

LEATHERNECK

*"Land the Landing Force" ... "Send in the Marines" ...
Fighting Words... words that for decades have sent the warriors of the
United States Marine Corps
into battle.*

*Now you can join this unique fighting force as they take on the Imperial Japanese Army
across the far-reaching Pacific battlefields from Guadalcanal to Okinawa.*

(LEATHERNECK features the United States Marine Corps in World War II.)



\$10.⁰⁰

A baker's dozen (13) of ASL
scenarios compatible with:

ASL

(Adaptable to "Command Decision"
miniatures wargame system, and others.)

Produced by SS-BAR Enterprise
Designed by STEVEN C. SWANN
BURNIE HEGDALH
Distributed by CRITICAL HIT INC.

Notice: ASL is a game system published by The
Avalon Hill Game Company. Ownership of ASL
is necessary to play these scenarios using ASL.

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Designers Notes:

Two years in the making! When I first started with Bob McNamara in developing the USMC Module "GUNG HO", little did I realize that I would be getting so heavily involved with designing ASL scenarios.

While I playtested scenarios for the module and had a hand in developing the Marines, I was not really satisfied with the selection that finally made it into the module. There were only five scenarios dealing with the Marines and one of them had to be shared with the US Army. Nothing against the Army, but they already had three modules dedicated to them, and did not really belong in the Marine module.

Later Bruce Rinehart, a excellent ASL player suggest that we create and publish scenarios suitable for ASL play that would deal exclusively with the Marines in World War Two. After making the purchase of the official United States Marine Corps history of WW II, we agreed and got started.

After months of reading and research, thirteen scenarios finally arrived through the grist mill. While we realize that some situations have already been presented to the ASL community, we believe that these scenarios have a better variety and flavor to them that is their very own.

The scenarios are given in chronological order except for Scenario 13 SAITO'S FAREWELL ORDER. The first twelve scenarios are exclusively Marine versus Japanese. We start the action, just as the Marines did in 1942... at Guadalcanal. ICHIKI'S MISTAKE and HELL'S CORNER are both concerned with fighting your way across a river, but for different reasons. One is in daylight and the other is at night. Both make use of many overlays, which we know many will protest without trying them. It is our personal belief that if you can force yourself pass the overlay setup, you will find two very enjoyable and tense scenarios.

Next are two Marine Raider scenarios, SELZING VIRU HARBOR and TEMPEST AT TOMBE, both located in the Central Solomons Islands. Both are quick playing

and can easily fall one way or the other. MEETING OTTO is another small water crossing scenario that could easily fit into a quick tournament.

THE LAST ISLAND brings us to a small side action that many have never heard of since the big headlines were being made at Tarawa, but war is war, and many men died in little known actions across the Pacific.

SAIPAN'S TANKS is a scenario that portrays the only large armor battle between the Marines and Japanese. This scenario has been done in smaller versions before, but never in this scale (to my knowledge).

Many ASL'ers have let themselves get scared out of amphibious operations in ASL because of the size and complexities of the two Seaborne assaults provided in the GUNG HO module. WHITE BEACH 1 was designed to provide a reasonably fun seaborne assault scenario without dragging out your playing time looking up rules.

The next three, DECEPTION AT RJI77, WRONG-WAY AT RJI77, and BREAK-THROUGH AT RJI77 are a trilogy of scenarios all dealing with combat action at a single road junction on Guam. A day and night battle and an armored ambush, can really spoil your day.

NIGHTMARE AT NAHA uses the deluxe mapboards and depict the Marines in one of their few city fighting battles. This is a very tight scenario where the original Japanese setup can make a difference in the balance.

Scenario 13, SAITO'S FAREWELL ORDER, is a mixture of troops from the United States Army and the Marines who must survive a massive Japanese Banzai charge at night. This is a huge scenario, normally requiring at least two days (real time) to play. It can be very rewarding to play as the Special Rules changes the normal ASL play to better reflect the confused fighting that occurred during one of these overrun charges.

In any case, we wish to thank all of you for your faith in the ASL system and its suppli-

ers. We hope that you enjoy the hectic fighting across the wide Pacific reaches as a part of the.

UNITED STATES MARINES

LEATHERNECK SCENARIO RULES:

1. These Scenario Rules apply to all scenarios in the LEATHERNECK Package.
2. The Australian Balance System is used for all scenarios.
3. Tropical Climatic Conditions (G16.) are used in any case where Weather needs to be determined.
4. PTO Terrain is in effect, therefore Buildings are Huts unless specified otherwise on the scenario card. Roads are Paths unless specified otherwise. Knalling is NA in all scenarios.
5. Prisoners DO NOT count as double VP in any scenario.
6. All Marine Crews are the Marine 2-2-8 Infantry Crews except for the SFCP Party [G14.61] in LEATHERNECK 7, "SAIPAN'S TANKS". This applies even to vehicle crews.
7. Cellars do not exist in any scenario.
8. Street Fighting is NA in all scenarios except LEATHERNECK 12.

LEATHERNECK is produced by:

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Bridgewater, SD 57319

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We want to extend our very special thanks to Vince Lewonski and his ASL friends for the extensive playtesting that they provided.

A WORD ABOUT THE SCENARIOS: Clip Art for ASL: The counter depictions for use in ASL contain the information required to choose the right piece to put into play. The graphic depictions are the property of CRITICAL HIT and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL Rulebook. All AFV's use standard armament, any optional (such as optional AAMG as listed in Chapter H) weaponry will be denoted on the counter and/or listed in the Scenario Rules. Otherwise, for 1/2" support weapons check the nomenclature ("MMG", "HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

For Miniature Players: The counters shown with three little men are squads; 2 little men are half-squads or crews; 1 man represents a "leader" or NCO. The weapons depicted in 1/2" squares are individual support weapons of the type denoted ("HMG" = heavy machinegun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write us at SS-BAR Enterprises, Inc. (include a self-addressed, stamped envelope)

Playtested by: V. Lewonski, C. Welsh, J. Thompson, J.R. Van Mechelen, M. Malloy, R. Callen, M. De Vries, P. Shilling, B. Hayward, M. Nixon, J. Ginnard, B. Rinehart, B. Hegdahl, S. Swann.



