



MEMOIR '44
SCENARIO COMPILATION
PACIFIC THEATER

PACIFIC THEATRE SCENARIO COMPILATION

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Unofficial Memoir '44 Scenario Compilation: Pacific Theater, Version 1.4.1

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Please support the game by purchasing its expansions.

THE BATTLE OF HONG KONG

DECEMBER 18, 1941


Setup order		
1		x3
2		x5
3		x9
4		x4
5		x12
6		x3

Historical Background

The Japanese attack on Hong Kong began on the mainland shortly after 8am on December 8, 1941, less than eight hours after their surprise attack on Pearl Harbor. The British, Canadian and Indian forces of Major-General Christopher Michael Maltby, supplemented by the Hong Kong Volunteer Defence Forces, did their best to resist the Japanese invasion, despite being vastly outnumbered and facing the much more battle-weathered troops of General Takashi's 38th Division.

By December 13, the last of the Commonwealth forces on the mainland, the Indian Rajputs, had retreated to Hong Kong Island, where Major-General Maltby organized the defense. On the 18th, the Japanese crossed the Strait, landing on the northeast of the island and soon captured the Sai Wan Battery.

Fierce fighting continued, but within 2 days, the island's defense forces were hopelessly divided. They nonetheless held until Christmas day, when, running out of water and ammunition, British Colonial officials led by the Governor of Hong Kong, surrendered. This was the first time in history that a British Crown Colony was surrendering to an invading force. The garrison had held out for 17 long days.

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

Briefing

Allies Player

[Great Britain]

Take 5 Command cards.

Axis Player

[Japan]

Take 5 Command cards.

You move first.

Conditions of Victory

6 Medals.

The town hexes of Pok Fu Lamas, Little Hong Kong and Stanley are Temporary Medal Objectives for the Axis Forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

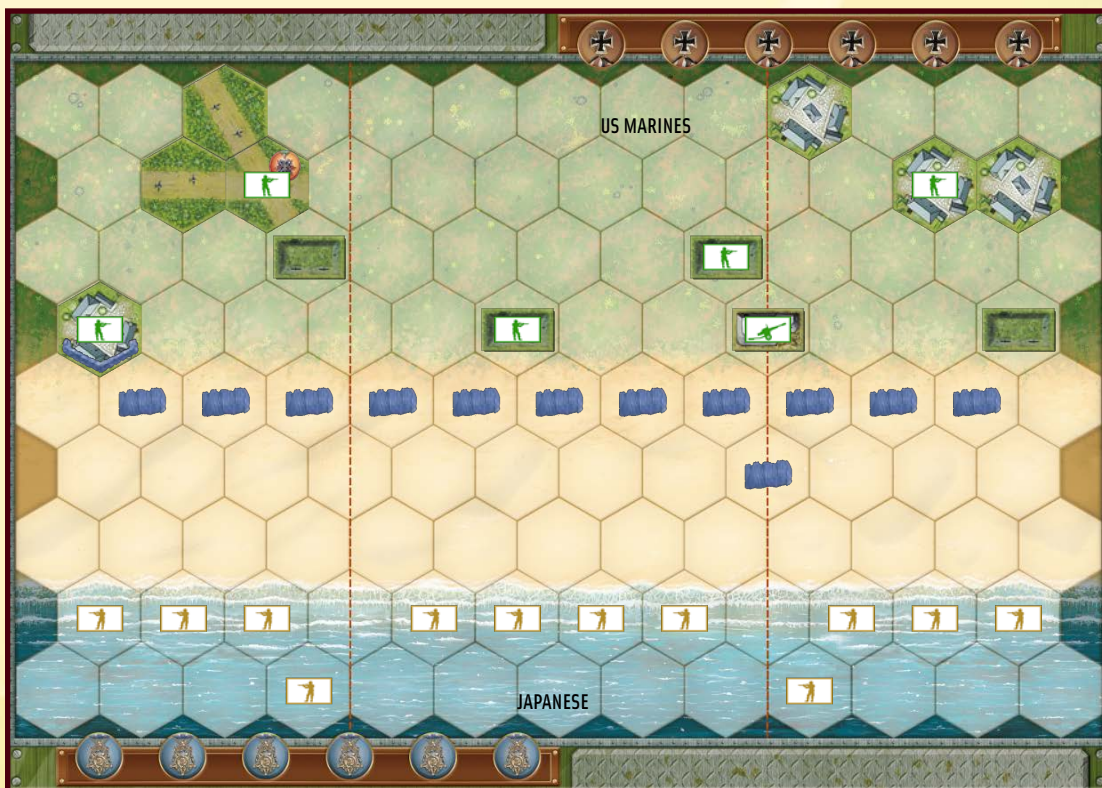
British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British player is in control of the Bunkers (Terrain 2 - Bunkers).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

WAKE ISLAND

- PACIFIC THEATER



Setup order		
1		x4
2		x1
3		x2
4		x1
5		x4
6		x1
7		x12
8		x1

Historical Background

A coral atoll lost in the vast expanse of the North Pacific, Wake Island was home to "PAAville", a small stop-over on Pan American Airways' U.S.-China route during the 1930s. In the military build-up to the war, the US Navy began building an aero-naval base. By August of 1941, a small garrison composed of elements of the 1st Marine Defense Battalion was in place, although armed inadequately with old 5" cannons and 3" AA guns.

On December 8, 1941, a day after Pearl Harbor, a flight of medium Japanese bombers took off from the Marshall islands, rapidly bombing the bulk of the Marine Corps VMF-211 fighter squadron located on Wake into the ground. Three days later, the garrison repulsed a first Japanese landing attempt by the South Seas Force. On December 23, a second Japanese attack wave, augmented with 1,500 Japanese Marines from the Special Naval Landing Forces, landed in the predawn darkness. Following the late night and morning of ferocious fighting the garrison was forced to surrender.

For their heroic defense, the men who defended Wake Island during those fateful two weeks would receive the Wake Island Device, a campaign clasp to the Marine Corps and Navy Expeditionary Medals.

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

Briefing

US Marine Player: Take 5 Command cards.

Japanese Player: Take 5 Command cards.
You move first.

Conditions of Victory

6 Medals.

Place a Japanese Objective Medal on the Airfield hex as indicated. A Japanese unit that captures any Field Bunker, Bunker or Town hex, or the Airfield hex marked on the board, to gain a Victory Medal. The Medal remains yours as long as you occupy the corresponding hex.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

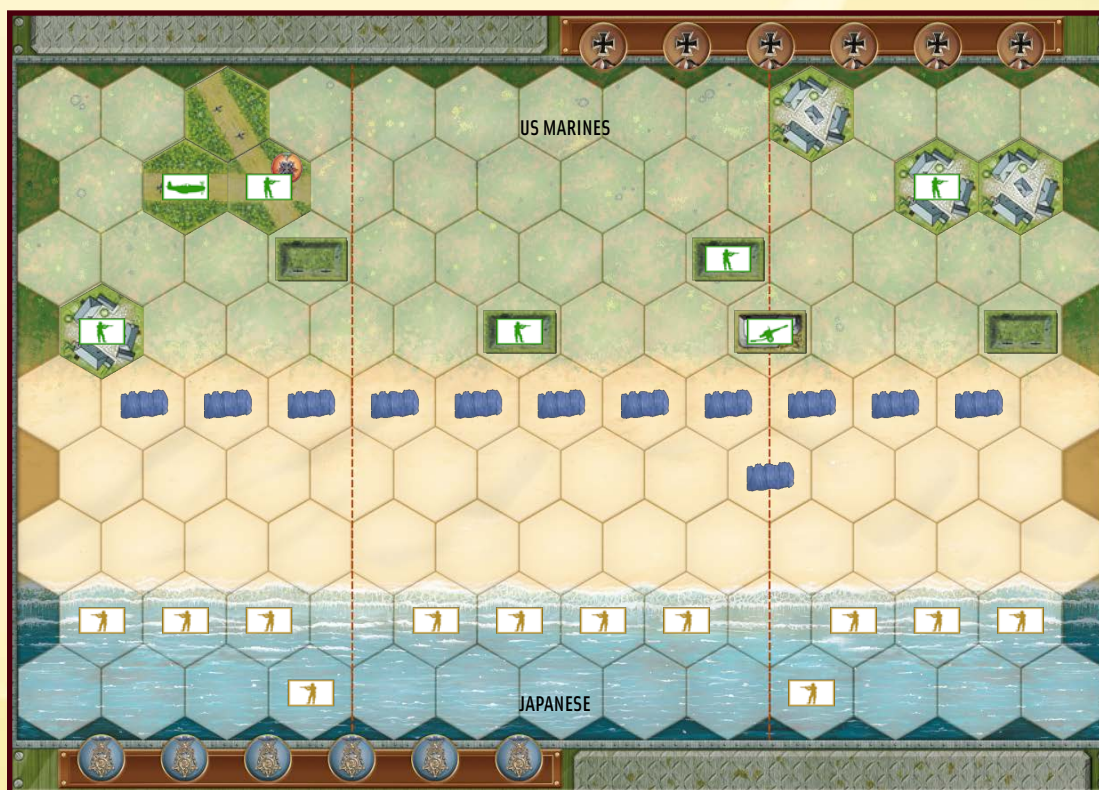
US Marine Corps Command rules are in effect (see p. 7)








The Allied player is in control of the Bunker and may claim it as a defensive position.

Airfields are explained on p. 4.

Field Bunkers are explained on p. 9.

WAKE ISLAND



Setup order		
1		x4
2		x1
3		x2
4		x1
5		x4
6		x12
7		x1

Historical Background

A coral atoll lost in the vast expanse of the North Pacific, Wake Island was home to "PAAville", a small stopover on Pan American Airways' U.S.-China route during the 1930s. In the military build-up to the war, the US Navy began building an aero-naval base. By August of 1941, a small garrison composed of elements of the 1st Marine Defense Battalion was in place, although armed inadequately with old 5" cannons and 3" AA guns.

On December 8, 1941, one day after Pearl Harbor, a flight of medium Japanese bombers took off from the Marshall Islands, rapidly bombing the bulk of the Marine Corps VMF-211 fighter squadron located on Wake into the ground. Three days later, the garrison repulsed a first Japanese landing attempt by the South Seas Force. On December 23, a second Japanese attack wave, augmented with 1,500 Japanese Marines from the Special Naval Landing Forces, landed in the predawn darkness. Following the late night and morning of ferocious fighting the garrison was forced to surrender.

For their heroic defense, the men who defended Wake Island during those fateful two weeks would receive the Wake Island Device, a campaign clasp to the Marine Corps and Navy Expeditionary Medals.

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

Briefing

Axis Player [Japan]:
Take 5 Command cards.
You move first.

Allied Player [United States Marine Corps]:
Take 5 Command cards.

Conditions of Victory

6 Medals.

The airfield hex with an Objective medal on it, the artillery bunker, and all field bunkers and town hexes are Temporary Medal Objectives for the Japanese forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Air rules are in effect: The plane on the airfield is a lone surviving Corsair (Airplanes 3 - Vought F4U Corsair). The Air Sortie cards are set aside and not used in this mission.

MANADO LANDINGS



Setup order		
1		x3
2		x6
3		x1
4		x3
5		x1
6		x3
7		x2
8		x16
9		x4
10		x3
11		x3
12		x18
13		x3
14		x8
15		x5
16		x1

Historical Background

January 11, 1942, Minahasa peninsula, somewhere on the northern part of Celebes, Dutch East Indies - The Japanese offensive is in full swing. Taking advantage of the night, Sasebo combined landing force sets foot on the beach at Kema and Manado. The Dutch defenders, vastly outnumbered, fight sporadically and withdraw inland toward the Tinoor Heights. In the morning of the 12th, paratroopers of the 1st Yokosuka special landing force drop in and soon seize Longoan airfield, despite valiant resistance from the Dutch armored troops.

With the issue of the battle no longer in doubt, surviving Dutch units withdraw inland to pursue guerrilla operations. Surrounded by overwhelming Japanese forces, they are eventually captured and summarily executed.

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

Briefing

Axis Player [Japan]:
Take 6 Command cards.
You move first.

Allied Player [Netherlands]:
Take 5 Command cards.

Conditions of Victory

10 Medals.

The main hex of Longoan airfield is a Temporary Medal Objective for the Axis forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

Special Weapon Asset Rules are in effect (SWAs 1 -

Special Weapon Assets) for the Japanese unit equipped with a Mortar (SWAs 3 - Mortar).

