Medeera Pocket



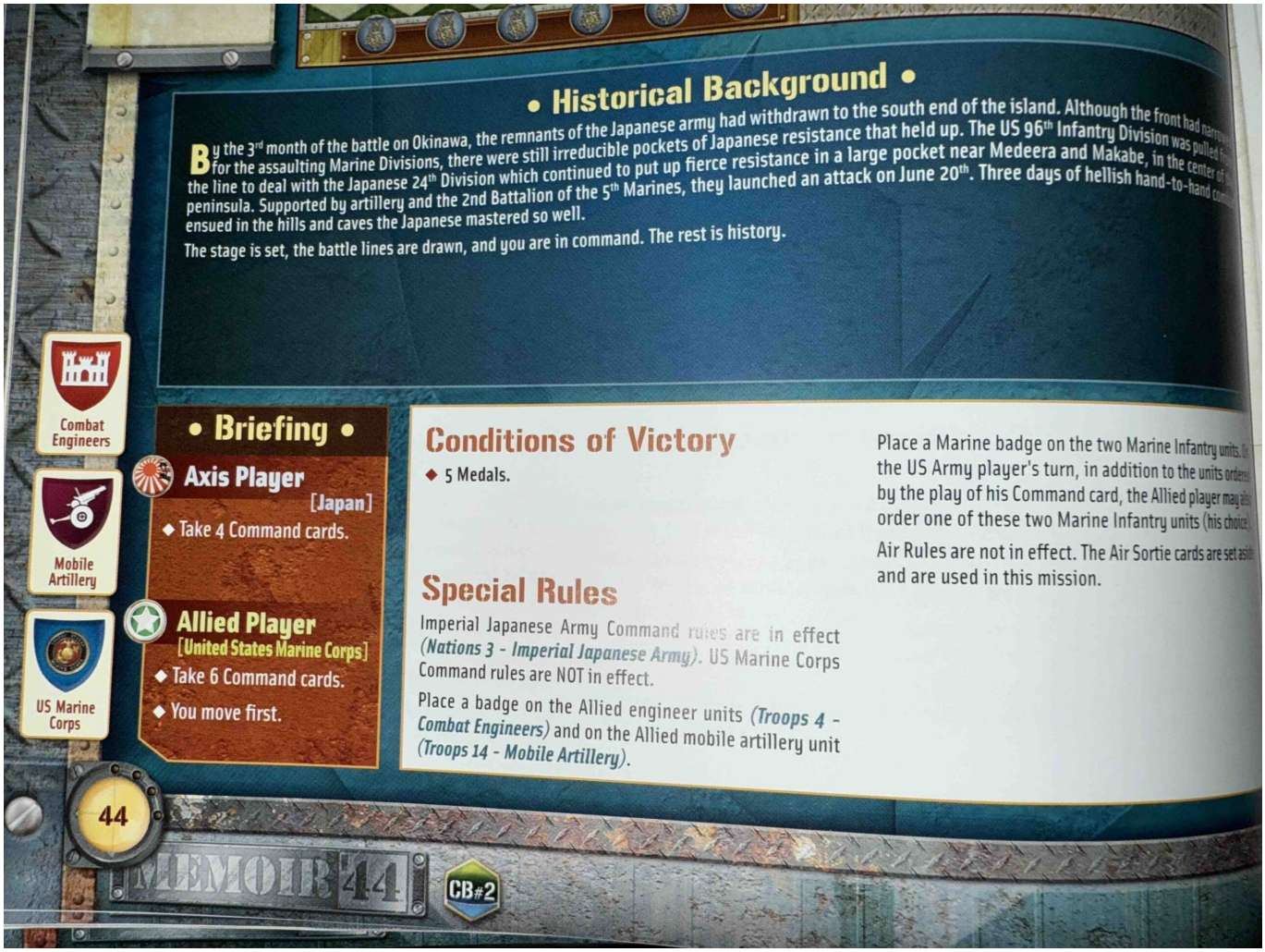
IMG_0782



IMG_0784


PACIFIC THEATER
14
1520
MEDEERA POCKET
MARIANAS AND PALAU ISLANDS - OPERATION ICEBERG
JUNE 20, 1945
Setup order
x10
3x
x8
2x

IMG_0785



Background

The **Battle of the Medeera Pocket in June 1945** was a late-stage engagement during the Marianas and Palau Islands campaign of World War II.

Located on northern Peleliu, the Medeera Pocket was one of the last strongholds of Japanese resistance. U.S. Marines and Army forces faced fierce, dug-in Japanese defenders who refused to surrender, fighting from caves and fortified positions. The battle involved intense close-quarters combat, flamethrowers, explosives, and coordinated assaults to clear the terrain.

Despite being outnumbered and cut off, Japanese troops fought to the death, inflicting significant U.S. casualties before being wiped out.

The elimination of the Medeera Pocket marked the final clearing of organized resistance on Peleliu, securing the island for Allied operations and reinforcing the brutal nature of Pacific island warfare.

General Howitzer summarizes:

The Medeera Pocket was one hell of a last stand—the Japanese were holed up in caves, dug in deep, and determined to die where they stood. They fought like fanatics, even when they were cut off and outgunned, but our Army and Marines finished the job. Clearing that pocket sealed Peleliu for good and reminded everyone that in the Pacific, every inch costs blood.

5 VP's



Card Balance:

Allies – 6

Axis – 4

Complexity:

3

Conditions:

Jungle

Context:

Historical

Location:

Palau Islands

Year:

1945

Theater:

Pacific

Campaign:

Codename:

Operation Iceberg

Summary:

Objectives:

5 VP’s

Battlefield:

Jungle terrain , hills with caves and some small villages.

Troops:

Allies – 8 Army Infantry, 2 Marine Infantry, 3 Artillery including a Mobile Artillery

Axis – 10 Infantry





Allied Strategy:

1. The center section is the key to victory. You have a Mobile Artillery, plus two other Artillery units which can all focus their firepower upon the center.

2. You have two Engineer units which can overcome the terrain disadvantages of caves on hills. Use them to clear out the entrenched enemy.

3. You have two Marine units which can be commanded every single turn, so they can conduct their own operation on your right flank, if they are supported by the Artillery unit on that side.



Axis Strategy

1. Remember the three special abilities of your Japanese forces (Seishin Kyoiku Doctrine, Yamato Dashi Concept, and the Banzai War Cry). You will need these to stand up against the enemy.

2. There are many Caves on Hills which give you both a defensive and mobile advantage. Infantry units can quickly move from one Cave on a Hill to another one, so that you can rapidly replenish your forces when they are destroyed.

3. You have two Artillery units well-protected in the center of the battlefield. Use them at every opportunity to push back the attacking Infantry, and when it comes into range, to also destroy the Mobile Artillery.

Battle Reports

Author:

Days of Wonder

Resource:

Campaign Book, Volume 2

General Howitzer / Battle Reports

Medeera Pocket

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**100.00%**
Average medals per side
Allies—Axis—
Submitted AARs
1Games reported
Allied victories**1 · 100.0%**
Axis victories**0 · 0.0%**

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→ — Open 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 Current 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

Home Island

1. Iwo Jima Landings→ — Open Scenario
2. Counter-Offensive on Okinawa→ — Open Scenario
3. Medeera Pocket Current scenario
4. [Iwo Jima] The Meat Grinder→ — Open Scenario

