VICTORY CONDITIONS
The U.S. Player must have all bunkers free of unbroken Japanese units to win. If not, it is a Japanese victory.

JAPANESE SET UP FIRST
AMERICANS MOVE FIRST

JAPANESE: 1st South Seas Detachment, 122nd Infantry Regiment
Locate East of Row K, exclusive.

4-4-7 5-4-8 2-3-7 IMG MMG HMG ATM Demo. 47ATG 75ATG 50mmT. Trench
x8 x3 x4 x4 x2 x2 x3 x2 x1 x1 x2 x4
8-1 9-1 9-2 (?) (Bunkers) 1+5+7 2+3+5 2+5+7
1 1 1 10 x2 1 1

AMERICAN: 1st Bn., 184th Infantry Regiment
Locate West of Row G, exclusive.(M-2) (44a)

6-6-6 6-6-7 8-0 8-1 9-1 MMG HMG 60mmT. Baz. Radio
x10 x4 x2 1 1 x3 1 x2 x2 x1

Enter turn 4, West Edge HQ Co., 767th Tank Bn. M-10 T-30HMC(HT)
x2 x1

Enter turn 6, North or South edge, West of Row Q, exclusive, 13th Eng. Bn.

7-4-7 1-4-9-9-1 10-3 Baz(44a) Ft Demo M-3H. Track
x6 x1 1 1 x3 x2 x6 x4

SPECIAL RULES
11.1 Terrain Features - All Wheatfields are brush hexes. All buildings are woods hexes. Use contour of buildings to determine LOS. Roads are trails, with no movement bonus. Use Squad Leader overlay G by matching overlay hex K5 with board hex X3, and overlay hex E7 with board S6. Hedges are gullies.

11.2 Artillery-Air Support - The American player receives the following support:

(1) Artillery 2 modules of 80mm(plentiful ammo) between turns 1-4 only.
(2) One module of air support enters automatically on any turn between turns 5-7(inclusive). It consists of 2 aircraft, armed with 150/36 (Corsairs). Napalm may not be used.

AFTERMATH - Tanks, air and artillery support was uncoordinated and largely ineffective against the stout Japanese defenses. At the middle of the day only 100 yards had been gained with high U.S. casualties. Finally engineer units moved, and took the area in a bloody struggle from bunker to bunker.