JUNGLE FIGHT

July 2, 1943, Rendova Island, New Georgia - U.S. Army units, with a combined commando native unit seek out Japanese which are hidden throughout the small islets around Rendova. As they patrol through the jungle, a Japanese encampment is found and a firefight ensues.

VICTORY CONDITIONS
The Allied player must clear all encampment and its adjacent hexes of unbroken enemy units to win. Otherwise, it is a Japanese victory.

Japanese set up first
Allies move first

TURN RECORD CHART

SPECIAL RULES
P-20.1 Prior to setup, the Japanese player secretly chooses one of the three open areas on board five as his encampment. They are (1) G6, 7; (2) J6, 7, K7, 8; and (3) L5, M5, 6. All hexes adjacent to the encampment are part of the encampment. The Japanese player must place at least 4 squads in the encampment area. These units may not move or fire until either fired upon, or an Allied unit comes within their line of sight.

P-20.2 Ambush rules are in effect (98.3) for the Japanese.

P-20.3 The Native units may use gurkha rules for close combat (their attack factor is doubled). The native leader may rally or use his modifier with Natives, but not with U.S. units. They self rally with DM.

P-20.4 Treat all road hexes as shallow stream hexes (See S1 rule #157). Treat all woods hexes surrounded by woods hexes as jungle hexes. A jungle hex requires 3MF and gives a +2 DRM against attacks.

AFTERMATH: The fighting was fierce and hand to hand. The natives showed exemplary valor and the struggle soon ended with the area in Allied hands.