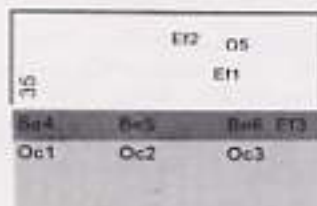
ICHIKI'S MISTAKE

LEATHERNECK I

Ilu River, Guadalcanal, August 21, 1942. Outside of one skirmish on the Matanikau River, the Marines of the 1st MarDiv had not seen a Japanese soldier since the occupation of Lunga Point. Using this time to strengthen defenses, the Marines nevertheless kept patrols out beyond the perimeter to the East and West. On August 19 a Marine patrol ambushed a Japanese patrol and recovered documents giving amphibious landing orders. This was all the proof the Marines needed to prepare the eastern approach defenses for an attack. The Japanese Army troops that landed at Talu Point on August 18 were known as the Ichiki Force, named after their commander Col. Kiyono Ichiki. This force of 933 men was the first echelon of the 2nd Battalion, 28th Infantry and was reinforced by artillery, heavy weapons and engineers. Japanese intelligence stated that the Marine forces on Guadalcanal numbered only one thousand men, and Col. Ichiki had a low opinion of American fighting men. After his recon patrol was detected and killed, Col. Ichiki, decided to attack without waiting for his second echelon. On August 20, 1942 the Japanese troops lined the east bank of the Ilu River and prepared for the next day's attack. The 1st Company attempted to infiltrate the lines of Company G, 2/1 Marines during the night but were repelled with only slight losses to the Marines. Col. Ichiki then sent the 2nd Company into the attack, this time through the surf along the beach. And again the Marines chopped the Japanese with the use of machineguns and 37mm canister. After dawn, Col. Ichiki ordered the 3rd Infantry Company supported by the Battalion's engineers forward after a short artillery and mortar barrage by the battalion's artillery. The Marines offered artillery counter-fire by the Division's 75mm pack howitzers. While Company G, 2/1 Marines held the river bank, elements of 1/1 Marines came on the remnants of Col Ichiki's Force from the south and east. Fighting desperately, the Japanese attempted again to force the river to escape the onslaught of the Marines. Determined to finish the battle before dusk, the Marines brought in a platoon of canister firing tanks in support. While two tanks were disabled, one by an AT mine, the mopping-up of the Ichiki Force was completed by sundown. By 1700 hours, it was over. Of the approximately 933 men of the Ichiki Force, more than 800 of them were dead in the sands of the Ilu River.

BOARD CONFIGURATION:

Nv



- SCENARIO RULES:**
- EC are Moist with no wind at start. Beach Slope is Slight.
 - PTO Terrain is in effect with Light Jungle. Stream is Shallow and at Level 0. All Huts are replaced with a Collapsed Hut counter. Kindling is NA. Place Overlays as follows: Be401-407 on 35A10-B9, Be501-507 on Be473-35M10, Be601-607 on Be566-572, Oc1001-1014 on Be402-408, Oc2001-2014 on Oc1145-Be508, EF3 on Be648-642, Oc3001-3014 on Be608-615, EF1 on 35W6-X5, EF2 on 35O2-P2 and O5 on 35AA5-AA4.
 - The USMC 37mm AT Guns and three squads (with any SW/SMC) may set up using HIP. The 37mm ATG has a Canister depletion number of 10 and is treated as IFE [C2.29]. The Radio represents one Pre-registered module of 75mm Pack howitzer OBA with Normal Ammo. Marines received 1 FB without bombs on a dr <=> Turn Number.
 - All Japanese units must setup adjacent to the river (EF1-3) on the east side and west of hexrow J. The following units are exempt from the previous restriction; all Hip units may setup anywhere east of the river and west of hexrow J and up to 3 Japanese squad equivalents and two SMC and two SW may begin play in beach/shallow ocean hexes East of the Effluent. Assault wading [G14.32] is in effect for these beach/ocean units. Japanese TH-Heroes are NA. Japanese units may not move east of hexrow J until Turn 2.
 - After setup and prior to play, the Marine setup area west of the river undergoes a Bombardment [C1.8].

Victory Conditions. The Japanese player wins immediately upon acquiring 50 VP. VP are earned by exiting Japanese units and/or inflicting casualties on the Marines (or any combination). Japanese exit areas are anywhere along the west board edge or between hexes CC1-GG4. (Prisoner VP are NA.)

ABS:

- M3: M2 + Add a 10-2 SMC (Col. Ichiki) to the Japanese OB.
 M2: M1 + Add a second 70mm INF Gun and Crew to the Japanese OB.
 M1: Increase the number of Japanese 4-4-7 by 2 to 17 squads.

- J1: Increase the number of Marine Foxholes to 11.
 J2: J1 + Marines have 16 FP AP Mine factors instead of 8.
 J3: J2 + Delete one 10-1 SMC from the Japanese OB.

MARINES Set Up First	1	2	3	4	5	6
JAPANESE Move First						

1st Marines [ELR: 5] Setup or enter as directed. (SAN: 3)
 Elements, 2nd Bn. Set up concealed anywhere West of the river.

9	6	3	3	2	2	2	2	2	8	8	9
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Elements, 1st Bn. Enter on Turn 1 along hexrow H.

9	6	3	2	2
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Elements, 1st Tank Bn. Enter on Turn 1 along east edge.

18	2
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Ichiki Force, 17th Japanese Army [ELR: 3] Setup as per Scenario Rule 4. (SAN: 4)

8	15	10	3	2	2	2	2	2	6	3	4	1
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HELL'S CORNER

LEATHERNECK 2

Matanikau River west of Henderson Field, Guadalcanal 23 October, 1942. For two days the Leathernecks of Company I, 3/1st Marines had put up with sporadic artillery fire from the Japanese forces entrenched on the other side of the Matanikau River. Realizing that the incoming fire was a precursor to another attack, Company I had been reinforced with a section of 37mm AT guns. During the afternoon, various patrols of the Japanese 4th *Bohei Rentai* (Infantry Regiment) had been engaged along the river. As evening neared, the ominous sound of approaching tanks drifted across the river. At 2200 hours, nine tanks of the 1st *Dokubitsu Senshu Chutai* (Independent Tank Company) led an attack supported by infantry. Using a sandbar near the mouth of the river, the Japanese tanks could approach right up to the Marines position. The tanks came under immediate close-range AT fire from the 37mm AT Guns while mortars and artillery zeroed in on the masses of Japanese infantry across the river. In flickering flare light most of the tanks were destroyed by the AT Guns while the machine-guns of Company I raked the remaining enemy soldiers that had escaped the Marine interdiction fire. Even with the massive firepower of the Marines, some Japanese were able to break through the Marine lines almost to battalion HQ. Rallying quickly, Marine reinforcements were scrapped together and sent into the fighting. During the rest of the night, the stray Japanese including one or two tanks were hunted down. Even though most of the attacking Japanese were wiped out, this attack was just the first of a week long offensive as the Japanese command tried desperately to drive the Marines back into the sea. The Marines refused to be driven!

BOARD CONFIGURATION:

NA

Be1	Be7	Be2
32	7	34
	SD1 SD8	

VICTORY CONDITIONS: The Japanese must have => 35 VP ON/east of hexrow 4 on Board 34 to win at scenario end. (Prisoner VP are NA.)

