis have potentially 10 (!) Medal Objectives.

Battlefield:

A flat beach defended with wire and Marines in bunkers and one artillery.

Troops:

Allies - 5 Infantry, 1 Artillery

Axis - 12 Infantry!



Allied Strategy:

1. Historically the Allies were overwhelmed in the second attack when 1500 invaders attacked, so the goal is to get some quick hits before they reach the Medal Objectives.
2. Use your artillery at every opportunity, especially early in the game before they move away from it.



Axis Strategy:

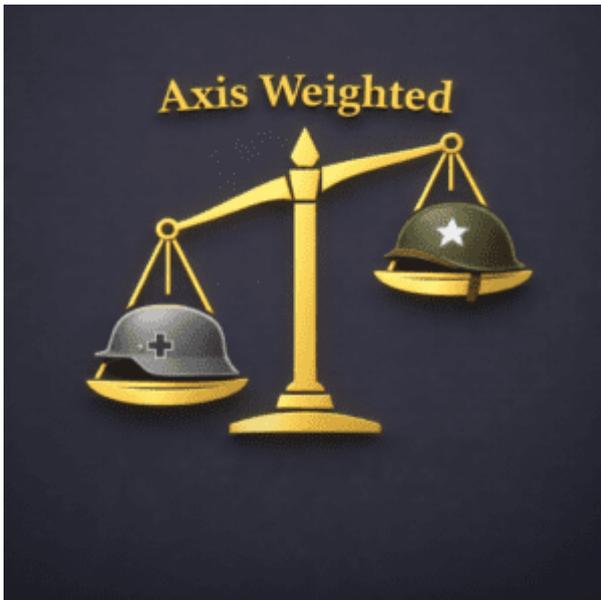
1. As a general rule, avoid the artillery in the center-right. Move your troops to the left and attack the left flank. There are plenty of VP's available on the left side without even having to go anywhere near the artillery.
2. However if you have the cards for a sustained and rapid attack on the right, do it. The fact that there are two hexes unprotected by wire allows the you to very quickly reach the enemy bunkers.
3. You can use your advance infantry unit to quickly gain control of the field bunker at M6, and its VP. Then three more Objective Medals are available to you in the towns. Then as you quickly bring other infantry forward the advance unit can attack the enemy infantry in the town at K8. That's a total of 5 VP's relatively unprotected. If you can survive the artillery attacks while you seek out your 6th VP on the left flank, you could have a win to brag about!

DoW Battle Reports



(percentage of Allied victories):

32%



28

BR - Wake



Allies Won



Axis Won

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Days of Wonder

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