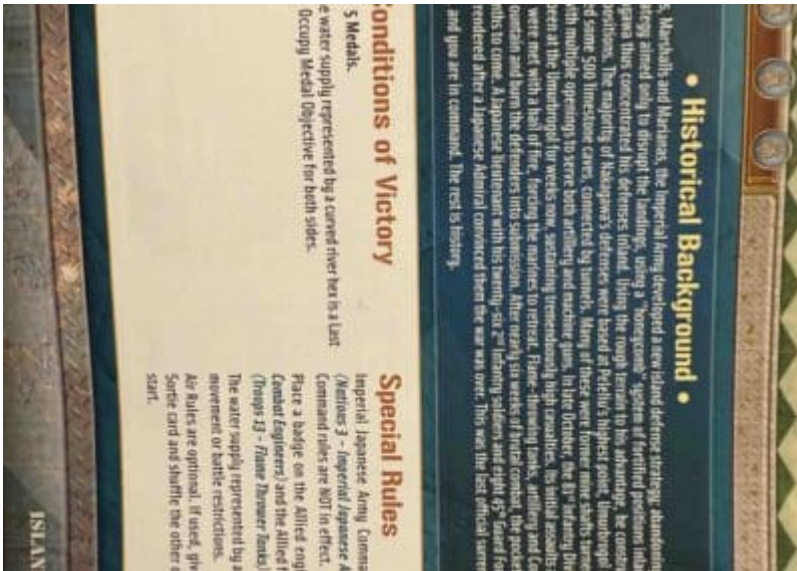




Umurbrogol Pocket



IMG_0923



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The **Battle of the Umurbrogol Pocket** in **November 1944** was one of the fiercest and most grueling phases of the **Battle of Peleliu** during World War II. U.S. **Marines** faced deeply entrenched **Japanese defenders** in a mountainous, cave-ridden area known as “**Bloody Nose Ridge.**”



General Howitzer's summary:

The Umurbrogol Pocket was a nightmare carved into rock—our Marines went up against die-hard defenders holed up in caves. The Japanese were dug in deep, fighting to the last man, and made us pay for every inch in blood. Flamethrowers, grenades, and guts—that's what it took to root them out. It was slow, savage, and costly, but in the end, we crushed them. That ridge showed just how far the enemy would go—and how much farther we were willing to go to win.

5 VP's



Card Balance:

Allies (US Marines) - 5

Axis - 4

Complexity:

3

Conditions:

Jungle Beach





Context:

Historical

Location:

Marianas & Palau Islands

Year:

1944

Theater:

Pacific

Campaign:

The Battle of Peleliu

Codename:

Operation Stalemate II

Summary:

Objectives:

5 VP's plus a Last to Occupy Medal Objective

Battlefield:

Combination of hills and hills with caves .

Troops:



Allies - 9 Infantry, 4 Armor, and 2 Artillery

Axis - 8 Infantry



Allied Strategy:

1. Use your Artillery and Armor as much as you can to attack the Japanese defenders at a distance. When they are sufficiently weakened, you can move in your infantry, beginning with your Engineers to finish up the forward units.
2. The fresh water river is a victory medal which goes to the Last to Occupy. Keep some forces on hand to grab it as a final victory point.



Axis Strategy

1. You have a very strong defensive position which allows you to quickly move between caves and hide your weak units when necessary.
2. Take advantage of your Seishin Kyoiku powers and attack any enemy troops using the Banzai War Cry which come within two hexes of your Infantry.
3. Guard the fresh water source, and keep the enemy away from it, as they will attempt to grab it on their final move.

Battle Reports



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BR - Umurbrogol Pocket

You must sign in for passing the poll

See Results

Author:

Days of Wonder

Resource:

Campaign Book, Volume 2

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