

SPITFIRE THREE

#1

| | | | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| ☉ U.S.M.C. Moves First | | | | | | | | | |

● Elements of 1st, 2nd and A-T Companies, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division set up in any Hinterland hex [EXC: Tetrahedrons set up in Beach/Ocean hexes only]:

| | | | | | | | | | | | | |
|---------|---------|-------|--------|-----|-----|-----|-------------------------------|---------------------------|-------------------------------|---|----------|--------------------------|
| E 4-4-8 | 1 4-4-7 | 2-2-8 | 7 10-1 | 9-1 | 9-0 | 8-0 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16]* 2 50* | ? | 7 morale | CH M11 3 47L AT |
| 3 | 8 | 4 | | | | | 2 | 2 | 2 | | 10 | 2 |

| | | | | | | | | | |
|------------|------------|------------------------------------------|------------|------------------------------------------|---------------------------------------------------------|-------------------------|----------------------------------------|-------------------------|---------------------------|
| 1+3+5 8 | 1+5+7 2 | FDE OVR, OBA: +4 1S Other: +3 2 | 1+4+6 2 | Trench OVR, OBA: +4 Other: +2 2 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* 3 | Wire & Tetrahedron 7 | MPh/RtPh: dr = MF CC: +1/-1 3 | Minefield 24 factors | AT Mines 12 factors |
|------------|------------|------------------------------------------|------------|------------------------------------------|---------------------------------------------------------|-------------------------|----------------------------------------|-------------------------|---------------------------|

[ELR: 4]
{SAN: 6}

☉ Elements of Item and Kilo Companies, 3rd Battalion, 1st Marine Regiment, 1st Marine Division enter on Turn 1 on/ between hexes A1-A5:

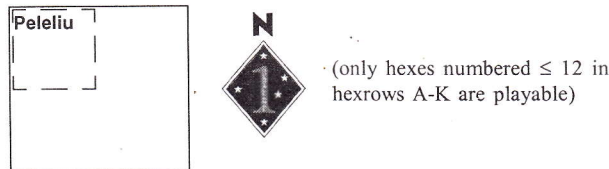
| | | | | | | | | | | | |
|-------|-------|-------|-----|-----|-----|-------|--------------------|----------------------------|-------------------|--------------------------|-----------------------------------------|
| 7-6-8 | 3-4-8 | 2-2-8 | 9-2 | 9-1 | 8-0 | 1-4-9 | dm MMG 2PP 3 | DC 1PP X10 30-1 3 | FT X10 24-1 | BAZ 44 1PP X11 8-4 | a *MTR T20 5PP B10 [1-5] 1 60* |
| 8 | 4 | | | | | | | | | | |

Reinforcing elements of Kilo Company enter on Turn 3 on/ between hexes A1-A5:

| | | | | | | | | | |
|-------|-------|-----|-----|--------------------|----------------------------|--------------------------|-----------------------------------------|--------------------------------------------------|--------------------------------------------------|
| 7-6-8 | 2-2-8 | 9-1 | 8-1 | dm MMG 2PP 2 | DC 1PP X10 30-1 2 | BAZ 44 1PP X11 8-4 | a *MTR T20 5PP B10 [1-5] 1 60* | CH LVT 1 T3 39PP *AAMG -/-/14* 2 75* | CH LVT 2 T3 39PP *AAMG -/-/14* 2 75* |
| 4 | 2 | | | | | | | 2 | 2 |

[ELR: 5]
{SAN: 4}

MAP LAYOUT:



VARIATIONS:

- ☉ Delete one MMG and crew from the Japanese OB.
- Add one 4-4-7 squad to the Japanese OB.

OBJECTIVES: The Marines win at game end if they Control/eliminate ≥ 7 Japanese pillboxes/FDE.

SCENARIO RULES:

- All PSR are in effect. EC are Moist with a Mild Breeze from the northeast at start. The Marines are conducting a Seaborne Assault (G14.) [EXC: G17.152 is NA].
- The Japanese receive one module of 80+mm battalion mortar OBA (HE only) with one Pre-Registered hex (C1.73) directed by an Offboard Observer

- (C1.63) at level 5 in an east edge hex secretly recorded during Japanese setup. Mine exchange (B28.5) is NA.
- The Marines may designate ≤ 2 squad-equivalents as Sappers (B28.8). The Marines receive a pre-game Naval Bombardment (G14.7).
- The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '44 FB w/Napalm; it is automatically Recalled after two full game turns. The Marine FB receives a -2 Sighting TC DRM.
- The Japanese receive an Offboard High Caliber Mortar (PSR #4.6).
- The Japanese may exchange A-T Mine factors for A-T Set DC (G1.6121) [EXC: 25% limitation and date restriction are NA] at the rate of one DC for each 3 Mine factors exchanged. No pillboxes/FDE may be deducted from the Japanese OB.

0825 hours, D+1, Friday, 15 September 1944 PELELIU ISLAND: Colonel Chesty Pullers 1st Marine Regiment was designated "Spitfire." Moving out on to the beach Spitfire found the gun barrels of the Japanese Sticking out of their fortifications. The forces defending the beach around White One and Two were part of 3rd Battalion, 2nd Infantry Regiment, 14th Division IJA, almost 1200 strong. The Japanese had not left the beaches undefended but they did keep the majority of their forces in the hinterland dug deep into the high ground and there they waited. Kilo company, 3rd Battalion was tasked with securing a 130 foot coral outcropping dominating the beaches represented the first manned enemy fortifications encountered on Peleliu. They were hit by a wave of Marine rockets just before the first wave hit the reef, it had little impact on the dug in Japanese, but it did keep their heads down. The first waves of LVT his the beaches two minutes after their scheduled time. The UDT teams had cleared lanes through the beach obstacles, but could do nothing about the stout Japanese base of fire at the point which soon started hitting the flanks of armored landing vehicles. The Japanese dug deep into the coral at the point hammered 3rd Battalion of the Chesty Pullers first Marines. On the extreme left of the Marine flank in the first wave Kilo company was detailed to take out the point. Moving onto the beach, under the gun barrels of the Japanese sticking out of the fortifications the individual Marines crawled their way up and around the point. Over 130 feet in height dominating the beaches the coral outcrop represented the first manned enemy fortification encountered on Peleliu. The Colonel had sent his second battalion in on the right, the first battalion was with him in reserve and the third battalion, assigned to left flank, was on the beach.



"...GET OFF THE AIR!"

| | | | | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|---|---|----|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| ● U.S.M.C. Moves First | | | | | | | | | | |



Elements of 2nd Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division set up in hexes numbered ≥ 5 that are ≥ 4 hexes from hex F6:

| | | | | | | | | | | | |
|---------|---------|-------|------|-----|-----|--------------------------|-------------------------|----------------------------|-----------------------|---------------|-------------------------------------|
| E 4-4-8 | 1 4-4-7 | 2-2-8 | 10-2 | 9-0 | 8-0 | MMG 3PP B11 2 4-11 | LMG 1PP B11 1 2-6 | MTR 4PP (1-16) 2 50+ | DC 1PP X10 30-1 | ? 7 morale | FDE OVR, OBA: +4 1S Other: +3 |
| 4 | 2 | | | | | 2 | 2 | 2 | | 8 | |



{ELR: 4}
{SAN: 7}

| | |
|-------------------------------------|----------------------------------------------------|
| Trench OVR, OBA: +4 Other: +2 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| 2 | 2 |

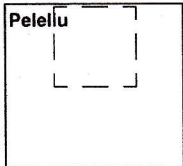
Elements of Battalion Gun Company and A-T Company, 3rd Battalion set up in either setup area:

| | | | | | | | |
|-------|-----------------------|--------------------------|------------------|------------------------------|-------------------------------------|----------------------------------------------------|----------------------------------------------------|
| 2-2-8 | DC 1PP X10 30-1 | MMG 3PP B11 2 4-11 | CH M11 47L AT | CH M12 (3) -70 70* INF | FDE OVR, OBA: +4 1S Other: +3 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| 6 | Set DC | 2 | 2 | 2 | 2 | 6 | 6 |

Elements of 1st Company, 3rd Battalion set up in hexes numbered ≤ 4 :

| | | | | | | | | | | | |
|---------|---------|------|-----|-----|-------------------------|----------------------------|-----------------------|---------------|-------------------------------------|-------------------------------------|----------------------------------------------------|
| E 4-4-8 | 1 4-4-7 | 10-0 | 9-1 | 8+1 | LMG 1PP B11 1 2-6 | MTR 4PP (1-16) 2 50+ | DC 1PP X10 30-1 | ? 7 morale | FDE OVR, OBA: +4 1S Other: +3 | Trench OVR, OBA: +4 Other: +2 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| 2 | 3 | | | | 2 | 2 | | 10 | | | 3 |

MAP LAYOUT:



(only hexes numbered ≤ 11 in hexrows F-N are playable)

VARIATIONS:



In the Objectives, change ' $< 1\frac{1}{2}$ ' to ' < 2 '.



Replace the Japanese 8+1 leader with an 8-0.

OBJECTIVES: Prior to all setup the U.S. Marine player secretly selects one of three possible Victory Conditions:

- 1) The Marines win at game end if there are no Good Order Japanese MMC in/ adjacent-to hex M7 or I2 provided the Japanese have accumulated $< 1\frac{1}{2} \times$ the CVP of the Marines.
- 2) The Marines win immediately upon accumulating ≥ 40 CVP.
- 3) The Marines win immediately upon exiting ≥ 10 EVP off the north edge on/ between hexes J0-N0.

SCENARIO RULES:

1. All PSR are in effect. EC are Moist with a Mild Breeze from the west at start.
2. The Marine player may designate ≤ 2 7-6-8 squad-equivalents that enter on Turn 1 as Assault Engineers (H1.22; A11.5).
3. At the start of each Marine PFP in which the best friendly leader (EX: the 9-2) in play is not (and has not yet become) Berserk or captured, make a dr. If

the dr \leq the current game turn number that leader immediately becomes Berserk (A15.4). The first time this leader becomes Berserk (for any reason; EX: Heat of Battle), all other friendly Personnel in the same Location also become Berserk. Ignore this SR thereafter.

4. Marine reinforcements enter along the west edge ≤ 3 hexes from hex F6 following a mandatory Reinforcement dr \leq the current game turn number
5. The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '44 FB w/Napalm; it is automatically Recalled after two full game turns. The Marine FB receives a -2 Sighting TC DRM.
6. The Japanese receive an Offboard High Caliber Mortar (PSR #4.6).

1100 hours, Friday 15th September 1944, PELELIU ISLAND: The Marine 3rd Battalion was pinned down in front of the coral ridge, with the point on their immediate left flank. The sun beat down on the Marines lying on the beach. The temperature was already over 100, and many soldiers were finishing off their canteens of precious water. Also beating down on the Marines was the Japanese fire; including small arms, automatic weapons, anti-tank, anti-boat and mortar of all calibers. The beach was a kill zone and all along the beach individual leaders were pushing their men forward. In small groups utilizing their training the Marines moved forward, crawling and running off the beach. One group was notably inspired by Lieutenant Bull Sellers, and they followed him forward in a frenzied attack to get off the beach. Marine units suffered from a number of Japanese tactics which caused them casualties in some cases and in other were merely inconveniences. Two tactics were the radio jamming and radio signal detection which there is anecdotal evidence that were effective in impeding Marine communications during the initial phases of the battle. The radio jamming limited the Marine's ability to communicate, and report to upper echelons. One particular example took place almost as soon as the landings. "...Lieutenant Bull Sellers, tried to contact him (Hunt), from further down the beach, a woman had broken in on the radio, jabbering incessantly and drowning out the call. Frustrated, Sellers bellowed into the microphone, 'F*ck you b\$th! Get off the air!'



"KNOCK OUT THAT BIG GUN..."

#3

| | | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ☪ U.S.M.C. Moves First | | | | | | | | |

Elements of 1st Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division set up in any Hinterland hex:

| | | | | | | | | | | | | | |
|---------|---------|-----|-----|-----|---------------------------|-------------------------------|-----------------------|-----------------------|----------------------|---|----------|-------|-------|
| E 4-4-8 | 1 4-4-7 | 9-1 | 9-0 | 8-0 | a LMG 1PP B11 1 2-6 | a MTR 4PP (1-16)* 2 50* | DC 1PP X10 30-1 | 1PP FT X10 24-1 | a Phone x12 11 | ? | 7 morale | 1+3+5 | 1+5+7 |
| 2 | 6 | | | | 3 | 2 | 3 | | | | 11 | 5 | |

| | |
|--------------------------------------------|-----------------------------------------------------------|
| Trench OVR, OBA: +4 Other: +2 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| 3 | |

Elements of Battalion Gun Company and MG company, 3rd Battalion set up in any pillbox(es):

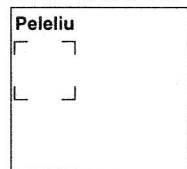
| | | |
|-------|----------------------------|---------------------------------|
| 2-2-8 | a MMG 3PP B11 2 4-11 | CH a M12 1 (3)-70 70* INF |
| 3 | 2 | |

Elements of 45th Guard Forces, 30th Naval Base Force set up ≤ 5 hexes from hex G15 (see SR #4):

| | | | | | | | | |
|---------|-------|-----|---------------------------|-------------------------|-----------------------------------|---------------------------------|-------------------------------------|-------|
| c 3-3-6 | 2-2-8 | 9-0 | a LMG 1PP B11 1 2-6 | CH a Type 88 3 75 AA | CH a Year 10 Type M* 1 120L AA | CH a Type 88 3 +12.7 (12) AA | FDE OVR, OBA: +4 1S Other: +3 | 1+4+6 |
| 4 | 3 | 2 | | | | | 3 | 7 |

[ELR: 4]
{SAN: 6}

MAP LAYOUT:



(only hexes numbered ≥ 5 and ≤ 15 in hexrows A-G are playable)

VARIATIONS:

- ☪ Add the 10-3 Chesty Puller leader counter to any portion of the Marine OB.
- Replace one Japanese 9-0 leader with a 10-0.

OBJECTIVES: The Marines win immediately upon capturing/eliminating all Japanese AA Guns.

SCENARIO RULES:

- All PSR are in effect. EC are Moist with no wind at start.
- The Japanese player may designate ≤ 1 Elite squad as Assault Engineers (H1.22; A11.5). The Japanese receive one module of 150+mm battalion mortar OBA (HE only) with one Pre-Registered hex (C1.73). The east edge is considered the Friendly Board Edge for the Security Area of the Japanese field phone (C1.23).

- Marine reinforcements enter along the west edge on/north of hex A10 on a mandatory Reinforcement dr ≤ the current game turn number. The Marine player may designate ≤ 4 7-6-8 squad-equivalents as Assault Engineers (H1.22; A11.5) and Sappers (B28.8). The Marines receive one module of 300+mm NOBA (HE and WP) in any west map edge Ocean hex (including those outside the playable area) directed by the SFCP (G14.61) or a Shipboard Observer (G14.68) at Level 4; radio contact/Battery Access is NA for more than one Observer at a time. The U.S. Marine 9-2 begins play Heroic (A15.2).
- Japanese Naval Base Force units are the only units that may set up in caves. Japanese Naval Base Force Guns must set up in FDEs and may use HIP.
- The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '44 FB w/Napalm; it is automatically Recalled after two full game turns. The Marine FB receives a -2 Sighting TC DRM.
- The Japanese receive an Offboard High Caliber Mortar (PSR #4.6).














0900 hours, Friday 15th September 1944, PELELIU ISLAND: The Marine 3rd Battalion hit the right hand side of White One. Many of their transport had been destroyed and disabled by antitank fire from their left flank, and 15-20 vehicles sat immobile on the reef, many on fire. Marines were wading ashore in waist deep to knee deep water. Shells and shrapnel lapped the water all around them. Seemingly random mortar shells landed all across the beach criss-crossed by tracer fire from both sides. A 50 cal from an immobilized LVT-4 rattled over head until a mortar destroyed the vehicle in a direct hit. The men of Love moved faster to the beach up onto the sand and defilade position. The men of Love Company moved up onto the sand. On the beach they could hear the pom-pom of a large caliber anti-aircraft gun. Mortars, at first, seemed random, but soon zeroed in on CP radio with the help of radio detection equipment. "We need to get off the beach" became the mantra of the leaders up and down the beach. Love Company supported by Able, moved into the hinterland and immediately ran into a deep sided trench. After moving inland the booming of the Japanese mortars lessened, muffled by the jungle. Conscious of the need to maintain air support, Captain Jennings of Love Company, moved from group to group directing them inland toward the sound of the anti-aircraft gun. "Men we need to knock out that big gun."