Night Combat rules are in effect (Action 19 - Night Attacks).

Once in full daylight, as long as the Axis player has enough figures to form full airborne units, he may attempt to airdrop units on each turn (Actions 20 - Paradrop). Each paradrop requires an order (for example, with an "Attack" card, the Axis player may airdrop 3 units, or move 2 ground units and airdrop 1 unit, etc.).

All airdropped units are elite Paratrooper units (Troops 2 - Specialized Units).

Air rules are optional. If used, give the Axis player both Air Sortie cards. Place a Japanese Zero (Airplanes 7 - Mitsubishi A6M Zero) on the Aircraft carrier and an American P-40 (Airplanes 1 - Curtiss P-40 Warhawk) on the main airfield hex.

MABATANG

- BATAAN

JANUARY 11, 1942


Setup order		
1		x8
2		x14
3		x8
4		x9
5		x10
6		x1

Historical Background

The first major battle of the "Fighting Retreat" occurred south of Calaguiman River. Supported by artillery, the 57th Infantry, set up a line of defense extending from Manila Bay through Mabatang across open ground. The Japanese 65th Brigade and 9th Regiment, also supported by artillery, along with the 7th Tank Regiment slowly approached from the north.

The Filipino-American forces were outnumbered and only because they had time to dig in and register their artillery, did they have a slight chance to stand up to the Japanese attack.

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

Briefing

Japanese Player: Take 5 Command cards.
You move first.

Allied (Filipino-American) Player: Take 5 Command cards.

Conditions of Victory

6 Medals

A Japanese unit that exits off the Allied side of the battlefield from the Exit hex as indicated on Allied baseline, counts as one Victory Medal. The Japanese unit is removed from play. Place one figure from this unit onto the Japanese Medal Stand.

Special Rules

Imperial Japanese Army Command rules are in effect (see Pacific Theater p. 7).

See Pacific Theater p. 11 to learn how to play Big Guns.

Fish Ponds are explained on Pacific Theater p. 6.

The Sugar Cane Field hexes have the same effect as a Jungle hex. Jungles are explained in the Pacific Theater p. 5.



MABATANG



Setup order

- 1  x8
- 2  x14
- 3  x8
- 4  x9
- 5  x10
- 6  x1

Historical Background

The first major battle of the "Fighting Retreat" occurred south of Calaguiman River. Supported by artillery, the 57th Infantry set up a line of defense extending from Manila Bay through Mabatang across open ground. The Japanese 65th Brigade and 9th Regiment, also supported by artillery, along with the 7th Tank Regiment slowly approached from the north.

The Filipino-American forces were outnumbered and only because they had time to dig in and register their artillery, did they have a slight chance to stand up to the Japanese attack.

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

Briefing

Axis Player [Japan]:
Take 5 Command cards.
You move first.

Allied Player [United States/Philippines]:
Take 5 Command cards.

Conditions of Victory

6 Medals

The baseline hex to the right of Mabatang is an Exit hex for the Japanese forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

Place a Big Gun badge on the heavy artillery unit in Mabatang (Troops 3 - Big Guns).

The Sugar Cane field hexes are treated as Jungle hexes (Terrain 57 - Jungles).

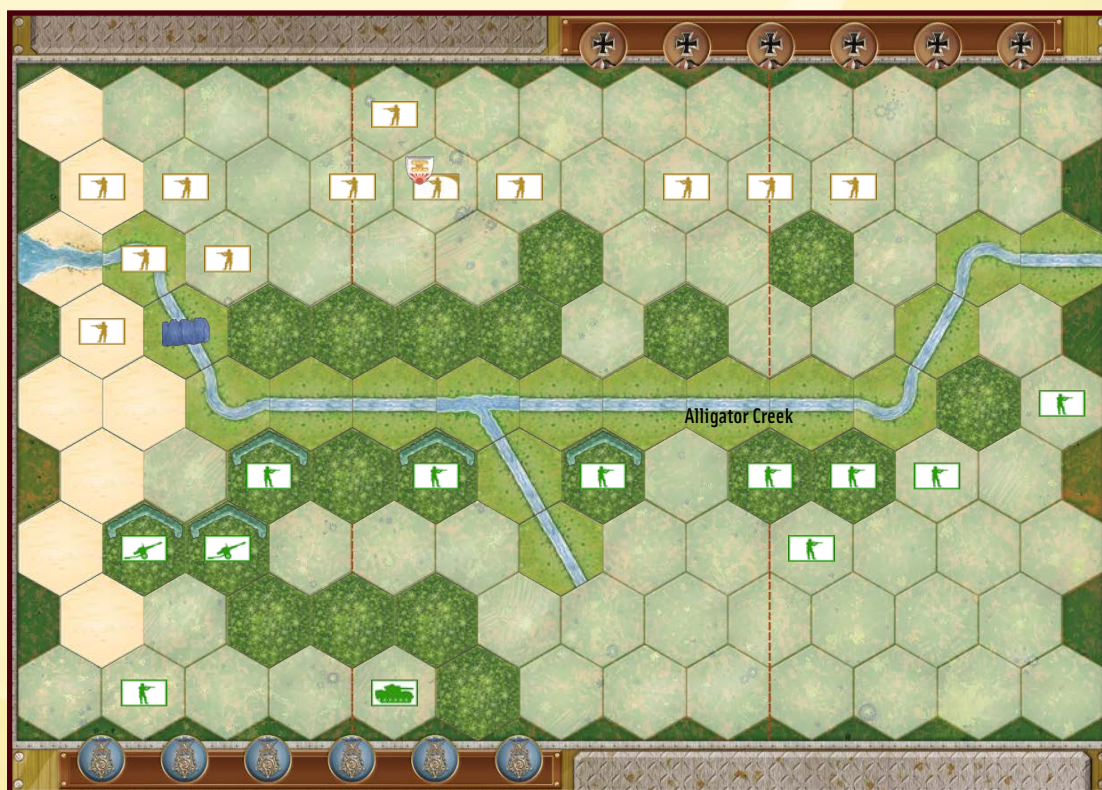
All Rice Paddy hexes on the map are treated as Fish Ponds (Terrain 5 - Fish Ponds), not as Rice Paddies!

Air rules are in effect: Give one Air Sortie card to the Axis player and shuffle the other one into the deck.


TENARU

- GUADALCANAL

AUGUST 20-21, 1942



Setup order

- 1  x8
- 2  x1
- 3  x1
- 4  x20
- 5  x4
- 6  x11
- 7  x1
- 8  x5

Historical Background

During the night of August 20-21, Marine scouts on the east bank of Alligator Creek detected the movement of a large body of Japanese troops. Col. Kiyonao Ichiki ordered his infantry troops forward, using "human wave tactics" but the 2nd Battalion, 1st Marines of Colonel Edwin A. Pollock would not be dislodged. Using canister fire, Pollock's guns decimated the Japanese wave. Ichiki then sent part of his force upstream to outflank the Marines, but after a fierce fight this attempt also failed.

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

Briefing

Japanese Player: Take 5 Command cards.
You move first.

Allied (US Marines) Player: Take 5 Command cards.

Conditions of Victory

6 Medals

Special Rules

Imperial Japanese Army Command rules are in effect (see Pacific Theater p. 7).

US Marine Corps Command rules are in effect (see Pacific Theater p. 7).

The Japanese Special Forces Infantry unit is an Engineer unit. Place a Japanese Engineer badge in the same hex with this unit to distinguish them from the other units. Engineers are explained on Pacific Theater p. 10.

Alligator Creek is a Fordable Stream. Fordable Streams are explained on Pacific Theater p. 6.

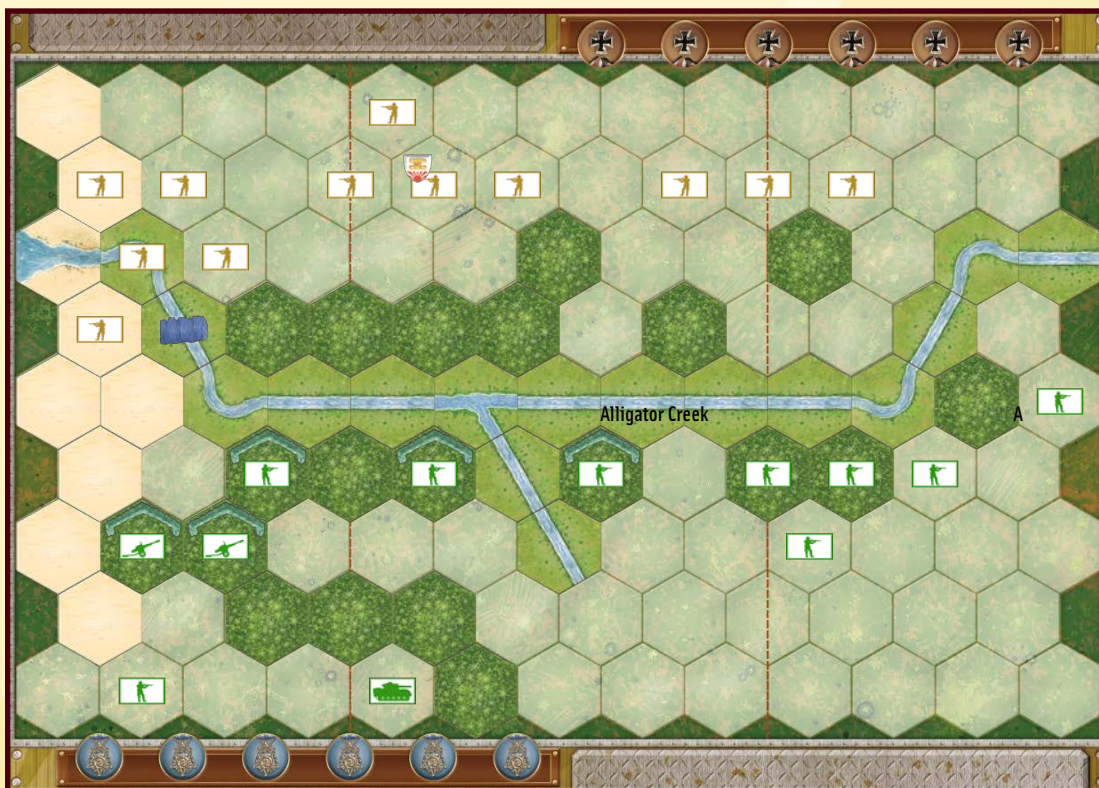
Jungles are explained on Pacific Theater p. 5.

Beaches have the same terrain effect as Beaches hex

(M44 p. 15).

River Mouth has the same effect as River hex (M44 p. 15).

TENARU



Setup order		
1		x8
2		x1
3		x1
4		x20
5		x4
6		x11
7		x1
8		x5

Historical Background

During the night of August 20-21, Marine scouts on the east bank of Alligator Creek detected the movement of a large body of Japanese troops. Col. Kiyonao Ichiki ordered his infantry troops forward, using "human wave" tactics, but the 2nd Battalion, 1st Marines of Colonel Edwin A. Pollock would not be dislodged. Using canister fire, Pollock's guns decimated the Japanese wave. Ichiki then sent part of his force upstream to outflank the Marines, but after a fierce fight this attempt also failed.

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

Briefing

Axis Player [Japan]
Take 5 Command cards.
You move first.

Allied Player [United States Marine Corps]
Take 5 Command cards.

Conditions of Victory

6 medals

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on the Japanese engineer unit (Troops 4 - Combat Engineers).

