

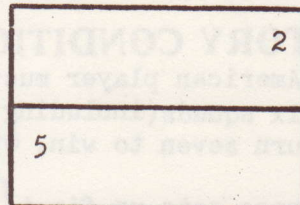
THE BATTLE OF BLOODY RIDGE

September 13, 1942, South of Henderson Field, Guadalcanal - The Japanese, determined to annihilate the Marine invaders from the island, carefully prepared a night assault against the Southern perimeter of the U.S. units around Henderson Airfield. The primary line of defense was Edson's Raiders and Marine paratroopers. Even against overwhelming odds, they knew that they must hold "at all costs."

Board Configuration

VICTORY CONDITIONS

The Japanese must exit 10 unbroken squads off the North edge to win. If the American player loses more than 9 squads, each additional full squad loss counts as a Japanese squad exited off the North edge. (½ Squads and Crews count toward full squads for victory conditions).



TURN RECORD CHART

American Sets up First

Japanese moves First

1	2	3 ^o	4	5 ^o	6 ^o *	7	8	9
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AMERICAN: Edson's Raiders and 1st Marine Parachute Battalion - Set up on any whole hex of board two.

ELR: 6



7-4-7 6-6-7 2-3-7 MMG HMG 60mMtr(M-2) Radio 8-1 9-1 10-2 Wire Trench
 x9 x6 x5 x3 x2 x3 x2 1 x2 x1 x4 x4

Enter turn six, from North edge, board two M2A4 6-6-7 9-2
 x2 x3 x1

JAPANESE: Kawaguchi Force - Deploy on Board Five, South of row 3(Exclusive) ELR:3



4-4-7 4-3-6 2-3-7 8-0 8-1 9-1 10-2 MMG HMG 37IG 50mMtr. Radio LMG
 x16 x8 x5 x1 x1 x1 x1 x2 x1 x2 x2 x1 x6

Turn 3, Enter South Edge, Board 5 Turn 5, Enter South Edge, Board 5

4-4-7 4-3-6 7-0 9-2 LMG ATR 4-4-7 4-3-6 LMG 8-0 9-1 5-4-8 Demo.
 x6 x6 1 1 x3 x2 x4 x4 x2 1 1 x2 x4

SPECIAL RULES

- P-1.1 Night visibility rules are in effect, with a fixed visibility limit of 5 hexes. Americans receive two offshore starshells automatically every other turn. See Pacific Rule # 2.
- P-1.2 The Americans have available two modules of 100mm offboard artillery. Radio contact is considered established, as long as there is an unbroken leader with a functioning radio. The spotting round and adjustments are made normally per SL rules.
- P-1.3 Terrain changes are as follows:
 - (1) Disregard all walls, hedges and roads.
 - (2) Wheatfields are treated as brush hexes, and building hexes as woods hexes. Use building contour for LOS.

Aftermath: Two nights of intense fighting saw the American perimeter hit hard and greatly reduced. The line bent, but never broke! Wave after wave of Japanese soldiers shed their blood on the ridges in a futile attempt to overwhelm the defenders. Along with the valor of the Marines, timely artillery and armor support finally broke the back of the Japanese attack.

CHESTY PULLER TO THE RESCUE

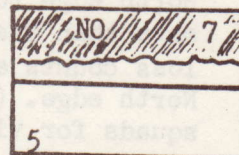
September 27, 1942, Point Cruz, Guadalcanal - During the conflict on Guadalcanal, the 1st Marine Division found it necessary to protect their East flank by way of a two pronged attack against Point Cruz. The operation was not well coordinated, and the men landed in the area were suddenly ambushed and put under heavy attack. Forced to return to the beach, the American forces had their backs to the ocean with no help in sight.

Board Configuration

(Use only South half of board 7)

VICTORY CONDITIONS

The American player must safely evacuate an equivalent of six squads (including $\frac{1}{2}$ squads and crews) by the end of turn seven to win. Otherwise, it is a Japanese win.



