August 18, 1942, Tulagi Island

Even though all organized resistance had been neutralized on Tulagi, and the island served as a hospital for casualties from the nearby island of Guadalcanal. The Japanese continued to harass in the form of guerrilla attacks from nearby smaller islands. Such was the case in the early morning hours of the 18th as the main hospital was put under attack by Japanese raiders.

**VICTORY CONDITIONS**
The Japanese player must destroy 4 buildings on overlay P-C and eliminate 3 full U.S. squads or their equivalent to win.

Americans set up first
Japanese move first

**SPECIAL RULES**
P-20(A).1 A 3-4-7 and two 2-0-7 units must be placed in each one of the buildings on hexes W6, X5, and Y5.

P-20(B).2 The 2-0-7 units are hospital patients. They equal ½ squads for victory conditions. They have a 3MF. If they break as a 2-0-7 unit, they are eliminated. The building on Z5 is the armory. Any 2-0-7 unit that enters this building is immediately converted to a 3-4-7 unit.

P-20(A).3 Night rules are in effect, NVR being determined by the roll of one die at the beginning of each turn. Infiltration rules are in effect. Only the 7-4-7 and 2-3-7 units may be on alert.

P-20(A).4 Overlay P-C is to be used by matching hex numbers. All terrain is ground level, and all buildings are level 1 and wooden.

**AFTERMATH** The raid was vicious. There was much hand to hand fighting, and even hospital patients were forced to fight for their lives. After a few minutes of intense close combat, the Japanese began to slip back into the darkness of the jungle surrounding the hospital, though many less than those who had come out.