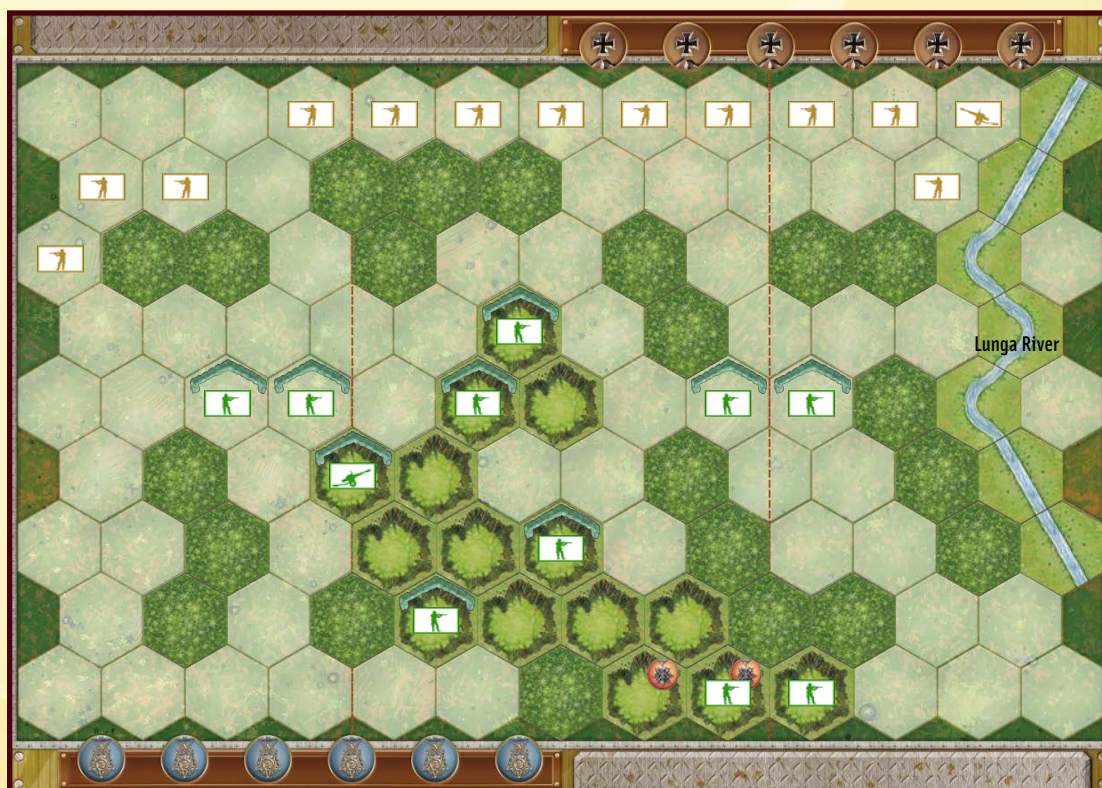
Alligator Creek is a Fordable Stream (Terrain 41 - Fords & Fordable Rivers), except at its mouth where it is impassable.

Air rules are optional: If used, give both Air Sortie cards to the Axis player.







BLOODY RIDGE

- GUADALCANAL

SEPTEMBER 12-14, 1942



Setup order

- 1  x22
- 2  x3
- 3  x4
- 4  x15
- 5  x9
- 6  x2

Historical Background

Bloody Ridge consisted of a series of grassy ridges south of Henderson Field where Col. "Red Mike" Edson had positioned his troops. The Japanese attack began with a bombardment, followed by a powerful thrust that pushed back the Marine companies near the Lunga River. The next day an attempt to drive the Japanese forces back on this flank failed. A strong effort by Major General Kawaguchi's infantry on the second night drove the Marines back again.

The Japanese onslaught was finally stopped by close range artillery fire and the firepower of the Marines in their final defensive positions. Kawaguchi forces were defeated just short of their objective of Henderson Field.

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

Briefing

Japanese Player: Take 5 Command cards.
You move first.

US Marine Player: Take 5 Command cards.

Conditions of Victory

6 Medals

The two Hill hexes on the Marine's baseline (as indicated on the map) count as a Japanese Victory Medal. Place a Japanese Objective Medal on these two hexes. As long as the Japanese unit remains on the hex, it continues to count toward the Japanese victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

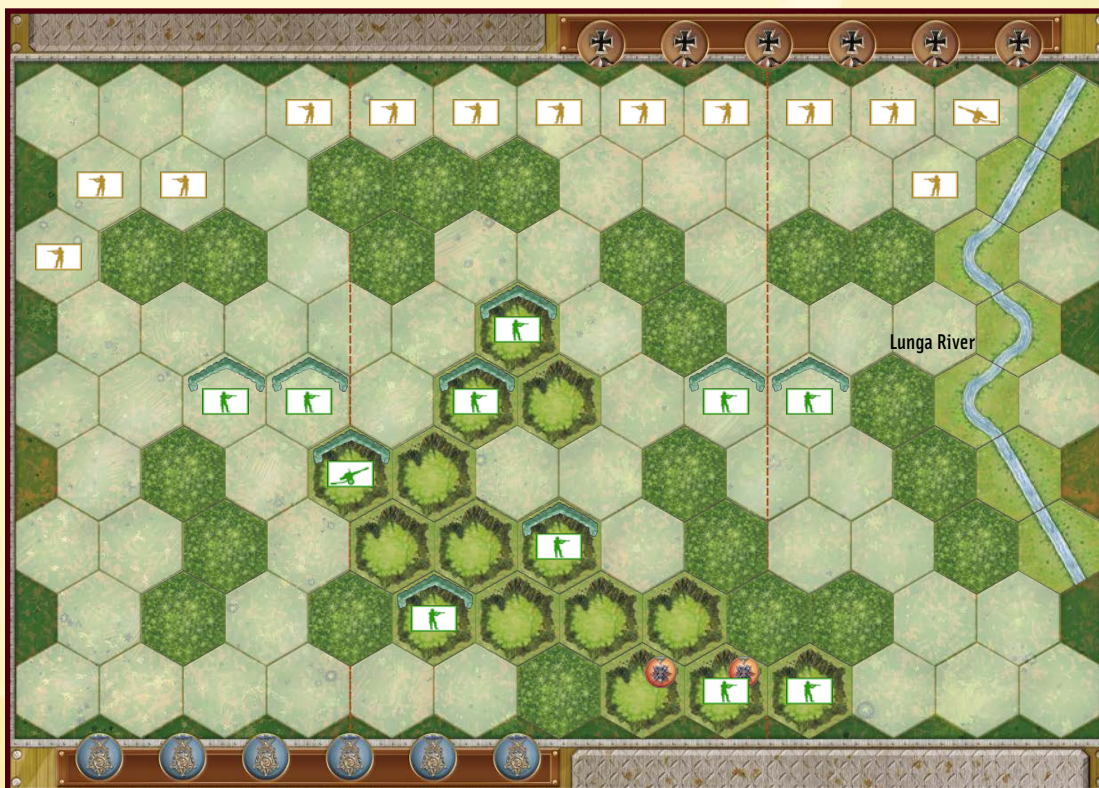
Imperial Japanese Army Command rules are in effect (see Pacific Theater p. 7).

US Marine Corps Command rules are in effect (see Pacific Theater p. 7).

Jungles are explained on Pacific Theater p. 5.

The Lunga River is impassable terrain.

BLOODY RIDGE



Setup order		
1		x22
2		x3
3		x4
4		x15
5		x9
6		x2

Historical Background

Bloody Ridge consisted of a series of grassy ridges south of Henderson Field where Colonel "Red Mike" Edson had positioned his troops. The Japanese attack began with a bombardment, followed by a powerful thrust that pushed back the Marine companies near the Lunga River. The next day an attempt to drive the Japanese forces back on this flank failed. A strong effort by Major General Kawaguchi's infantry on the second night drove the Marines back again.

The Japanese onslaught was finally stopped by close range artillery fire and the firepower of the Marines in their final defensive positions. Kawaguchi forces were defeated just short of their objective of Henderson field.

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

Briefing

Axis Player [Japan]

Take 5 Command cards.

You move first.

Allied Player [United States Marine Corps]

Take 5 Command cards.

Conditions of Victory

6 medals

The two hills with medals on the Allied player's baseline are Temporary Medal Objectives for the Axis player.

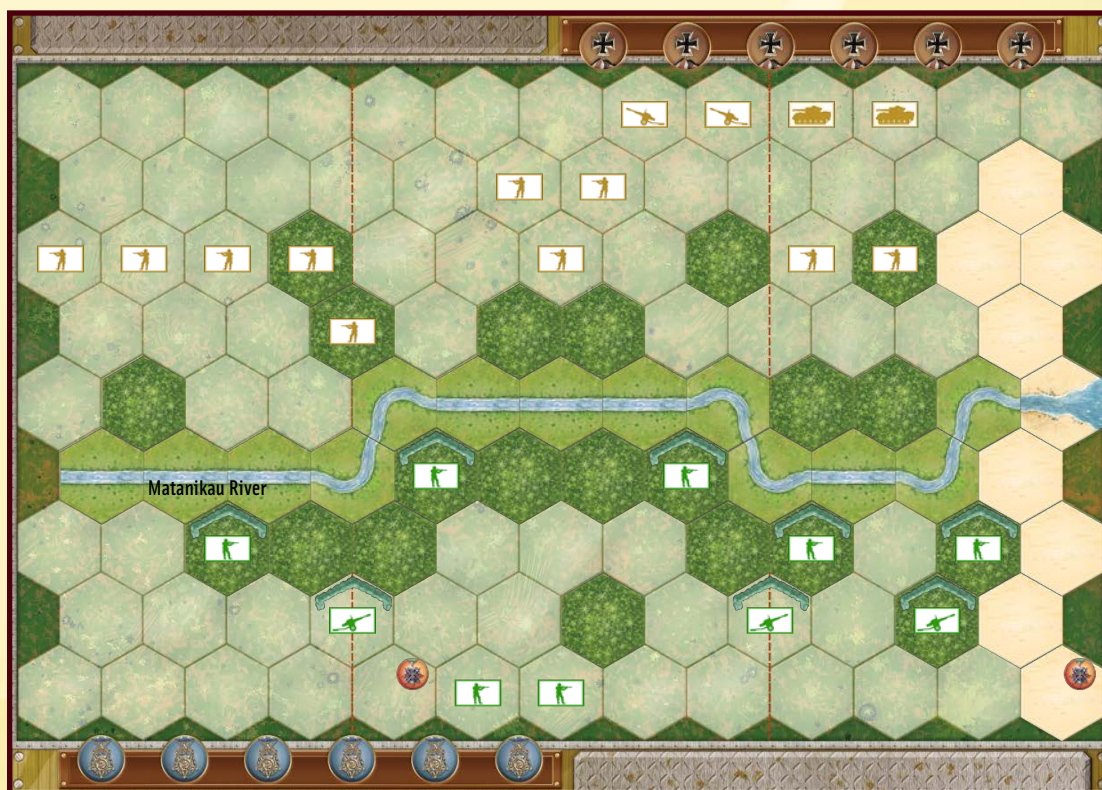
Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).








US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

MATANIKAU RIVER

- GUADALCANAL



Setup order

- 1  x8
- 2  x6
- 3  x1
- 4  x21
- 5  x7
- 6  x8
- 7  x2

Historical Background

A four-pronged Japanese plan to attack and recapture Henderson Field on Guadalcanal was scheduled for October 22nd, 1942.

The main force, 7,000 men under the command of General Maruyama, planned to approach the airfield from the South, but found itself quickly bogged down in very difficult jungle terrain, forcing a two days postponement of the attack.

Unaware of the delay, the tanks and infantry of Major General Sumiyoshi, at the mouth of the Matanikau River, and Colonel Oka's forces, positioned upstream, crossed the river on schedule and soon found themselves stuck in the river bed, under a withering crossfire of US artillery and anti-tank gunfire that wreaked havoc on them.

On the Western flank, Lt. General "Chesty" Puller and his 1st Battalion, 7th Marines, with the 2nd Battalion, 7th Infantry in support, held ground once again. By battle's end, over 1000 Japanese soldiers lay dead.

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

Briefing

Japanese Player: Take 6 Command cards.
You move first.

US Marine Player: Take 6 Command cards.

Conditions of Victory

5 Medals.

Place a Japanese Objective Medal on the two hexes of the Marine baseline marked in the above set-up. A Japanese unit that exits off the Marine's side of the battlefield through any of the hexes in between those two Medal markers counts as a Victory Medal. Each Japanese unit that crosses through is removed from play, and one of its figures placed onto the Japanese player's Medal Stand.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Matanikau River is Fordable Stream. Fordable Stream is explained on p. 6.