SCENARIO RULES:

- EC are Wet with no Wind at Start.
- Night Rules [E1] are in effect with an NVR of 4 (EXC: No Move restrictions are NA). There is a half-moon and no cloud cover. Hexes north of Be Overlay hexrows x11-x21 do not exist.
- PTO Terrain is in effect. Buildings and Huts are Collapsed Huts. Paths are Tracks and Roads are Single Lane Roads. The River and Streams are treated as a Shallow Stream (for Infantry only) and is considered as Level-0 Terrain. Kinding is NA.
- Place Overlays as follows; Be1 101-102 on 32E10-E9, Be7 701-702 on 7E10-E9, Be2 201-202 on 34E10-E9, SD1 on 7I4-I5 and SD8 on 7H6-H5. There was a low tide that night uncovering a Sandbar, therefore treat all hexes of SD1 and SD8 as Sandbars with Hard Sand [G13.3 & F7.3] and no Sand Crest.
- Japanese are Scenario Attackers and are LAX. Japanese tanks *must* enter the Sandbar on Turn 1. Japanese Infantry units (EXC: Guns and Crews) may not Move Advance, or Rout during Game Turn 1.
- Marines are Scenario Defenders and are Normal. The 37mm AT Guns have unlimited Canister and two of the 37LL ATG must setup IN the Pillboxes. Canister is treated as IFE [C2.29]. Wire may be setup IN Sand hexes adjacent to a Hinterland Hex.
- Marine Radio/ Phones (players choice) represent a module of 80+ MTR OBA and a module of 70+ ART OBA that has already been placed. Both modules may Pre-Register one hex. Radio/Phone Contact is already established. Remove one Black Chit from each draw pile. During the first USMC Defensive First Fire Phase a FFE1 must be placed on a target hex with Extent of Error halved. LOS is not required for this fire mission.

ABS:	M3: M2 + Japanese only require 30 CVP ON/east of hexrow 4 to win.	J1: Exchange the Marine HMG for a .50c HMG.
M2: M1 + Exchange the Japanese 9-0 SMC for a 9-1 SMC.	J2: J1 + The Marine 5-5-8 are Fanatic.	J3: J2 + Marine reinforcements enter on Turn 3.
M1: Add a 50mm Mortar to the Japanese OB.		

MARINES Setup First	1	2	3	4	5	6	7	8	9	10	11
JAPANESE Move First											

Company I, 3/1st Marines, 1st Marine Div. [ELR: 5] Setup any where East of the river, but not in a Sand Hex. (Setup on any Island is NA.) {SAN: 2}

	8	3	3	2	2			2	2	(SR 7)	
					Enter on Turn 4 on hex 34I1, Q1 or Y1.						
	3	9	6	2				3			

Sumiyoshi Force (Elements, 4th Inf. Rgt and 1st Independent Tank Company) [ELR: 4] Setup Unconcealed (not Cloaked) as directed. (SAN: 0)

Setup tanks within two hexes of the Sandbar west of the river but not ON the Sandbar.

Setup anywhere on Board 7 west of the river using HIP.

3	6	2

Setup all Japanese Infantry units within two hexes of either 32O3 and 32AA2 and IN Jungle hexes. (HIP is NA.) (EXC: two crews for INF Guns)

26	26	4	2	6	3	2	3	2	



SEIZING VIRU HARBOR

LEATHERNECK 3

Tetemara Village, New Georgia 1 July, 1943 "Operation Toenails", the conquest of the Central Solomon Islands by Allied Forces, had started with the dispatch of two rifle companies and half the HQ company of the 4th Raider Battalion, commanded by LTC Currin. The Raider's objective was the seizure of Viru Harbor and its facilities, so that it could become a forward PT boat base and to relieve pressure on the local coastwatchers by eliminating the Japanese threat. The area around Viru Harbor was garrisoned by the 1st Battalion, 229th Infantry. After a grueling three day overland march, the Raiders finally arrived just north of the harbor's village, Tetemara, on the harbor's west shore. Just after 0900 another Raider patrol had struck another village on the opposite side of the harbor, just a few minutes prior to the Raider's planned attack. The sound of firing brought many Japanese out into the open to see what was going on. Just at that moment a flight of Navy dive bombers caught sight of the Japanese and attacked with bombs inflicting several casualties on the garrison. Before the Japanese could recover, LTC Currin ordered the Raiders to attack! A few Japanese outposts were overrun immediately, before the Raiders were forced to halt under intense Japanese fire. The advance then became slow and sporadic as the attack degenerated into a series of small and very localized firefights throughout the village. Finally, the Japanese, realizing that they were being bottled up against the sea, began withdrawing to the jungle to the northeast. Gathering themselves, the defenders made a Banzai charge against the advancing Marines trying to break out of the encirclement. Losing many of their comrades, about 100 Japanese soldiers succeeded in breaking through the Marine's caldron.

BOARD CONFIGURATION:

NA



Victory Conditions: To win, the Marines must capture/eliminated/possess both AA guns without letting =>10 Japanese squad equivalents escape (SSR6) off the north edge.

SCENARIO RULES:

- EC is Moist with No Wind at start.
- PTO Terrain with Light Jungle is in effect. All Buildings are Huts. Place Village Overlay #1 on 32B2-B1. Kindling is NA.
- The CA of the Japanese AA Guns *must* align with either the Southeast or South hexspine. Japanese AA Guns must setup unconcealed and non-HIP.
- After the Japanese setup, but prior to commencing the scenario, the Marine player may make three FB Bomb attacks vs any Terrain Hex or Japanese Unit. Sighting TC vs Terrain is automatic, but any Japanese in the hex are attacked by Area Fire. Bombs may be HE or Smoke. If Smoke, place a +3 Smoke counter in the hex hit. If the To Hit DR misses, place Smoke in an ADJACENT hex determined by random dr. After these attacks, the FB are removed from the board and may not re-enter.
- Marines are Raiders [G17.11].
- Commencing with the Japanese player turn of Turn-3, the best Japanese SMC must make a NTC. Failure of the NTC allows the Japanese to attempt escape anywhere along the north edge.

ABS:	J3: J2 + Exchange the USMC 8-0 SMC for a 9-1 SMC.	M1: Change VC to "=>9 squad equivalents".
	J2: J1 + Increase the USMC SAN to 4.	M2: M1 + Increase Japanese HIP capability to "2 squad equivalents".
	J1: Change VC to "=>11 squad equivalents".	M3: M2 + Add a 9-0 SMC to the Japanese OB.

● JAPANESE Set Up First	1	2	3	4	5	6	7
☞ MARINES Move First							

Elements, 1st Battalion, 229th Infantry [ELR: 3] Setup unconcealed (EXC: OB provided "?") on the board 32 Overlay ON/East of hexrow 8 with no more than two MMC per hex and only 1 squad equivalent (with stacked SMC/SW) using HIP. (SAN: 2)

3	10	6	3		3	2	2		2

?			
6			

O & P Companies with elements of HQ Company, 4th Raider Battalion [ELR: 5] Setup concealed on board 37 or 32 but not ON the village overlay. (SAN: 3)

16	2	3	2				



TEMPEST AT TOMBE

LEATHERNECK 4

Tombe Village, New Georgia, Solomons Islands 1 July, 1943 Originally the plans for the capture of Viru Harbor had called for Lt. Brown's platoon to attack the small village of Tombe on the east side of the harbor as a distraction while the main body under LTC Currin would then attack the village of Telemara on the west side of the harbor. However, after the discovery of Lt. Brown's small force on 29 June, Currin decided that the Tombe force should be augmented with a second platoon under the command of Captain Walker. Making a stealthy approach, it turned out that the Japanese at Tombe were apparently unaware of the Marines, even after being warned just two days previously. At 0900 hours, Captain Walker opened the attack on Tombe with a bayonet assault by Lt. Brown's platoon followed by his own platoon acting as a second wave. The Japanese garrison at Tombe had been caught unaware of the Marine presence in their area until the first rush of the Raiders gave them a morning surprise. Covered by two .30 caliber machine-guns, most of the Raiders were able to move into the village in a single charge. Thirteen Japanese soldiers were killed outright, while the remainder of the garrison fled into the surrounding jungle after only a few minutes of resistance. Tombe Village was captured without the loss of a single Marine's life.

