April 15, 1945, Yae Take, Okinawa - The closer the Allied effort got
to the home islands of Japan, the more intense became the Japanese
resistance. Some of the most tenacious struggles of the war occurred
on Okinawa. As Army and Marine units moved slowly South on the island,
pockets of resistance had to be systematically and painfully destroyed.
The 4th Marine Regiment was assigned the task of finalizing the cap-
ture and control of Yae Take, a mountainous area with many caves, on the
Motobu peninsula of Okinawa.

**VICTORY CONDITIONS**
The American player must eliminate all Japanese
units from the caves and bunker hexes, and all
hexes adjacent to them to win. Otherwise, it is
a Japanese victory.

The Japanese set up first
The Americans move first

**TURN RECORD CHART**

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**SPECIAL RULES**

P-4.1 Caves are to be placed on any 3 of the following hexes: 2H2, 2K4
2P3, 2P5, 2Q7, 2S4, 2S5, or 2T3. See Pacific Rule #4 on caves.
There must be at least one Japanese squad in each cave and bunker
hex at the beginning of the game.

P-4.2 The following terrain features are altered for this scenario:
(1) Roads, walls and hedges are to be disregarded.
(2) Wheatfields are to be considered brush hexes.
(3) Building hexes are considered woods.

Aftermath: The Japanese refused to surrender. They either died in their
caves, or in suicidal charges against the Americans. The struggle
was so severe that the 1st battalion was pulled out of the line
after this operation was complete. It was a costly U.S. victory.