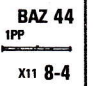

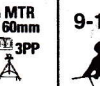


"...GET OFF THE AIR!" ...continued

#2

Elements of Item and Kilo Companies, 3rd Battalion, 1st Marine Regiment, 1st Marine Division set up ≤ 2 hexes from hex F6:

| | | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
|  7-6-8 |  3-4-8 |  2-2-8 |  9-2 |  9-1 |  8-1 |  1-4-9 |  MMG 3PP 2 4-10 |  BAZ 44 1PP X11 8-4 |  a • MTR T20 5PP B10 [1-5] 1 60* |  M2 MTR 5PP [3-45] 3 60* |  LMG 1PP B11 1 2-6 |  1PP FT X10 24-1 |
| 8 | 3 | 2 | | | 3 | | 2 | 3 | 2 | | | |

Elements of Item and Kilo Companies enter on/after Turn 1 as per SR #4:










| | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
|  7-6-8 |  3-4-8 |  WD 2-3-8 |  2-2-8 |  8-1 |  dm HMG 3PP 88 |  dm MMG 2PP |  BAZ 44 1PP X11 8-4 |  dm MTR 3PP T20 |  dm MTR M2 60mm 3PP |  9-1 |  CH 15 8 75 2/4/4 |
| 4 | 3 | | | 2 | | | | | 2 | | |

[ELR: 5]
{SAN: 4}








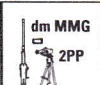


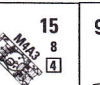

"KNOCK OUT THAT BIG GUN..." ...continued

#3

Elements of Love Company, 3rd Battalion, 1st Marine Regiment, 1st Marine Division set up in any Ocean hex:

| | | | | | | | | |
|-----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
|  7-6-8 |  SFCP 2-2-7 |  9-1 |  8-1 |  8-0 |  1-4-9 |  dm MMG 2PP |  1PP FT X10 24-1 |  DC 1PP X10 30-1 |
| 11 | | | 2 | | | 4 | 2 | 3 |

Elements of Love Company and 2nd Platoon, Able Company, 1st Tank Battalion, 1st Marine Regiment enter as per SR #3:

| | | | | | | | | | | | |
|-------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
|  7-6-8 |  WD 2-3-8 |  2-2-8 |  9-2 |  8-1 |  8-0 |  dm HMG 3PP 88 |  dm MMG 2PP |  dm MTR 3PP T20 |  DC 1PP X10 30-1 |  CH 15 8 75 2/4/4 |  9-1 |
| 6 | | | | | | 2 | | | 2 | 3 | |

[ELR: 5]
{SAN: 4}



"ABLE MARINES FILL THE GAP..."

#4

| | | | | | | | | | |
|----------------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| U.S.M.C. Sets Up and Moves First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|----------------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|

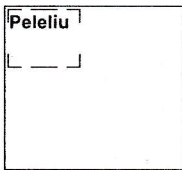
Elements of 1st Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division set up > 2 hexes from the Marine setup area:

| | | | | | | | | | | | | |
|---------------------|----------------------|-------------------|------|------|-----|-----|-----|-----|-----------------------------------|-----------------------------------|----------------------------------|------------------------------------|
| E 4-4-8 3 | 1 4-4-7 10 | 2-2-8 5 | 10-1 | 10-0 | 9-1 | 9-0 | 8-0 | 8+1 | a HMG 4PP B11 3 6-14 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16] 2 50 |
| | | | | | | | | | 4 | 3 | 3 | |

| | | | | | | | |
|------------------------------------------|------------------------------|-----------------------------|-----------------------------------|--------------------------|--------------------------|--------------------------------------------|-----------------------------------------------------------|
| DC 1PP X10 30-1 3 | FT 1PP X10 24-1 | a Phone x12 11 | ? 7 morale 11 | 1+3+5 9 | 1+5+7 3 | Trench OVR, OBA: +4 Other: +2 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| | | | | | | 5 | |

[ELR: 4]
{SAN: 7}

MAP LAYOUT:



(only hexes numbered ≤10 in hexrows A-O are playable)

VARIATIONS:

- Each trench = 4 VP and each pillbox = 6 VP in the VC.
- Each trench = 3 VP (no change) and each pillbox = 4 VP in the VC.

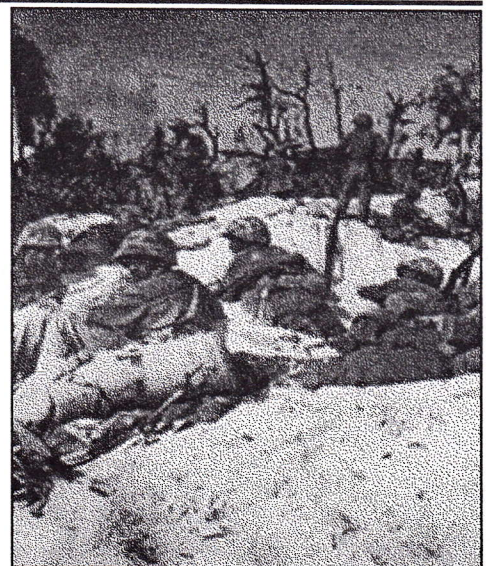
OBJECTIVES: The Marines win at game end by accumulating more VP than the Japanese. In addition to CVP, Control (and for the Marines, destruction) of Fortifications is worth the following: trench = 3 VP; pillbox = 5 VP; the Marines earn EVP for units exited off the east edge. No VP are awarded for Control/destruction of printed A-T Ditch hexes.

SCENARIO RULES:

1. All PSR are in effect. EC are Moist with no wind at start.
2. The Japanese player may designate ≤ 2 Elite squads as Assault Engineers (H1.22; A11.5). The Japanese receive one module of 150+mm battalion mortar OBA (HE only) with one Pre-Registered hex (C1.73) directed by an Offboard Observer (C1.63) in an east edge hex secretly recorded during Japanese setup. The Japanese also receive one module of 70+mm battalion mortar OBA (HE only) with one Pre-Registered hex directed by the Field Phone. The east edge is considered the Friendly Board Edge for the Security Area of the Japanese Field Phone (C1.23). No pillboxes/FDE may be deducted from the Japanese OB.

3. Marine reinforcements enter along the west edge on a mandatory Reinforcement dr ≤ the current game turn number. Make a separate dr for each of the two groups. The Marine player may designate ≤ 4 7-6-8 squad-equivalents as Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
4. The Marines receive one module of 300+mm Naval OBA (HE and WP) in any west map edge Ocean hex directed by a Shipboard Observer (G14.68). The Marines also receive one module of 80+mm battalion mortar OBA (HE and WP) directed by the radio.
5. Place shellhole counters in hexes G8, G9, I9, and H10.
6. The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '44 FB w/Napalm; it is automatically Recalled after two full game turns. The Marine FB receives a -2 Sighting TC DRM.
7. The Japanese receive an Offboard High Caliber Mortar (PSR #4.6).

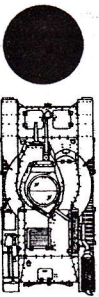
1300 hours, Friday 15th September 1944, PELELIU ISLAND: During the landing Kilo Company was on the extreme left, detailed to take the point. Love Company was on the right. Love moved inland and encountered the coral ridge, not commanding the beach like the point but still just as difficult. As Love moved inland and Kilo moved to the left a gap grew between the two companies. Kilo secured the point by 1030 hours, but was unable to link up with Love. At approximately 1100 hours, Item Company, the battalion reserve, was thrust forward between the two companies to fill the gap. The temperature had reached 115, the hazy heat simmered of the water and sand, when it was calm enough. Japanese mortars of all calibers raked the beach and hinterland, green tracers arced out the jungle to search out the Marines. Over 60 vehicles lay immobilized, on the reef and beach of White Beach one and two, many of them burning. The murderous Japanese flanking fire from the point had been silenced by Kilo, commanded by Captain Polk. After an hour of battle Item had linked up with Love but was unable to reach Kilo and a gap remained. Puller pointed to his map and in his gruff voice commanded Able Company Captain Jennings, "Captain, take your Able Marines into that gap."



"HERE COME THE JAP TANKS!"

#5

| | | | | | | | | |
|------------------------|---|---|---|---|---|---|---|---|
| U.S.M.C. Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| JAPANESE Moves First | | | | | | | | |



Elements of West Caroline Air Force and Construction Battalion, 45th Guard Forces of 30th Base Force of IJN enter on/after Turn 1 along the east edge in hexes numbered ≥ 15 :

| | | | | | | | | |
|---------|---------|------|--------|-----|-----|-----|---------------------------|-----------------------|
| 2 3-4-7 | c 3-3-6 | 10-1 | 7/10-0 | 9-0 | 8-0 | 8+1 | a LMG 1PP B11 1 2-6 | DC 1PP X10 30-1 |
| 13 | 6 | | | | | 3 | 4 | 5 |

Elements of 4th Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division enter on/after Turn 2 along the north edge east of hexrow M and/or along the east edge in hexes numbered ≤ 15 :

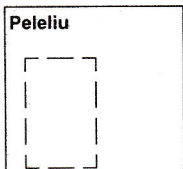
| | | | | | | | |
|---------|-------|------|-----|-----|---------------|---------------------------|-----------------------|
| 1 4-4-7 | 2-2-8 | 10-2 | 9-1 | 8-0 | dm MMG 2PP | a LMG 1PP B11 1 2-6 | DC 1PP X10 30-1 |
| 9 | 2 | | | 2 | 2 | 2 | 2 |

Elements of Lt. Tank Company and 1st Company of 1st Battalion, 2nd Infantry Regiment enter as per SR #3:

| | | | | | | | |
|---------|-----|-----|---------------------------|-------------------------|------|-----|-----|
| 2 3-4-7 | 8-0 | 8+1 | a LMG 1PP B11 1 2-6 | CH 15 37 2/R2* | 10-2 | 9-1 | 8-1 |
| 6 | | | | 10 | | | |

{ELR: 4}
{SAN: 3}

MAP LAYOUT:



(only hexes numbered ≥ 12 in hexrows D-Q are playable)

VARIATIONS:

- Remove ALL Armor Leaders from the Japanese OB.
- Replace one 8-0 leader in the Japanese OB with a 10-2.

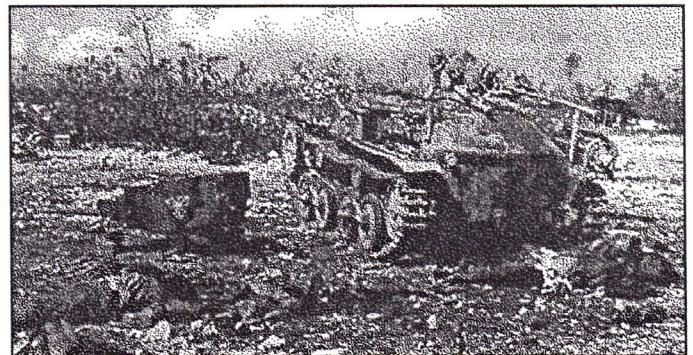
OBJECTIVES: After Marine setup the Japanese player secretly selects one of three possible Victory Conditions:

- 1) The Japanese win immediately upon exiting ≥ 10 EVP off the south edge on/adjacent to hex J25 provided they have accumulated more CVP than the Marines.
- 2) The Japanese win at game end by accumulating ≥ 28 CVP and \geq the CVP accumulated by the U. S. Marines.
- 3) The Japanese win immediately upon exiting ≥ 8 EVP off the west edge on/adjacent to hex D19.

SCENARIO RULES:

1. All PSR are in effect. EC are Moderate with no wind at start. Heat Haze (F11.62) is in effect.
2. The Marines receives one module of 80+mm battalion mortar OBA (HE and WP). The Marines may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them. The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '44 FB w/Napalm; it is automatically Recalled after two full game turns. The Marine FB receives a -2 Sighting TC DRM. The *SR are continued...*


1625 hours, Friday 15th September 1944, PELELIU ISLAND: The temperature was beginning to drop although 115 down to 105 was not much of an improvement. Many Marines had long ago run out of water in their canteens. The commander of 2nd Battalion, Lt. Col. Russell E. Honsowetz, stood just inside the jungle scanning the airfield before him with his binoculars. An occasional mortar blast hit the airfield and tracers darted out from the wreckage and rubble that was once an air base, the enemy was still there. Honsowetz expected a counter attack and barked orders to his staff. "Dig in here. This will give us a good field of fire," gesturing to the airfield. It was 300 to 500 yards across at that point, heat haze shimmered off the crushed coral taxiway, pot marked with shell holes and craters. There was a little kunai grass and some piles of destroyed aircraft in the foreground, beyond that the remnants of a large aircraft hanger and a two story reinforced concrete control tower building. Lt. John Decker crouched next to the colonel and said, "My scouts tell me the Japanese are massing infantry." He added urgently, "and tanks, sir," pointing to the Northeast where a large mass of jungle rose behind the airfield. The tempo the mortars and small arms suddenly increased. The colonel started moving towards the left where he perceived the greatest intensity of enemy fire, shouting encouragingly to his men, "Okay men, here come the Jap tanks!"









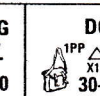

"ABLE MARINES FILL THE GAP..."

...continued







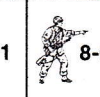


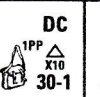


#4






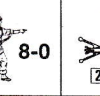








Elements of Item Company, 3rd Battalion, 1st Marine Regiment, 1st Marine Division set up ≤ 3 hexes from hex F6:

| | | | | | | | |
|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
|  7-6-8 |  3-4-8 |  9-2 |  8-1 |  8-0 |  5PP 3 6-12 |  3PP 2 4-10 |  1PP X10 30-1 |
| 6 | 2 | | 2 | | 4 | 3 | |

Elements of Able Company enter as per SR #3:

| | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
|  7-6-8 |  3-4-8 |  2-3-8 |  2-2-8 |  10-2 |  9-1 |  8-1 |  8-0 |  3PP 88 |  2PP |  1PP X10 30-1 |  3PP T20 |
| 11 | | | | 2 | | 2 | 2 | 2 | | 3 | |


Elements of Second Platoon, Able Company and Able Company, 1st Tank Battalion, 1st Marine Regiment, 1st Marine Division enter as per SR #3:

| | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
|  7-6-8 |  9-2 |  8-1 |  8-0 |  3PP 2 4-10 |  1PP X10 24-1 |  1PP X10 30-1 |  1PP 8 |  9-2 |  15 8 75 2/4/4 |  11 3 75 -/-/4 |  12 3 75 -/-/14* |
| 4 | | | | 2 | 3 | | | 4 | 2 | 2 | |







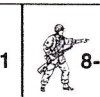


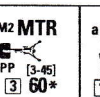


"HERE COME THE JAP TANKS!"

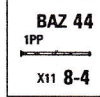


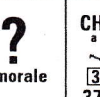


...continued

#5




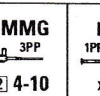


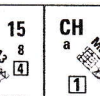



Elements of Easy, Fox, and George Companies, 2nd Battalion, 1st Marine Regiment, 1st Marine Division set up west of hexrow K as per SR #2:

| | | | | | | | | | | | |
|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
|  7-6-8 |  3-4-8 |  2-3-8 |  2-2-8 |  10-3 |  9-1 |  8-1 |  8-0 |  5PP 3 6-12 |  3PP 2 4-10 |  5PP [3-45] 3 60* |  T20 5PP 810 [1-5] 1 60* |
| 10 | 4 | | 3 | | 2 | | | 2 | | | |

| | | | | | |
|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
|  1PP X11 8-4 |  1PP X10 30-1 |  1PP 8 |  7 morale |  M12 3 37LL AT |  19 1 75 |
| 2 | 2 | | 10 | | |

Reinforcing elements enter on Turn 2 along the north edge on/west-of hexrow K:

| | | | | | | | |
|----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
|  7-6-8 |  8-1 |  8-0 |  3PP 2 4-10 |  1PP X11 8-4 |  9-2 |  15 8 75 2/4/4 |  19 1 75 |
| 3 | | | | | 3 | 2 | |

[ELR: 3]
{SAN: 6}

SCENARIO RULES *continued...*

Marines must set up with a maximum of one squad-equivalent or vehicle per hex, with no occupied hex adjacent to another occupied hex. All AFVs must set up in Motion and CE. The Marine player may designate ≤ 2 7-6-8 squad-equivalents as Assault Engineers (H1.22; A11.5). All Marine Personnel suffer from Water Shortage (PSR #5.16).

3. Japanese reinforcements enter along the east edge in hexes numbered ≤ 15 on a mandatory Reinforcement dr < the current game turn number. Japanese vehicles receive only one-half of their normal MP allotment on their turn of entry.

4. The Japanese receive one module of 150+mm battalion mortar OBA (HE and Smoke) directed by an Offboard Observer at Level 3 in an east edge hex

secretly recorded after Marine setup. Japanese 3-4-7/3-3-6 squads and their HS have an ELR of 2.

5. The Japanese receive an Offboard High Caliber Mortar (PSR #4.6). Banzai Charge (G1.5) is NA [EXC: T-H/DC Heroes.]

VALLEY OF THE DEAD

#6

| | | | | | | | |
|------------------------|---|---|---|---|---|---|---|
| U.S.M.C. Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| JAPANESE Moves First | | | | | | | |



Elements of 2nd Company, 1st Battalion, 2nd Infantry Regiment, 14th IJA Division enter on Turn 1 along the east edge in hexes numbered ≥ 12 and ≤ 16 :



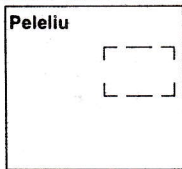
[ELR: 4]
{SAN: 4}

| | | | | | | | | |
|--------|-------|------|-----|-----|-----|---------------|-------------------------|-----------------------|
| 14-4-7 | 2-2-8 | 10-1 | 9-1 | 8-0 | 8+1 | dm MMG 2PP | a LMG 1PP B11 2-6 | DC 1PP X10 30-1 |
| 8 | 2 | | | | | 2 | 2 | 2 |

Elements of 2nd Company, 1st Battalion enter along the east edge as per SR #5:

| | | | | | | | |
|---------|--------|--------|------|-----|-----|-------------------------|-----------------------|
| E 4-4-8 | 14-4-7 | 23-4-7 | 10-1 | 9-0 | 8+1 | a LMG 1PP B11 2-6 | DC 1PP X10 30-1 |
| | 2 | 5 | | | | 2 | 2 |

MAP LAYOUT:



(only hexes numbered ≥ 10 and ≤ 18 in hexrows V-DD are playable)

VARIATIONS:

- Change ' ≥ 19 VP' to ' ≥ 24 VP' in the Objectives.
- Change ' ≥ 19 VP' to ' ≥ 15 VP' in the Objectives.