BOARD CONFIGURATION:

Only hexrows A - P are playable.



SCENARIO RULES:

1. EC are Moist with No Wind at Start.
2. PTO Terrain [G.1] with Light Jungle is in effect. All Buildings are Huts. The River (Harbor) is Deep Ocean. Kindling is NA.
3. All Marine units are Raiders [G17,111].
4. Under the Set-up limits given in the OBs, it is possible that both Japanese and Marine units can be set-up in the same hex. If this occurs, a Melee marker is immediately placed in that hex by the Japanese player and all rules pertaining to Melee are in effect for and during the first turn. Ambush is NA, Marines are attackers. Melees must be played to conclusion at Game End.

VICTORY CONDITIONS: To Win the Marines must control every non-burning Hut location East of the River on/between hexrows D and J at game end.

ABS:

- J3: J2 + the Marines *do not* need to control the Hut in hexrow D.
 J2: J1 + add an 8-0 Leader to the Marine OB.
 J1: Increase the Marine SAN to 4.
 M1: Japanese may HIP one additional squad.
 M2: M1 + all Second Line MMC are Stealthy.
 M3: M2 + increase the number of 4-4-7 Japanese squads to 5.

● JAPANESE Setup First	1	2	3	4	5
☛ USMC RAIDERS Move First					

Elements, 1st Battalion, 229th Infantry [ELR: 3] Set-up anywhere IN/within two hexes of the Huts on/between hexrows D and J. (SSR 4). (SAN: 3)



4-4-8	4-4-7	3-4-7	2-2-8	LMG 2-6	MMG 4-11	MTR 50° [2-16]*	Rifle 2	Rifle 2	Trench	Foxhole 1 Squad
3	4	3		3		2		2		2

Captain Walker's Detachment, Company P, 4th Raider Battalion [ELR: 5] Set-up concealed anywhere outside the Victory Hut Hexes and their adjacent hexes east of the River. (SSR 4). (EXC: May not setup in 7F2 and 7G2.) (SAN: 3)



5-5-8	4-2	4-1	4-1	MMG 4-10	MTR 60° [2-16]	DC 30-1
10				2		



MEETING OTTO

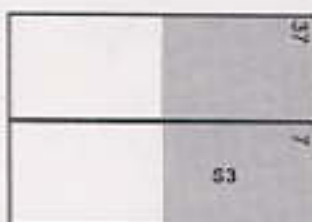
LEATHERNECK 5

Apamama Atoll 23 November, 1943 Operation GALVANIC, a three pronged offensive included the Marines at Tarawa Atoll and the US Army at Makin Atoll. The third prong of GALVANIC was to be accomplished by the smallest unit available, the VAC (V Amphibious Corps) Reconnaissance Company. The VAC Company was transported to Apamama by the submarine USS Nautilus and reached the atoll on the afternoon of 20 November, 1943. On the 21st, the company made their landfall in rubber rafts without problems, except for drifting in a strong current, on a portion of the atoll code-named 'John'. On the 22nd, the patrol ran into a 3-man Japanese patrol and killed one. Moving on to another part of the island coded 'Orson', the Marines encountered a native who informed them that there was a 25-man guard unit entrenched on the next segment of the atoll, known as 'Otto'. Captain Jones decided that the unit would cross over to 'Otto' to investigate the following morning. On the morning of 23 November, Captain Jones attempted to put his Marines across the sandspit that connected 'Orson' and 'Otto' (at low tide). The fire of enemy rifles and light machineguns proved so intense that Jones decided to try an outflank the defenders. On the following morning while the Nautilus shelled the Japanese position, the Marines tried to disengage, so that they could enter the rubber rafts and out-flank the Japanese. This plan did not work, due to the Japanese firing steadily at the rubber rafts even while under the submarine's shellfire. Later that day a friendly Destroyer passed by and placed a few 5" shells into the position killing all the Japanese.

BOARD CONFIGURATION:

Only hexrows A-P are playable.

N^



VICTORY CONDITIONS: To Win the Marines must control the Pillbox hex and its ADJACENT land hexes at the end of the Game. (Swamp hexes are not considered ADJACENT for Victory Purposes.)

SCENARIO RULES:

1. EC is Wet with No Wind at Start.
2. PTO Terrain is in effect with Light Jungle. River and Ponds are Shallow and the River is at Level 0. All Buildings are Huts. Place Overlay S3 on 7I5-J5. Kindling is NA.
3. The Radio represents the direct fire capability of the USS Nautilus' 3" (75mm) deck gun. To use, Radio Contact must be made and maintained for Firing/Acquisition using either Area or Infantry Target Type at a Range of 13-18 hexes. All Spotting procedures and penalties [C9 3] are used just as if it was a mortar. HE and Smoke is available and the gun has a 2 ROF.

ABS:

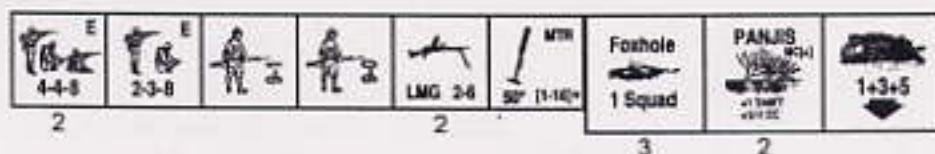
- J3: J2 + Increase Marine SAN to 4.
 J2: J1 + Lower Japanese ELR to 3.
 J1: Lower Japanese SAN to 3.
 M1: Lower Marine SAN to 2.
 M2: M1 + Exchange the Marine 8-1 SMC for a 8-0 SMC.
 M3: M2 + Increase Japanese San to 5.

