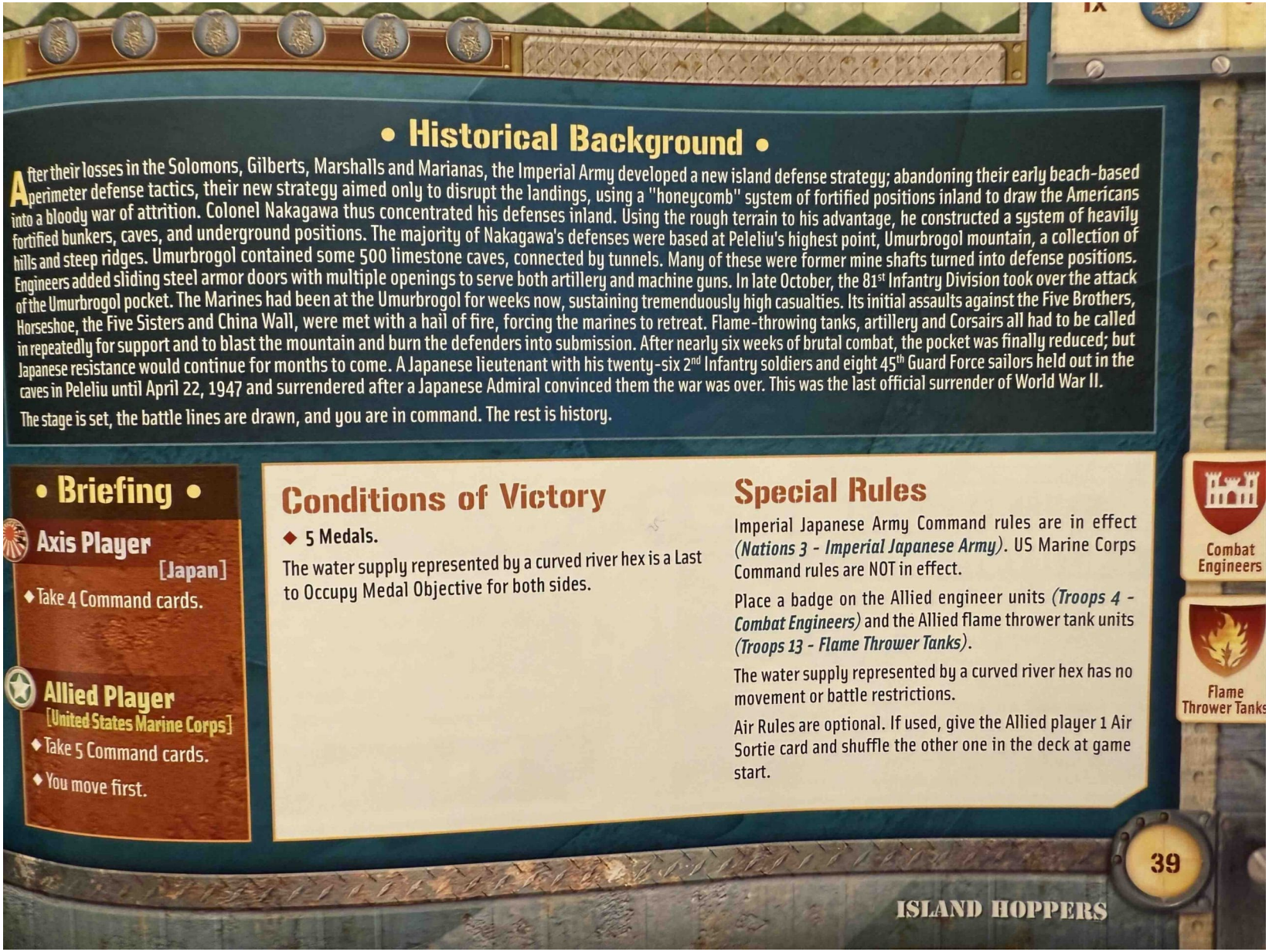
Umurbrogol Pocket



• Historical Background •

After their losses in the Solomons, Gilberts, Marshalls and Marianas, the Imperial Army developed a new island defense strategy; abandoning their early beach-based perimeter defense tactics, their new strategy aimed only to disrupt the landings, using a "honeycomb" system of fortified positions inland to draw the Americans into a bloody war of attrition. Colonel Nakagawa thus concentrated his defenses inland. Using the rough terrain to his advantage, he constructed a system of heavily fortified bunkers, caves, and underground positions. The majority of Nakagawa's defenses were based at Peleliu's highest point, Umurbrogol mountain, a collection of hills and steep ridges. Umurbrogol contained some 500 limestone caves, connected by tunnels. Many of these were former mine shafts turned into defense positions. Engineers added sliding steel armor doors with multiple openings to serve both artillery and machine guns. In late October, the 81st Infantry Division took over the attack of the Umurbrogol pocket. The Marines had been at the Umurbrogol for weeks now, sustaining tremenduously high casualties. Its initial assaults against the Five Brothers, Horseshoe, the Five Sisters and China Wall, were met with a hail of fire, forcing the marines to retreat. Flame-throwing tanks, artillery and Corsairs all had to be called in repeatedly for support and to blast the mountain and burn the defenders into submission. After nearly six weeks of brutal combat, the pocket was finally reduced; but Japanese resistance would continue for months to come. A Japanese lieutenant with his twenty-six 2nd Infantry soldiers and eight 45th Guard Force sailors held out in the caves in Peleliu until April 22, 1947 and surrendered after a Japanese Admiral convinced them the war was over. This was the last official surrender of World War II.

