July 24, 1944, Tinian - Realizing their situation to be hopeless, the Japanese defenders counterattack with the last remaining tanks on the island. Striking at the U.S. defenses, the Japanese soon penetrate to the rear area to attack artillery support positions.

**VICTORY CONDITIONS**
The Japanese must destroy all 75mm Howitzers to win. Otherwise, it is a U.S. victory.

**TURN RECORD CHART**

**AMERICANS SET UP FIRST**

**JAPANESE MOVE FIRST**

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**AMERICAN:** Elements of 3rd Artillery Bn., 25th Marine Rgt.
Set up West of row AA, exclusive ELR:1

- 6-6 5-6 2-3-6 8-0 9-1 9-2 1-4-9 MMG Bez(44a)
- x4 x3 x9 1 1 1 x2 x2
- 37ATG(09) 75ART(M1917) Trench Wire Mines (hastily laid)
- 1 x6 x4 x16

**JAPANESE:** 1st Bn., 50 Inf. Rgt. - Enter East edge, turn 1.

- 5-4-8 4-4-7 8-1 9-1 9-2 LMG Demo T-95
- x4 x12 x2 1 1 x4 x6 x2

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**SPECIAL RULES**

- **P-14.1** Night rules are in effect, with the exception that only one die is rolled to determine night visibility range.

- **P-14.2** The 75mm Artillery pieces are to be emplaced in hexes X4, X5, and X7. It requires two 2-3-6 units to operate them normally. One crew is placed under the piece and is allowed a +2 DRM for the gun shield. The other is placed on top and may not use the DRM. One crew may fire the weapon, but only once per player phase, and must use the red "to hit" column.

- **P-14.3** Disregard hedges and walls. Treat wheatfields as level one hills. Buildings are considered woods hexes. Use hexsides to determine LOS. Roads are trails and offer no movement bonus. Double time may be used.

**AFTERMATH**
The Japanese penetration took the rear positions by surprise. The quick thinking artillerymen quickly depressed their weapons and fired point blank into the shadowy masses hurling themselves forward. The effect was devastating. Even the determined Japanese troops could not withstand such punishment; and in a matter of minutes the drive was broken. Many torn and mutilated bodies covered the area around the emplaced artillery pieces. The line bent, but it held!