Japanese sets up first

American Moves first

1	2	3	4	☆5	☆6	☆7
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JAPANESE: Board 7 (Must be placed West of row 7BB or East of 7N) ELR:4



4-4-7 LMG 9-1
x4 x2 x1

Note: Japanese use either HIP or 12(?) counters added to mix

Board 5 (Must be placed South of Row 4 - Exclusive)

4-4-7 2-3-7 LMG MMG 50mMtr 8-1 9-1 Radio
x9 x2 x3 x2 x2 x1 x1

AMERICAN: 1st Battallion, 7th Marine Regiment (Place South of board 5, row 2, exclusive. No two squads may be stacked together initially) ELR:5



6-6-7 6-6-6 2-3-6 MMG 1-4-9 8-1 9-2 Radio 60mMtr(M-2)
x4 x8 x2 x2 x1 x2 x1 x1 x2

SPECIAL RULES

- P-2.1 The Evacuation zone for American units extends from 7AA5 to 7O3. A unit may be evacuated from any of these shore hexes beginning with turn 5.
- P-2.2 To be evacuated, an American unit must begin a turn in a shore hex within the evacuation zone. At the end of that turn during the close combat phase, the unit is considered to be safely evacuated and removed from the board. However, if the unit is broken or locked in CC, it may not be evacuated.
- P-2.3 The American player receives fire support of 80mm (or the 12 column on the IFT chart) on each turn beginning with turn five. Any hex within the Line of Sight of any shore hex in the evacuation zone may be fired upon. Though no weapon is on the board, this fire is supposed to come from the Ballard and is treated as onboard fire. It may be treated as spraying fire.

Aftermath: Lt. Colonel "Chesty" Puller, veteran of many campaigns, was not with his battalion during this operation. He had been chosen to act as temporary Executive Officer for Colonel Edson at 1st Division headquarters. When hearing of the desperate plight of his men, he commandeered the seaplane tender Ballard, guided her right to the area, and then directed both supporting fire and the evacuation of the men of his battalion. There were numerous acts of individual heroism during this conflict, both by the Marines and the crew of the Ballard. The battalion was rescued, but casualties were heavy and no new ground was gained by the effort.

TAKE HENDERSON FIELD!

"Wild Bill's
Raiders"

August 21, 1942, The Ilu River, near Henderson Field, Guadalcanal - The first major Japanese offensive to retake the island was designated as Operation KA. Commander Ichiki had carefully assembled his men in the jungle facing American positions. After a short artillery and machine gun barrage, the Japanese fiercely charged across the sandbar at the mouth of the river. Henderson Field must be taken!

VICTORY CONDITIONS

If the Japanese player has 6 unbroken units on the West side of the river and there are no unbroken American units in hexes N1,2, Q3,4,5,6, and 7 he wins. If not, it is an American victory.

Board Configuration



TURN RECORD CHART

U.S. Sets up first
Japanese Moves first

1	2	3	4	5	6
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JAPANESE: Ichiki Attack Force, anywhere East of the River
(excluding East riverbank hexes)



4-4-7 4-3-6 2-3-7 7-0 8-1 9-2 LMG MMG HMG 50mGL Rad. 75IG
x12 x10 x8 1 x2 1 x4 x2 x2 x4 x1 x2

Turn 2 - Enter from East edge

4-4-7 4-3-6 9-1 10-2 LMG ATR
x4 x6 1 1 x3 x2

Note: All Japanese units should be rated "fanatical" (See SL rule 26) with an ELR of 4.

AMERICAN: Second Btn., 1st Marine Regiment, anywhere West of river
(Including West riverbank hexes)



6-6-7 6-6-6 7-4-7 (Eng.) 2-3-7 8-0 9-1 9-2 MMG HMG 60mMtr(M-2) Trench
x6 x5 x2 x4 x1 x2 x1 x2 x2 x2 x6

37mATG Radio Wire
x2 x2 x3
(c10)

TURN 3, Tank Support, enter West edge, 4A5,6

M2A4 (c10) 9-1 Armor Ldr.
x2 x1

Note: U.S. units
have an ELR of 5

SPECIAL RULES

P-3.1 The Ilu river (mistakenly thought to be the Tenaru) was more a stream than a river. Use Squad Leader rules #157. The river is considered shallow, except for hex rows 1-5, which are considered dry, (due to the sandbar). The river overlay is to coordinate with the numbers on board #4. The riverbank hexes are considered to be ground level; the river, -1 level. Wheatfields are brush hexes. All other terrain is unchanged.

P-3.2 The American player has one module of fighters available (FP=8) at anytime. He only must roll for the amount of fighters and for how long they may remain on the board.

P-3.3 After all setup is complete, the Japanese may call in two modules of 80mm (harrassing fire) prior to beginning turn one. Radio contact is established, and the Japanese player must only roll for accuracy and extent of error. It may not be corrected.