OBJECTIVES: The Japanese win at game end by accumulating ≥ 19 VP and $>$ the VP of the Marines. In addition to CVP, the Japanese earn EVP for units exited off the west edge on/adjacent to hex V15.

SCENARIO RULES:

- All PSR are in effect. EC are Moderate with no wind at start.
- A Dusk LV Hindrance, calculated as Mist (E3.32) and applying within buildings, is in effect from the start of Turn 4. At the start of Turn 6, the LV Hindrance is automatically increased per E3.51 (Rain is NA).
- The 10-3 Marine leader begins play Wounded and Heroic.
- The Marines may use HIP for ≤ 1 7-6-8 squad-equivalent and any SMC/SW Assault Engineers (H1.22; A11.5).
- Unless a turn of entry is given Japanese and Marine reinforcements enter on a mandatory Reinforcement $dr \leq$ the current game turn number. All reinforcements receive only one-half of their normal MF or MP allotment on their turn of entry. All reinforcements that have not entered already enter automatically on Turn 6.

SR are continued...

1700 hours, Sunday 17th September 1944, PELELIU ISLAND: Day three saw the 1st Marine Regiment move up into the hills behind the airfield. Now stripped of most of their vegetation, the volcanic and coral rock created a defensive killing zone unseen by the Marines in previous island battles. The temperature was in the 110s during the day sucking the moisture out of the soldiers causing many casualties. The Japanese in their extensive underground fortifications had ample supplies of water; the Marines did not as their supply system was lagging behind. Commander of the 2nd Battalion Lt. Col. Honsowetz, now wounded, pushed the remnants of his Easy, Fox and George companies uphill to secure the high ground. Battling all day, they took Hill 200 in the afternoon only to realize that there was another hill higher up 150 yards to the west. The enemy wanted their hill back and he knew they would come soon. Unable to dig in, the Marines were experienced enough to pull together loose coral and build what was commonly known as a sangar, gather ammo and prepare for the expected counter attack. Across the little valley they could see the dead bodies of hundreds of fallen soldiers, some Marines, but mostly Japanese. Many soldiers had been sacrificed for the hill in this little 'valley of the dead.'



Elements of Easy, Fox, and George Companies, 2nd Battalion, 1st Marine Regiment, 1st Marine Division set up ≤ 3 hexes from hex X14:



| | | | | | | | | | | | |
|------------|------------|-----------|------|-----|-----|-----|-------|--------------------|--------------------|-------------|------------------------|
| 7-6-8 6 | 4-5-8 3 | WD 2-3-8 | 10-3 | 9-1 | 8-1 | 8-0 | 1-4-9 | HMG 5PP 6-12 | MMG 3PP 4-10 | 1PP 24-1 | DC 1PP 30-1 2 |
|------------|------------|-----------|------|-----|-----|-----|-------|--------------------|--------------------|-------------|------------------------|

Sangar

 1S or Gun
 OVR, OBA: +3*
 Other: +1*
 5

Elements of Easy Company, 2nd Battalion, 7th Marine Regiment and Engineer Battalion, 1st Marine Division enter along the west edge as per SR #5:

| | | | | | | | | |
|------------|-----------|-------|-----|-----|-------------------|------------------------|--------------------------|----------------------------------------------------|
| 7-6-8 4 | WD 2-3-8 | 2-2-8 | 9-2 | 8-0 | dm MMG 2PP | DC 1PP 30-1 2 | dm MTR 3PP T20 | CH 12 3 1 0* •12PP X12 •AAF36 -J/B* |
|------------|-----------|-------|-----|-----|-------------------|------------------------|--------------------------|----------------------------------------------------|

[ELR: 5]
 {SAN: 6}

SCENARIO RULES *continued...*

6. Prior to all setup, the Marine player may secretly choose to receive Random Air Support (E7.; see E7.2 for arrival) in the form of a single flight of two '44 FB w/Napalm; they are automatically Recalled after two full game turns. Marine FBs receive a -2 Sighting TC DRM. If this option is chosen the Japanese are awarded 4 VP. The Marine player does not have to announce his choice prior to making his first Air Support dr.

7. Prior to all setup, the Japanese player may secretly choose to receive an Offboard High Caliber Mortar (PSR #4.6). If the Japanese player chooses this option the Marine player may make a secret pre-game 'purchase' of ≤ 5 points from the Reinforcement Table (no group may be purchased more than once):

Reinforcement Table


| | Point Cost |
|----------------------------------------------|------------|
| HIP one MMC (and any SMC/SW stacked with it) | 1 |
| Set DC | 2 |
| Sangar × 2 | 2 |
| Wire × 2 | 2 |
| "?" × 4 | 1 |









CAPTAIN HARADA'S COUNTER-ATTACK #7

| | | | | | | | |
|------------------------|---|---|---|---|---|---|---|
| U.S.M.C. Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| JAPANESE Moves First | | | | | | | |


Elements of 2nd Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division enter on/after Turn 1 along the east edge:








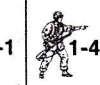


| | | | | | | | |
|-------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------|-----------------------|
|  E 4-4-8 |  1 4-4-7 |  2 3-4-7 |  9-0 |  8-0 |  8+1 | a LMG 1PP B11 1 2-6 | DC 1PP X10 30-1 |
| 2 | 5 | 2 | | | | 3 | 2 |

[ELR: 4]
[SAN: 4]

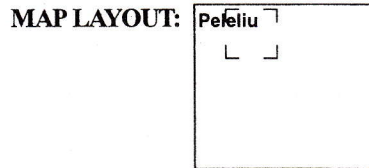
Elements of Kilo Company, 3rd Battalion, 1st Marine Regiment, 1st Marine Division set up ≤ 3 hexes from hex I3:



| | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|----------------------|----------------------|-------------------------------|----------------------------------------|
|  7-6-8 |  4-5-8 |  WD 2-3-8 |  2-2-8 |  Chesty Puller 10-3 |  9-1 |  8-1 |  1-4-9 | HMG 5PP 3 6-12 | MMG 3PP 2 4-10 | M2 MTR 5PP [3-45] 3 60* | a MTR T20 5PP B10 [1-5] 1 60* |
| 2 | 2 | 2 | | | | | | | | | |



| | | | | |
|-----------------------|--------------------------|---------------|-------------------------------------|----------------------------------------------------|
| DC 1PP X10 30-1 | BAZ 44 1PP x11 8-4 | ? 7 morale | Trench OVR, OBA: +4 Other: +2 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| | | 9 | (see SR #3) | 4 |

[ELR: 5]
[SAN: 4]



(only hexes numbered ≤ 6 in hexrows F-N are playable)

VARIATIONS:

-  Change Objectives to read, "...Marine MMC ≤ 2 hexes from hex I2..."
-  Remove the Hero from the Marine OB.

OBJECTIVES: The Japanese win at game end if there are no Good Order Marine MMC in/adjacent to hex I2.

SCENARIO RULES:

- All PSR are in effect. EC are Moist with a Mild Breeze from the west. Heat Haze (F11.62) is in effect.
- Beginning on Turn 4, the ATTACKER makes a dr at the end of each Player Turn to determine if the scenario ends. On a dr of ≤ 1 play ends immediately.

For each Player Turn after Turn 4, apply a -1 drm (EX: On Turn 5 the drm is -1 at the end of the Japanese Player Turn, and -2 at the end of the American Player Turn; on Turn 7 the drm is -5 at the end of the Japanese Player Turn [i.e., play ends without a dr]).

- The U.S. Marine 10-3 leader begins play Heroic and Wounded. The trench must be set up in hex I2.
- The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '44 FB w/Napalm; it is automatically Recalled after two full game turns. The Marine FB receives a -2 Sighting TC DRM.

1100 hours, Friday 15th September 1944, PELELIU ISLAND: The point was 130 feet high dominating White Beach One with tunnel and pillboxes. Tunneled by the Japanese there were pillboxes at all levels the five largest were reinforced with concrete. Each pillbox had 6 to 12 men with heavy machine-guns or anti tank/anti-boat guns. The pre-landing bombardments had not impacted the defenses on the point, and the Infantry would have to dig the Japanese out of their pillboxes, caves and spider holes. Many of the pillboxes were pointed to cover most of White beach one and the reef approaches, allowing a side shot to vehicle and craft as they landed on the beach. Kilo was designated to take the point, under command of Captain George P. Hunt. His third platoon led the way and got within 50 yards of the point before getting pinned down. The second platoon moved directly inland creating a gap between the two. Hunt sent his reserve the first platoon through this gap, led by second Lieutenant William Willis they attempted to take the point from its flank. Within two hours the point was taken, but at a high cost Hunt's 256 man company which was reduced to 34 men. Kilo Company, 3rd Battalion had secured it during a viscous assault that cost almost 90% of its strength. They consolidated their position using the existing fortifications to hold this key position. Japanese records indicate the IJA and IJN had different ideas about how to handle the Marine landings. The IJN commander insisted on banzai counter attacks. And the IJA commander favored digging in and making the Marines pay dearly for every yard gained. Japanese Captain Harada commanding 2nd Company, 3rd Battalion, 2nd Infantry Regiment, 14th Division IJA was obviously ordered to follow the IJNs recommendation as his unit counter attacked Kilo company immediately after it had taken this position.



WHITE BEACH BLOOD RED

#8

1100 hours, Friday 15th September 1944, PELELIU ISLAND: Colonel Chesty Puller's 1st Marine Regiment was assigned to the White Beaches, with waterproofed Shermans of Company A, 1st Tank Battalion in support. Marine 2nd Battalion was assigned to the right, 3rd Battalion the left and 1st Battalion coming in on the next wave. On the Marine left the Japanese IJA defended "The Point" and "The Coral Ridge," on the Marine right the IJN defended the airfield. Japanese defenses from left to right started with "the point" a 130 feet high and formed out of coral. Tunnels by the Japanese there were pillboxes at all levels the five largest were reinforced with concrete. Each pillbox had 6 to 12 men with heavy machine-guns or anti tank/anti-boat guns. The pre landing bombardments had not impacted the defenses on the point, and the Infantry would have to dig the Japanese out of their pillboxes, caves and spider holes. Many of the pillboxes were pointed to cover most of White beach one and the reef approaches, allowing a side shot to vehicle and craft as they landed on the beach. Further down the beach and just inland was an anti-tank trench, which would prove more helpful than a hindrance to the Marines, as they used it for lateral movement of forces. The Japanese defenses further into the hinterland would prove more difficult; it did not appear on any maps and was dubbed "the coral ridge". Not as high as the point but it was also well fortified and tunneled by the Japanese. Further inland casuarinas forest represented by light jungle and mangrove swamps representing dense jungle provided the Japanese further opportunities for defense with many hidden pillboxes. The IJA commander Colonel Nakagawa choose to establish his main island defense in the hills and so only allocated one battalion to defend the White beach area. The IJN commander was very reluctant to abandon his airfield that he has spent years building and fight in the hills, and so concentrated his forces around the airfield. On Peleliu the Marines experienced two distinct types of tactics: The IJN utilizing banzai and a forward defense, and the IJA favoring digging extensive underground defenses in the hills and making the enemy pay in casualties. Among the most effective Japanese weapons was the 150mm mortar, encountered for the first time. This mortar had a six foot long tube and base plate so heavy it made the device a static weapon.



WHITE BEACH BLOOD RED



Elements of Kilo Company, 3rd Battalion, 1st Marine Regiment, 1st Marine Division enter on/after Turn 1 along the west edge in hexes numbered ≤ 4:

| | | | | | | | | | | | | |
|----------------|-------------------|-----------------------|----------------------------|----------------------------|----------------------------|--------------|------------|------------|--------------------|--------------------|-----------------|-----------------|
| 7-6-8 | 2-2-8 | Chesty Puller 10-3 | 9-2 | 9-1 | 8-1 | 8-0 | dm HMG 3PP | dm MMG 2PP | dm MTR M2 60mm 3PP | BAZ 44 1PP X11 8-4 | DC 1PP X10 30-1 | FT 1PP X10 24-1 |
| 15 | 4 | | | 2 | | | 3 | 3 | | 3 | 3 | |
| dm MTR 3PP T20 | CH 11 3 2 75 -/14 | CH 12 3 1 37LL -/4/8* | CH 12 3 1 19PP *AAMG -/14* | CH 13 3 2 24PP *AAMG -/14* | CH 13 3 2 39PP *AAMG -/14* | CH 12 3 2 10 | | | | | | |
| | 4 | 2 | 4 | 4 | 2 | | | | | | | |

Elements of Item and Love Companies, 3rd Battalion, 1st Marine Regiment enter on/after Turn 1 along the west edge in Ocean hexes and/or on/after Turn 2 along the west edge in Beach/Hinterland hexes:

| | | | | | | | | | | | | | |
|-----------------|----------------|----------|-------|------|-----|-----|-----|-----|------------|------------|--------------------|--------------------|-----------------|
| 7-6-8 | 4-5-8 | WD 2-3-8 | 2-2-8 | 10-2 | 9-2 | 9-1 | 8-1 | 8-0 | dm HMG 3PP | dm MMG 2PP | dm MTR M2 60mm 3PP | BAZ 44 1PP X11 8-4 | DC 1PP X10 30-1 |
| 14 | 6 | | 4 | | | 2 | 2 | | 3 | 3 | 2 | 3 | 5 |
| FT 1PP X10 24-1 | dm MTR 3PP T20 | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | |

Elements of Easy, Fox and George Companies, 2nd Battalion, 1st Marine Regiment enter on/after Turn 3 along the west edge in hexes numbered ≥ 13:

| | | | | | | | | | | | | | |
|-----------------|----------------|----------|-------|------|-----|-----|-----|-----|------------|------------|--------------------|--------------------|-----------------|
| 7-6-8 | 4-5-8 | WD 2-3-8 | 2-2-8 | 10-2 | 9-2 | 9-1 | 8-1 | 8-0 | dm HMG 3PP | dm MMG 2PP | dm MTR M2 60mm 3PP | BAZ 44 1PP X11 8-4 | DC 1PP X10 30-1 |
| 17 | 7 | | 4 | | | 2 | 2 | | 2 | 3 | 2 | 3 | 6 |
| FT 1PP X10 24-1 | dm MTR 3PP T20 | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | |

Elements of Able, Baker and Charlie Companies, 1st Battalion, 1st Marine Regiment enter as per SR #10:

| | | | | | | | | | | | |
|-----------------|----------------|-------|----------|-------|------|-----|-----|-----|------------|------------|--------------------|
| FT 1PP X10 24-1 | dm MTR 3PP T20 | 7-6-8 | WD 2-3-8 | 2-2-8 | 10-3 | 9-2 | 9-1 | 8-0 | dm HMG 3PP | dm MMG 2PP | dm MTR M2 60mm 3PP |
| 2 | | 18 | 4 | 4 | 2 | 2 | 2 | 2 | 3 | 3 | 3 |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

Elements of Able Company, 1st Tank Battalion, 1st Marine Regiment, 1st Marine Division enter as per SR #10:

| | | | | |
|--------------------|----------------------------------|------|-----|-----|
| CH 15 8 1 75 2/4/4 | CH 12 3 1 12PP X12 *AAF36 -/1/8* | 10-2 | 9-1 | 8-1 |
| 9 | | | | 2 |

[ELR: 5]
{SAN: 5}

OBJECTIVES: After all setup, the Marine player secretly selects one of two possible Victory Conditions:

- 1) The Marines win at game end by Controlling all four of the following provided that the Japanese have not accumulated more CVP than the Marines: hex I2 and buildings N8, Q16 and R21.
- 2) The Marines win immediately upon exiting ≥ 6 squad-equivalents and ≥ 1 AFV (with functioning MA) off the east edge.