● JAPANESE Setup First

☞ MARINES Move First

1	2	3	4	5	6
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Elements, Sasebo 7th Special Naval Landing Force [ELR: 4] Setup utilizing HIP within four hexes of 7I10 but not ON the Sand Overlay. {SAN: 4}



VAC Reconnaissance Company [ELR: 5] Setup south of the channel (river on board 7) but not on the Sand Overlay. {SAN: 3}





THE LAST ISLAND

LEATHERNECK 6

Buariki Island, Tarawa Atoll 27 November, 1943 The occupation of the less important islands of the Tarawa Atoll began even while the Marine assault on Betio Island was raging. Elements of the 2/6 Marines, commanded by LTC Murray, had already passed through the undefended island of Bairiki when they were ordered to proceed along the Tarawa Atoll in a northerly direction. Murray's Marines encountered no resistance until the afternoon of 26 November, when the 2/6 Marines reached the northern island of Buariki. Stopped by unexpected Japanese resistance late in the day, Murray ordered the Marines into overnight positions. Early the next morning, LTC Murray planned his attack. Company F would hold the enemy in position from the front while Company G would out-flank the Japanese to the east. Support would be provided by the battalion's attached pack howitzer battery. As the Marines of Company F began their distraction, the Marines of Company G moved eastwards in their attempt to out-flank the Japanese. Trying to move up the coast in rubber rafts was unsuccessful due to heavy Japanese fire. While the battery of pack howitzers may have comforted the men, it proved to be of little assistance, providing only one concentration of fire due to the poor visibility in jungle and the extremely short range of the engagement. In spite of the lack of artillery support, the Marines quickly crushed the Japanese position killing 175 Japanese and taking two prisoners.

BOARD CONFIGURATION:

NA



SCENARIO RULES:

1. EC are Moist with No Wind at Start.
2. PTO Terrain with Light Jungle is in effect. Kindling is NA.
3. Japanese may utilize HIP for two additional squads. Each Pillbox and Foxhole must setup ADJACENT to another Foxhole even if HIP.
4. The Marine Radio represents a 70+ OBA pack howitzer battery with Scarce Ammo. Remove one Black Chit from the draw pile - the first AR may be placed automatically without a chit draw.

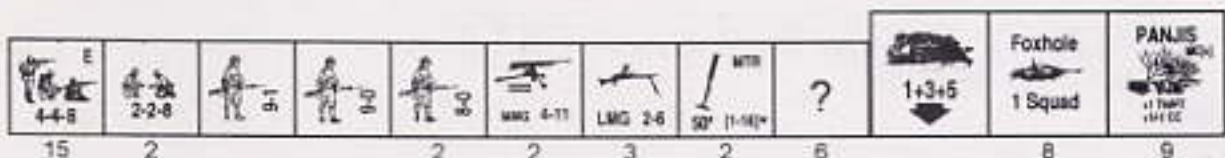
VICTORY CONDITIONS: The Marines win immediately upon acquiring 38 CVP. Besides normal CVP gain, additional CVP may be earned for control of Japanese Fortifications at the rate of, Each Foxhole = 1 CVP per squad size, and the Pillbox = 3 CVP (Prisoner VP are NA.)

ABS:

- J3: J2 + Lower CVP to win to 35
 J2: J1 + Add a 60mm MTR to each Marine Company.
 J1: Change the Marine SAN to 5 and The Japanese SAN to 4.
 M1: Delete the "Whole Hex" requirement from the Japanese setup
 M2: M1 + Japanese Fortifications do not have to be ADJACENT.
 M3: M2 + Exchange one Japanese MMG for a HMG

● JAPANESE Setup First	1	2	3	4	5	6	7
☞ MARINES Move First							

Elements, Sasebo 7th Special Naval Landing Force [ELR: 4] Setup in any whole hex North of Path P5-GG5 and West of a line running from P5 to F10. (SAN: 5)



Elements, 2/6 Marines [ELR: 5] Setup as directed below. (SAN: 4)
 Company F, 2/6 Marines Setup South of Path P5-GG5 and West of Path P5-Q1.



Company G, 2/6 Marines Setup South of Path A5-P5 and East of Path P5-Q1.





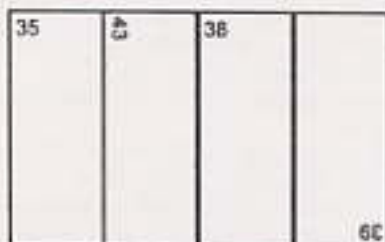
SAIPAN'S TANKS

LEATHERNECK 7

6th Marines Beachhead, Saipan 17 June, 1944 During daylight hours of 16 June, the 2nd MarDiv had not suffered in savage fighting as had the 4th MarDiv. Once darkness had fallen, General Saito, commanding the Saipan garrison, chose to switch his scene of action northward by attacking the 6th Marines in their flank. General Saito then ordered the 9th Tank Regiment, supported by the already decimated 136th Infantry Regiment to make the assault. Instead of ordering his troops to drive the Marines into the sea, Saito decided to first attempt recapturing Saipan's Radio Station, located just 400 yards behind the Marine's front lines. The 44 tank strong 9th Tank Rgt, mostly equipped with 47mm guns would spearhead the attack. At 0330 hours on the morning of June 17, the 1st Battalion, 6th Marines heard the roaring of tank engines just minutes prior to their bursting from the jungle, closely followed by screaming Japanese infantry. "The battle evolved itself into a madhouse of noise, tracers, and flashing lights. As tanks were hit and set afire, they silhouetted other tanks coming out of the flickering shadows to the front or already on top of the squads." was how the battle was described by Major J.A. Donovan Jr., the XO of 1/6 Marines. Marine bazookas, 37mm antitank guns, medium tanks, and self propelled 75mm guns shattered the enemy armor, while rifle and machinegun fire joined mortar and artillery in cutting down the accompanying foot soldiers. By 0700, the din of battle had ended all along the front, except for occasional rifle fire as the remaining Marines hunted Japanese survivors.

BOARD CONFIGURATION:

NA



SCENARIO RULES:

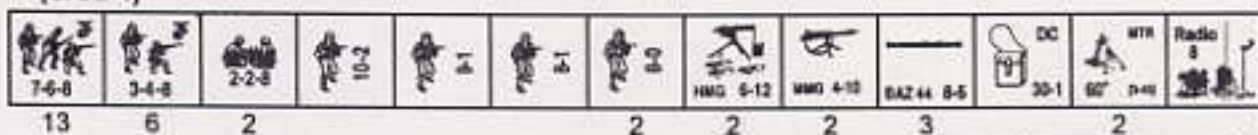
1. EC is Moist with no Wind at start.
2. PTO Terrain with Light Jungle is in effect. All Building hexes except building 4307 are Wood Rubble. Airfield (Bd 38) does not exist, treat as other terrain. All Roads exist. Kindling is NA.
3. Night Rules are in effect. NVR is 3 hexes. Weather is half-moon and scattered clouds. Marines are Scenario Defenders and are Normal, Japanese are Scenario Attackers and are Normal [EXC: Japanese Tanks are Lax].
4. Marine Radio represent one module of 80+ MTR OBA (HE, IR, & Smoke) and the SFCP [G14.61] has one module of NOBA with IR only.

Victory Conditions: To Win the Japanese must control Saipan's Radio Station (Building 4307) at scenario's end.

- ABS:
- M3: M2 + Change VC to Win immediately upon control of Building 4307.
 - M2: M1 + Increase the number of Japanese DC to 4.
 - M1: Add a 4-4-7 and a 3-3-6 MMC to the Japanese OB.
 - J1: Delete 1 HMG and 2-2-8 crew from the Japanese OB.
 - J2: J1 + Exchange one USMC 6-0 SMC for a 9-1 SMC.
 - J3: J2 + The USMC Turn 4 reinforcements arrive on Turn 3.

