

Island Ordeal



SCENARIOS INCLUDED IN SECTION II:

P-8 1945, The Philippines	"I Have Returned"
P-9 1943, Tarawa Atoll	Bloody Betio
P-10 1943 New Guinea	The Aussies Gain Ground
P-11 1944 Kwajelein	Slugging It Out
P-12 1945 Iwo Jima	Iwo!
P-13 1942 The Philippines	The Filipinos Fight On

In This section our attention is directed to combat in the Pacific on the many islands. Places that prior to World War Two were almost totally unknown, such as Tinian, Guam, Tarawa, and Iwo Jima, had their names indelibly printed into the minds of millions. The ink was the blood of thousands of Americans, British, Chinese, Australian, Japanese and many others. The stirring saga of these struggles, the uniqueness of this type of warfare, and the gripping portrayal of herculean heroism are recreated by you in the playing of these scenarios!

WARNING: To utilize this material, the game player must own the games "Squad Leader", "Cross of Iron", "Crescendo of Doom", "G.I., Anvil of Victory", and in addition, the first series of this variant, "Against the Rising Sun."

The First four games are products of Avalon Hill Game Co. and may be purchased from them. The First series of this Variant may be ordered from Wild Bill's Raiders at a cost of \$4.00, including postage.

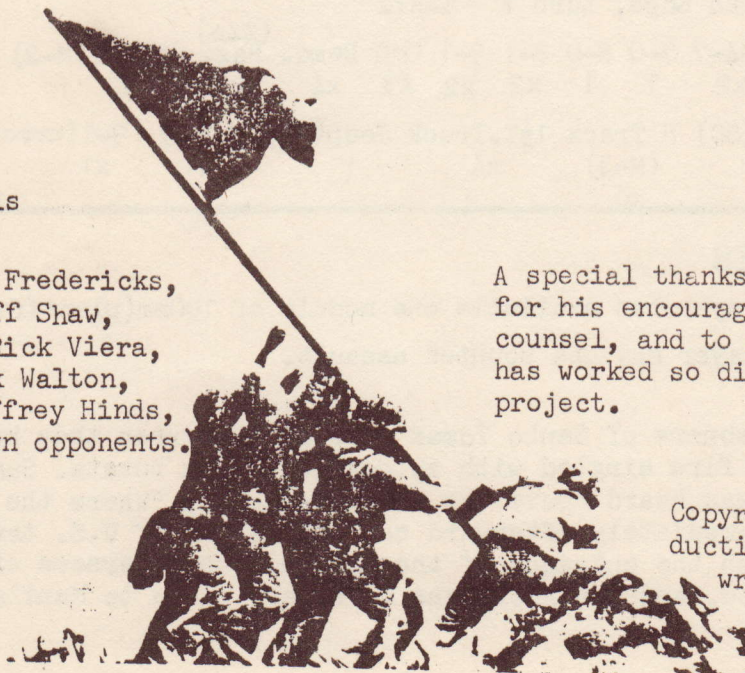
Mail your order for "Against the Rising Sun" to

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Playtesters for this series include

Bob Safin, Mike Fredericks,
Lee Skillin, Jeff Shaw,
Norm Benjamin, Rick Viera,
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Chip Merton, Geoffrey Hinds,
and other unknown opponents.

A special thanks to Ed Walker for his encouragement and wise counsel, and to Bob Safin who has worked so diligently in this project.



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"I HAVE RETURNED"

Feb. 3, 1945, The Philippines - Gen. MacArthur, obsessed with conquering the Philippines, kept pushing his men towards Manila. A spearhead was formed and aimed itself at breaking through the Japanese lines and reaching the city.



VICTORY CONDITIONS

The U.S. Player must have all the hexes of the buildings 1E4 and 1F5 free of unbroken Japanese units to win. Otherwise, it is a Japanese victory.

Board Configuration

Use board 11 or board 6, if 11 is not available. Play area ends at hex row i on board 1.

11 or 6	1
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Japanese set up First
Americans Move First

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

JAPANESE: Elements of the Shimbu Group

Place on boards 4 and 5 (Those on board 5 South of Row U)



4-4-7 5-4-8 2-3-7 8-0 9-1 9-2 LMG MMG HMG 50mGL 37IG 47ATG 75ATG T-95
x8 x2 x3 1 1 x2 x3 x2 x1 x2 x1 1 x2

RdblK Trench 1-8-8(-2) 1-8-8(-3) Bunker 2-3-5
x2 x3 1 1 1

Place on Board 6

4-4-7 4-3-6 LMG MMG Wire 7-0 8-0 10-2 Mines Trench
x3 x3 x2 1 x6 1 1 1 16 3

AMERICAN: 2nd Bn., 1st Cavalry Division; 1st Bn., 3rd Reg., 37th Division

Enter from North Edge, turn 1 ELR:2



6-6-7 6-6-6 7-4-7 7-0 8-0 8-1 9-1 MMG Demo. ^(44a)Baz. 60mMtr(M-2) Radio
x9 x6 x2 1 1 x2 x3 x4 x3 x2 x2

M4A2 M-10 M-8(SC) H Track 1½T.Truck Jeep(-4) 1-4-9 9-1(armor) is in British
x5 x2 1 (M-3) x4 1 x1 x1 counter mix)
x6

SPECIAL RULES

P-8.1 The U.S. Player has available one module of 100mm(plentiful ammo) Art.

P-8.2 The U.S. player may use mounted assault.