WHITE BEACH BLOOD RED

Elements of 3rd Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division set up ≤ 3 hexes from hex D12:



| | | | | | | | | | | |
|----------------|----------------------------------------------------|-------------------------------------|------------|-------------|------------|----------------------------|----------------------------|---------------------------|-------------------------------|-----------------------|
| E 4-4-8 2 | 1 4-4-7 5 | 2 3-4-7 3 | 2-2-8 4 | 10-2 9-1 | 9-0 8+1 | a HMG 4PP B11 3 6-14 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16]* 2 50* | DC 1PP X10 30-1 |
| 7 morale 20 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* | Trench OVR, OBA: +4 Other: +2 | 1+3+5 2 | 1+5+7 3 | 1+4+6 2 | | | | | |

Elements of West Caroline Air Force, 45th Guard Forces, 30th Base Force, IJN set up ≤ 10 hexes from hex M20:

| | | | | | | | | | | | |
|--------------|------------|------------|----------------------------|----------------------------|---------------------------|-------------------------------|-----------------------|---------------|----------------------------------------------------|-------------------------------------|------------|
| 2 3-4-7 4 | 2-2-8 4 | 9-0 8+1 | a HMG 4PP B11 3 6-14 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16]* 2 50* | DC 1PP X10 30-1 | 7 morale 9 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* | Trench OVR, OBA: +4 Other: +2 | 1+3+5 7 |
|--------------|------------|------------|----------------------------|----------------------------|---------------------------|-------------------------------|-----------------------|---------------|----------------------------------------------------|-------------------------------------|------------|

| |
|------------|
| 1+5+7 2 |
|------------|

Elements of AT Company and Gun Company, 2nd Infantry Regiment, 14th IJA Division set up using HIP in any Japanese setup area:

| | | |
|-------------------|-----------------------------------------------|------------------------------------------|
| CH 2-2-8 10 | CH M12 Type 92 1 [3]-70 70* INF 6 | CH M11 Type 1 3 47L 47L AT 4 |
|-------------------|-----------------------------------------------|------------------------------------------|

Battalion Reserve elements of 4th Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division enter along the east edge in hexes numbered ≤ 16 with all Personnel as Riders as per SR #9:

| | | | | | | | | | |
|--------------|--------------|--------------|------|-----|-----|-----|---------------------------|------------------------|-----------------------|
| E 4-4-8 2 | 1 4-4-7 8 | 2 3-4-7 2 | 10-1 | 9-1 | 9-0 | 8-0 | a LMG 1PP B11 1 2-6 | dm MTR 2PP 50 mm | DC 1PP X10 30-1 |
|--------------|--------------|--------------|------|-----|-----|-----|---------------------------|------------------------|-----------------------|

Elements of 1st Platoon of Machine Cannon Company, 114th Light Anti Aircraft Battalion, 45th Guard Forces, 30th Base Force, IJN set up using HIP ≤ 10 hexes from hex M19:

| | | | | | | |
|-------------------|----------------------------------------|---------------------------------------|---------------------------------------|----------------------------------|-----------------------------------|------------------------------------------|
| CH 2-2-8 14 | CH M7 Type 93 3 12.7(12) AA 3 | CH M11 Type 96 3 20L(4) AA 5 | CH M* Type 96 3 25LL(6) AA 2 | CH M6 Type 96 3 75 AA 2 | CH Year 10 Type 1 120L AA 2 | FDE OVR, OBA: +4 1S Other: +3 5 |
|-------------------|----------------------------------------|---------------------------------------|---------------------------------------|----------------------------------|-----------------------------------|------------------------------------------|

2nd Platoon of Engineer Company, 14th IJA Division set up in any Japanese setup area:

| | | | | | | | | |
|--------------|-----|-----|---------------------------|-----------------------|-----------------------|---------------|----------------------------------------------------|------------------------------------------|
| E 4-4-8 3 | 9-0 | 8+1 | a LMG 1PP B11 1 2-6 | 1PP FT X10 24-1 | DC 1PP X10 30-1 | 7 morale 6 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* | Trench OVR, OBA: +4 Other: +2 2 |
|--------------|-----|-----|---------------------------|-----------------------|-----------------------|---------------|----------------------------------------------------|------------------------------------------|

Elements of 1st Work Platoon, 2nd Labor Company, 235th Construction Battalion and HQ Platoon, 45th Guard Forces, 30th Base Force, IJN set up ≤ 2 hexes from hex P17:

| | | | | | | | | | |
|--------------|--------------|------|-----|-----|---------------------------|-----------------------|---------------|----------------------------------------------------|------------------------------------------|
| 2 3-4-7 2 | c 3-3-6 5 | 10-0 | 9-0 | 8+1 | a LMG 1PP B11 1 2-6 | DC 1PP X10 30-1 | 7 morale 8 | Sangar 1S or Gun OVR, OBA: +3* Other: +1* | Trench OVR, OBA: +4 Other: +2 2 |
|--------------|--------------|------|-----|-----|---------------------------|-----------------------|---------------|----------------------------------------------------|------------------------------------------|

Elements of Light Tank Company and 1st Company, 1st Battalion, 2nd Infantry Regiment, 14th IJA Division enter along the east edge in hexes numbered ≥ 12 with all Personnel as Riders as per SR #9:

| | | | | | | |
|--------------|-----|---------------------------|------------------------------|------|-----|-----|
| 2 3-4-7 4 | 8-0 | a LMG 1PP B11 1 2-6 | CH 15 Type 95 37 2/R2* | 10-2 | 9-1 | 8-1 |
|--------------|-----|---------------------------|------------------------------|------|-----|-----|

10. Prior to all setup the Marine player must divide the reinforcements subject to this SR into two groups with at least 3 × AFVs + 4 × LVTs + 6 × squad-equivalents in each. These reinforcements enter along the west edge in hexes numbered ≤ 5 on a mandatory Reinforcement dr ≤ the current game turn number. Make a separate dr for each group. Personnel must enter

as Passengers; vehicles receive only one-half of their normal MP allotment on their turn of entry.

11. Beginning on Turn 9, Marines are subject to Water Shortage (PSR #5.16).

12. The Japanese receive an Offboard High Caliber Mortar (PSR #4.6).

WHITE BEACH BLOOD RED

...continued

#8

| | | | | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|-----|---|----|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| U.S.M.C. Moves First | | | | | | | | END | | |



Elements of No. 2 and No. 3 Platoons, 2nd Company, 3rd Battalion, 2nd Infantry Regiment, 14th IJA Division set up ≤ 3 hexes from hex I2:

| | | | | | | | | | | | | |
|---------|---------|-------|------|-----|-----|-----|-------------------------------|------------------------------|-------------------------------|--------------------------|----|-------------------------------------|
| E 4-4-8 | 1 4-4-7 | 2-2-8 | 10-1 | 9-0 | 8-0 | 8+1 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16]* 2 50* | DC 1PP X10 30-1 | ? | Trench OVR, OBA: +4 Other: +2 |
| 4 | 2 | | | | | | 2 | 3 | 2 | 3 | 16 | |

| | | |
|-------|-------|-------|
| 1+3+5 | 1+5+7 | 1+4+6 |
| 4 | | |

Elements of No. 1 Platoon, 2nd Company, 3rd Battalion set up ≤ 3 hexes from hex N8:

| | | | | | | | | | | | |
|---------|-------|-----|-----|-----|-------------------------------|-------------------------------|------------------------------|-------------------------------|--------------------------|---|----------------------------------------------------|
| 1 4-4-7 | 2-2-8 | 9-1 | 9-0 | 8+1 | a HMG 4PP B11 3 6-14 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16]* 2 50* | DC 1PP X10 30-1 | ? | Sangar 1S or Gun OVR, OBA: +3* Other: +1* |
| 3 | 2 | | | | | | | | 2 | 8 | |

| | | |
|-------|-------|-------|
| 1+3+5 | 1+5+7 | 1+4+6 |
| 3 | 2 | |

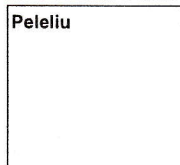
Elements of 1st Company, 3rd Battalion set up ≤ 3 hexes from hex I7:

| | | | | | | | | | | | | |
|---------|---------|---------|-------|------|-----|-----|-----|-------------------------------|------------------------------|-------------------------------|--------------------------|----|
| E 4-4-8 | 1 4-4-7 | 2 3-4-7 | 2-2-8 | 10-0 | 9-1 | 9-0 | 8+1 | a MMG 3PP B11 2 4-11 | a LMG 1PP B11 1 2-6 | a MTR 4PP [1-16]* 2 50* | DC 1PP X10 30-1 | ? |
| | 5 | 3 | 3 | | | | | 3 | 4 | 3 | 3 | 19 |

| | | | |
|----------------------------------------------------|-------|-------|-------|
| Sangar 1S or Gun OVR, OBA: +3* Other: +1* | 1+3+5 | 1+5+7 | 1+4+6 |
| 2 | 5 | 2 | 2 |

{ELR: 4}
{SAN: 7}

MAP LAYOUT:




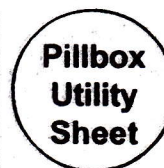
VARIATIONS:

- Delete the Japanese CVP portion of VC 1.
- Change '≥ 6' to '≥ 8' in VC 2.

SCENARIO RULES:

- All PSR are in effect. EC are Moist with a Mild Breeze blowing from the west. Heat Haze (F11.62) is in effect. The Marines are conducting a Seaborne Assault (G14.)
- Japanese MMC of 2nd Platoon of Engineer Company are Assault Engineers (H1.22; A11.5).
- The Marines receive one module of 200+mm NOBA (HE only) and one module of 300+mm NOBA (HE and WP) in two different west edge Ocean hexes; each module is directed by a Shipboard Observer (G14.68) at Level 4.
- Japanese Guns of ≥ 75mm must setup in FDEs.
- The Marine player may designate ≤ 3 7-6-8 squad-equivalents as Assault Engineers (H1.22; A11.5).
- The Japanese receive one module of 150+mm battalion mortar OBA (HE only) and one module of 120+mm battalion mortar OBA module, (HE only). Each module has one Pre-Registered hex (C1.73), Scarce Ammunition (C1.211) and is directed by an Offboard Observer (C1.63) at Level 5 in an east edge hex(es) secretly recorded during Japanese setup. The first chit draw for each module is automatically black (remove one black chit from each draw pile).
- The Marine player receives a pre-game Naval Bombardment (G14.7) [EXC: The area to be affected by the Bombardment must be secretly designated before Japanese setup].
- The Marines receive Random Air Support (E7.; see E7.2 for arrival) in the form of in the form of a single flight of three '44 FB w/Napalm; they are automatically Recalled after two full game turns. The Marine FBs receive a -2 Sighting TC DRM.
- Japanese reinforcements enter along the east edge on a mandatory Reinforcement dr ≤ the current game turn number. Make a separate dr for each group. Vehicles receive only one-half of their normal MP allotment on their turn of entry.

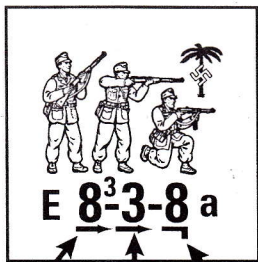
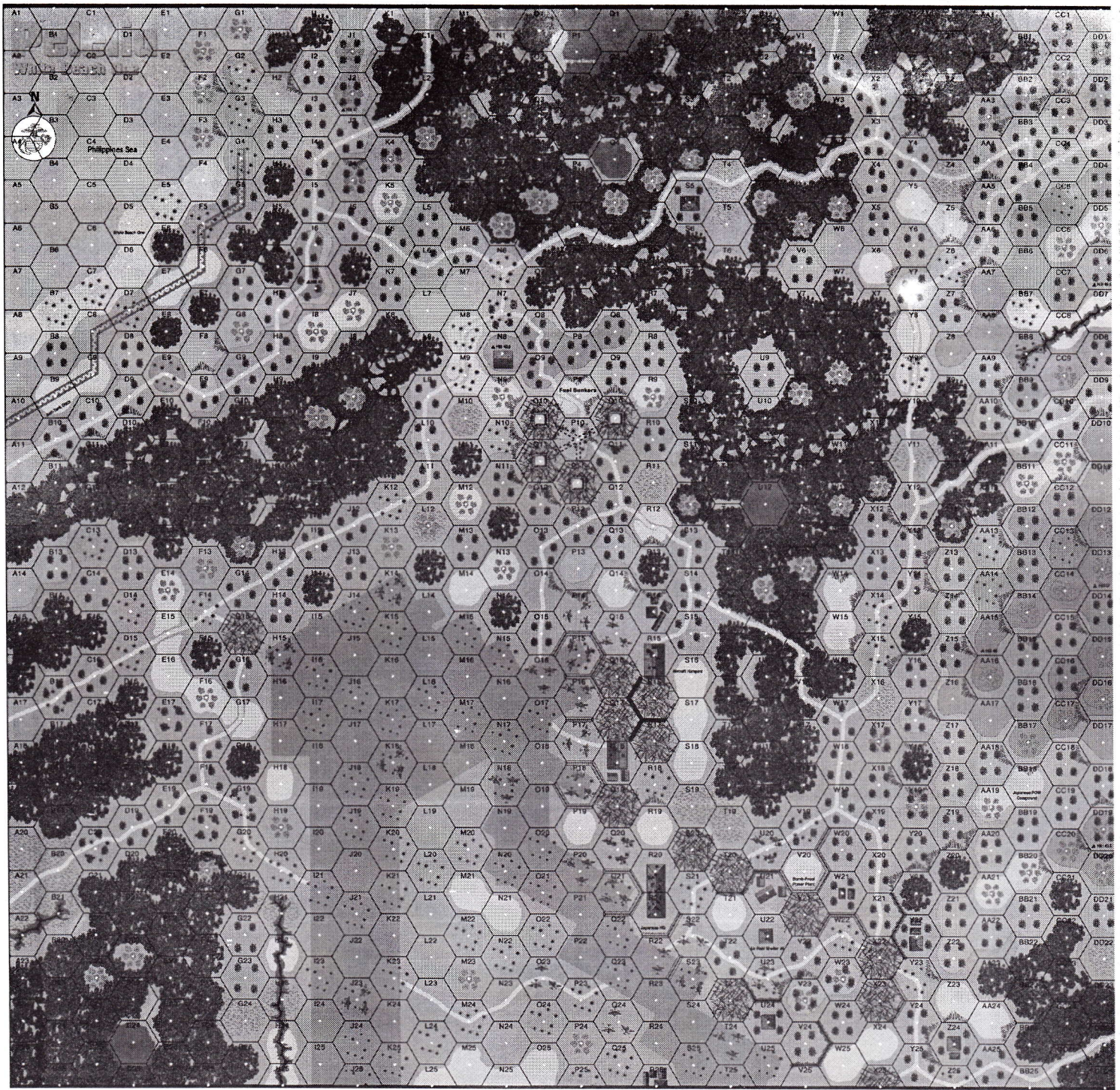
| | | | | | | | | |
|--------------------------------------------------------------------------------------------------------|-----|----------------|-----|----------------|-----|----------------|-----|----------------|
|  3+5+* 1/2 Level | Hex | Contents Stack | Hex | Contents Stack | Hex | Contents Stack | Hex | Contents Stack |
| | O10 | | O11 | | P11 | | Q10 | |



| Hex | CA/Info TUNNEL | Contents Stack |
|-----|----------------|----------------|
| A11 | (A10-B11) | |
| D8 | (C7-C8) | |
| E8 | (D8-E7) | |
| F15 | (E14-E15) | |
| G1 | (F1-F2) | |
| G2 | (F2-F3) | |
| G2 | (F3-G3) | |
| G5 | Emplacement | |
| G7 | (F7-F8) | |
| H1 | (G0-G1) | |
| H19 | (G18-G19) | |
| H2 | Cave | |
| H2 | Cave | |
| H4 | (G3-G4) | |
| H5 | (G4-H4) | |

| Hex | CA/Info TUNNEL | Contents Stack |
|-----|----------------|----------------|
| H6 | Cave | |
| H19 | (G18-G19) | |
| I2 | Cave | |
| I4 | Cave | |
| I5 | Cave | |
| I7 | (H7-H8) | |
| J1 | FDE | |
| J7 | (J6-K6) | |
| K4 | (J4-J5) | |
| L13 | (K12-K13) | |
| M6 | (L6-L7) | |
| M10 | (L11-M11) | |
| P8 | (P9-Q8) | |
| P13 | (O12-O13) | |
| P19 | (O18-O19) | |

| Hex | CA/Info TUNNEL | Contents Stack |
|------|----------------|----------------|
| R13 | (Q13-R14) | |
| R19 | (Q18-R18) | |
| R22 | (Q21-Q22) | |
| T21 | (S20-S21) | |
| V20 | (U19-V19) | |
| V23 | (U22-V22) | |
| Z8 | (Y8-Z9) | |
| Z22 | (Y21-Y22) | |
| AA6 | (Z6-AA5) | |
| AA14 | (Z14-Z15) | |
| CC19 | (BB20-CC20) | |
| DD6 | (CC5-DD5) | |
| DD10 | (CC9-CC10) | |
| DD12 | (CC11-CC12) | |
| DD16 | (CC15-CC16) | |



Assault
Fire Bonus
(A7.36)

Spray Fire
(A9.52)

ELR Replacement

• ‘A’ right-pointing arrow (‘A’ and ‘B’ at left) signifies an ‘increase’ in a numerical value; here it is used to denote Assault Fire Bonus and Spray Fire when used as an underscore on Infantry counters.

• ‘C’ at left is morale underscoring on MMC and uses the ‘not’ sign, “-” to represent normal underlined Morale (ELR: 5 and ELR-replacement deploys the unit). Also used to indicate a restricted version of underlined Morale which doesn’t give the unit an ELR of 5.



PELELIU—WHITE BEACH ONE

ORDER OF PRESENTATION:

- | | |
|--------------------------|-------------------------|
| 1. Introduction | 5. US Marine Combatants |
| 2. Historical Notes | 6. Other Peleliu Rules |
| 3. Peleliu Terrain Rules | 7. Footnotes |
| 4. Japanese Combatants | |

1. INTRODUCTION:

Welcome to PELELIU—WHITE BEACH ONE™, a historical module depicting the 1st Marines landing at White Beach One and the subsequent battle inland. The following Peleliu Special Rules (PSR) apply to all scenarios unless stated otherwise via SSR.

2. HISTORICAL NOTES:

The fall of Japan's first line of defense in New Guinea, the Marshalls and the Marianas, allowed the Allies to move on to strongholds in Japan's second defensive line. The Palau Islands were stepping stones in Army General Douglas MacArthur's plan to invade the Philippines. While it is still debated whether the capture of the Palau was necessary to protect MacArthur's flank, the battle of Peleliu was one of the toughest to be fought during the entire Pacific war.