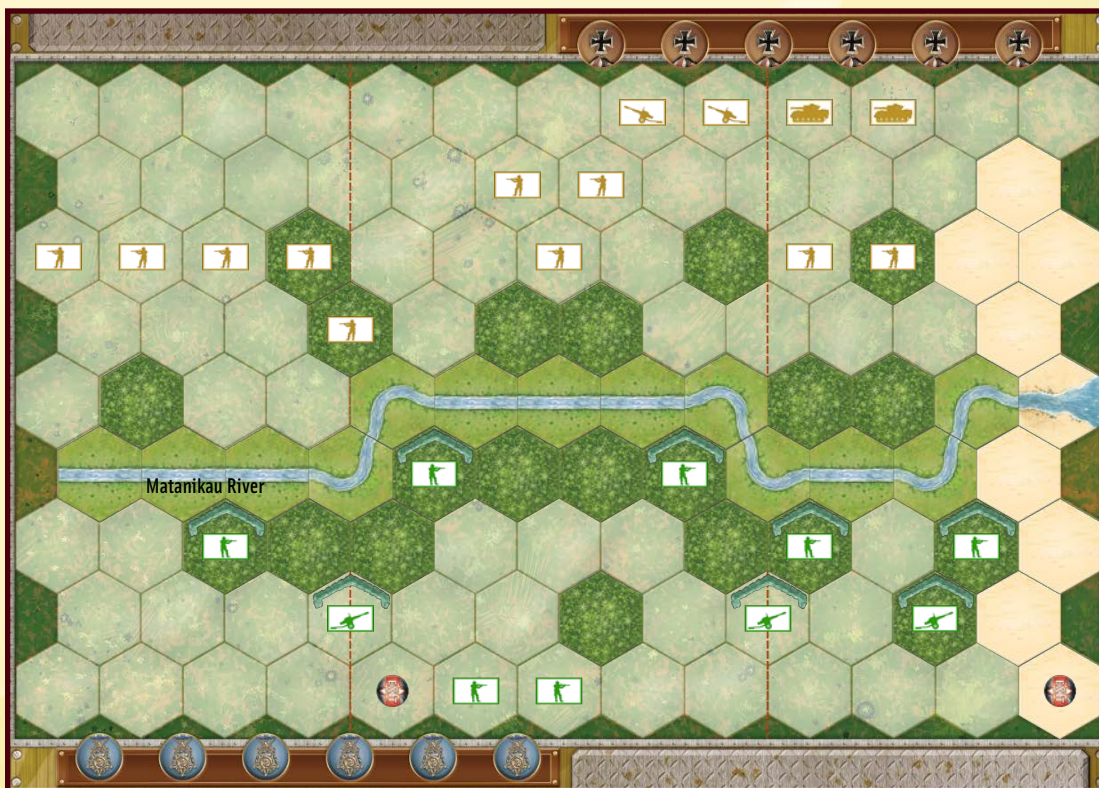
Jungles are explained on p. 5.

River Mouth is explained on p. 5.

MATANIKAU RIVER

- BATTLE OF GUADALCANAL

OCTOBER 23, 1942



Setup order		
1		x8
2		x6
3		x1
4		x21
5		x7
6		x8
7		x2

Historical Background

A four-pronged Japanese plan to attack and recapture Henderson Field on Guadalcanal was scheduled for October 22nd, 1942.

The main force, 7,000 men under the command of General Maruyama, planned to approach the airfield from the South, but found itself quickly bogged down in very difficult jungle terrain, forcing a two days postponement of the attack.

Unaware of the delay, the tanks and infantry of Major General Sumiyoshi, at the mouth of the Matanikau River, and Colonel Oka's forces, positioned upstream, crossed the river on schedule and soon found themselves stuck in the river bed, under a withering crossfire of US artillery and anti-tank gunfire that wreaked havoc on them.

On the Western flank, Lieutenant General "Chesty" Puller and his 1st Battalion, 7th Marines, with the 2nd Battalion, 7th Infantry in support, held ground once again. By battle's end, over 1000 Japanese soldiers lay dead.

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

Briefing

Axis Player (Japan):

- Take 6 Command cards.
- You move first.

Allied Player (United States Marine Corps):

- Take 6 Command cards.

Conditions of Victory

5 Medals.

Exit markers are in effect on the portion of the Allied baseline in between the 2 Exit markers, for Axis forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

The Matanikau River is a Fordable Stream (Terrain 41 - Fords &

Fordable Rivers), except at its mouth where it is impassable.

Air rules are optional: If used, give one Air Sortie card to the Axis player and shuffle the other one into the deck.

CLEARING MATANIKAU RIVER



Setup order		
1		x22
2		x4
3		x10
4		x13
5		x11
6		x2

Historical Background

At the start of the new year, General Patch ordered the 2nd and 8th Marines to drive westward and clear the Japanese resistance from the hills overlooking the coast near Point Cruz. On January 13th, Marines assaulted the Japanese positions and after hard fighting gained the heights overlooking the Matanikau River.

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

Briefing

Axis Player [Japan]
Take 5 Command cards.

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

Conditions of Victory

5 Medals.

The two hexes with an Exit marker on the Axis player's baseline are Exit hexes for the Allied forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on the US Marines engineer units (Troops 4 - Combat Engineers).

The Matanikau River is a Fordable Stream (Terrain 41 - Fords & Fordable Rivers).



CLEARING MATANIKAU RIVER



Setup order		
1		x22
2		x4
3		x10
4		x13
5		x11
6		x2

Historical Background

At the start of the new year, General Patch ordered the 2nd and 8th Marines to drive westward and clear the Japanese resistance from the hills overlooking the coast near Point Cruz. On January 13th, Marines assaulted the Japanese positions and after hard fighting gained the heights overlooking the Matanikau River.

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

Briefing

Axis Player [Japan]
Take 5 Command cards.

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

Conditions of Victory

5 Medals.

The two hexes with an Exit marker on the Axis player's baseline are Exit hexes for the Allied forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

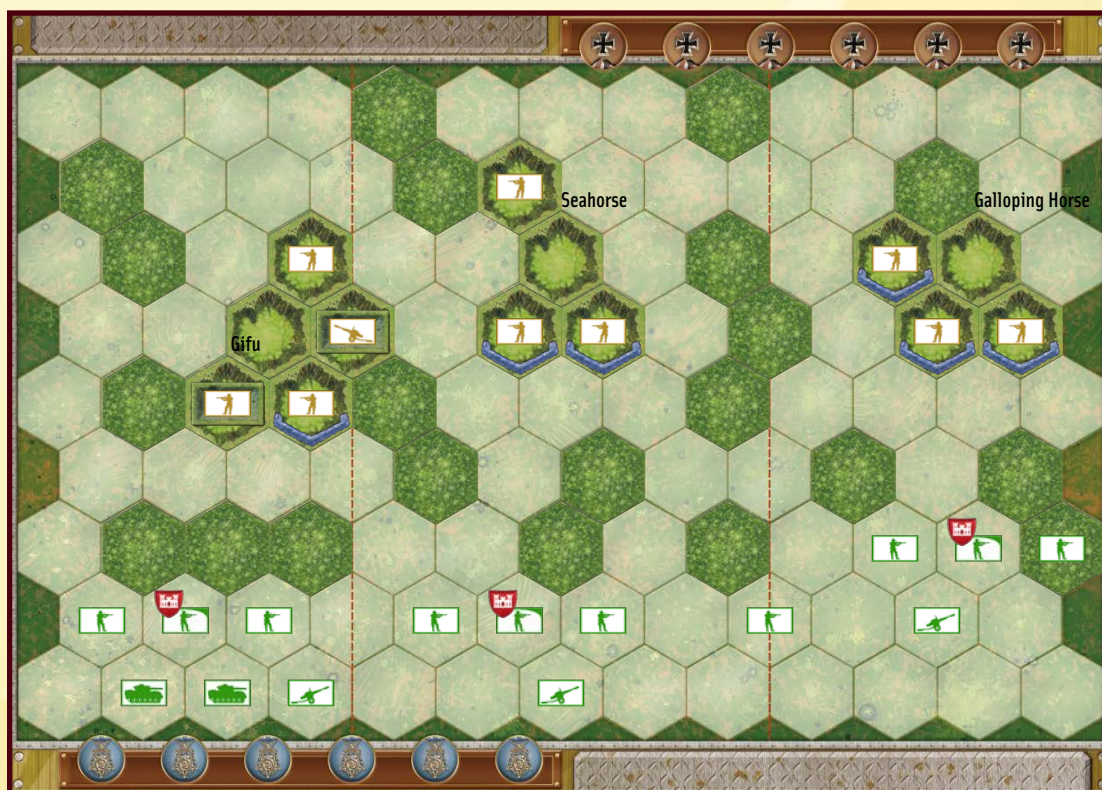
US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on the US Marines engineer units (Troops 4 - Combat Engineers).

The Matanikau River is a Fordable Stream (Terrain 41 - Fords & Fordable Rivers).

SLOPES OF MOUNT AUSTEN

- GUADALCANAL



Setup order

- 1  x21
- 2  x2
- 3  x13
- 4  x6

Historical Background

At the close of the year, Maj. Gen. Millard Harmon, commanding U.S. Army Forces in the South Pacific concluded that Mount Austen, the high ground that dominated American positions around Henderson Field, had to be taken in order to secure the airfield.

It was rugged terrain and the Japanese were deployed across a number of strongpoints and connected pill boxes with prepared fields of fire. In a series of attacks over the open hills of 'Galloping Horse', the 'WolfHounds' of the 27th Infantry made spectacular progress towards their objectives.

For its part, 'Cacti', the division's 35th Infantry, slogged through deep canyons and solid jungle in a push to relieve the 132nd Infantry at 'Gifu' and capture the hill formation known as 'Sea Horse'. Eventually they successfully reduced the last pocket of Japanese resistance east of the Matanikau River.

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

Briefing

Japanese Player: Take 5 Command cards.

US Army Player: Take 6 Command cards.
You move first.

Conditions of Victory

5 Medals.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

The US Army Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

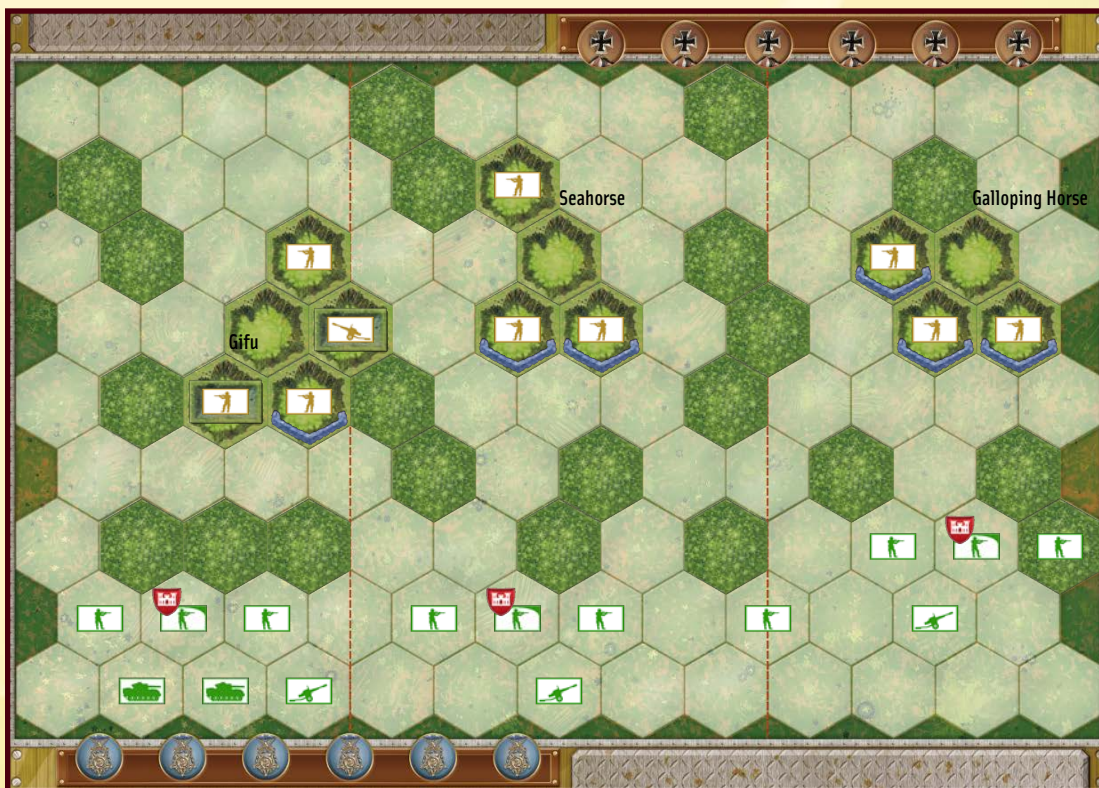
Jungles are explained on p. 5.

The bunkers are Field Bunkers (p. 9).