Aftermath: The attackers were slaughtered as they attempted to cross the river. Machine gun and rifle fire mowed them down. Fighters from Henderson field mercilessly strafed them. Finally tanks rumbled on the scene and finished the carnage. It was a severe defeat for the Japanese, and Ichiki, in despair, burned his regimental colors and committed "kari kari."

TO THE DEATH

"Wild Bill's Raiders"

April 15, 1945, Yae Take, Okinawa - The closer the Allied effort got to the home islands of Japan, the more intense became the Japanese resistance. Some of the most tenacious struggles of the war occurred on Okinawa. As Army and Marine units moved slowly South on the island, pockets of resistance had to be systematically and painfully destroyed. The 4th Marine Regiment was assigned the task of finalizing the capture and control of Yae Take, a mountainous area with many caves, on the Motobu peninsula of Okinawa.

VICTORY CONDITIONS

The American player must eliminate all Japanese units from the caves and bunker hexes, and all hexes adjacent to them to win. Otherwise, it is a Japanese victory.



Board Configuration

4
2

TURN RECORD CHART

The Japanese set up first
The Americans move first

1	2	★3	4	5	6	7	8
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	<p>JAPANESE: Udo Force, 2nd Infantry Battalion-Set up on Board Two using special rule P-4.1 ELR: 6</p> <p style="text-align: right;">(Bunker)</p> <p>4-4-7 5-4-8 2-3-7 9-1 10-2 LMG MMG 2-3-5 ATM Demo. Trench x6 x2 x1 x2 x1 x2 x1 x1 x3 x3 x3</p> <p>47 ATG Snip-2 Snip-3 Note: The Japanese may use HIP or x1 x1 x1 add 12(?) to the counter mix</p>
	<p>AMERICAN: Able Co. 1st Battalion, 4th Marine Regiment-Place on Board Four, North of hex row six (exclusive) ELR: 3</p> <p>6-6-7 7-4-7 MMG FT Demo. 8-0 8-1 9-1 9-2 x10 x4 x2 x2 x6 1 1 1 1</p> <p>Turn 3 - Enter from North edge M-4FT Tank x1</p> <p style="text-align: right;">Note: 7-4-7 units are Engineers.</p>

SPECIAL RULES

P-4.1 Caves are to be placed on any 3 of the following hexes: 2H2, 2K4, 2P3, 2P5, 2Q7, 2S4, 2S5, or 2T3. See Pacific Rule #4 on caves. There must be at least one Japanese squad in each cave and bunker hex at the beginning of the game.

P-4.2 The following terrain features are altered for this scenario:

- (1) Roads, walls and hedges are to be disregarded.
- (2) Wheatfields are to be considered brush hexes.
- (3) Building hexes are considered woods.

Aftermath: The Japanese refused to surrender. They either died in their caves, or in suicidal charges against the Americans. The struggle was so severe that the 1st battalion was pulled out of the line after this operation was complete. It was a costly U.S. victory.

THE TIGER STRIKES

BLOOD AND SAND

Feb. 8, 1942, Singapore - The War in the Pacific had begun! Japan, as other countries, could boast of great military leadership. Known as "The Tiger of Malaya," Lt. General Tomoyuki Yamashita, Commander of the 25th Japanese Army, achieved smashing success in his conquest of Malaya. British General Percival, in charge of the garrison at Singapore, recognized the danger of an attack from the North through the dense jungle, but nevertheless kept his defenses trained out to sea. His fears were well founded, as suddenly Yamashita's men began to cross the Strait of Johore.

VICTORY CONDITIONS

- (1) The Japanese player must have at least 8 unbroken squads on board one by game's end. A fully functioning AFV counts as two squads.
- (2) The Japanese player must control buildings U2, R1, and Q3 on board one by end of game or Allies win.

Board Configuration



	12
8	
1	

TURN RECORD CHART

Allies Set up First*
Japanese move first

1	2	3	4	5	6	7
---	---	---	---	---	---	---

ALLIES: Enter South Edge, Board One, with $\frac{1}{2}$ MF remaining. They must enter on a road hex.