D-Day on Peleliu was set for 15 September 1944. On that day, the 1st Marine Division planned to land on the western beaches of Peleliu three regiments abreast. The 1st Marines were to assault the beaches on the left, which were designated White 1 and White 2, and push through the enemy toward the northwestern peninsula of the island. In the center, the 5th Marines were to land on Orange Beaches 1 and 2 and drive across to the island's eastern shore. They would be responsible for securing the island's airfield before moving to seize the northeastern part of the island. The 7th Marines on the right were to assault Orange Beach 3 and move to take the southern tip of the island.

The U.S. Navy demonstrated the value of sea power by blocking the Japanese access to sea lanes that would have enabled them to reinforce and resupply their men on Peleliu. Three days of naval gunfire preceded the Marines' landing, but it proved inadequate against the type of Japanese defenses created on the island. The Japanese took advantage of the rugged, ridged terrain around Umurbrogol Mountain (unreported by American reconnaissance units) to construct a series of interlocking underground shelters and well-concealed concrete bunkers. As U.S. troops came ashore, they faced enfilading fire from these bunkers and from the high ground above the beaches.

The enemy fought tenaciously to prevent the Marines from securing a beachhead. The first night ashore was grueling; small infiltration parties hit the Marine lines repeatedly. The cruiser Honolulu and three destroyers provided star shell illumination to help the Marines turn the infiltrators back, but the rest of the fleet withdrew to avoid enemy submarines. The Marines fought throughout the night, well dug into their foxholes. Water was in short supply as there were no natural sources the Marines could tap. According to one observer, by the morning of 16th September, the Marines were "mean and thirsty." That day, the 5th and 7th Marines advanced relentlessly; the 1st Marines more slowly, encountering fierce resistance from the northern ridges they were assigned to take.

Temperatures on Peleliu rose as high as 115 degrees, and drinking water was scarce during the initial combat. Marines on the front lines were parched, pleading for water. Hearing this, the crews of some of the ships offshore, to the surprise and delight of many Marines, sent cases of fruit and tomato juices ashore for the front-line troops.

Brigadier General Oliver P. Smith, assistant 1st Marine Division commander, said of the first week of fighting, "Seven days after the landing,

all of the southern end of Peleliu was in our possession, as well as the high ground immediately dominating the airfield. All the beaches that were ever used were in use. There was room for the proper deployment of all the artillery, including the Corps' artillery. Unloading was unhampered except by the weather and hydrographic conditions. The airfield was available and essential base development work was underway."¹¹

The battle for Peleliu provided an opportunity for the Marines to practice and perfect their skills in close air support. Marine aviators demonstrated ingenuity and courage, but their efforts would have little effect on the underground fortresses built by the Japanese. Following the fighting, one report estimated the existence of more than 500 caves. Long-range flame-throwers mounted on amtracs, employed for the first time on Peleliu, proved to be the most effective weapon against these well-fortified caves.

3. PELELIU TERRAIN RULES:

3.1 MAP CONFIGURATION¹: The map area represents the battlefield of White Beach One and the hinterland directly behind this beach on the island of Peleliu. The top of the map is north.

3.2 PTO RULES: PTO terrain (G1.) is in effect for all scenarios [EXC: roads exist]. Additional terrain rules are provided below for use with all scenarios set on the Peleliu map.

3.3 CORAL SOIL: Coral Soil (G13.82) is in effect, i.e., Entrenching Attempts receive a +2 DRM. See below for the results of successful Entrenching Attempts.

3.4 ENTRENCHING RESULTS: Successful Entrenching results in creation of a 1S capacity sangar (F8.). All other Entrenching rules apply normally.



3.5 CORAL OUTCROPPING²: Coral Outcropping (EX: K13) represents sharp-edged terrain created by ancient coral beds. It is treated in the same manner as Crag (B17.) except as modified below (see PSR #3.8.1 for combination Coral Outcropping/Ocean hexes):

- Air Bursts (B13.3) are in effect.
- Treat Coral Outcropping as woods for vehicular setup, entry, movement and Bog Check DRM (D8.21) purposes [EXC: TB are NA; Riders are allowed].



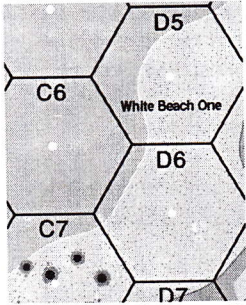
Legendary Marine Colonel Lewis "Chesty" Puller briefing one of his officers during the battle.



3.6 CASUARINA FOREST³: Casuarina Forest (EX: H9) is commonly found in nutrient-poor soils and sand in the south Pacific. It is treated in the same manner as Light Jungle (G2.) except as modified below:

- It is a LOS Hindrance (instead of an obstacle) with a +2 DRM.

- Infantry enter at a cost of 1½ MF.
- Vehicles may enter at a cost of 2 MP and no Bog Check is required for tracked. Riders are allowed. Trail Breaks (B13.421) are created normally.



3.7 BEACHES: Hexes like D5 are Beach (G13.) terrain. Beach Slope is Steep (G13.23).

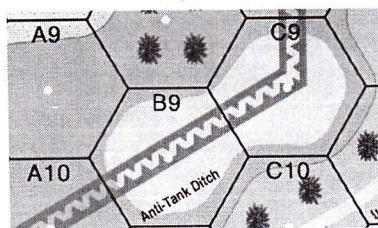
3.8 OCEAN AND TIDE: Hexes like C6 are Ocean. Treat these hexes as if there were a reef just beyond the edge of the map (G13.43), i.e., they are all shallow (G13.4), regardless of proximity to a Beach hex, and Heavy Surf effects are NA. The map depicts the situation at High Tide. During Low Tide, the beach is one hex wider, i.e., treat all purely Ocean hexes adjacent to Beach hexes as Beach.

3.8.1 CORAL OUTCROPPING/OCEAN: There are four hexes which contain a combination of Ocean and Coral Outcropping terrain (EX: F1). During High Tide, treat these hexes as shallow Ocean. During Low Tide, treat them instead as Level -1 Coral Outcropping (PSR #3.5) hexes. Note that they do not become Beach terrain at Low Tide.

3.9 COMBINATION TERRAIN: Some hexes combine different types of terrain. Movement costs are cumulative and road movement always negates the other terrain, including Airfield Debris.

3.9.1 PALM TREE/CORAL OUTCROPPING: Palm Tree and Coral Outcropping Terrain are combined in some hexes (EX: J1). The Hindrance DRM of Coral Outcropping and Palm Tree terrain is not cumulative. The +1 TEM of the coral is applicable as are all other effects of Coral Outcropping.

3.9.2 CORAL OUTCROPPING/CASUARINA FOREST: Casuarina Forest and Coral Outcropping terrain are combined in some hexes (EX: D22). The Hindrance DRM of the Coral Outcropping and Casuarina Forest terrain is not cumulative. The +1 TEM of the coral is applicable as are all other effects of Coral Outcropping.



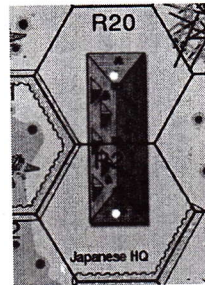
3.10 PRINTED ANTI-TANK DITCH⁴: The red artwork extending from hex A10 to G4 represents an Anti-Tank Ditch (B27.56). Treat the A-T Ditch normally except that a fully-tracked vehicle may enter a printed A-T-Ditch at a cost of 3 MP +COT as if it were a normal trench if the hex contains a friendly Good Order MMC/SMC.

Note: As per B27.55 fully-tracked vehicles may enter a trench hex but are not considered beneath a trench counter and must chance a BOG DR when entering or changing VCA. It is recommended as a house rule that players recognize that any unit in a printed A-T Ditch hex is considered to be UNDER an A-T Ditch counter. Any unit outside the A-T Ditch should be placed ON TOP of an A-T Ditch counter.

3.11 MANGROVE SWAMP⁵: Due to the local ground conditions all swamp hexes (EX: Q4) are treated as dense jungle (G2.2; including inherent terrain) and referred to as Mangrove Swamp.

3.12 PONDS: All Ponds are treated as deep (B21.122) and are found across hexsides only. See B21.13 for the treatment of pond hexsides.

3.13 CAVES/CAVE COMPLEXES: Cave Complexes (G 11.) are NA in any hex on/west-of hexrow X. All other cave and cave complex rules apply normally.



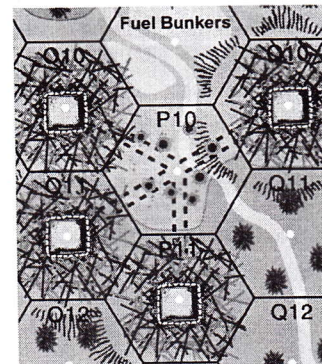
3.14 JAPANESE HEADQUARTERS⁶: The Japanese Headquarters building is located in hexes R20 and R21. All Locations are Fortified (B23.9) and it has a RB Cellar Location (O6.) in each of its two hexes. The Japanese player receives a tunnel (B8.6) in each hex of the Headquarters. The following effects apply to Japanese units in the Headquarters Building:

- Encirclement (A7.7) is NA.
- A -4 DRM is applied to all Heat of

Battle (A15.) DR.

- Japanese units are Fanatic (A10.8) while in this building.

3.15 WATER CISTERN BUILDING: The Water Cistern Building in hex U22 represents the only fresh water source on this part of the island and has special characteristics. It is fortified at ground level and has a RB Cellar Location (O6.). All friendly units of the side that Controls U22 are immune to Water Shortage/Extreme Water Shortage effects while ≤ 2 hexes from the Water Cistern Building..

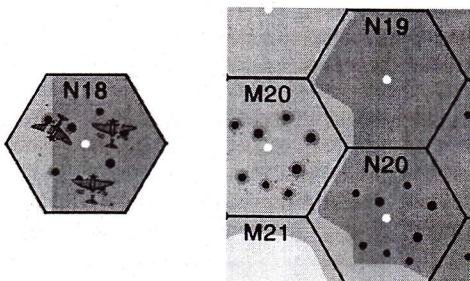


3.16 FUEL BUNKERS: Hexes O10, O11, P11 and Q10 contain Fuel Bunkers. Long since emptied of aircraft fuel, they were converted to pillboxes by the Japanese. These hexes each contain a 3+5+5 pillbox (B30.) that is treated normally except as modified below:

- Fuel Bunker Pillboxes have a 360° CA. They provide no additional NCA protection. A +5 CA Defense Modification (B30.112) is used for all attacks.
- Each hex also contains ground level stone rubble that does not affect LOS to or from a Pillbox within but is otherwise treated normally.
- Instead of the pillbox tunnels normally received by the Japanese, a single tunnel, indicated on the map with a dashed line, connects the four pillboxes to each other. Treat this as a normal tunnel, but with four entrances.

Note: Place units inside a fuel bunker under a 3+5+7 counter.

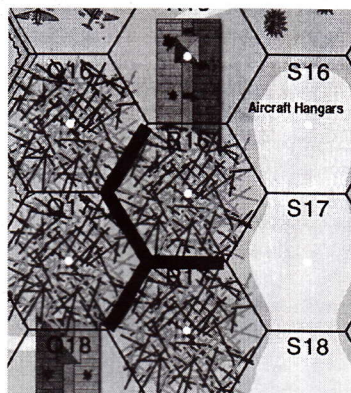
3.17 AIRFIELD: Airfield (EX: N16) hexes are treated as Runway (B7.).



3.17.1 AIRFIELD DEBRIS: Airfield Debris (EX: O16) is depicted by Japanese aircraft 'wreck' symbols to represent destroyed aircraft and equipment. They are treated as *RB* Debris (O1.) [EXC: Airfield Debris may be not be Cleared; roads still exist].

3.18 PILLBOX TUNNELS: A tunnel is provided for each pillbox in the Japanese OB even if its exit cannot be set up in Concealment terrain.

***3.19 OPTIONAL PILLBOX RULES:** A Pillbox Utility play aid provides every historical pillbox hex (and CA) on the map. Players may wish to optionally restrict setup of all 1+3+5 pillboxes provided in the Japanese OB to these hexes.

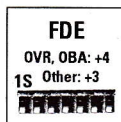


3.20 AIRCRAFT HANGAR: Building hexes R15 and Q18, along with the adjacent stone rubble, represent the partially destroyed main aircraft hangar. They are treated as a *RB* Factory (B23.74; O5.) with interior walls (O5.3) which has been gutted (O5.5) [EXC: the buildings and interior walls are only 1 level obstacles]. Hexes Q16, Q17, R16, R17 contain Factory rubble (B23.743).

Note: A gutted Aircraft Hangar hex (including rubble hexes) is not Burnable terrain and may never catch fire.

3.21 PRINTED SHELLHOLES: Hexes like D14 contain Shellholes (B2.).

3.22 HUTS: Hexes R14 and R25 contain Huts (G5.).



3.23 FUEL DRUM EMPLACEMENTS (FDE): A Fuel Drum Emplacement is an entrenchment (B27.) that represents makeshift fortifications using 55-gallon fuel drums, emptied and filled with sand or coral rock. New FDE Fortification counters are provided. All rules pertaining to trenches (B27.5) apply to FDE except as modified below:

- An FDE is a 1/2 level Hindrance and is Inherent Terrain.
- An FDE provides a +3 TEM (instead of +2) against non-OVR/OBA attacks.
- The stacking capacity of a FDE is one squad plus up to four SMC.
- An FDE grants the use of a tunnel as if it were a Japanese pillbox (G1.632).

3.24 TRENCH ROUT/RALLY BONUS: Trenches (including A-T Ditches and FDE) are equivalent to woods for both rout and rally purposes (e.g., units in a trench receive a -1 DRM to Rally attempts).

4. JAPANESE COMBATANTS⁷



4.1 INTRODUCTION: Japanese units depicted in this product include Imperial Japanese Army units of the 14th Infantry division and units of the Imperial Japanese Navy's Special Naval Base Force. They are treated as Japanese (G1.) nationality units except as modified below:

- Japanese Elite and First Line Infantry units have a -4 DRM to HOB and may not conduct Banzai Charges [EXC: T-H/DC Heroes].
- Japanese leaders from any scenario OB described as Imperial Japanese Army are treated as if leading Allied Troops (i.e., their leadership ratings are worsened by one) when exerting leadership over units identified as Imperial Japanese Navy (and vice versa).

4.2 FANATIC: Japanese units are Fanatic (A10.8) while in cave/Cave-Complex/pillbox/Japanese-Headquarters Locations.

4.3 BOOBY TRAPS⁸: The Japanese have Booby Trap Level A capability (B28.9) in Hinterland hexes unless stated otherwise by SSR. When a Booby Trap attack is triggered, instead of causing Casualty Reduction, make a dr on the Peleliu Booby Trap Activation Table to determine the result. The Japanese player immediately places the unit(s) listed on the table (if any) in the enemy Location unconcealed. The Japanese player may also immediately attempt the creation of a TH-Hero if a vehicle is present in the affected Location. If an enemy fortification is present a DC Hero (G1.424) may also be attempted. Treat these units as if they were hidden DEFENDER units revealed during the MPH to make an attack as per G4, including placing a CC counter after any attacks have been resolved.

Note: The newly-placed units may make an immediate attack against the Marines in their Location regardless of phase.

4.4 SPIDER HOLES⁹: Japanese soldiers may pop out of 'spider holes' which are randomly activated during play by Sniper attacks. On a Japanese Sniper Attack dr of 3 there is a possibility of spider-hole activation. Make a dr on the Spider Hole Activation Table and if any units are activated, then select a target hex and move the Sniper counter as for a normal effective Sniper attack (i.e., a dr of 1 or 2). Treat any activated units as if they were created by triggering a Booby Trap (PSR #4.3).



A flamethrower-equipped LVT4-F1 in action during the Battle of Peleliu.



4.5 JAPANESE RADIO DETECTION EQUIPMENT¹⁰: The Japanese utilized radio detection equipment to allow their artillery to target the source of American radio signals (and subsequently target the enemy radio operator). Marine radio operators learned quickly that they were being targeted and limited their use of radios. No Marine unit that possesses a radio may be concealed/hidden during any scenario set on 15 September. During all scenarios set on/after 16 September the Marines must apply a +1 DRM to all Radio Contact (but not Maintenance) attempts. Any time (i.e., no date restrictions) the Marines gain Radio Contact *and* Battery Access in the same phase to an OBA module directed by a radio, the Japanese player may place a -1 Area Acquisition counter in the radio's hex. This Acquisition may be assigned by the Japanese player to any ART/MTR with a LOS to the 'detected' radio's Location. Once assigned to a specific weapon, treat the acquisition as if it had been gained by that weapon. The Japanese player may also apply a -2 drm to any SR/FFE:1 Accuracy dr in the acquired hex.

4.6 OFFBOARD HIGH CALIBER MORTAR²⁵: An offboard 'High Caliber Mortar' may be provided to the Japanese by SSR. This is a special type of 200+mm OBA module. It is directed by an Offboard Observer located 3 levels above the base level of a Hinterland hex on the north edge of the map (even if that hex is outside of the playable area) secretly recorded during Japanese setup. Add six hexes to any range measured from this Observer (creating additional blind hexes as appropriate). Terrain outside of the playable area still exists for purposes of Offboard High Caliber Mortar Observer LOS. An Offboard High Caliber Mortar has no draw pile; Battery Access is automatic.