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 5 Command cards.
- You move first.

Conditions of Victory

- 5 Medals.

The water supply represented by a curved river hex is a Last to Occupy Medal Objective for both sides.

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 the Allied flame thrower tank units *(Troops 13 - Flame Thrower Tanks)*.

The water supply represented by a curved river hex has no movement or battle restrictions.

Air Rules are optional. If used, give the Allied player 1 Air Sortie card and shuffle the other one in the deck at game start.

Combat Engineers

Flame Thrower Tanks

39

ISLAND HOPPERS

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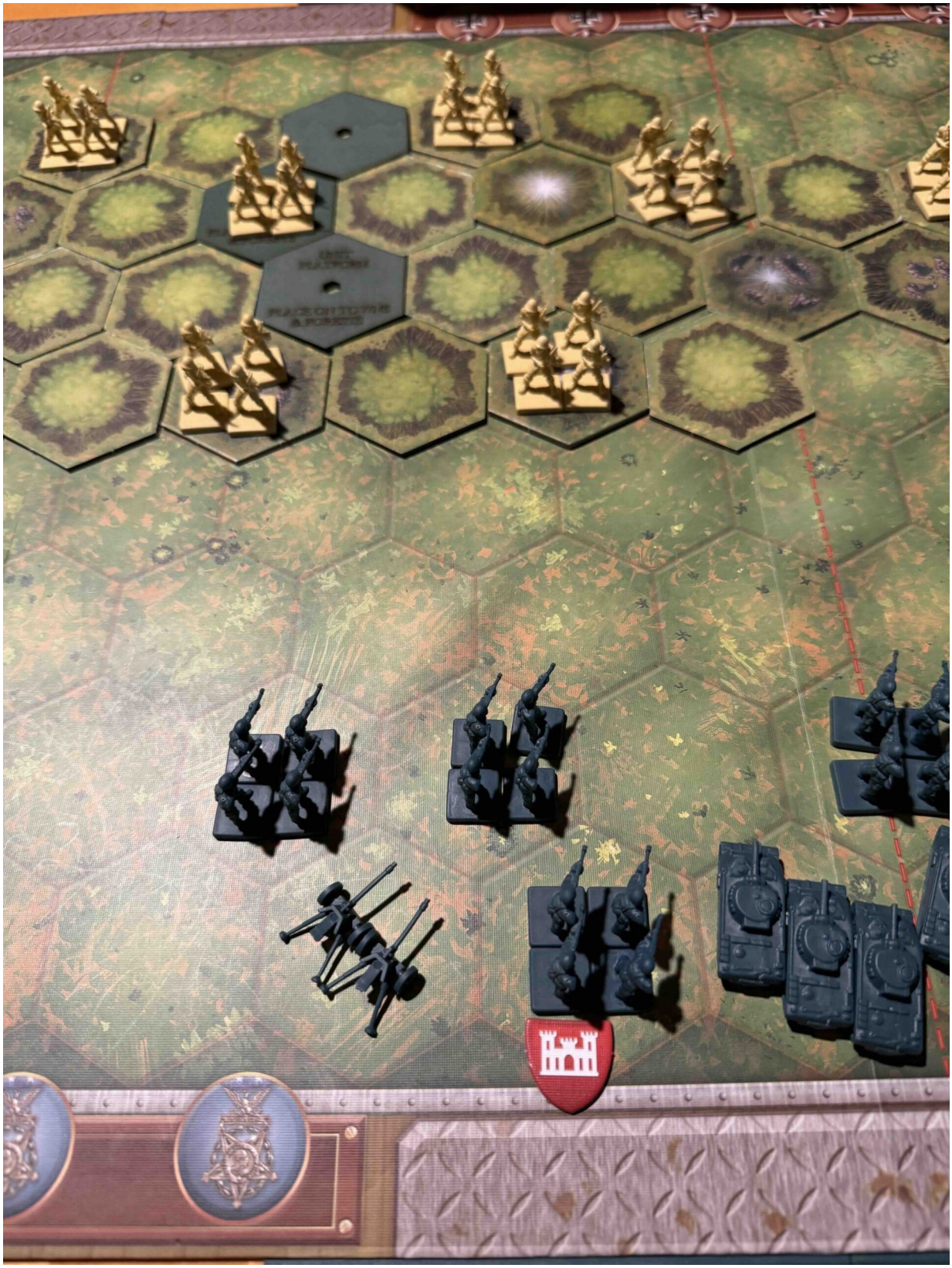
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PACIFIC THEATER
11
1508
UMURBROGOL POCKET
MARIANAS AND PALAU ISLANDS - OPERATION STALEMATE II
NOVEMBER 25, 1944
Setup order
10x
x3
1x
x1
14x
x1
1x
1
2
3
4
5
6
7
• Historical Background •
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COMMAND