British 4-4-7 2-3-7 8-0 9-1
x6 x2 1 1

Australian 4-5-8 2-3-8; 10-2
x2 x2 1

Chinese 4-4-7 8-1
(Use Neut. x4 1
Counters)

Malayan 3-5-7 8-0
(Use French x4 1
Counters)

Weapons (use British) LMG MMG HMG ATR 51mmTr. 40mmATG A-15 AMT.Trucks Rad.
x3 x2 x1 x3 x2 x2 x1 x3 x2

Set up one Board Eight,
South of River

Set up on Board Eight,
North of River

(Aust.) 4-5-8 LMG 8-1 (Malayan) 3-5-7 LMG 8-1
x2 1 1 x2 1 1

JAPANESE: Elements of the 5th Inf. Division
Place on Board 12, North of Row 3

G.F. Boats
x3(=3PP)

4-4-7 2-3-7 8-1 9-1 9-2 LMG MMG HMG 37 inf. G. 50mmGL Bicy. T-95 Wagons Rad.
x20 x5 1 1 1 x5 x2 x1 x2 x2 x8 x2 x6 x1

SPECIAL RULES

- P-5.1 The water of the strait is deep, with no current.
- P-5.2 There are stone bridges on hexes 8Q3-8Q8 and 8Y2-8Y4.
- P-5.3 Optional victory conditions: The Japanese player secretly chooses one of the two victory conditions and records it for later verification. At the beginning of turn 5, he must tell the Allied player which condition he has chosen.

Aftermath: The Allied armies, unprepared for such an attack, could not react in time and sufficient numbers. Very quickly the Japanese penetrated the outer defenses. Singapore was doomed.

AIRBORNE SAMURAI

December 6, 1944, Burauen, Leyte Island, Philippines - General Yamashita, 3 years after capturing Singapore, was now in command of the Japanese defenders of the Philippines. Realizing the issue on the island of Leyte was in doubt, he ordered a disruptive raid on airfields recently captured by U.S. army troops. He utilized well **disciplined** elite Japanese paratroopers who had just arrived from the home islands.

VICTORY CONDITIONS

To be determined on a point basis -

- Japanese Squad = 3 points
- U.S. Squad = 2 points
- Leader * Points equal to modifying factor
- Veh. or AA gun = 2 points
- Special Target = 5 points
- If destroyed, to the Japanese

Board Configuration

12
14
13



Note: Do not count broken squads as points
 $\frac{1}{2}$ squads count for $\frac{1}{2}$ full squad in victory points

TURN RECORD CHART

U.S. Sets Up First

Japanese Move First
 (per Paratroop drop
 SL rule #99)

1	2	3	4	5	6
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U.S. Forces - Air Force Ground Personnel, plus security elements of the 3rd Reg., 7th Division ELR = 3



Place on the following hexes:

14D5	14L5	14K8	14N7	14F8	14H4	14K5	14H7	14E8	14P1	14W6
3-3-6	3-3-6	3-3-6	2-3-7	2-3-7	2-3-7	Trk.	Trk.	Trk.	6-6-7	6-6-7
6-6-7			37 AA	37 AA	37 AA		8-0		MMG	
MMG			8-1						9-2	
9-1										

Special Targets: 14J8 14N6 14I6 14J5
 Ammo Fuel Parked
 Dump Dump Aircraft

Japanese Forces - Paratroopers of the 2nd Raiding Group ELR = 6



5-4-8 9-1 9-2 10-2 LMG Demo Parachutes
 x9 1 1 1 x3 x5 x20

SPECIAL RULES

- P-6.1 - Night Rules are in effect for the first three turns. Visibility= 6 hexes
- P-6.2 - Due to the smaller capacity of Japanese aircraft, a stick of paratroopers may consist of 5 parachute counters, only 3 of which may be squads.
- P-6.3 - The special target hexes may be marked by using the reverse side of the prep fire counter. If an unbroken Japanese unit (even if only a leader) spends one full player turn in the special target hex without breaking or entering into Close Combat, the special target is considered destroyed. Vehicles and AA guns may be destroyed in the same way.

Aftermath: The Japanese paratroopers took the U.S. units by surprise. they did destroy some fuel, ammo and a few liaison aircraft. Ironically, the field was waterlogged due to the weather and was inoperable.

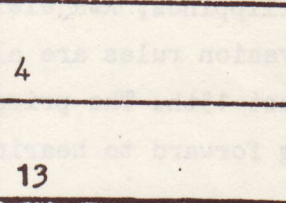
REACH THE BEACH

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)

Board



U.S. Sets up First

Japanese Moves First



AMERICAN: 1st Btn., 6th Marine Regiment - Locate on Board 13, No. of row 8(Exc.)