4.6.1 USAGE: At the start of each PFPh, the Japanese player may place an AR and FFE as for Rocket OBA (Error is automatic, i.e., do not make an Accuracy dr). A -5 drm applies to the white (Extent of Error) dr, with an additional +1 drm for every full increment of 6 hexes range from the Offboard Observer's hex to hex DD0. (EX: if the Offboard Observer is in hex J0, the net wdrm is -2 [-5 {base wdrm} + 1 x 3 {20 hexes}]; the FFE lands on the SR on a wdr of 1-3, 1 hex away on a 4, etc.) Only HE Concentrations are available, but they are resolved as follows. The FFE attacks its hex at full strength (36+ FP) and the remaining six hexes of the blast area at one-fourth strength (8 FP). Resolve the attack on the center hex first, even if there are no units in the hex. If the Original DR is 12, the round is a 'dud': ignore the IFT result and immediately resolve an attack on the 20mm (1FP) IFT column against that hex only; do not resolve any attacks in the rest of the blast area. Remove the FFE counter immediately after resolving these attacks. Critical Hits (C1.53) are possible only in the FFE's hex.

5. U.S. MARINE COMBATANTS

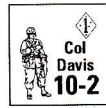


5.1 INTRODUCTION: The Marine forces present are the 1st Marine Regiment of the 1st Marine Division and U.S. Navy seaborne landing support troops. Despite the differences in service all Marine and naval units are treated as U.S. Marine Corps (G17.) units except as modified below. New Marine Infantry units, rear echelon units, construction units, war dogs, and historical personnel counters are provided.

5.2 FAMOUS COMMANDERS: New leader counters are provided to depict two top Marine officers.



5.2.1 COLONEL CHESTY PULLER¹²: A 10-3 SMC 'Colonel Puller' counter is provided. Puller always begin play Heroic. Additionally, all Marine Personnel are Fanatic while in the same/adjacent Location as Puller.



5.2.2 RAYMOND G. DAVIS¹²: Any 10-2 leader in the U.S. Marine OB may be replaced by the 'Davis' SMC. Davis always begins play Heroic. All Marine Personnel are Fanatic while in the same location as Davis and any Broken friendly unit is immune to the effects of DM in the same manner as a Commissar (A25.222) [EXC: Failure to rally has no negative consequences].

5.3 MARINE ELITE INFANTRY: The primary composition of 1st Marine units are Elite MMC and are represented by 7-6-8/3-4-8 squads/HS. They receive the following additional capabilities:

- May Self Deploy and Recombine (PSR #5.3.1).
- May utilize Fire Discipline (PSR #5.5) and create Runners (PSR #5.4).

All other Marine MMC are treated normally as per G17 [EXC: Marine Replacement].

5.3.1 SELF DEPLOY¹³: Marine 7-6-8 squads may deploy during their RPh by passing a NTC (A1.31), regardless of the presence of a leader. Two 3-4-8 HS may Recombine freely. The Deployment limits of A2.9 are increased to 25% (FRU) for the Marines.



***5.4 MARINE RUNNERS¹⁴:** If this optional rule is used the Marine player's best Good Order leader stacked with a Good Order non-engineer 7-6-8 may call for a 'runner' (represented by a new [1]-0-9 SMC counter) to establish 'communications' with the 'rear area'. The player may make only one attempt per Friendly RPh. A Runner is treated in the same manner as a Hero with no FP and the ability to defend in CC with a value of '1'. No more than one Runner may be created for every 10 squad-equivalents (FRU) in the U.S. Marine OB. A Runner may never possess a SW/Gun nor serve as a Temporary Crew.

5.4.1 MAP EXIT: A Runner may exit the west map edge (without being counted as a casualty) nearest to a Beach hex. Starting on the turn after a Runner has exited, the Marine player may attempt to 'establish contact with the rear area' to call for OB-provided reinforcements early or create a new Offboard Observer for use with an existing (non-Naval) OBA module or a new 'company mortar' OBA module as determined by the Runner Table. During the RPh of the Game Turn after a Runner has exited the Marine player may make a secret dr on the Runner Table to determine the result of his 'mission.'

5.4.2 REINFORCEMENTS: If 'reinforcement flexibility' is the result of a Runner Table dr the U.S. Marine player may choose one of the following once per scenario for each reinforcement group. One group may be affected per Runner exited from play.

- The reinforcement group may enter play where stated on the scenario card immediately or *after* the turn(s) listed on the scenario card.
- The reinforcement group may make a 'flanking attack' whereupon the entire reinforcement force enters along the left *OR* right 'flank'. Entry takes place ≥ 10 hexes in either direction along the map edge where the units are stated as entering from two turns after the Runner's message is communicated. Flanking reinforcements have only one half of their normal MP/MF allotments on the turn of entry.

5.4.3 OFFBOARD OBSERVER: If a Runner Table dr results in 'Offboard Observer,' the U.S. Marine player may create a new Offboard Observer located 1 level above the base level of any map edge hex ≤ 3 hexes from its exit hex. It may attempt to establish contact with any existing OBA



module. Only one Observer may have radio contact/Battery Access to a module at a time.

5.4.4 COMPANY MORTAR: If a dr on the Runner Table results in 'Company Mortar OBA' a new 80+mm OBA module is immediately available to the U.S. Marines. It is directed by an Offboard Observer created as per PSR #5.4.3. Company Mortar OBA receives a Maintenance DRM of -3 instead of the -2 for battalion mortar OBA.



***5.5 FIRE DISCIPLINE (GRENADE ONLY ATTACKS)¹⁵:** Concealed/hidden Marine 7-6-8/3-4-8 MMC may use 'fire discipline' (i.e., holding their fire, using only grenades, to avoid giving their location away) to retain their concealed/hidden status while attacking enemy units.

5.5.1 USAGE: Instead of using its inherent FP to make a normal Small Arms attack during its PFP/DFPh, an eligible Marine MMC may attempt a Grenade Only Attack. Treat this as a normal Small Arms attack except as modified below:

- A Grenade Only Attack may only be made into an adjacent hex that the unit could normally attack with PBF
- Attack does not cause loss of concealment and if HIP, the firing unit is placed under a "?" counter. Do not place a Prep/Final Fire/Gunflash counter on a concealed/HIP unit (or any unit during a night scenario) making a Grenade Only Attack; note the Fire counter in a side record instead.
- FG are NA except with other same-hex units also making a Grenade Only Attack.
- A Grenade Only Attack covers and leaves Residual FP normally. During a night scenario, place a Gunflash in the final target hex; no Gunflash is placed on the attacking unit.

5.5.2 RESOLUTION: Announce the initial target hex and make a secret dr to determine the final target hex. On a dr of 1-4, the initial target hex is attacked (and Marine player's choice of location in target hex if multi-Location); on a dr of 5, the hex to the 'left' (i.e., counterclockwise) is attacked instead; on a dr of 6, it is the hex to the 'right' (clockwise). On a 5-6 dr the Japanese player may select the Location attacked if the hex has target units in multiple locations. If the final target hex/Location has target units, it is attacked with halved FP (FRU; apply before any other FP modifiers).

Note: Use the new Sniper-style counter as a handy reference.

5.6 MARINE CAMOUFLAGE: Marine 7-6-8 squads, 3-4-8 HS and SMC are equipped with camouflaged uniforms that are treated in the same manner as Winter Camouflage (E3.712) [EXC: Concealment is lost when moving/advancing by Assault Move/Advance into Runway hexes without Airfield Debris.



5.7 DEMOLITION CHARGE HERO (DCH)¹⁶: A Good Order Marine Engineer MMC Possessing a DC may attempt to create a DC Hero (DCH) as per G1.424. Use the provided [1]-0-9 MMC counters, also used for Runners, to represent Marine DC Heroes. All Japanese DC Hero rules apply to a Marine DCH [EXC: the Marine DCH makes a berserk charge (B15.43) against its target instead of a Banzai Charge; do not increase the DCH's Morale Level; the total number of DC Heroes allowed per scenario may never exceed 10% (FRU) of the number of 7-6-8 squads in the OB].



5.8 MARINE WAR DOG HS¹⁷: An MP section a.k.a. "War Dog" is represented by Marine 2-3-8 (wd) HS. War Dog HS have a "Rin Tin Tin" symbol on the counter. The War Dog is inherent; it will never be separate from its handler, and suf-

fers the same fate as the infantry unit. War Dog HS must be Good Order to utilize their special capabilities.

5.8.1 WAR DOG SEARCHING: When involved in a Search (A12.152) activity a War Dog HS receives a -3 DRM to the Search dr and a +3 DRM to any subsequent Casualty roll.

5.8.2 WAR DOG CLOSE COMBAT: A War Dog HS receives a -3 drm to its Ambush Status dr (A11.4).

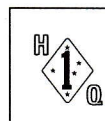


5.9 MARINE WALKING WOUNDED (WW) MMC¹⁸: The Marine player may utilize MMC with Walking Wounded status. A WW MMC has 3 MF which cannot be increased for any reason [EXC; while being carried by any form of conveyance], its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks while all CC made against it receive a -1 DRM. A WW MMC may never become unwounded. Should it be subject to Battle Hardening, mark with a Fanatic counter. (4-5-8 'W' U.S. Marine MMC are provided for use as Walking Wounded). All other WW attributes are normal.



5.10 MARINE REAR ECHELON¹⁹: Construction Battalion (or "Seabees" as Rear Echelon troops were known) soldiers are support units for the Marine Corps and Navy. Rear echelon U. S. Marine infantry are represented by Marine 4-4-7/3-3-6 squad counters and 2-3-7/1-2-6 HS counters. A 4-4-7/2-3-7 which suffers ELR failure is Replaced by a 3-3-6/1-2-6. A 3-3-6/1-2-6 Battle Hardens to a 4-4-7/2-3-7, while the latter becomes Fanatic when Battle Hardening.

Note: Later scenarios to be published in Critical Hit Magazine will use these counters.



5.11 MARINE HQ: During any scenario in which he sets up first, the Marine player may secretly record one building/pillbox/fortification-hex in his setup area as his 'HQ'. If a building is chosen, one ground level location may be Fortified. If no eligible hex exists within the Marine setup area add a sangar to any portion of the Marine OB and treat it as a HQ. Marine Personnel are Fanatic (A10.8) while in an HQ hex (i.e., while under or on top of the pillbox/fortification).

5.12 MARINE BOMBARDMENTS: Marine Bombardments are all treated as Naval Bombardments (G14.7) with the following exception: Each Naval Bombardment potentially affects any playable square area 10 hexes x 10 hexes wide with immune areas running west to east along Alternate Hex Grains the entire width of that area.

5.13 NAVAL SMOKE BARRAGE: If the Marines receive a 'Naval Smoke Barrage' via SSR it creates a LV Hindrance that is treated in the same manner as a Heavy Rain LV (E3.51) for the first game turn. It then becomes a Rain LV (E3.51) for the following two game turns, and no LV Hindrance thereafter. This LV Hindrance is in addition to any other applicable LV Hindrances (EX: Heat Haze).

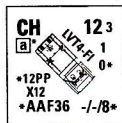
5.14 MARINE AIR SUPPORT: The Marines may receive Air Support (E7.) starting on AM 15th September. Air Support is treated normally with the following exceptions:

5.14.1 NAVAL SMOKE BARRAGE BLINDNESS: Air Support is available during Overcast, but not when a Naval Smoke Barrage (PSR #5.13) is in effect.

5.14.2 NAPALM²⁴: Marine Air Support automatically receives Napalm (G17.4) at the Marine player's option.



5.14.3 MARINE AIRCRAFT: Utilize '44 FB for Marine aircraft (with Napalm as per PSR #5.14.2).



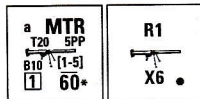
5.15 LVT4-F1 FLAMETHROWERS²⁰: Flame-throwers replaced the main armament in a handful of LVT(A)4 used on Peleliu. Treat these new AFV counters as per U.S. Vehicle Note 51 except as modified below. They have a PP capacity of 12PP. The AFV's armament consists of a MA 36FP AAFT with X12, and two 4 FP secondary AAMG with covered arcs restricted as shown in the diagram below [EXC: during CC].

5.16 WATER SHORTAGE²¹: Beginning on 15 September PM (D+1) Turn 1 of any scenario occurring on/after 1300 hours Marine Personnel suffer from Water Shortage. Beginning on 16 September PM (D+2) Turn 1 of any scenario occurring on/after 1300 hours, Marine Personnel suffer from Extreme Water Shortage instead. [EXC: Units ≤ 2 hexes from hex U22 (Water Cistern building) are immune to Water Shortage/Extreme Water shortage effects if the building is Controlled by the Marines.]

5.16.1 WATER SHORTAGE EFFECTS: Marine units suffering from Water Shortage have their ELR reduced to 3 (unless already lower).

5.16.2 EXTREME WATER SHORTAGE EFFECTS: Marine units suffering from Extreme Water Shortage have their ELR reduced to 2 (unless already lower), may not do anything that would cause them to become CX, receive a +1 DRM to Hand-to-Hand CC attacks they make and a -1 DRM to Hand-to-Hand CC attacks made against them.

Note: Use the Water Shortage marker provided for Extreme Water Shortage. The rules have been edited since the counters were printed.



5.17 T20 SHOULDER FIRED MORTAR SW²²: New counters for the T20 shoulder-fired Light Mortar are provided. Treat the T20 as a light mortar except as modified below:

- Spotters (C9.3) and Spotted Fire (C9.31) are NA.
- No form of Acquisition may be used.
- A T20 is Portaged at the cost of 5PP.
- May be Dismantled (A9.8) and Portaged for 3PP (new dm T20 counters are provided). (EX: A T20 being fired by a Japanese HS is subject to normal—not doubled—Captured-use penalties.)
- A T20 being fired by a squad/HS has its B# and ROF reduced by one (A.11 applies). However, the T20 is not considered a crewed weapon for Captured-use purposes (A21.13).

6. OTHER PELELIU RULES:

6.1 KINDLING: Kindling is NA.

6.2 BORE SIGHTING: Bore sighting is NA.

6.3 SNIPERS: One sniper per player placed normally.

6.4 NO QUARTER: Per G1.621, No Quarter (A20.3) is in effect for both sides.

6.5 CONCEALMENT: Regardless of LOS, units of both sides setting up in Concealment Terrain may always set up concealed (before the other player may look at the map). OB-provided concealment counters are to be used as dummies (A12.11).

6.6 HAND-TO-HAND CC: Both sides may initiate H-to-H CC (J2.31).

6.7 PRISONERS AND INTERROGATION: Civilian Interrogation is NA. Prisoners/Captured weapons do not count double for exit victory conditions.

7. FOOTNOTES:

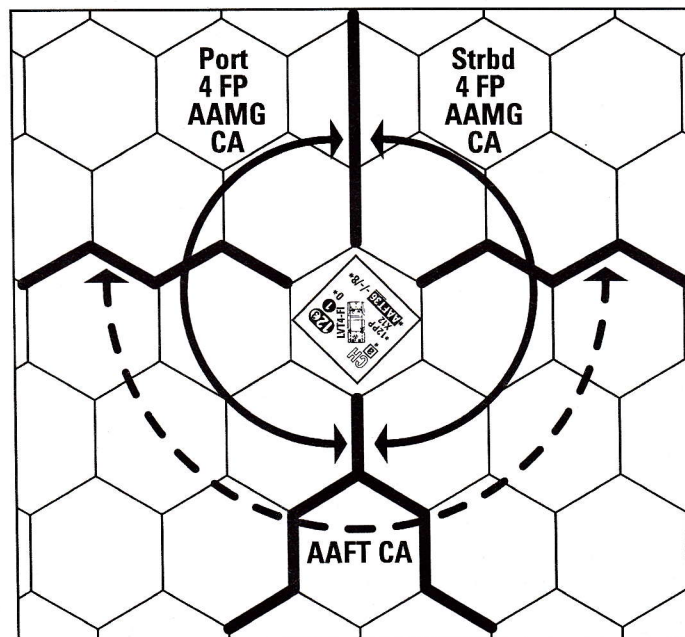
1. THE MAP: The game map has been oriented so north is 'up' for ease of reference (actually it is more towards the one o'clock direction). The locations of some of the fortifications noted on the map and pillbox play aid are based upon a US National Park service survey conducted to prepare the island of Peleliu for certification as a National Park.

2. CORAL OUTCROPPING: Coral and volcanic rock is evident throughout the island. The soil is very poor and of a limited depth. Coral 'shrapnel' wounded many Marines. Vehicle movement was limited due to the rough ground. "The sharp-edged coral slashed at their clothes and flesh every time they hit the deck. It was impossible to get under ground, away from the Japanese mortars, and each blast threw chunks of coral in all directions, multiplying the effect of every shell." *The Devil's Anvil* Hallas P118. "The blasts sent shards of shrapnel ricocheting among the rocks...to Hunt's left, spraying him with coral chips..." *Brotherhood of Heroes* Sloan P138. "Eroded by wind and water, the coralline-limestone has produced a sponge-like rock formation and jagged crags..." *Peleliu 1944* Gailey P43. "Pillboxes, casemates, rifle pits and trenches had been blasted out of the coral, while the attacking Marines had only what cover they could find behind natural terrain features or by building improvised breastworks of loose rocks and shell blasted tree trunks." *The Devil's Anvil* Hallas P106.

3. CASUARINA FOREST: Casuarina forest terrain represents a number of different tropical tree species that grow in the poor soil of islands in the South Pacific. These trees were usually small in diameter, but grew tall, and many had small leaves that Marines reported seeing, 'fall like confetti.' The limited undergrowth made for ease of movement similar to the pine forests of northern Europe.