MARINES Set Up First	JAPANESE Move First	1	2	3	4	5	6	7	8	9	10
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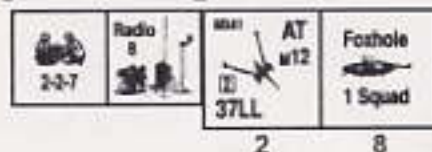
Elements, 1/6 Marines (Reinforced) [ELR: 4] Setup on any whole hex of board 38 and at least 10 hexes from building 4307. {SAN: 4}



Enter on Turn-2 anywhere along the west edge.



Enter on Turn-3 anywhere along the west edge.



Enter on Turn-4 anywhere along the west edge.



Elements, 9th Tank Regiment and 136th Infantry Regiment [ELR: 3] Setup on any hill hex of board 39. {SAN: 2}





WHITE BEACH 1

LEATHERNECK 8

Tinian Island, Marianas Island Group 24 July, 1944. As a demonstration landing was in progress at Tinian Town to deceive the Japanese into thinking that the main invasion of Tinian was there, the actual assault on Tinian was made at a small beach just two miles from the northern tip of the island. Covered by artillery smoke fired from nearby Saipan Island, Company E, 2nd Bn/24th Marines was embarked towards White Beach 1 in LVT, while the rest of the 2nd Bn was directed towards White Beach 2. As the assault waves approached the beach, a sudden wind shift obscured the beach with smoke and slowed the assault while directional corrections were made by low flying aircraft. Only scattered rifle and machinegun fire was received as the Marines approached the shore. At 0747, the eight tractors bearing Company E, 2/24 ground to a halt, and the Marines got their first good look at the small patch of White Beach 1. The beach was just wide enough to accept four of the LVTs, the others having to debark their troops on the ledges adjacent to the beach. Surprise was not complete and a small beach defense detachment put up a spirited defense using rifles, grenades and machineguns. While some Marines had to climb from the waist deep water directly into solid ground, others had to avoid the mines planted by the Japanese on the beaches. During a brief but bitter fight, Company E destroyed the Japanese in their caves and then pushed inland. The attackers had to move swiftly, not only to clear the beaches for later arrivals, but to keep the Japanese defenders off-balance.

BOARD CONFIGURATION:

Only hexrows A-Q are playable



Victory Conditions: To win, the Marines must Control [G11.94] two caves and exit two squad equivalents off the east edge on/between 40H10 and 40J10.

SCENARIO RULES:

1. EC is Moist with a Mild Wind from the East. Current is to the Northwest.
2. Terrain is PTO with Light Jungle. All Buildings are Huts. Roads are Roads. Stream is Dry. Walls/Hedges are Panjis [G9]. Any Water-Hinterland hexside is considered difficult terrain for movement purposes (including APH and Unloading).
3. Place Overlays as follows: Be401-402 on 40G4-H3; Oc1040-1053 on 40O1-40N1; and Oc2001-2002 on 40A6-B5. Kindling is NA.
4. Seaborne Assault rules are in effect. Beach Slope is Moderate. LVT may not cross any Water-Hinterland hexside. Passenger LVT must unload their passengers within two hexes of a beach or ocean hex.
5. Cave Complexes are NA. Caves must be placed where they have a LOS to any Ocean hex. The Japanese player may place one Tunnel. Japanese AT Mines are AB Mines [G14.53].
6. Marine SAN is 0 until at least two good order Marine Squads have been unloaded in or entered (on foot) a Hinterland hex, then the Marine SAN is raised to 3.
7. Marines receive one module of 120mm+ NOBA with HE only using a Shipboard Observer.

ABS:

- J3: J2 + Increase the number of USMC FTs to 2.
- J2: J1 + Replace the USMC 9-2 SMC with a 10-2 SMC.
- J1: Increase the number of USMC 8-0 SMC to 2.
- M1: Increase the number of Japanese 50mm MTR to 3.
- M2: M1 + Add 4 Panjis to Japanese OB.
- M3: M2 + Increase the number of USMC squads to exit to 3 (VC conditions).

● JAPANESE Set Up First	1	2	3	4	5	6	7	8	9
☪ MARINES Move First									

Elements, Garrison [ELR: 3] Setup in any whole hinterland hex of board 40. (EXC: AB Mines setup in Shallow Ocean and AP Mines may be setup in Beach hexes.) (SAN: 5)

4-4-7	2-2-8	MGC 4-11	LMG 2-8	50' [1-14]	AT 1-12				AT Mine	Trench	
8	2		2	2				6(AP)	2	4	3

Company E, 2/24 Marines [ELR: 5] Enter by Seaborne Assault [G14] between Ocean hexes 2145 and 2156. (SAN: 0/3) (SSR 4)

	7-6-8	3-4-8	MGC 4-10		DC 30-1	FT 24-1				LVT 12'	LVT 11'
	12	6	2(dm)	2	2					6	2



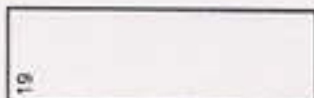
DECEPTION AT RJ177

LEATHERNECK 9

Road Junction 177, Guam 3 August, 1944. The battle to retake Guam had moved into its final phase as the Marines pushed the stubborn Japanese defenders into the northern portion of Guam. The 3rd Marine Division renewed its advance on August 3rd, with the 3rd and 9th Marines. While the 3rd Marines had easy going, the 9th Marines were brought to a halt just two hours later as they approached RJ177. As the leading elements approached RJ177, just west of Finegayan village, an estimated platoon of Japanese opened fire on Company B, 1/9 Marines across a wide expanse of open ground south of the junction. The Japanese were dug-in on either side of the road across an open area that gave excellent fields of fire to the defenders. Braving the intense Japanese fire, a platoon of Marines supported by armor and company supporting fire rushed across the open ground and overran the enemy's strongpoint, where they immediately found that there was a company defending the junction instead of a platoon. After the half hour action, the men counted 105 dead Japanese soldiers from the *Japanese 322nd Infantry Battalion*.

BOARD CONFIGURATION:

NA



Victory Conditions: The Marines win instantly when there are no non-broken Japanese MMC within 6 hexes of 19X2. (*HIP units are considered as broken for VC purposes.*)

SCENARIO RULES:

- EC are Moist with no Wind at start.
- PTO Terrain is in effect with Light Jungle. Roads are Roads. All Buildings are Wood Rubble. Kindling is NA.
- Prior to play the Japanese player makes a secret dr to determine his HIP units, SMC, SW, Fortifications, and any setup conditions allowed, using the table below.

ABS:

- J3: J2 + Japanese OB given Concealed Units may not Conceal.
- J2: J1 + Exchange the Marine 9-1 SMC for a 9-2 SMC.
- J1: Increase the Marine SAN to 4.
- M1: Add a ATR and Japanese 2-2-8 Crew to every Japanese HIP dr unit.
- M2: M1 + Increase the Japanese SAN to 5.
- M3: M2 + ALL Japanese units may use HIP.