★ 6-6-7 6-6-6 2-3-6 7-0 8-1 9-1 MMG HMG 60mMtr. 37mATG 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 x2 x2 1 1 1 1

1½T Truck Wire Trench ELR: 4 ENTER, Turn 5 - M3A1
 x3 x2 x4 North edge x2

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

☀ 4-4-7 4-3-6 2-3-7 50mGL LMG MMG ATM 8-1 9-2 10-2
 x12 x9 x6 x3 x4 x2 x4 x2 1 1 13

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.

Well, my gaming friend, I trust this packet on the conflict in the Pacific is to your liking. Another series of 6 scenarios, 2 new mapboards (beaches of Tarawa and Iwo Jima) and more Pacific rules will be coming out in September. It includes action at Tarawa, the Philippines, Kwajalein, Iwo Jima, Saipan, Guam and others. New invasion rules are also included. If interested, let us know by August 15th. The price for this series is also \$4.00. We're looking forward to hearing from you.

Bill Wilder

Wild Bill's Raiders

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SUGGESTIONS FOR PREPARING OVERLAYS AND COUNTERS

1. Tools you will need:

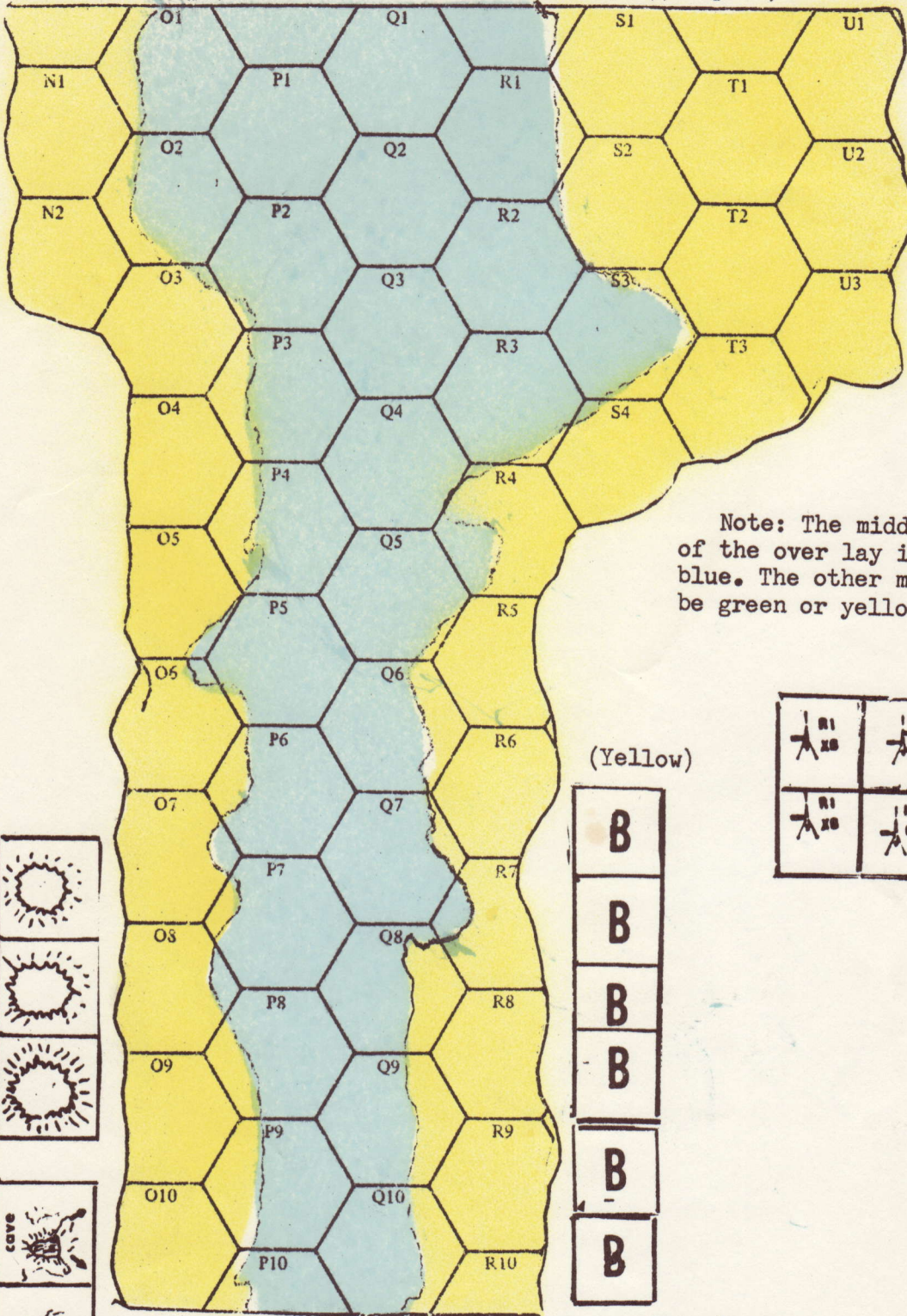
- a. White glue (Such as Elmer's Glue-All)
- b. Sharp cutting tool (Scissors, or x-acto knife)
- c. Thin cardboard for overlays (Such as used in shirt packages)
- d. $\frac{1}{2}$ and $\frac{5}{8}$ " counters (blank), or strips of corrugated cardboard.
- e. Paint - Either tempura or oil based paints