SLOPES OF MOUNT AUSTEN

JANUARY 10-22, 1943

- BATTLE OF GUADALCANAL



Setup order		
1		x21
2		x2
3		x13
4		x6

Historical Background

At the close of the year, Major General Millard Harmon, commanding U.S. Army Forces in the South Pacific concluded that Mount Austen, the high ground that dominated American positions around Henderson Field, had to be taken in order to secure the airfield.

It was rugged terrain and the Japanese were deployed across a number of strong points and connected pillboxes with prepared fields of fire. In a series of attacks over the open hills of 'Galloping Horse', the 'WolfHounds' of the 27th Infantry made spectacular progress towards their objectives.

For its part, 'Cacti', the division's 35th Infantry, slogged through deep canyons and solid jungle in a push to relieve the 132nd Infantry at 'Gifu' and capture the hill formation known as 'Sea Horse'. Eventually they successfully reduced the last pocket of Japanese resistance east of the Matanikau River.

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

Briefing

Axis Player (Japan):

- Take 5 Command cards.

Allied Player (United States Army):

- Take 5 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).

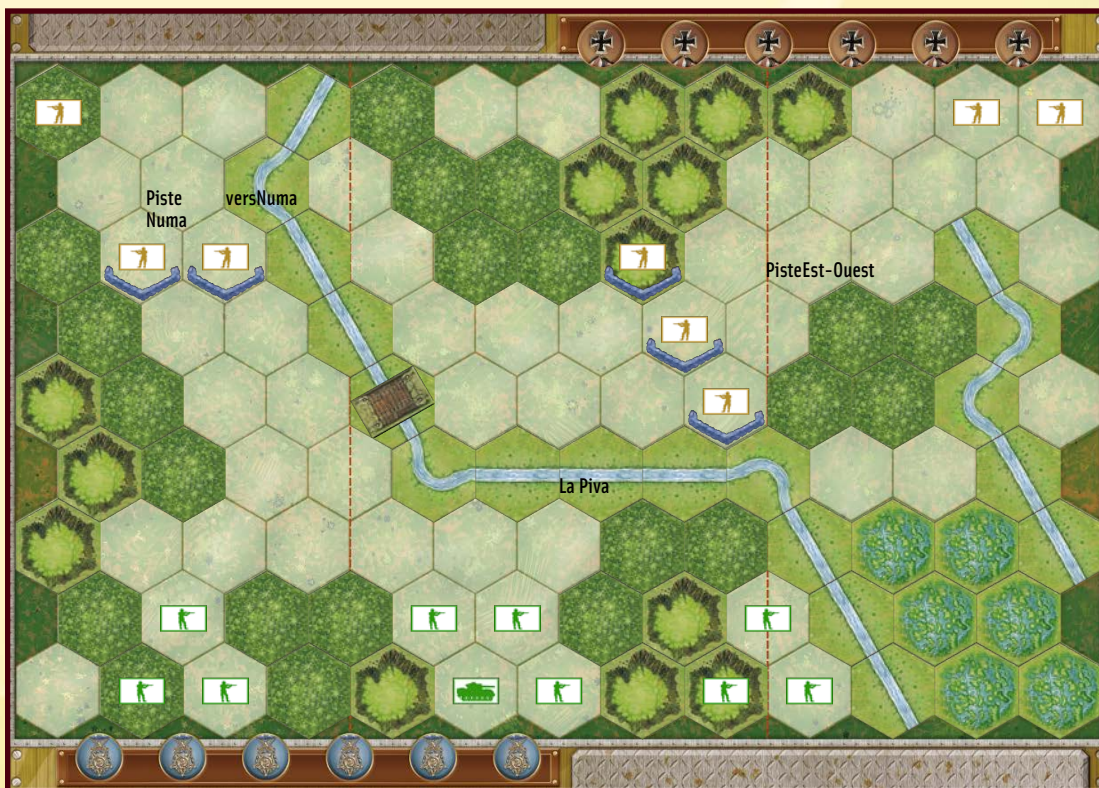
US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on the US Army engineer units (Troops 4 - Combat Engineers).

The 2 bunkers near Gifu are Field Bunkers (Terrain 22 - Field

Bunkers).

BATTLE OF PIVA FORKS



Setup order		
1		x22
2		x1
3		x5
4		x13
5		x6
6		x13
7		x5

Historical Background

After landing in Empress Augusta Bay during Operation Cherry Blossom, the 3rd Marine Division ventures into the Bougainville Jungle. On November 19, the Marines reach River Piva and a crossroads where the Numa Numa trail meets the East-West one. There, they are stopped by the 23rd Japanese Infantry Regiment. A fierce battle ensues; but after one week of tough resistance, the Japanese are defeated.

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

Briefing

Axis player [Japan]:
Take 5 Command cards.

Allied player [United States Marine Corps]:
Take 6 Command cards.
You move first.

Conditions of Victory

6 Medals.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

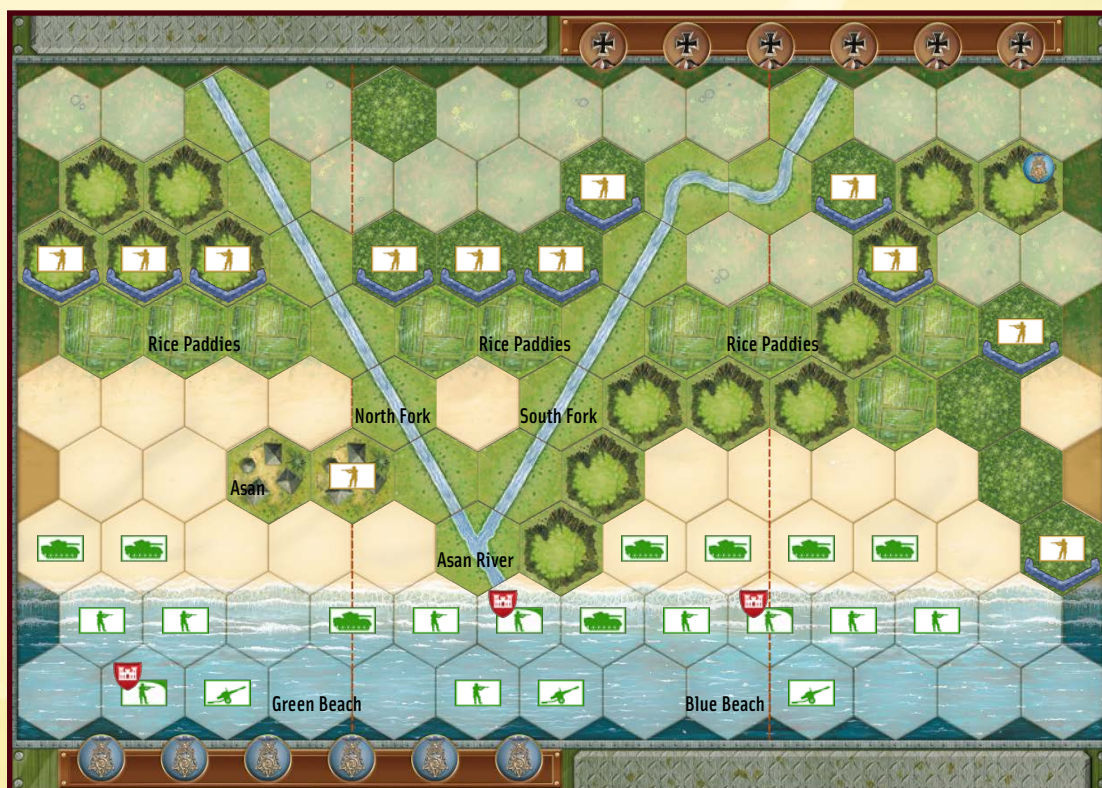
US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

River Piva is fordable (Terrain 61 - Fordable Streams).





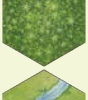




(Open de France Memoir '44 - 2009)

GUAM LANDINGS

- BATTLE OF GUAM



Setup order

- 1  x9
- 2  x1
- 3  x2
- 4  x11
- 5  x10
- 6  x2
- 7  x14
- 8  x11
- 9  x1

Historical Background

On July 21st, the first wave to hit the northern landing beaches off the island of Guam in the Marianas, were amphibious tank units. Most of the Japanese infantry had pulled back from their beach defenses during the heavy naval bombardment that preceded.

But the rough terrain and broad rice paddies slowed the tanks' advance. The 21st Marines cleared Asan Town and made some progress on the Japanese-infested ridges and jungle that overlooked the rice fields. Difficulties getting their artillery ashore and limited armor support placed the burden of establishing a beachhead squarely on the shoulders of the men of the 3rd Marine division.

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

Briefing

Japanese Player: Take 5 Command cards.

US Marine Player: Take 6 Command cards.
You move first.

Conditions of Victory

6 Medals.

The Hill hex marked with an Allied medal counts as a Victory Medal for the Marines. Place an Objective Medal on this hex. As long as a Marine unit occupies this hex, it counts as a Victory Medal for the Allies. If the unit moves off or is eliminated, this Medal is back in play.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units.

Read p. 10 about Engineers.

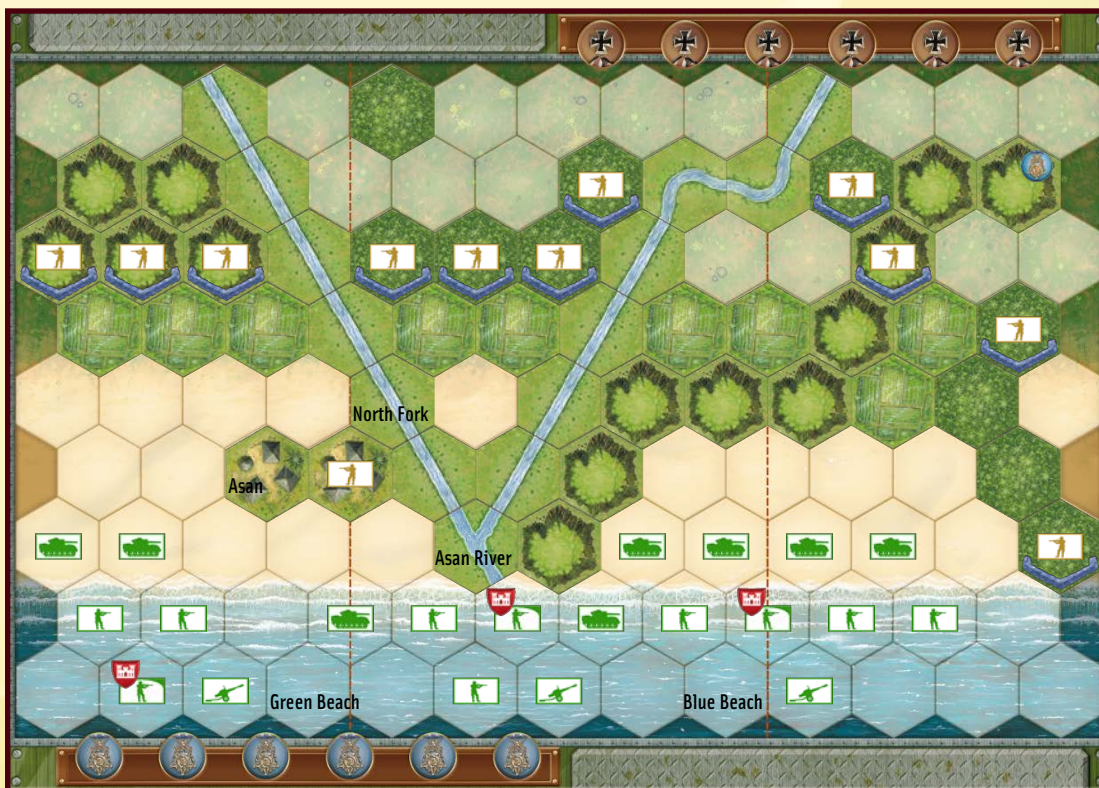
Jungles are explained on p. 5.

Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.

GUAM LANDINGS

- BATTLE OF GUAM

JULY 21, 1944


Setup order		
1		x9
2		x1
3		x2
4		x11
5		x10
6		x2
7		x14
8		x11
9		x1

Historical Background

On July 21st, the first wave to hit the northern landing beaches off the island of Guam in the Marianas, were amphibious tank units. Most of the Japanese infantry had pulled back from their beach defenses during the heavy naval bombardment that preceded the assault.

