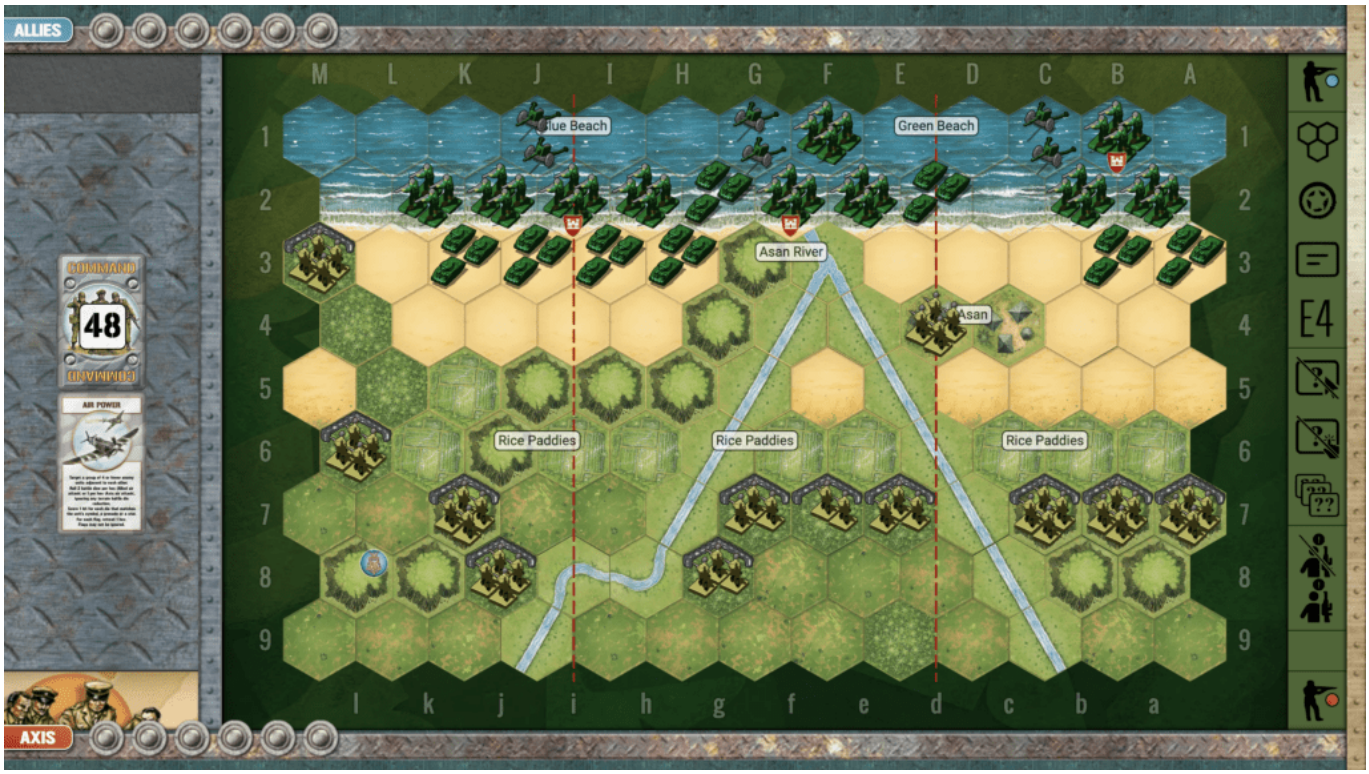
Guam Landings



“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

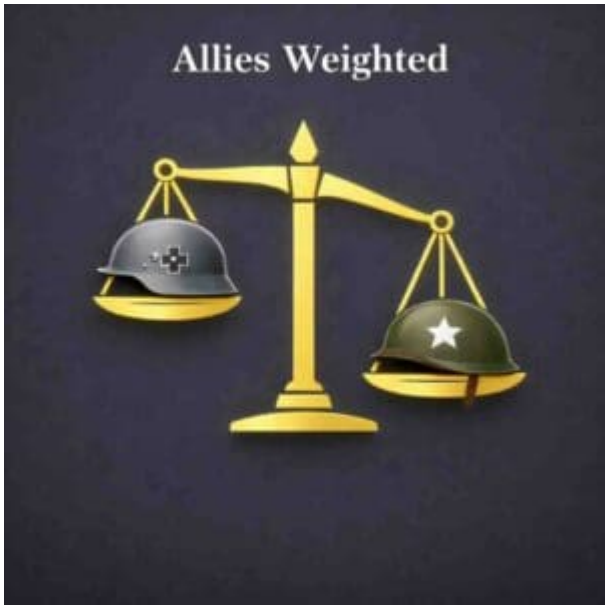
1. The Japanese are well-protected behind sandbags, and would need a pretty good reason to break cover, while they wait for the Marines to attack.

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

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

Please login, so your battle history can be updated. Login

Allied win rate**67.50%**
Average medals per side
Allies**4.2**Axis**4.4**
Submitted AARs
40Games reported
Allied victories**27 · 67.5%**
Axis victories**13 · 32.5%**

GeneralHowitzer recently won this battle.

Linkola recently played this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario
3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd→ — Open Scenario

5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario
8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario
19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario
25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario

27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings Current scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore→ — Open Scenario
41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge→ — Open Scenario
47. Roi→ — Open Scenario
48. Namur→ — Open Scenario

49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario
52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill→ — Open Scenario

Pacific Theater

1. Slopes of Mount Austen→ — Open Scenario
2. Wake Island→ — Open Scenario
3. Guam Landings Current scenario
4. Matanikau River→ — Open Scenario
5. Japanese Counterattack→ — Open Scenario
6. The Meat Grinder [Iwo Jima]→ — Open Scenario
7. Sugar Loaf and Half Moon. [Okinawa]→ — Open Scenario
8. Peleliu Landings [Overlord]→ — Open Scenario

Marianas & Palau Islands

1. Guam Landings Current scenario
2. Landings at Peleliu→ — Open Scenario
3. Umurbrogol Pocket→ — Open Scenario
4. Japanese Counterattack→ — Open Scenario