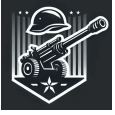




Medeera Pocket



IMG_0782



IMG_0784



IMG_0785



• **Historical Background** •

By the 3rd month of the battle on Okinawa, the remnants of the Japanese army had withdrawn to the south end of the island. Although the front had narrowed for the assaulting Marine Divisions, there were still irreducible pockets of Japanese resistance that held up. The US 96th Infantry Division was pulled from the line to deal with the Japanese 24th Division which continued to put up fierce resistance in a large pocket near Medeira and Makabe, in the center of the peninsula. Supported by artillery and the 2nd Battalion of the 5th Marines, they launched an attack on June 20th. Three days of hellish hand-to-hand combat ensued in the hills and caves the Japanese mastered so well.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• **Briefing** •

Axis Player
[Japan]
♦ Take 4 Command cards.

Allied Player
[United States Marine Corps]
♦ Take 6 Command cards.
♦ You move first.

Conditions of Victory
♦ 5 Medals.

Special Rules
Imperial Japanese Army Command rules are in effect (*Nations 3 - Imperial Japanese Army*). US Marine Corps Command rules are NOT in effect.
Place a badge on the Allied engineer units (*Troops 4 - Combat Engineers*) and on the Allied mobile artillery unit (*Troops 14 - Mobile Artillery*).

Place a Marine badge on the two Marine Infantry units. On the US Army player's turn, in addition to the units ordered by the play of his Command card, the Allied player may also order one of these two Marine Infantry units (his choice). Air Rules are not in effect. The Air Sortie cards are set aside and are used in this mission.

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Background

The **Battle of the Medeira 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 Medeira 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

1 Games reported

Allied victories **1** · **100.0%**

Axis victories **0** · **0.0%**

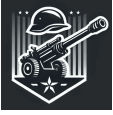
General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 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

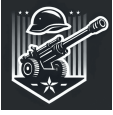
Explore the scenarios in each campaign, listed in campaign order.

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. [Gemenchek 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](#)