4. ANTI TANK TRENCH: An anti-tank trench was dug by the Japanese to contain enemy vehicles to the beach. In many places sand had already filled in the trench before the invasion. After elimination of the pillboxes that enfiladed the beach, the Marines found the trench could be utilized very effectively as a lateral lane for safe movement of troops.

5. MANGROVE SWAMP: The inherent swampy nature of the terrain was reduced significantly by a scarcity of rainfall prior to the landing. The peak of the dry season left many low-lying areas passable to infantry, although protruding roots of mangrove trees were a barrier to vehicle movement (and is reflected in game terms by limiting the stacking in a mangrove hex.) A choice of dense jungle for this terrain is warranted.



LVT4-F1 covered arc diagram.



6. JAPANESE HEADQUARTERS BUILDING: This building was a heavily fortified two-story structure that still stands today. It was constructed of metal reinforced concrete with steel shutters on its doors and windows, "...many of the defenses in the area were constructed of coral chunks, but there was nothing makeshift about the blockhouse...reinforced concrete walls more than five feet thick...both underground entrances and gun ports were protected by one inch armor plate to foil flame-thrower attacks..." *The Devil's Anvil* Hallas P105. Although a couple of direct hits by naval heavy guns did eliminate its occupants and post-war scrounging saw the removal of much of the steel for scrap, it proved to be a formidable fortress and held up the Marines. "The large two-story concrete airfield headquarters building..." *The Devil's Anvil* Hallas P104. "...the Marines came up short before an obstacle...an enemy blockhouse the size of a small office building, with reinforced concrete walls four feet thick. The massive fortification was further protected by 12 pillboxes, all connected by a network of tunnels." *The Devil's Anvil* Hallas P117.

7. JAPANESE COMBATANTS: The Japanese forces on Peleliu were composed of IJA and IJN soldiers, including non-Japanese construction workers. Japanese Army forces were ordered to avoid Banzai tactics, whereas the Navy units and support units were directed by their commander to do just the opposite. Additionally, the overall Army infantry commander exerted stronger control over his units and those within communication carried out his orders. Since most of the Navy soldiers lacked detailed infantry training, using Conscript and Second Line MMCs in game play makes record keeping simpler. Thus Elite and First Line MMCs not make Banzai Charges, and a +4 DRM was added to the Heat Of Battle DR. There is a marked difference between IJA infantry tactics and those of IJN infantry units. Records indicate that there were Banzai attacks across the entire battlefield, but attacks in the IJA area were small, one or two-man attacks. Larger squad, platoon or company-sized Banzai charges took place where the IJN was the dominant combat entity. "...D+2 certain characteristics of the Peleliu fighting...demonstrated that the Japanese had learned from previous battles...and there were no wild Banzai charges...counter-attacks were well planned-if sometimes lacking in good timing-with limited well defined objectives. The troops...the finest Japan had ever put into the field, under officers who had learned the futility of pitting Bushido against firepower...a carefully integrated defense in depth...great strength and flexibility, manned by stubborn enemy determined to survive as long as possible, if only to exact the greatest possible toll of American lives." *The Devil's Anvil* Hallas P113. IJA tactics clearly stated that they wanted to fight the enemy on the beaches and a key to the northern beaches was 'the point' a large coral outcropping that dominated the White One and White Two beaches. Having lost 'the point' to the Americans on day one, the Japanese throughout the night of day one and into day two tried to take back this redoubt, by using strong infantry tactics. Not wasteful Banzai charges.

THE IMPERIAL JAPANESE ARMY

Colonel Nakagawa commanded all of the IJA Forces on Peleliu. His commander in name only was General Inoue, who had sent to the island to match the rank of Vice Admiral Ito Yoshioka, and keep him from interfering with Colonel Nakagawa, the island defense expert. Nakagawa's forces in the immediate map area were: The IJA Infantry 3rd Bn/2nd Regiment, Infantry Battalion type 'a' was composed of four Rifle Company, a HMG Company and a Battalion Gun company. At full strength a Major commanded the Battalion HQ, with an adjutant of a rank of lieutenant and one squad of men. On Peleliu the 3rd Bn/2nd infantry regiment was commanded by Captain Harada, and had four rifle companies spread over an area larger than the our map, but not including the airbase area which was under the command of the IJN.

A typical IJA Infantry Rifle Company; commanded by a Captain or first Lt. with three platoons named One, Two and Three. Each Platoon had four sections (squads) one with a grenade discharger (447, Lt. Mtr) and three with (447, LMG) or (447 x4, LMG x3, Lt. Mtr). To reflect battle casualties the company might be commanded by a non commissioned officer, sergeant major and the Platoon would certainly be commanded by a non

commissioned officer a sergeant or corporal. Japanese infantry rank and numbering system "... (POW) Superior Private Takeo Sugimara member of a grenade launcher squad of the 2nd platoon, 2nd company 1st Battalion of 2nd Regiment..." *The Devil's Anvil* Hallas P252. Each IJA Infantry Company was assigned heavy weapons Platoon divided into two sections of HMG, and crew and two sections of 20mm AT, and ammunition carriers. Each IJA Infantry Battalion was assigned a Gun company which consisted of a HQ section lead by the company commander a Captain or first Lt., 32 men, two 70* INF Gun Platoon of two gun sections each, and 4 20mm type 97 AT guns Platoon for a total of 4 and 8 guns respectively. Additionally there was ammunition Platoon of 39 men.

To reflect battle casualties the company might be commanded by a non commissioned officer, sergeant major and the Platoon or section would certainly be commanded by a non commissioned officer a sergeant or corporal, in game terms represented by the more self reliant crew status. In game terms we have 70* INF Gun x 4, crew x 4, ATR x 8, crew x 8, and support troops signified by 347 x 5. Support troops were usually of lesser performing soldiers and had lesser leader types. Each IJA Infantry Battalion was assigned a Machine Gun company of the more common 8 gun type, which consisted of a HQ section lead by the company commander a Captain or first Lt., 32 men, and four Platoon numbered on to four each with two MG sections of Heavy machine guns and crews. Additionally there was ammunition Platoon of 22 men. To reflect battle casualties the company might be commanded by a non commissioned officer, sergeant major and the Platoon or section would certainly be commanded by a non commissioned officer a sergeant or corporal, in game terms represented by the more self reliant crew status. Thus for our purposes we have HMG x 8, crew x 8, and support troops signified by 347 x 2. Support troops were usually of lesser performing soldiers and had lesser leader types. The 1st Battalion, 2nd Infantry IJA units were mostly well rested elite troops led by disciplined and experienced officers. They demonstrated their Elite training and experience in many ways, one of which was fire discipline. "...a Marine noted that the Japanese exercised superb fire discipline. Enemy fire ceased when the Marines stopped moving, but if the men started to group together or anyone started moving, Japanese mortar fire was not far behind. If a general movement began to get underway, Japanese artillery fire opened up. The firing was timed to inflict the maximum number of casualties, and when the opportunity passed so did the firing." *The Devil's Anvil*, Hallas, P127. Further training of special tactics is also an indicator of a unit's Elite status. While evidence of specific training for units is not clearly in evidence we can interpret that these kinds of training were given to units and to individuals. The training include how to attack vehicles, how to spot communication and leadership centers and attack them, how to handle improvised explosive devices and use them to eliminate lucrative targets. All of these tactics were develop into a strategy to cause maximum Marine casualties. "...Second class Private Tokusaburo Uyehara drafted into army told interro-



Marines on the beach at Peleliu with a .30 caliber machine-gun.



gators he and 500 others had undergone special counter-landing training..." The Devil's Anvil Hallas P108. Infantry Regiment was held in reserve and would not be available until later parts of battle up in the hills, D+3 and later. Same notes as 3rd Battalion, but commanded by Captain Ichioka. The sector reserve commander was Captain Sakamoto. One company of infantry participated in the Tank attack on 1650 hours on D-Day. The 14th Divisional tank unit consisted of a light tank company and two medium tank companies and a combat train, all commanded by Captain Amano. The light Tank Company consisted of 10 Light tanks and the combat train contained 5 light tanks, for game purposes we will assume there were 15 light tanks available. Since the division spread their resources throughout the island chain and only 12 to 15 light tanks were identified on Peleliu it is concluded that one light Tank Company and parts of the combat train were assigned to our battle area. The Records indicate that the 14th Division was assigned Type 95 HA-GO light tanks, vehicle list no. 5. Under the command of Captain Ichioka, the company consisted of three Platoon of four tanks with three tanks in the HQ section. The 14th Division Tank Unit did not become available until the tank attack on the air field, 1650 hours D+1, all were destroyed on that day and no evidence of dug in tanks was recorded. An Engineer Company under Captain Isohata consisted of an HQ Platoon, manned with three platoons of 4 squads each. The Engineer Company was spread over three areas, so one platoon is assumed to be assigned to each combat area with the HQ section near the main 2nd regimental HQ, just to the east off map. 7

THE IMPERIAL JAPANESE NAVY

The IJN had established a base on Peleliu for years, and spent considerable time in building defenses, but their underground fortifications tended to be used for storage and not fighting fortifications. "...A survey later located 500 caves in the hills—200 artificial and 300 natural, but virtually all lending to the defense. One huge cave punched into the ridge back of the airfield, had been finished off with cement walls, floor, and ceiling and boasted entrance portals carved into rock ten feet thick. Horse drawn caissons were able to roll in and out with loads of shells, their way illuminated by a system of (electric) dome lights." The Devil's Anvil Hallas P115. The IJN did develop some fighting fortifications, but they tended to be for larger guns to be used in an anti aircraft role, defending the airfield. Or for anti-ship, again to defend the base from off shore enemy naval action. These fortifications and their guns were pressed into service to fight in actions much closer that the IJN anticipated. "...Lieutenant Lee Stack (tanker) ...did not know where the fire came from, but his gunner had spotted the enemy artillery piece moving in and out of a tunnel..." The Devil's Anvil Hallas P114. While the IJA fought for the beaches the IJN units having built the airfield and assigned to the island much longer that the IJA controlled the airfield area. In and around the airfield where the IJN was predominating, they did not demonstrate the elite fire discipline and were not as well coordinated as their IJA counterparts. The IJN units react normally to Heat of Battle effects, going berserk more often and have Banzai attack options available to them. "... (Japanese Naval personal area) ...General Smith in his CP back of Orange Beach 2... 'everything was quiet,' he recalled, 'and suddenly we heard this Banzai, the Japanese shouting, '..." The Devil's Anvil Hallas P95. The 30th Base Force with 45th Guard Forces, Commanded by Vice Admiral Ito Yoshioka The guard force or (Keibitai) is used for defense of installations. It was composed of naval personal which had light and medium antiaircraft and heavy infantry weapons and was supported by a company of infantry soldiers, a company of artillery, and a company of coastal AA units. A Field AA Battalion normally had light AA of 20 or 25 mm guns, Medium guns would be 75mm AA, and an AA company with 120mm AA cannons. [As an example; Yokosuka 7th Special landing force contained, six companies; Infantry Rifle Coy, Two AA Coastal defense Gun Companies named No. 1 and No. 2, and a third Company named No. 3, was armed with Mortars, Mobile AA Gun company, AA MG Company and a HQ Platoon. Available for the Peleliu base force was 33rd, 35th, 38th Machine Cannon Units armed with 20mm Automatic cannon, 81mm Mortars, and 150 mm Mortars. The 235th Construction Battalion, Pioneers (or Setsueitai) the function of this unit is the construction of the airfield, fortifications,

and barracks. Commanded by a naval officer of the rank of captain, has attached civilian with engineering experience and is semi military in character. Usually 800 to 1300 men with only 25 to 30% being Japanese, these are represented by 336. West Caroline Air Force personal and support troops for 30 destroyed aircraft represented by 336. Many of the navel forces did not survive the initial battle; there were still army units and individual soldiers surrendering ten years after the war was officially over. While the IJA fought for the beaches the IJN units having built the airfield and assigned to the island much longer that the IJA controlled the airfield area. In and around the airfield where the IJN was dominating; they did not demonstrate the elite fire discipline and were not as well coordinated as their IJA counterparts. The IJN units react normally to Heat of Battle effects, going berserk more often and have Banzai attack options available to them. The IJA units compared to the IJN units demonstrate their use of infantry tactics and their skill level with supporting arms, "...the Japanese were always dangerous. Enemy small-arms fire was particularly accurate, indicating Nakagawa's men had been well drilled in rifle marksmanship..." The Devil's Anvil Hallas P227

8. BOOBY TRAP LEVEL A: The Japanese developed a doctrine of Passive Infiltration, where soldiers would wait in small caves and spider holes, allow the enemy to pass and emerge to attack rear area units. The Japanese forces on Peleliu did not have access to standard mines; therefore minefields are not available in Peleliu scenarios. Although they did have improvised explosive devices, which are more reflective of a set demolition device, as they were command, detonated. Some of the aircraft bombs were improvised to be used as mines. "...Japanese had rigged 50 kilogram bombs with blasting caps and a pressure type detonators... apparently placed hurriedly... still had their safety pins in place... possibly some Naval officer did not carry out his assignment (to remove the pins) and arm the mines," Peleliu 1944, Gailey, P46. As well they used their under utilized ammunition, but not as mines or booby traps. The IJN did have a battery of 200-mm guns that were not put into action. The reason for their lack of utilization is unknown, later they were found destroyed, but clearly having not been emplaced or readied for battle. Although, there is evidence that 200mm shells were pressed into service as makeshift artillery used to attack advancing Marines. "...a crude rocket. Made by attaching a propellant charge to the base of a 200mm naval shell, this contraption detonated with a terrific concussion-if it detonated at all. No launching devices were ever found for the rocket, nor were any enemy personal captured who would admit to knowing anything about it. Lacking stabilizing fins, the rockets were apparently aimed in the general direction of the American lines to descend...'end over end, like a badly punted football,' recalled one eyewitness," The Devil's Anvil, Hallas, P137-8. The Japanese infiltrating back into a previously secured areas were documented in many sources which was a tactic and indicative of the new Japanese strategy. Representing this as a random event aids in speeding up play as the Japanese player need not spend time developing elaborate defensive plans, and secretly noting all of the HIP fortifications. The Marine player traversing an area with a high density of caves will have a higher frequency of interaction with 'spider traps' which reflects the IJA tactics of 'passive infiltration'. "...they [the Japanese] had these spider holes on the beach and my adjutant fell... this Jap ... in one of these holes, had shot him... they had these holes everywhere..." Peleliu 1944, Gailey, P 73. The DC hero given to the Japanese Player is clearly used on Peleliu, although the process of creating them out of a MMC, and including pre game creation and then placing them on map using HIP is somewhat unrealistic because it gives the player too much control over these tactics in addition to complicating set-up. Having it more random captures the battle flow of events on Peleliu. "Out on the point, Captain Hunt's Marines were consolidating their line when a Japanese infantryman approached as if he wanted to surrender. The man still wore his pack and was carrying his rifle. Suspicious, the Marines shot him. The enemy soldier blew up before their eyes. He had been loaded with explosives." The Devil's Anvil Hallas P74.

The increased frequency of THH, and booby trap attacks all designed to cause Marine losses that were directly contributing to the Japanese strategic goals. The Marines were following their orders, leaving the enemy strong



points in their rear, to meet their objectives; to isolate the strong points and take control of the island. "...All assault units were told to ignore any Japanese (strong points and) overrun... concentrate solely on pushing (forward). Mopping up would be conducted by demolitions teams and specially designated teams...these men soon found them selves pinned down..." by Japanese swarming out from underground in (great) numbers...the Marines were encountering was a demonstration of 'passive infiltration' as laid out in the enemy tactical doctrine..." The Devil's Anvil Hallas P124.

9. SPIDER HOLES: The Japanese infiltrating back into a previously secured areas were documented in many sources which was indicative of the new Japanese tactics of not utilizing the wasteful Banzai attacks. One tactic there was clear evidence for was use of infiltration tactics during night fire fights, and the many ways to approach and enemy position using cover, concealment and subterfuge. "In the morning the Marines found a dead Japanese soldier wearing the helmet and stained dungaree blouse of a dead Marine. The medical bag of a Navy corpsman was slung over his soldier..." The Devil's Anvil Hallas P136. Representing this as a random event aids in speeding up play as the Japanese play need not spend time developing elaborate defensive plans.

Banzai attacks were executed by small groups or individuals working out of caves commonly called 'spider traps', named after solitary ground spiders that lay in wait in their individual well camouflaged tunnel ambushing passing targets of opportunity. The spider holes were isolated soldiers and are not under the control of their leaders. Making their actions entirely independent speeds set up as well. "...he was only about 25 feet away when a dim figure materialized in the opening and lurched forward out of the dust. 'Here I am Marine!' The Japanese soldier screamed in perfect English, 'Kill me! Kill Me!' ...Leyden obliged...the enemy soldier stumbled forward... a grenade then detonated no more than five yards (away)..." Brotherhood of Heroes Sloan P222.