JAPANESE Set Up First	1	2	3	4	5	6
MARINES Move First						

Elements, 322nd Infantry Battalion [ELR: 3] Setup Concealed (not HIP) within 6 hexes of 19X2. {SAN: 4}

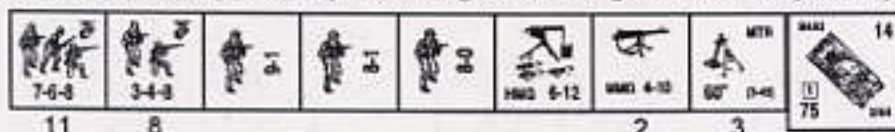


4

From the below Table (SSR 3) Setup using HIP anywhere on Board 19 north of hexrow 4.

dr	#/type MMC	SMC	SW	Fortifications	Setup Conditions	Notes
1	6x 4-4-8	10-1, 10-0	HMG ¹ , MMG ¹ , 2x LMG 2x 50mm MTR	1-3-5 Pillbox ^{2,3} , Trench ⁴ 4x Foxholes	Boresighting OK	¹ Receives a 2-2-8 Crew.
2	7x 4-4-8	10-1, 9-1	MMG ¹ , 2x LMG 2x 50mm MTR	1-3-5 Pillbox ^{2,5} 3x Foxholes	Boresighting OK	² Worth 2 CVP
3	8x 4-4-7	9-1, 9-0	MMG ¹ , 2x LMG 2x 50mm MTR	Trench ⁴ , 6 AP Mines 4x Foxholes	Boresighting NA	³ Includes Tunnel
4	9x 4-4-7	9-1, 8-0	3x LMG 2x 50mm MTR	6x Panjis, 6 AP Mines 4x Foxholes	Boresighting NA	⁴ Worth 1 CVP
5	10x 4-4-7	9-0, 2x 8-0	3x LMG 2x 50mm MTR	6x Panjis 3x Foxholes	Boresighting NA	⁵ Tunnel is NA.
6	8x 4-4-7 3x 3-4-7	9-0, 8-0, 8+1	3x LMG 2x 50mm MTR	6x Panjis 3x Foxholes	Boresighting NA	

Company B, 1/9 Marines [ELR: 5] Enter anywhere along the south edge of Board 19. {SAN: 3}



11

8

2

3



BREAK-THROUGH AT RJ177

LEATHERNECK 11

Road Junction 177, Guam 3 August, 1944 With the exception of the action at RJ177, the 3rd MarDiv had advanced all day against only moderate resistance. The left flank had moved about 3000 yards ahead of the right, which had stopped at noon when contact with the U.S. Army's 77th Division was lost. As evening fell, contact had not been re-established so the 3rd MarDiv stopped where it was, leaving Company B, 1/9 Marines holding the open ground just south of RJ177. The early hours were quiet, but the Marines started receiving mortar fire about 2100 hours. Just a short time later a Japanese 8-man patrol was spotted approaching the Marine perimeter. As the Japanese patrol neared the Marines' positions, the last member fired a red rocket. This rocket was evidently a signal because in just minutes two Japanese medium tanks burst into action and charged the Marines' lines. Both tanks cruised down the road, and through the Marines' positions, seemingly impervious to Marine fire, including the fire from a couple of 37mm anti-tank guns. During this tank action the Marines were tied down when attacked by an unknown number of Japanese infantry supported by 90mm mortars. While the Marines resisted the attacking Japanese infantry, artillery was used to silence the Japanese mortars. The Japanese tanks had penetrated the Marines lines to the rear areas, where one of them fired and hit a Sherman tank before withdrawing, fortunately, the 57mm round failed to explode.

BOARD CONFIGURATION:

NA



Victory Conditions: To win the Japanese must exit at least 20 VP on/between hexes 19A10 and 19K10.

(Prisoners are NA for VP.)

SCENARIO RULES:

1. EC are Moist with no Wind at start.
2. PTO Terrain is in effect with Light Jungle. Roads are roads. All Buildings are Wood Rubble. Kindling is NA.
3. Night Rules [E1.] are in effect. NVR is 3 hexes. Weather is Partly Cloudy with a half-moon.
4. Marines are Scenario Defenders and Japanese are Scenario Attackers. Both are Normal.
5. Every Marine MMC may be placed in a Foxhole (number as required). Marine Canister is treated as IFE [C2.29].
6. The Japanese Radio represents a Pre-registered 90mm Battalion MTR OBA with Normal Ammo that has already been placed. Remove one Black Chit from the Japanese draw pile. Radio Contact is considered established. Prior to setup, the Japanese player may secretly designate one hex as having a Spotting Round (SR) placed. During the first PFP the SR must be converted to a FFE1 with normal accuracy and one-half extent of error dr.

ABS:

- J3: J2 + USMC Canister Depletion is 12.
- J2: J1 + Exchange one 8-0 SMC for a second 8-1 SMC.
- J1: Marines can set up in Open Ground and Kunal.
- M1: Increase the Japanese SAN to 3.
- M2: M1 + Japanese only need to exit 18 points to win.
- M3: M2 + Increase the number of Japanese 4-4-7 to 22.

MARINES Set Up First	1	2	3	4	5	6
JAPANESE Move First						

Company B, 1/9 Marines [ELR: 4] Setup in any *Open Ground* hex of board 19 south of hexrow 4. {SAN: 4}

	9	8	2		2		2	2	2	2	2

Elements, 322nd Infantry Battalion [ELR: 3] Setup or Enter as directed. {SAN: 2}

Setup unconcealed and non-HIP within 3 hexes and in LOS of any Marine unit after the Marines have setup.

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Enter on Turn-1 anywhere on/between 19I1 and 19Y1.

20	2					2	3	2	3(dm)	2



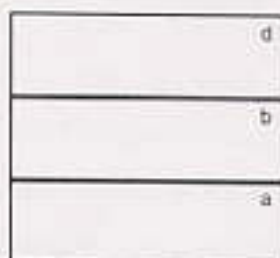
NIGHTMARE AT NAHA

LEATHERNECK 12

The Northern Suburbs of Naha, Okinawa 13 May, 1945 The newly created 6th MarDiv was thought by some to be too inexperienced to be placed in an assault position at Okinawa. Fortunately the core of the 6th MarDiv was the veteran 4th Marines, composed of former Raiders, and the 22nd Marines who underwent their baptism under fire at Guam in 1944. On 13 May, 1945 the 22nd Marines sent a combat reconnaissance patrol into the northern suburbs of Naha. This first patrol was turned back after taking heavy fire from a Japanese fortified area that had been deserted just the day before. In an effort to reduce this outpost of the Japanese 12th Independent Battalion an artillery barrage was laid on these newly discovered positions. After the barrage was completed, Company L, 3/22 Marines supported by armor was ordered back into the suburbs to finish destroying any remaining Japanese resistance. One tank was destroyed by a suicide tank hunter with a satchel charge even as the Marine "Grunts" were held up by heavy Japanese MG fire that had some how survived the American artillery. Unable to continue unassisted, Company K, 3/22 Marines was ordered into Naha. These additional Marines were not able to penetrate the Japanese defenses any better than those from L/3/22. After four hours of intense street fighting, the Marines returned to their lines at 1830 hours. The next day the 22nd Marines were shipped back to the rear for rest and refitting after losing more than 800 casualties since landing on Okinawa.