But the rough terrain and broad rice paddies slowed the tanks' advance. The 21st Marines cleared Asan Town and made some progress on the Japanese-infested ridges and jungle that overlooked the rice fields. Difficulties getting their artillery ashore and limited armor support placed the burden of establishing a beachhead squarely on the shoulders of the men of the 3rd Marine division.

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

Briefing

Axis Player (Japan):

- Take 5 Command cards.

Allied Player (United States Marine Corps):

- Take 6 Command cards.
- You move first.

Conditions of Victory

6 Medals.

Temporary Medal Objective rules are in effect for the hill hex in the Marine's right hand section of the board.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

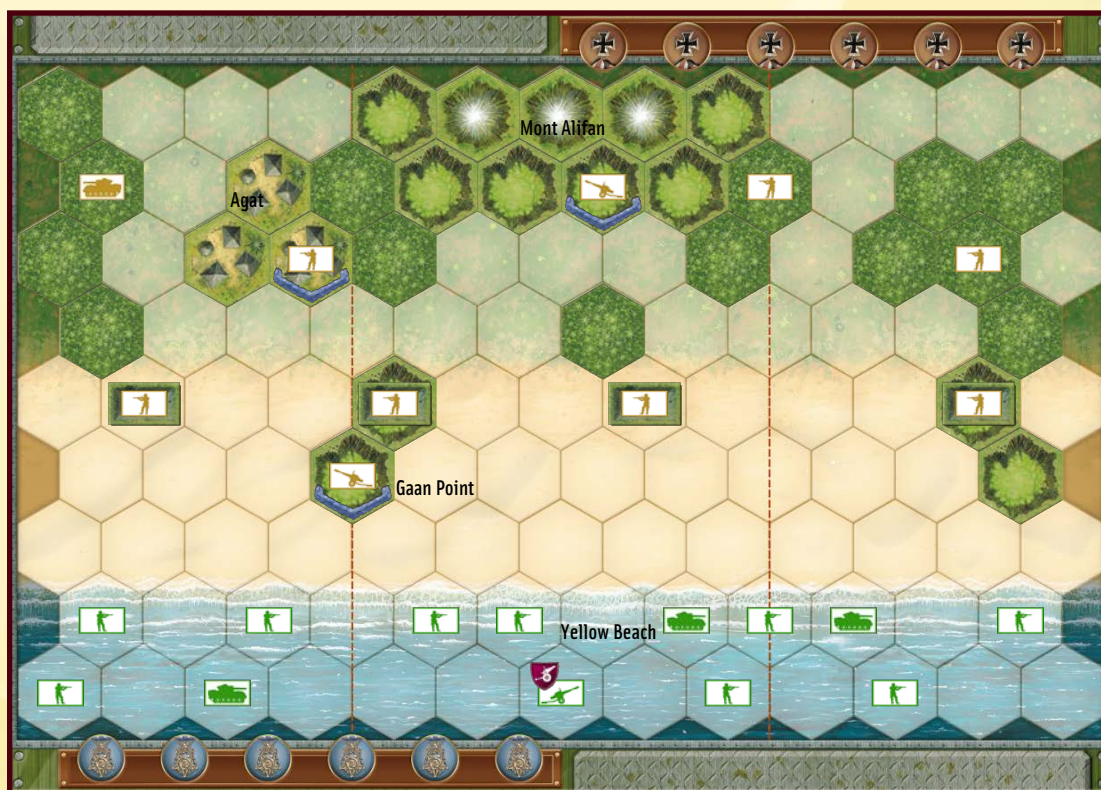
US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on US Marines engineer units (Troops 4 - Combat Engineers).

The Asan River is a Fordable Stream (Terrain 41 - Fords & Fordable Rivers).

All Rice Paddy hexes are treated as Rice Paddies (Terrain 60 - Rice Paddies) and not as Fish Ponds!

GUAM - LANDING ON YELLOW BEACH - AGAT'S BRIDGEHEAD - FRENCH OPEN 2010



Setup order		
1		x3
2		x4
3		x3
4		x14
5		x10
6		x3

Historical Background

On July 21, 1944, the Marines set foot on Guam, as part of Operation Forager. The 3rd Marine Division lands on Asan Beach, north of the Orote peninsula, while the 1st Marine Division lands south, opposite the town of Agat. The fighting is brutal: the Japanese have fortified the coast, including Point Gaan, now riddled with bunkers. By late afternoon, despite repeated Japanese counter-attacks, the Marines have managed to establish a beachhead about two kilometers deep.

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

Briefing

Axis player [Japan] : 4 command cards.

Allied player [US Marine Corps] : 6 command cards, you move first.

Conditions of Victory

7 medals.

Special Rules

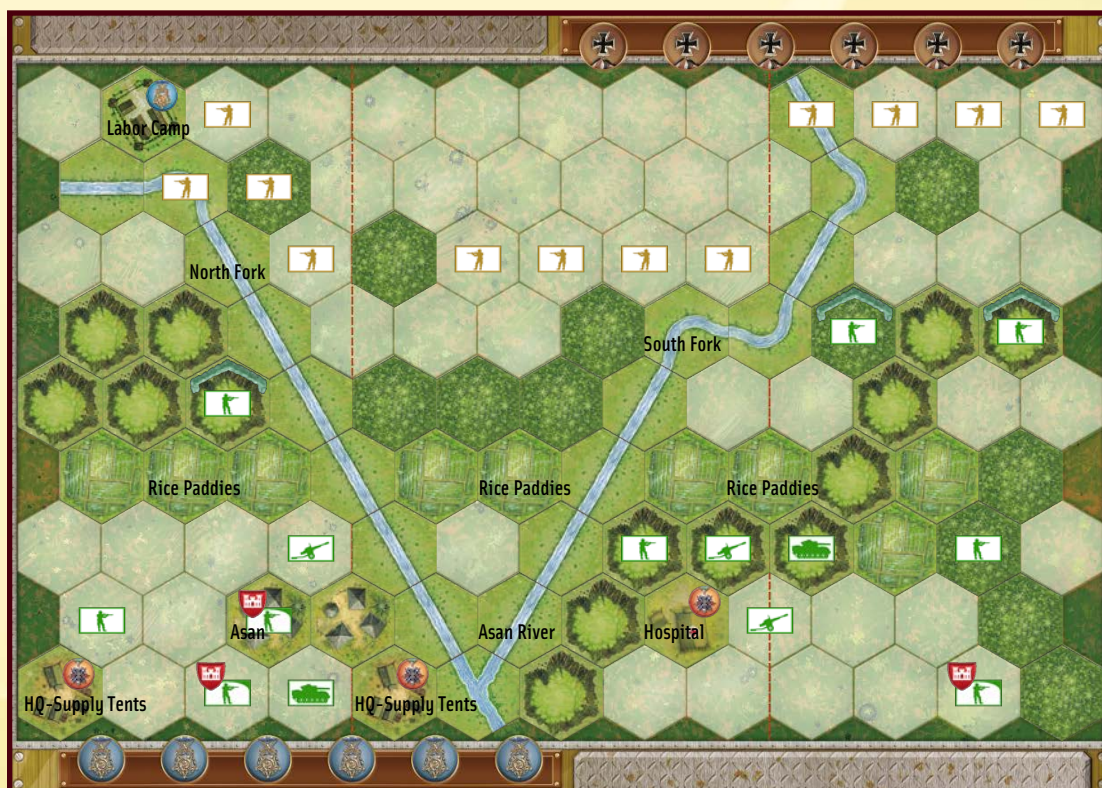
Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on the US Marines Mobile Artillery unit (Troops 14 - Mobile Artillery).

JAPANESE COUNTERATTACK

- BATTLE OF GUAM



Historical Background

Lt. General Takeshi's counterattack plan called for a night attack on July 25/26. The goal was to split the 3rd Marines and target ammunition and supply dumps. The frontline of the 3rd Marines was stretched thin in the area and reserves were limited to a few engineer and tank units.

The fighting went on all night as the Japanese units penetrated almost to the beach and successfully destroyed supplies and equipment. At dawn, the Allied tanks and artillery could finally see their enemy and soon threw the Japanese back. Early on the 26th, General Obata was forced to report the results of his failed attack back to Headquarters in Tokyo.

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

Briefing

Japanese Player: Take 5 Command cards.

US Marine Player: Take 6 Command cards.
You move first.

Conditions of Victory

6 Medals.

A Japanese unit that captures a HQ-Supply Tent or Hospital Tent hex counts as one Victory Medal. Place a Japanese Objective Medal on each of the tent hexes. The medal once gained, continues to count toward the Japanese victory, even if the unit moves off the hex or is eliminated.

An Allied unit that captures the Labor Camp counts as one Victory Medal. Place an Allied Objective Medal on this hex. The medal once gained continues to count toward the Marine victory, even if the unit moves off the hex or is eliminated.

Special Rules

Night Attack rules are in effect (see p. 8).

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.














HQ-Supply and Hospital Tents are explained on p. 5.
HQ-Supply and Hospital Tents special landmark rules are in effect.

Jungles are explained on p. 5.

Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.

Setup order

- 1  x1
- 2  x9
- 3  x1
- 4  x2
- 5  x1
- 6  x13
- 7  x12
- 8  x2
- 9  x4
- 10  x14
- 11  x3
- 12  x1
- 13  x3

JAPANESE COUNTER-ATTACK

- BATTLE OF GUAM

JULY 25, 1944


Setup order		
1		x1
2		x9
3		x1
4		x2
5		x1
6		x13
7		x12
8		x2
9		x4
10		x14
11		x3
12		x1
13		x3

Historical Background

Lieutenant General Takeshi's counter-attack plan called for a night attack on July 25/26. The goal was to split the 3rd Marines Division and target ammunition and supply dumps. The front-line of the 3rd Marines was stretched thin in the area and reserves were limited to a few engineer and tank units.

The fighting went on all night as the Japanese units penetrated almost to the beach and successfully destroyed supplies and equipment. At dawn, the Allied tanks and artillery could finally see their enemy and soon threw the Japanese back. Early on the 26th, General Obata was forced to report the results of his failed attack back to Headquarters in Tokyo.

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

Briefing

Axis Player (Japan):

- Take 5 Command cards.

Allied Player (United States Marine Corps):

- Take 6 Command cards.
- You move first.

Conditions of Victory

6 Medals.

The Labor Camp is a Permanent Medal Objective for the Allied forces.

The Hospital and the two HQ/Supply tents are Permanent Medal Objectives for the Japanese forces.

Special Rules

HQ/Supply Tent rules (Actions 17 - Capture HQ/Supply Tent), Hospital rules (Actions 18 - Hospital Recovery) and Night Attack (Actions 19 - Night Attacks) rules are in effect.

Imperial Japanese Army Command rules are in effect

(Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on US Marines engineer units (Troops 4 - Combat Engineers).

The Asan River is a Fordable Stream (Terrain 41 - Fords & Fordable Rivers).

All Rice Paddy hexes are treated as Rice Paddies (Terrain 60 - Rice Paddies) and not as Fish Ponds!

PELELIU LANDINGS OVERLORD

- PALAU ISLANDS



Historical Background

At 05.30 the morning of September 15, 1944, naval support ships began a massive pre-landing bombardment of Peleliu, in the Palau islands. Armored amphibious tanks came ashore ahead of the infantry waves of the 1st, 5th and 7th Marines. But the bombardment had failed to destroy Colonel Kunio Nakagawa's soldiers and artillery resistance on the island. Soon, their enfilading artillery and anti-boat gun fire inflicted severe vehicle losses on the LVTs.

On the far left, the 1st Marines, led by Guadalcanal veteran, Captain George P. Hunt, flushed out the Japanese troops holed up in the caves of the 'Point'. In the center the 5th Marines met scattered resistance and moved inland toward the airfield. Their advance, however, was soon halted because of the lack of progress on their left. On the far right, the 7th Marines drew heavy fire from nearby islands, before veering off to their left and causing confusion on the center landing beaches.

Around 16.30, a Japanese counter-attack of tanks and infantry across the airfield was repulsed and a second attack later in the day also thrown back.

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

Briefing

Japanese Player: Take 8 Command cards.

Allies (US Marines) Player: Take 11 Command cards. You move first.

This pack requires two copy of the games and the Pacific Theater and Terrain Pack expansion

Conditions of Victory

13 Medals.

A Marine unit that exits off the Japanese side of the battlefield from the exit hex as indicated on the baseline, counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied Medal Stand.

