June 16, 1944, Saipan — After establishing the beachhead on the first day, the Americans prepared themselves for the usual Jap counterattack. To their surprise, however, the Japanese forces were primarily armored. The 9th Tank Regiment was making a real effort to break through U.S. lines and reach the shore.

**VICTORY CONDITIONS**

In order to win, the Japanese Player must exit 9 unbroken squads from the North edge of board 4 by the end of game or U.S. wins. (A tank counts as 2 squads)

U.S. Sets up First

Japanese Moves First

**SCENARIO P-7**

**REACH THE BEACH**

"Wild Bill's Raiders"

**BLOOD AND SAND**

**AMERICAN:** 1st Btn., 6th Marine Regiment - Locate on Board 13, 8th of row 8 (Exc.)

6-6-7 6-6-6 2-3-6 7-0 8-1 9-1 MMG HMG 60 Mtr. 37 MATG Baz(44a) Radio Trench
x3 x6 x4 1 1 1 x2 1 x2 x1 x3 x2 x4

Locate on board 4

7-4-7 5-5-6 2-3-6 Demo. FT MMG Baz(44a) Radio 8-0 9-2 1-4-9
x2 x6 x1 x4 1 1 x2 x2 1 1 1 1

1/2 T Truck Wire Trench ELR: 4
x3 x2 x4

**END**

**JAPANESE:** 47th Independent Mixed Brigade, and 9th Tank Regiment - Enter South edge, Board 13

4-4-7 4-3-6 2-3-7 50 MGL LMG HMG ATM 8-1 9-2 10-2
x12 x9 x6 x3 x4 x2 x4 x2 1 1

T-95 T-2 T-97 9-2 ELR: 5
x3 x3 x3 (armor leader)

**SPECIAL RULES**

P-7.1 Night rules are in effect

P-7.2 U.S. Player allowed one module of 150m Art (plentiful ammo)

P-7.3 The stream on board 13 is dry (See SL#157), Treat as a gully.

Aftermath: The fighting took on a deadly intensity. The Americans used their support weapons with extreme accuracy. A few light tanks from the shore also joined the battle. The lightly armored Japanese tanks, bathed in the light of starshells, proved to be easy targets for antitank and bazooka fire. They became small infernos of light as they exploded and added an eerie glow to the scene. By morning, 31 burned out hulks of Japanese light and medium tanks were found littering the area.