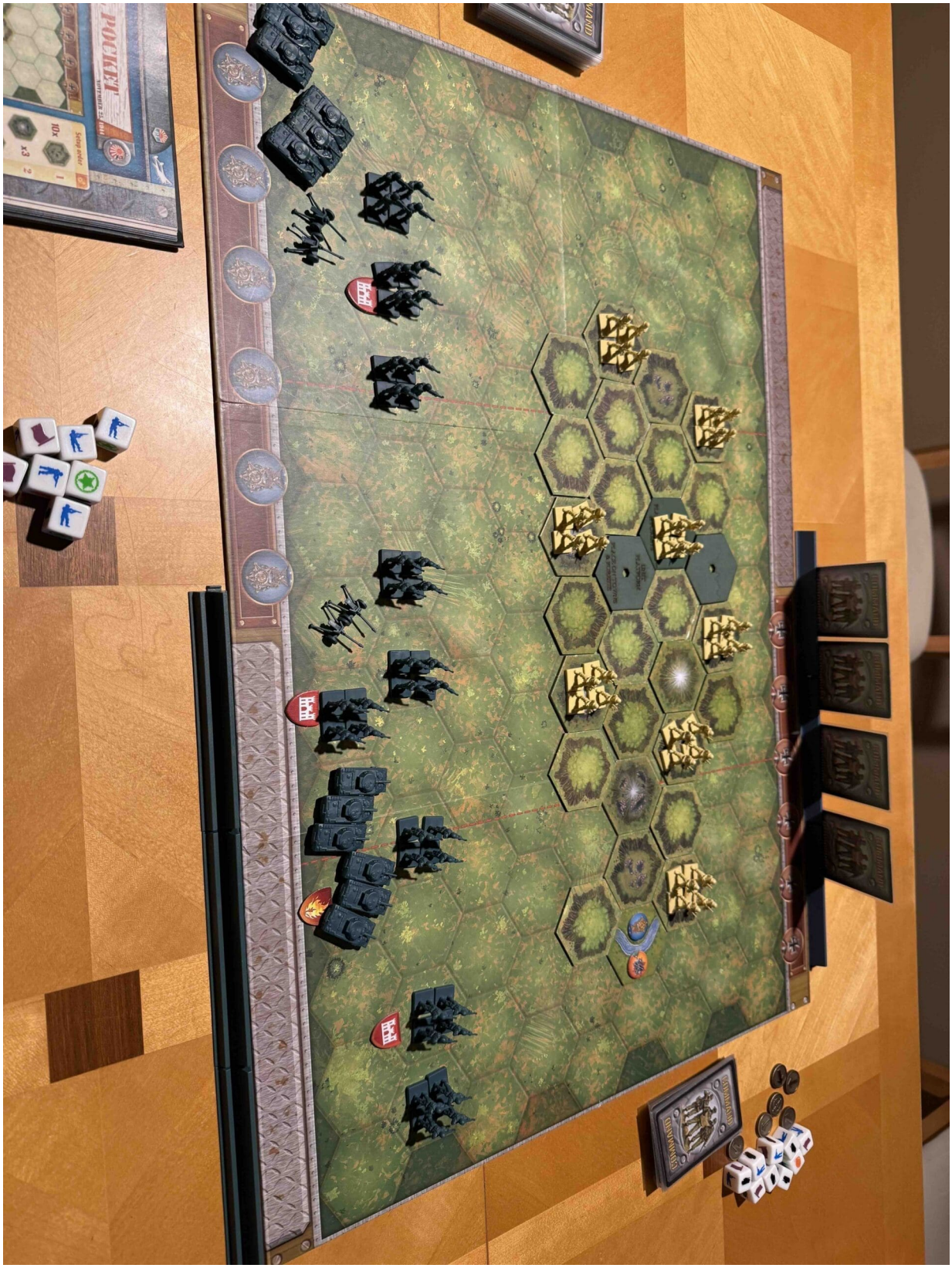
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The **Battle of the Umurbrogol Pocket** in **November 1944** was one of the fiercest and most grueling phases of the **Battle of Peleliu** during World War II. U.S. **Marines** faced deeply entrenched **Japanese defenders** in a mountainous, cave-ridden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

Author:

Days of Wonder

Resource:

Campaign Book, Volume 2

General Howitzer / Battle Reports

Umurbrogol 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—
Average medals per side
Allies—Axis—
Submitted AARs
0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**
Axis victories**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 Current 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

Marianas & Palau Islands

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