If the Marine player captures and holds three of the four buildings around the Airfield, it counts as one Victory Medal. The medal once gained continues to count toward the Allied victory, even if the units move off of these hexes or is eliminated.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

The Japanese player is in control of the Bunker on the Japanese right and may claim it as a defensive position. The other bunkers are Field Bunkers (p. 9).

Airfields are explained on p. 4.

Jungles are explained on p. 5.

Minefields are explained on p. 8. The Japanese player will lay Minefields out.

Marshes are explained in the Terrain Pack p. 4.

Mountains are explained on p. 5.

A War Ship is described on p. 9.

Note that this Overlord scenario requires two Pacific Theatre expansions and the Terrain Pack expansion.

Setup order

- 1 x30
- 2 x5
- 3 x2
- 4 x4
- 5 x3
- 6 x1
- 7 x1
- 8 x4
- 9 x11
- 10 x7
- 11 x6
- 12 x10
- 13 x2
- 14 x7

PELELIU AIRFIELD

- COLONEL NAKAGAWA'S COUNTER-ATTACK.



Setup order		
1		x5
2		x3
3		x2
4		x5
5		x2
6		x15
7		x7
8		x1
9		x1

Historical Background

On the 15th of September 1944, the 1st Marine Division landed on Peleliu in the Palau Islands. In the afternoon, the Marines reached the airfield. At that time, the Japanese launched their counter-attack with infantry and tanks. In spite of the surprise of the attack, the Marines succeeded to destroy most of the enemy tanks and to stop the counter-attack. In the evening, the airfield was controlled but the Japanese had withdrawn in the caves of Umurbrogol Mount. Another fierce battle had to begin. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Japan] : 5 command cards, you move first.
 Allied player [USMC] : 6 command cards.

Conditions of Victory

6 medals.
 The 8 hexes of the airfield form a Temporary Majority Medal Objective worth one medal for whoever controls the airfield.

Special Rules

- Use "Japanese Imperial Army" rules (Nations 3).
- Use "US Marine Corps" rules for all Allied troops (Nations 4).



MOTOYAMA AIRFIELD 1

- RENDEZ-VOUS WITH DESTINY



Setup order		
1		x4
2		x4
3		x2
4		x3
5		x9
6		x1
7		x1
8		x1
9		x5

Historical Background

On the 19th of February 1945, after a long naval and air bombing, the 4th and 5th Marine Division landed unopposed on the long black sandy beach of Iwo Jima. But as soon as the Marines tried to exit the beach, they were pinned to the sand by a terrific fire made by numerous camouflaged Japanese positions and in particular from mount Suribachi which overlooked the landing beach. 27th Marine Regiment, landed on Red 2, advanced hardly to its objective, Motoyama airfield. Sergeant John Basilone of 1st Battalion, hero of the battle of Guadalcanal, led his young soldiers in the battle. He assaulted a Japanese bunker and destroyed it with a grenade, but near the airfield he was killed by a Japanese mortar shell. Iwo Jima was captured not before the 16th of March 1945 and was a blood bath : nearly 6 000 US Marines were killed and about 13 000 Japanese soldiers.

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

Briefing

Axis player [Japan]
Take 5 Command cards.

Allied player [US Marine Corps]
Take 5 Command cards.
You move first.

Conditions of Victory

6 medals.

The 5 hexes of the airfield form a Temporary Majority Medal Objective worth 1 Medal for whoever controls the airfield.

Special Rules

Use "Japanese Imperial Army" rules (Nations 3 - Japanese Imperial Army).

Use "US Marine Corps" rules (Nations 4 - US Marine Corps).

Special Weapon Asset rules (SWAs 4 - Special Weapon

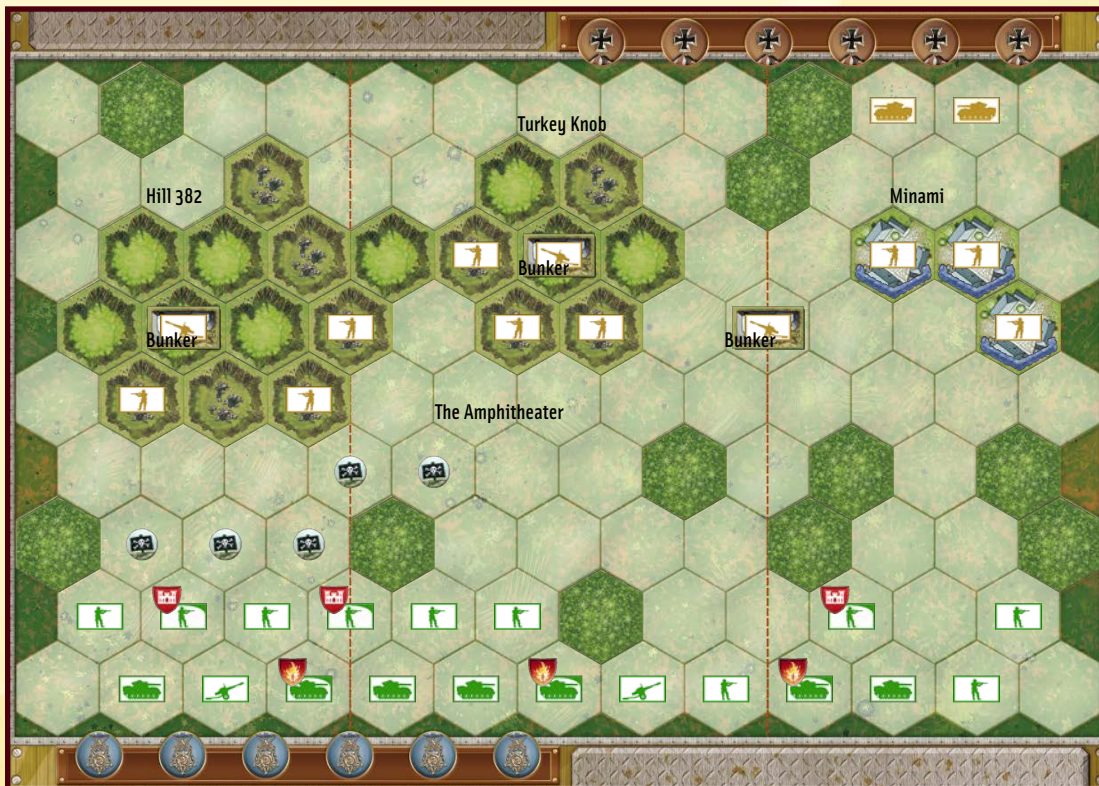
Assets) are in effect for the units equipped with mortars (SWAs 6 - Mortar Late War) or machine guns (SWAs 7 - Machine Gun Late War).

Use "Flame Thrower" rules for tanks units (Troops 13 - Flame Throwing Tanks).

The Axis player lays out the minefields (Terrains 29 - Minefields).

THE MEAT GRINDER

- IWO JIMA



Setup order		
1		x10
2		x3
3		x3
4		x11
5		x9
6		x3
7		x5

Historical Background

On February 26, 1945 the Marines of the 4th Division found themselves facing a formidable complex of defensive positions on Iwo Jima. Hill 382, The Amphitheater, Turkey Knob and the village of Minami, were to become collectively known as the 'Meat Grinder'. A well-planned defense layout, the remarkable combination of weapons, minefields, caves and bunkers devised by Japanese General Kuribayashi held out against repeated attacks.

Several times, the Marines' advance looked promising, only to bog down and then be driven back to retreat under heavy fire. The Japanese forces also used infiltration tactics and a counter-attack with a limited number of tanks to further slow the Marines down.

Units from the 3rd Division were also thrown against the position as the massive casualty figures truly earned the 'Meat Grinder' its name in a short week's worth of fighting.

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

Briefing

Axis Player: Take 5 Command cards.

US Marine Player: Take 5 Command cards.
You move first.

Conditions of Victory

7 Medals

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Engineers are explained p. 10.

The Marine Special Forces Tank units are Flame Thrower Tanks. Place an Flame Thower badge in the same hex with these units

to distinguish it from the other units. Flame Thrower Tanks are explained p. 11.

Caves are explained on p. 4.

The Japanese player is in control of the Bunkers and may claim them as a defensive position.

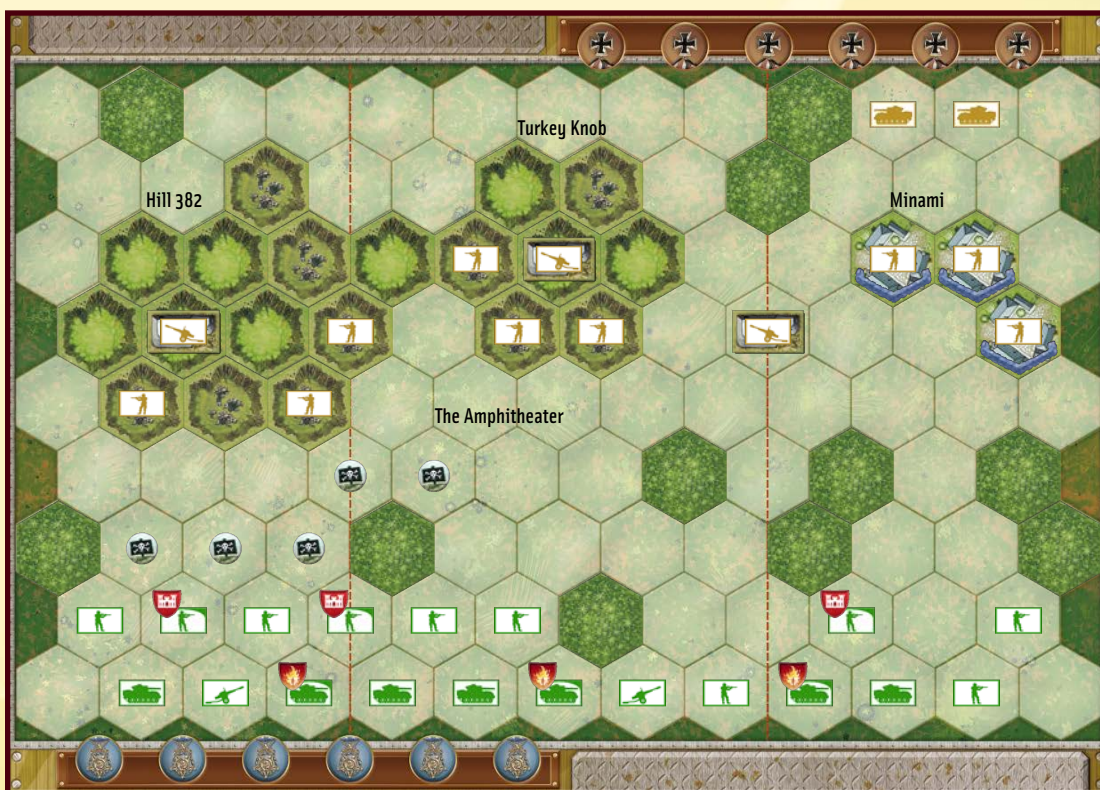
Jungles are explained on p. 5.

Minefields are explained on p. 8.

The Japanese player will lay the Minefields out.

THE MEAT GRINDER

- BATTLE OF IWO JIMA

FEBRUARY 26-MARCH 6 1945


Setup order		
1		x10
2		x3
3		x3
4		x11
5		x9
6		x3
7		x5

Historical Background

On February 26, 1945 the Marines of the 4th Division found themselves facing a formidable complex of defensive positions on Iwo Jima. Hill 382, The Amphitheater, Turkey Knob and the village of Minami, were to become collectively known as the 'Meat Grinder'. A well-planned defense layout, the remarkable combination of weapons, minefields, caves and bunkers devised by Japanese General Kuribayashi held out against repeated attacks.

Several times, the Marines' advance looked promising, only to bog down and then be driven back under heavy fire. The Japanese forces also used infiltration tactics and a counter-attack with a limited number of tanks to further slow the Marines down.

Units from the 3rd Division were also thrown against the position as the massive casualty figures truly earned the 'Meat Grinder' its name in a short week's worth of fighting.

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

Briefing

Axis Player (Japan):

- Take 5 Command cards.

Allied Player (United States Marine Corps):

- Take 5 Command cards.
- You move first.

Conditions of Victory

7 Medals.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on US Marines engineer units (Troops 4 - Combat Engineers).

Place a badge on US Marines flame thrower tank units (Troops

13 - Flame Thrower Tanks).