BOARD CONFIGURATION:

NA



Victory Conditions: The Marines win immediately at the end of any player turn that they control building aJ1. [A26.12]

SCENARIO RULES:

1. EC is Wet with no Wind at start.
2. All Woods/Orchard/Brush hexes are Stone Rubble. All buildings are Buildings but are Ground Level only. Bridges and Cellars do not exist. All Hedges are Stone Walls. Kindling is NA.
3. Japanese 3-4-7 (2nd Line) are Stealthy. Japanese may Bore sight. Japanese have MOL [A22.6] capability. The Japanese have 6 Fortified Building locations. Due to orders to defend only, the Japanese Battle Hardening Table DRM is 0 [A15.3].
4. Marine 3-4-8 HS may only Recombine into 6-6-8 Squad MMC.
5. Boobytrap Level A is in effect against the Marines.

ABS:

- M3: M2 + Japanese on Board B are Fanatic.
- M2: M1 + Increase the number of Fortified Locations (SR 3) to 7.
- M1: Add a MMG w/2-2-8 Crew to the Japanese OB.
- J1: Exchange one 8-0 for another 8-1 SMC in the USMC Company K OB.
- J2: J1 + Add a 6-6-8 MMC to the USMC Board d setup OB.
- J3: J2 + Tunnels are NA.

● JAPANESE Set Up First	1	2	3	4	5	6	7	8	9
☺ MARINES Move First									

Elements, 12th Independent Infantry Battalion, 62nd Division [ELR: 3] Setup using HIP on boards a and/or b. {SAN: 5}

●	4-4-8	4-4-7	3-4-7	3-3-6	2-2-8	HMG 8-14	MMG 4-11	LMG 3-8	MTR 1-11	DC 30-1	AT 47L	INF W12 70
	3	4	4	3	6			2	2	4		

Elements, 3/22 Marines [ELR: 5] Setup/Enter as directed. {SAN: 3}

Elements, Company L and 6th Tank Battalion
Setup anywhere on board d

Enter on Turn-1 on dH5 or dO3.

7-6-8	3-4-8	8-0	MMG 4-10	75	75	TF32	7-6-8	3-4-8	8-0	75	TF32
2	2						2	2			2

Elements Company K Enter on Turn-2 along east edge of boards b and/or d.

7-6-8	6-6-8	8-0	8-0	8-0	1-1-2	MMG 4-10	MTR 1-11	DC 30-1	FT 24-1	SAC 43 8-5
6	6			2			2	4		

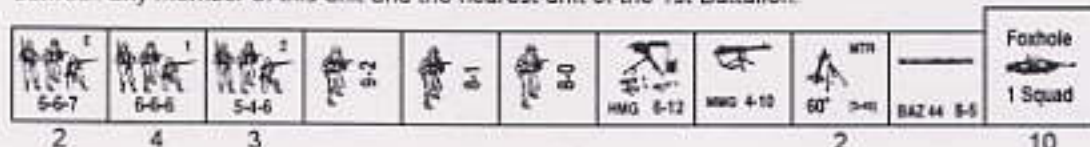
Elements, 105th Infantry Regiment and 10th Marine Artillery Regiment. Setup as directed below. (SAN: 5)



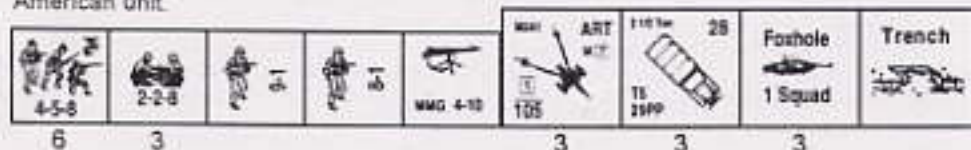
Elements, 1st Battalion, 105th Infantry [ELR: 3] Setup on Board 18 within 6 hexes of 18I8 with at least 8 hexes between any member of this unit and the nearest 2nd Battalion unit.



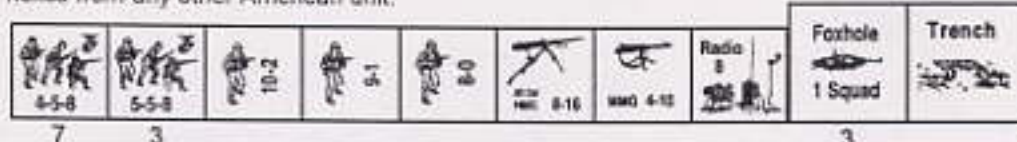
Elements, 2nd Battalion, 105th Infantry [ELR: 3] Setup on Board 18 within 6 hexes of 18Y7 and 8 hexes between any member of this unit and the nearest unit of the 1st Battalion.



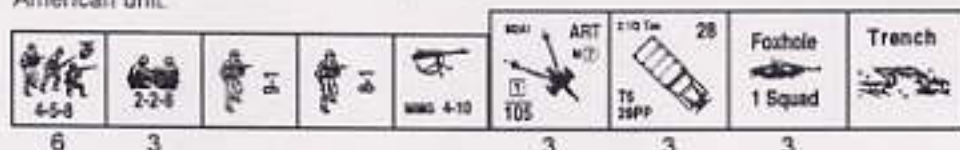
Battery H, 3/10 Marines [ELR: 5] Setup on Board 43 within 4 hexes of 43N8 and > 4 hexes from any other American unit.



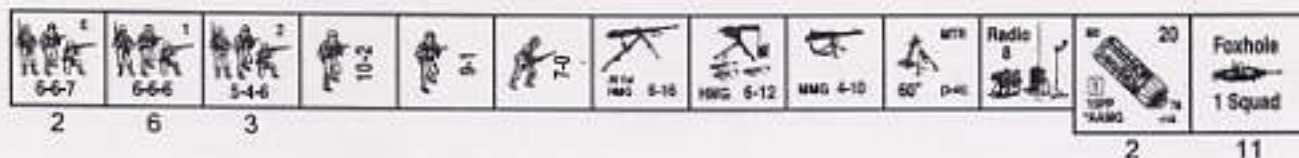
3/10 Marines Headquarters and Service Battery [ELR: 5] Setup on Board 33 within 5 hexes of 33I4 and > 4 hexes from any other American unit.



Battery G, 3/10 Marines [ELR: 5] Setup on Board 33 within 4 hexes of 33W5 and > 4 hexes from any other American unit.



Regimental Command Post, 105th Infantry [ELR: 3] Setup on Board 35 within 6 hexes of 35CC5.



Remnants, Saipan Garrison Force [ELR: 3] Enter unconcealed and uncloaked on Turn 1 along the north edge of board 18 with at least two MMC per hex. (SAN: 5)