For Japanese, use a light blue, chartruese green for U.S.
Use light blue and yellow for overlay.

2. Method you might use:

- a. First, paint counters and overlays (or maps). Let each color dry thoroughly before using another color. Be sure that the paint is extremely thin so that the counter image will show through the paint.
- b. Cut the material to proper dimensions.
- c. Glue materials to the corresponding cardboard. Put a weight on this material so that it will not warp when drying. Do not use too much glue, or it will ooze out and stick your materials to the weight you put on it.
- d. When completely dry, glue reverse side of counters to their corresponding fronts. Be careful not to mix them up. Let dry thoroughly.
- e. Once completely dry, trim if necessary to give a neat appearance. You may wish to either paint them with a clear varnish, or use a clear spray lightly to give them a glossy appearance, and protect them from greasy fingers.

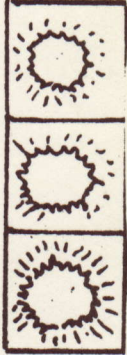
OVERLAY AND SUPPLEMENTAL COUNTER SHEET (Make Copies)



Note: The middle of the over lay is blue. The other may be green or yellow.

(Yellow)

Starshells



Caves

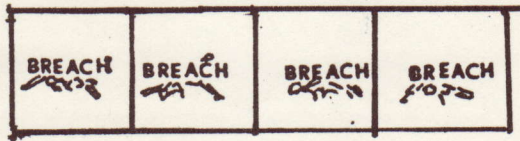


Berserk Markers

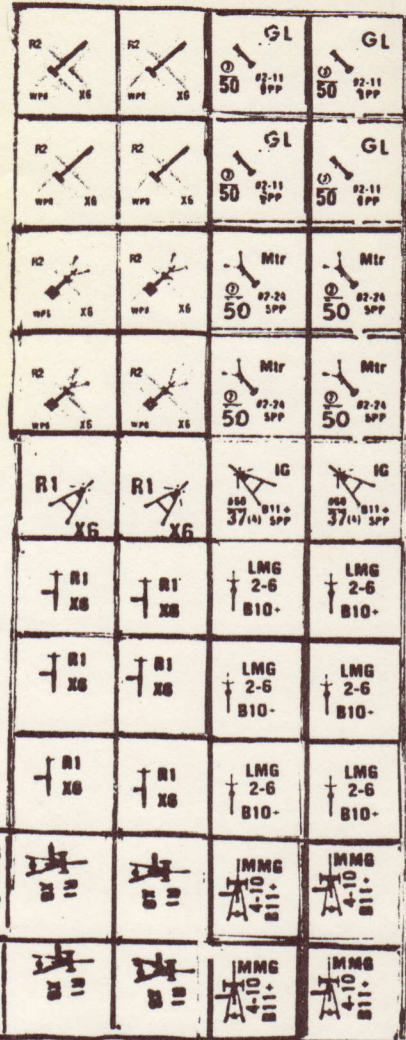
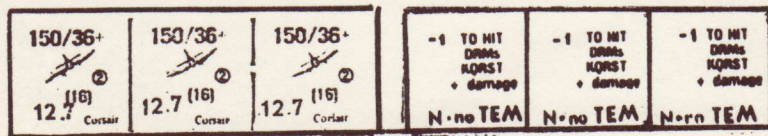
DOGS (US) (Green)



(Red)



US Air Support (Front and Back)



Japanese T-95 Lt. Tank



Japanese T-97 MT



Japanese T-2 Lt. Tank