10. JAPANESE RADIO DETECTION EQUIPMENT: The Japanese utilized the hills over looking the beach and airfield to dig in their guns and mortars. A set of two simple radio detection equipment locations allowed them to quickly cross-reference and determine the location of the radio. They had many months to zero in their mortars and establish fire missions to hit almost any hex on the island, even if not under direct observation, with in minutes, and without a SR. "[Cpl. Thompson] landed on Peleliu D-Day morning, September 15, 1944. The 1st Regiment lost most of their radiomen as they were nearing the beach when a Japanese mortar landed in their landing craft...the Japanese had direction finders and could pinpoint the radiomen every time they keyed up a radio. They rained mortars down...night and day for the first several days, THOMPSON, Elton 'Mutt', CPL, a Field Radio Operator with the 1st Signal Company." Additionally the inability to call for support, and request supplies due to radio interference, was experience by Kilo Company, led by Captain Hunt at the point, "...Hunt woke from an uneasy sleep to hear his radioman calling softly into the radio. The only reply was the blare of martial music as the Japanese jammed the wavelength," The Devil's Anvil, Hallas, P93.

The Japanese also needed to know where the enemy was, and they used the Marine radios against them in many ways, listening to commands issued over the radios and even actively participating to give false orders or to secure information. "...Japanese speaking impeccable English, broke in on the battalion's radio frequency to ask for 'Captain Worden' immediately suspicious of the misuse of his rank, battalion executive officer Major Waite Worden pressed the key and replied cautiously, 'Worden' 'Captain Worden what is your strength'...inquired the voice? Worden played along briefly, and then informed the interloper that he had enough strength to take care of him," The Devil's Anvil, Hallas, P107. Using their Radio Direction Finder equipment the Japanese could determine where the Marine radios were in use and call in attacks by their artillery. The Marines soon determined where the Japanese equipment had adequate separation to utilize their RDF,"...the RFD area, (was so designated) due to the presence of a Japanese radio direction finder." The Devil's Anvil Hallas P127.

11. HISTORICAL SUMMARY: Excerpted from US Marine Corps History Division online.

12. NAMED LEADERS: The personalities chosen for personal leaders had a documented impact on the battles in which they fought. Colonel Lewis "Chesty" Puller was the Marines' marine and had a unique impact on the individuals and units he came in contact with. Ray Davis would later win the Medal of Honor for his actions as a leader.

13. OPTIONAL MARINE ELITE DEPLOYMENT: The Elite Marine Infantry squad was highly trained and motivated. Each fire team was instructed and well- practiced in their unique skills. The BAR team knew how to act independently; "...Arthur J. 'Bull' Jackson...lugging a BAR, he went forward alone to assault a large pillbox...pouring automatic fire into the slot quieted the defenders...toss in a white phosphorus grenades and explosive charge brought forward by another Marine...demolishing the fortification..." The Devil's Anvil Hallas P124. As well they could tell when things weren't right; "Private Russell Davis (saw)...the lieutenant had a BAR he had picked up somewhere, and...noticed he did not use it very well." The Devil's Anvil Hallas P103. They should be able to self deploy in any combination of the two fire teams and the Bar team, "Private First Class Victor Case organized the assault on one of the enemy positions...as other Marines in support watched, five others worked around the flank...only the BAR man saw five Japanese burst from the woods and dash towards them. The BAR man fired from the hip...cutting down two, then two more, still firing his pistol getting off a shot at close range, (killed the last man)..." The Devil's Anvil Hallas P75. Finally they knew the value of the parts of the fire team and how to re-arm, reform and work together to accomplish the squads goals, "[with] the Japanese ...pressing Hunt's line. A Marine scuttled by to snatch up a BAR from a man who had crumpled..." The Devil's Anvil Hallas P97.

14. MARINE RUNNERS: With the radio detection equipment used by the Japanese the Marines depended more on this type of communication. One specific example was ALLISON, James Byron, Pvt. K/1/1 of 1st Marine Division. He was one of the thousands of Marines who stormed the beaches of Peleliu on Sept. 15, 1944. He was a "runner" and carried messages from Platoon to Company. Further evidence from Marine office Hunt, with Kilo on the Point on the night of day one, "...Hunt (unable to make radio contact with HQ) needed reinforcements in the worst way. A...Marine volunteered to go for help. He scrambled down the rocks to the beach." The Devil's Anvil Hallas P97.

15. MARINE FIRE DISCIPLINE: The Japanese changed their tactics using more infiltration tactics at night. The Japanese commander on the island even reported this to his superior during one of the recorded communica-



Marines hunker down in the A-T ditch on Peleliu.



tions that took place during the lengthy battle for Peleliu. "...within the pocket...Colonel Nakagawa resorted to infiltration and small-scale counterattacks...we are attempting to defeat the enemy by using our close-quarter combat tactics to the utmost' he informed General Inoue..." The Marines quickly learned to change their tactics so as to not give their locations away. "...[said] Hanson, 'You could hear movements going about...so I start throwing hand grenades out there in front...'" The Devil's Anvil. Hallas P 94.

Their leaders encouraged the Marines. "...keep throwing grenades, and don't open up with your guns till you can see' em', Hunt told them." Brotherhood of Heroes Sloan P159, and "...Lets gather up plenty of rocks,' Pope told his noncoms....he explained wasn't to hit the Japanese soldiers with rocks as to confuse them and slow them down. 'You throw three or four rocks over the side of the cliff before each grenade. In the dark, they don't know which is which, and they will stop to take cover just as fast for a rock as they will for a grenade'..." Brotherhood of Heroes Sloan P185

16. MARINE ENGINEER DCH: While the DC hero is eliminated after placing the DC, it is more an artificial was of assuming the SMC was absorbed back into the larger unit. It is meant to represent a group of men that specialize in using and placing Demolitions, not a heroic individual born out of the crucible of battle.

17. WAR DOGS: These animals were specifically trained to complete a number of different dangerous jobs in the military. For game purposes these dogs are used to find the enemy using their acute hearing and sense of smell. Sergeant Thomas Beverly Price (then PFC), was with the 5th War Dog Platoon attached K-3-5, he was the handler of Chips #309. He and chips were credited for participation in operations on Peleliu and Negesebus. Chips was wounded by a shell fragment and died in 1949. Another example; "[Sergeant McEnergy]...set out on a prolonged foray through heavy undergrowth... (with) a Doberman pinscher war dog to help sniff out the enemy. Sergeant Jim McEnergy was glad to have the Doberman along. 'They say these mutts can smell a damn Jap fifty yards away'..." Brotherhood of Heroes Sloan P191-2.

18. WALKING WOUNDED: Many Marines chose to not leave the battlefield but rather stay and aid their comrades. The changes in performance of units could be due to a number of different types of wounds. "...Puller's regiment had suffered 33 percent casualties in [the] 48 hours...these figures did not include many men in the line companies who ignored wounds to remain in their outfits... The Devil's Anvil Hallas P109. By the fourth day of the battle the entire 1st Marine Regiment was pulled out of the line and replaced with elements of the 7th Marine. The First Regiment battalions; the 1st Battalion had incurred 71% casualties, the 2nd Battalion, had 56 % and the 3rd Battalion had 55 % casualties, and Puller was sent to hospital ship for an operation on his leg.

19. REAR ECHELON TROOPS: In most situations the rear echelon units have little or not impact on the battle. In the case of Peleliu due to the proximity of the front line to the beach and point of supply the use of these troops in the battle were greatly increased. "...Puller's first Marines were in rough shape by the morning of 18 September. The regiment had lost nearly 1,236 men, almost half its strength ...reports indicated that the frontline units were decimated...regimental HQs were cut to the bone...pioneer (units) were split up and used as replacements..." The Devil's Anvil Hallas P128. The Japanese soldiers passive infiltration tactic thrived in the environment populated with rear area soldiers. "...inexperienced replacements were particularly vulnerable to infiltrators...four pioneers apparently fell asleep during the night...a Japanese infiltrator crawled in with a bayonet (killed three) before the fourth (Marine) shot him dead..." The Devil's Anvil Hallas P233.

20. LVT-4FL: The LVT4-Fl represents a field-modified vehicle available only for the battle of Peleliu. The LVT stands for Landing Vehicle Tank. The "Fl" stands for flame-thrower. A Mark 1 infantry hand-held flame-thrower was added into one of the standard anti-aircraft machine gun mounts on the upper deck of the vehicle. Larger tanks for storing the 'jellied' gas

(flame-thrower fuel) were secured into the passenger compartment, while reducing storage capacity it did provide a significant increase in operation time for this SW. The flame-thrower vehicles, an experiment were actually naval assets field modified, by Navy and Marine engineers were put into service to help the Marines ashore in dealing with the numerous Japanese fortifications. "...the U.S. Navy Mark 1 Flame-thrower, capable of shooting a jet of napalm 150 yards for 80 seconds. Three of these were mounted on LVT(a)4s, with a fourth detailed as a supply carrier..." The Devil's Anvil Hallas P24.

21. WATER SHORTAGE: The temperatures of the tropical environment were well over 100-degrees every day and peaked at 115O during the hottest part of the day. This condition alone caused many Marines to consume vast amounts of water. "...by the fourth day, there were as many casualties from heat prostration as from wounds, reported Time Magazine correspondent Robert Martin..." The Devil's Anvil Hallas P126. Add to this situation the lack of water on the island (other than sea water), which the Marine could not purify or sanitize during the battle, led to a shortage of water, moreover the supplies of water initially brought to shore were improperly prepared making the whole shipment of water not potable. When preparing water for the battle weeks before; 5 gallon 'jerry can' fuel containers were used that were not sufficiently cleaned leaving a residue of fuel contaminating the water which when consumed did make many Marines sick, "...PFC Vincent Santos...about the high octane water...back on Pavuvu Santos had been among the small group of men assigned to the chore of filling barrels, and he clearly remembered how lax the detail had been in rinsing them out...nobody told us what the water was to be used for...if we'd known that we'd end up drinking the stuff...we would have been a whole lot more careful..." Brotherhood of Heroes Sloan P126.

Despite all their firepower the Marines suffered from a very simple issue; the shortage of water. The heat caused many soldiers to consume massive quantities of water and within hours after the landing water was running short. There were very limited amounts of fresh water on the island, although on D+5 the engineers did discover that wells drilled almost anywhere on the island would hit fresh water. "Despite the strictest water discipline, many men had emptied their canteens by the end of the first day, and there was not a ready supply to replenish them.' A tank officer reported that infantrymen in the front lines on D-Day were begging for water like dying men," The Devil's Anvil, Hallas, P98.

22. T-20 SHOULDER-FIRED 60MM MORTAR SW: The T20 was an experimental weapon tested at Peleliu. It was a hand-held 60mm mortar fired in a direct fire mode and designed to knock out Japanese pillboxes. While its use did have limited documented success, it was found to be too difficult to portage and ungainly to get into position, and had a shoulder-



The look known as a '1,000 yard stare' on the face of this Marine.



numbing recoil, and the weapon was not developed further. Although in Viet Nam some 20 years later a lighter version of this weapon did gain widespread use and success. "...the Garrett 60mm, shoulder-fired mortars, 27 which had been distributed to the division for testing. Although somewhat successful, the heavy recoil made them unpopular. The short effective range, not over 125 yards-also made it difficult to get the weapon in a position where it could be used effectively..." The Devil's Anvil, Hallas, P230.

23. VICTORY CONDITIONS: Japanese strategy was clearly to cause American casualties. They had already determined that the island bastion could not hold out indefinitely. Japanese Victory Conditions are casualty based or rather have a casualty attribute. Most of the VC have 'spoilers' which provide the Japanese player with a victory if they cause the Marine player enough casualties, even though the enemy may control key terrain features, such as hills, caves or pillboxes. Statistics bear this out. "...Peleliu did not come cheap.

The 1st Marine Division...posted casualty figures of 6526; of those 1252 were killed...the 81st Infantry division (Army) lost 1393, with 208 killed. Another 334 were killed and 843 wounded on Angaur and smaller islands off Peleliu. A rough comparison...indicated that the Americans lost one casualty for every Japanese soldier killed. Considering the average loss ratio for Pacific battles...of one Allied to 2.3 Axis, Peleliu was clearly the hardest fought actions of the Pacific war." The Devil's Anvil Hallas P279. The Marine player if losing CVP equal to the Japanese results in a decisive victory for the Japanese. A Marine CVP significantly less than the Japanese player's while controlling victory locations will result in a decisive Marine Victory. Moreover, overall firepower available to the Marines was demonstrated in the statistics compiled after the battle..."...the ammunition expended by the First Marine Division was compared to the number of Japanese soldiers killed on Peleliu and determined that to kill one Japanese soldier it took:

- 1331 rounds of .30 calibers,
- 151 rounds of .45 calibers,
- 69 rounds of .50 calibers,
- 9 rounds of 60mm mortar,
- 5 rounds of 81mm mortar,
- 1 rifle grenade,
- 10 hand grenades,
- 6 rounds of 75 mm Pack Howitzer,
- 5 rounds of 105mm howitzer,
- 1 round of 155mm howitzer,
- And ½ round of 155 gun. "The Devil's Anvil Hallas P245-246.

24. NAPALM: Marine had available to them some new experimental weapons. One was the use of Napalm, which did have an impact on the battle. "...wondrous new bombs loaded with napalm...would burn off all the vegetation and incinerate...or suffocate any holed up Japanese..." The Devil's Anvil Hallas P105. "...between D-day and D+14, pilots dropped 62 160-gallon napalm tanks and 25 58-gallon tanks..." The Devil's Anvil Hallas P230.

25. JAPANESE HIGH CALIBER MORTAR: The high caliber mortar attacks were very inaccurate and almost random. Constructed of 200mm naval shells would indicate that the IJN had created the projectors there is evidence that 200mm shells were pressed into service as make-shift artillery used to attack advancing Marines. "...a crude rocket. Made by attaching a propellant charge to the base of a 200mm naval shell, this contraption detonated with a terrific concussion-if it detonated at all. No launching devices were ever found for the rocket, nor were any enemy personal captured who would admit to knowing anything about it. Lacking stabilizing fins, the rockets were apparently aimed in the general direction of the American lines to descend...end over end, like a badly punted football,' recalled one eyewitness," The Devil's Anvil, Hallas, P137-8.

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Marines gathered around a just-captured pillbox on Peleliu.



| PELELIU TERRAIN NOTES | | |
|-----------------------|----------------------|--------------------------------------------------------------------|
| Hex(es) | Description | Notes |
| R20/R21 | Japanese HQ | Fortified, Cellars, Fanaticism |
| ANY | Marine HQ | Fortified (if building), or Sangar provided, Fanatic |
| ALL | Caves/Cave Complexes | NA on/west of hexrow X |
| ALL | Mangrove Swamps | Treat as Dense Jungle |
| A10-G4 | A-T Ditch | Fully tracked MAY enter if friendly MMC/SMC at 3 + CoT w/Bog check |
| ALL | Casuarina Forest | Treat as Light Jungle; +2 DRM Hindrance |
| ALL | Sand | Soft |
| ALL | Ocean | Shallow [EXC: Extend Beach one hex if low tide] |
| ALL | Beach | Steep Slope; Level -1; treated as Crest Line |
| ALL | Coral Outcropping | Treat as Crag; Air Bursts; Vehicles may enter as if woods |
| ALL | Entrenching | +2 DRM and results in 1S Sangar |

| SPIDER HOLE UNIT ACTIVATION TABLE | |
|-----------------------------------|-----------------------------------|
| dr | Unit(s) Activated |
| ≤ 1 | 2-3-7 + DC |
| 2-3 | 1-2-6 |
| 4-5 | 1-2-6 |
| ≥ 6 | No Effect |
| drm | |
| -1 | Enemy AFV in/adjacent to hex |
| -1 | If enemy not in Good Order |
| +x | Per enemy squad-equivalent in hex |
| -2 | If lone enemy SMC |

| BOOBY TRAP ACTIVATION TABLE | |
|-----------------------------|-----------------------|
| dr | Japanese Unit(s) |
| ≤ 1 | 4-4-7 + DC + 8-0 |
| 2-3 | 4-4-7 + 8-0 |
| 4-5 | 3-4-7 + DC |
| ≥ 6 | No Effect |
| Modifiers | |
| drm | Cause |
| +1 | Marine unit passes TC |
| -1 | Original 11 TC DR |
| -2 | Original 12 TC DR |

| GRENADE ATTACK TABLE | |
|----------------------|------------|
| dr | Result |
| ≤ 4 | Target hex |
| 5 | Left hex |
| 6 | Right Hex |

| OPT. RUNNER TABLE | |
|-------------------|---------------------------|
| dr | Effect |
| 1-2 | Reinforcement Flexibility |
| 3-4 | Offboard Observer |
| 5-6 | Company OBA |

This work of tactical-level gaming owes a huge debt of gratitude and salutes "The Devil's Anvil" by James H. Hallas. His book can be found on Amazon.com and is highly recommended. Here are some reviews we found that might be of interest:

"Hallas does a good job telling the complete story and not pulling any punches. There are several notes and he frequently quotes other books on my list. There are some photos and maps to aid the reader in understanding the battle. He used many firsthand interviews that provide character to a story with many dates and numbers. There is also good information on the Army's Wildcat Division."

"James Hallas has written an insightful and informative book on one of the Second World War's most costly battles. The U.S. invasion of Peleliu, 500 km south of the Phillipines, in 1994, was a conflict that chewed through an immense amount of ordnance and men. It is mostly a one sided account, told from the invading Marine perspective. Indeed it would be hard to gather much from the Japanese viewpoint as most on that side were killed in their courageous but ultimately suicidal defense of the island. I was often left astounded by the tales of individual heroism on both sides and the magnitude of the Japanese defenses. The Americans took on a tough nut and cracked it. Hallas gives their story in an entirely readable and well researched book. If you like military history then you'll like this book."

PELELIU WHITE BEACH ONE CREDITS

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