The Japanese player is in control of the Bunkers (Terrain 2 - Bunkers), and lays out the minefields (Terrain 29 - Minefields).

Air rules are in effect: Give both Air Sortie cards to the Allied player at game start.

TORBUNG

- BURMA



Setup order		
1		x1
2		x1
3		x7
4		x6
5		x2
6		x17
7		x11
8		x21
9		x10
10		x10
11		x1
12		x4
13		x1

Historical Background

In March of 1944, the Japanese launched an offensive in Burma against the British 14th Army. After a month of hard fighting, their attack, plagued by poor supply lines, began to falter. Seeing an opportunity to counter-attack, General "Punch" Cowan ordered his 48th Brigade, made up mostly of Gurkha units, to interdict the Tiddim road near Torbung. The Japanese ordered units from both Moirang and Torbung to break through the blocking forces. As the fight escalated, both sides called in reinforcements but the Gurkha managed to hold out against every Japanese effort. On May 24th, despite their valiant fighting, the Commonwealth forces were ordered to withdraw.

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.
You move first.

Allied Player [Great Britain]
Take 6 Command cards.

Conditions of Victory

7 Medals.

The Japanese Field Bunker is a Temporary Medal Objective for the Allied forces.

The Road hex with a Medal is a Temporary Medal Objective for the Axis forces.

Special Rules

Breakthrough: When playing a Breakthrough Command card ordering On-the-move units, you may choose to call a reinforcement unit instead. Roll dice equal to the number of On-the-move orders, and use the dice roll to determine the type of the unit you may bring in as reinforcements (Infantry = Infantry unit, Armor = Armor unit, Star = Artillery unit). No matter the number of dice rolled, you may only bring 1 unit on the board as reinforcements each turn. You must designate the hex where this unit will appear before making your roll. British reinforcements may enter on any of their vacant baseline hexes or on the Airfield (unless any Airfield hex is occupied by an enemy

unit). Mark this reinforcement unit as British to distinguish it from the Gurkha units already deployed or use distinguishing figures. The Japanese reinforcements may enter on any vacant baseline hexes on either side of the board (Japanese or British). A reinforcement unit may not move or battle the turn it enters.

Imperial Japanese Army Command rules (Nations 3 - Imperial Japanese Army) and British Commonwealth Forces Command rules (Nations 5 - British Commonwealth Forces) are in effect. In addition, all Infantry Commonwealth Forces are Gurkha units. Gurkha Infantry units battle at +1 die in Close Combat, and whenever battling back with a Stiff-Upper Lip.

Resupply rules (Actions 24 - Resupply) are in effect for Japanese Supply Trucks (Troops 17 - Supply Trucks).

The British player lays out the Minefields (Terrain 29 - Minefields).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Both Axis and Allied player will roll 1 die when playing the Air Power card.

DEFENSE OF MEIKTILA

- BURMA CAMPAIGN



Setup order

- 1  x2
- 2  x6
- 3  x3
- 4  x1
- 5  x11
- 6  x8
- 7  x2

Historical Background

By early March of 1945, the 17th Indian Division in Burma, under the command of British Major-General David Tennent "Punch" Cowan captured the city of Meiktila, taking just 4 days to defeat the nearly 4000 Japanese who held it.

The Japanese 18th and 49th Divisions, who originally had been sent to reinforce the city, were now asked to retake it. The arriving Japanese, having been involved in heavy fighting in the preceding weeks, were weakened and only able to muster about 12,000 men.

The early attacks from the Japanese from the north and west were unsuccessful and they turned their attention to the airfield east of the town. Cowan's defenders, who numbered 15,000 before the battle, were being reinforced with both men and munitions as the Indian 9th Infantry Brigade continued their airlift support, even through heavy enemy fire. Japanese progress towards the airfield continued to pressure the incoming flights, finally forcing Cowan to halt air landings and resort to parachute supply drops.

However, the Allied air superiority, coupled with poor communications between the two Japanese divisions made it difficult for them to coordinate their attacks. Cowan kept up a vigorous and aggressive defense, sending out tank sweeps to force the Japanese to retire from the airfield and stall the siege.

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

Briefing

Axis Player

[Japan]

Take 5 Command cards.

You move first.

Allied Player

[Great Britain]

Take 6 Command cards.

Conditions of Victory

6 Medals.

The central Meiktila town hex and the Airfield hex with a medal are Temporary Objectives for the Japanese forces.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations

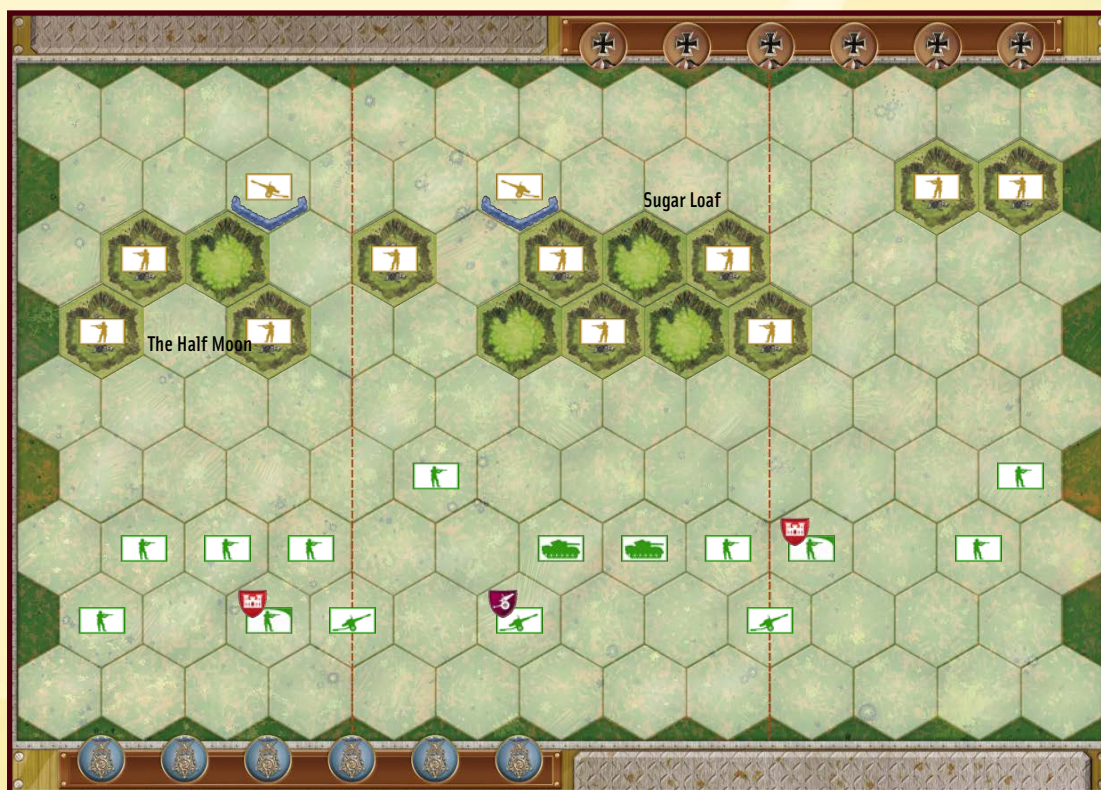
3 - Imperial Japanese Army).

The Allied player may land an infantry reinforcement unit by playing a Direct from HQ Command card and if all airfield hexes are not occupied. (Actions 1 - Reinforcements).

Air rules are in effect. Give two Air Sortie cards to the Allied player at the start of the game.

SUGAR LOAF AND HALF MOON

- OKINAWA



Setup order

- 1  x10
- 2  x4
- 3  x2

Historical Background

The Japanese units defending the western flank of the Shuri line were in a strong defensive position. Entrenched in tunnels with interlocking fields of fire between Sugar Loaf, Half Moon and the surrounding hills, they were able to hold off the attacks of the 6th Marine Division.

At times, the Marines were able to secure a hill top position only to later be driven off by Japanese forces attacking from other caves and a maze of tunnels.

On May 19th, after seven days of fighting, the area was finally secured.

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

Briefing

Japanese Player: Take 4 Command cards.

US Marine Player: Take 6 Command cards.

You move first.

Conditions of Victory

6 Medals.

When all the Japanese units in a section of the battlefield (right, center or left) are eliminated, the Marines gain one Victory Medal. As long as no Japanese units move back into the section it continues to count toward the Marine victory.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

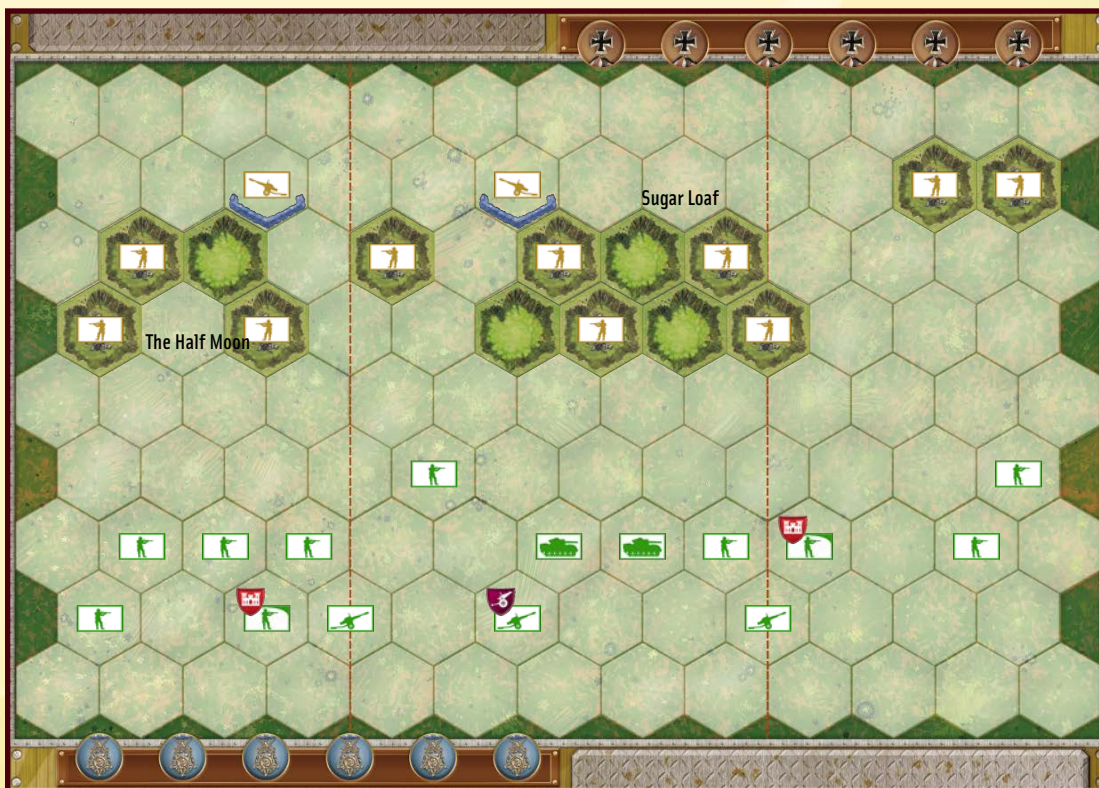
The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

The Marine Special Forces Artillery unit is Mobile Artillery. Place an Mobile Artillery badge in the same hex with this unit to distinguish it from the other units. Read p. 11 about Mobile Artillery.

Caves are explained on p. 4.

SUGAR LOAF AND HALF MOON

- BATTLE OF OKINAWA

MAY 13-19, 1945


Setup order

1		x10
2		x4
3		x2

Historical Background

The Japanese units defending the western flank of the Shuri line were in a strong defensive position. Entrenched in tunnels with interlocking fields of fire between Sugar Loaf, Half Moon and the surrounding hills, they were able to hold off the attacks of the 6th Marine Division.

At times, the Marines were able to secure a hill top position only to later be driven off by Japanese forces attacking from other caves and a maze of tunnels.

On May 19th, after seven days of fighting, the area was finally secured.

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

6 Medals.

When all the Japanese units in a section of the battlefield (right, center or left) are eliminated, the Marines gain one Temporary Victory Medal, kept as long as no Japanese units move back into the section.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on US Marines engineer units (Troops 4 -

Combat Engineers).

Place a badge on the US Marines Mobile Artillery unit (Troops 14 - Mobile Artillery).