Aftermath: The prisoners of Santo Tomas were shocked when they heard the roar of cannon fire mingled with automatic weapon bursts. Suddenly, an American voice was heard above the battle shouting, "Where the hell's the front gate?" Immediately afterward came the sound of U.S. tanks as they crashed through the entrance of the prison. The internees of Santo Tomas were liberated, and the Americans were very close to Manila.

BLOODY BETIO!

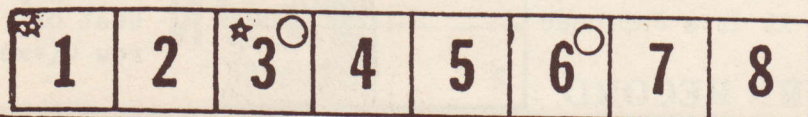
Nov. 20, 1943, Betio Island, Tarawa Atoll - After a rather ineffective offshore bombardment, the 2nd Marine division headed into the Red Beach Two, one of the hottest spots of the invasion.



Play area East of row Q (exc.)

VICTORY CONDITIONS

The American player must eliminate all unbroken Japanese infantry units from all bunker and building hexes to win. Otherwise, it is a Japanese victory.



Japanese Set up First - U.S. Moves First

JAPANESE: 6th Yokosuka, SNLF - Locate on any land hexes Radio x2
 4-4-7 4-3-6 2-3-7 8-0 9-1 9-1 LMG MMG HMG 50mGL 37IG 75IC 75ATG 1-8-8(-3)
 x6 x4 x4 1 1 1 x3 1 1 x2 1 1 x2 x1
 Trench Mines (Bunkers) 2-3-5 3-5-7 Enter Turn 3, South or East Edge
 x4 x12 x2 1 5-4-8 4-4-7 9-2 LMG Demo T-95(Tank)
 x2 x3 1 x2 x2 1
 Special Reinforcements, Turn 6
 (See Special Rule, P-9.4)

AMERICAN: 2nd Bn., 2nd Marine Reg., enter turn 1, per P-9.3a ELR:3
 6-6-7 6-6-6 7-4-7 8-0 8-1 9-1 9-2 1-4-9 MMG HMG Note: Bazookas
 x6 x3 x4 1 x2 1 1 x2 x3 x2 are 42B
 FT Baz. Demo. Radio LVT(A)2 LVT-2 LCVP M3A1 M4
 x3 x3 x4 x2 x4 x6 x3 x2 1
 Enter Turn 3, 1st Bn., 2nd Reg. per P-9.3a
 6-6-7 6-6-6 7-4-7 7-0 9-1 10-2 MMG HMG FT Demo. Baz. Radio 60mMtr(M-2)
 x4 x4 x3 1 1 1 x2 x2 x2 x4 x2 x2 x2
 Note: Landing craft for this wave must be drawn from those issued on
 turn 1. If insufficient, the remainder must come in on a later turn.

See Addendum for Special Rules

AFTERMATH: Red Beach Two proved to be the most deadly area in the invasion. A withering crossfire devastated the first wave. Many LCVPs and LVTs grounded on the coral reef, forcing the Marines to wade into shore. The tanks, attempting to go in, swamped in offshore waters. Four Medals of Honor were to be earned this day, two of the posthumously. The beachhead held, however, and the Marine legend never shone brighter than on "Bloody Betio."

BLOOD AND SAND

P-9.1 Pregame Bombardment - After the Japanese player has set up, the U.S. player chooses 4 hexes for 150mm offboard artillery attack. He is allowed an additional module for each beach hex occupied by a Japanese unit(excluding units placed in buildings).

He then rolls for accuracy, and if necessary, for direction and extent of error. This fire cannot be corrected and falls in a barrage pattern in the final hex. This fire is executed immediately prior to beginning turn one. Any Japanese unit broken by this fire may neither go beserk nor may rally until the Japanese rally phase of turn one.

P-9.2 Artillery and Air Support - The U.S. player and the Japanese player each have 3 modules of offboard artillery available anytime after turn one. The U.S. player has 100mm and the Japanese player, 80mm. This support is limited to one module per two player turn. If the Japanese fire is directed against a beach hex, it is considered "on target" with an accuracy roll of 1-3.

The U.S. player also has available two modules of air support automatically on turns 3 and 7. It consists of 2 corsair FB with 150/36 HE. They may remain on the board for 2 turns.

P-9.3 Invasion Rules

P-9.3a When entering the game, all U.S. units are placed on a coral reef hex (Pacific Rule #5). This is not a move, only initial placement. One die is then rolled, and the reef chart consulted for the result.

DIE ROLL	UNIT TYPE	RESULT	EXPLANATION
1	LVT-2	Grounded	See 9.3b
1 or 2	LVT(A)2	"	"
1 to 4	LCVP	"	See 9.3c
1 to 4	Tank	Sunk	"

P-9.3b If the LC grounds on a reef, the units within must disembark and wade into shore. Use SL rules #157 and 126.59 to govern this movement. Do not count the unloading as part of movement. Units may carry normal PP. Sea hexes are shallow.

P-9.3c Tanks enter the game transported by LCVPs. If the LCVP grounds, the tank disembarks, and a second die roll is made to determine if the tank will sink in attempting to reach shore. If it should sink, there is no crew survival. If it does not sink, it proceeds to shore at a cost of 6MF per sea hex(excluding reef).

P-9.3d Any LC that grounds on the reef must remain there until able to free itself. This attempt is made on the following turn using the reef chart above with a dr. It is then immediately removed from the board. Any reef hex occupied by a LC cannot be entered by another LC. If an LC spends 3 turns in a reef hex, it is permanently disabled, and must remain there for the rest of the game. Once any LC unloads, it is immediately removed from the board.

P-9.3e The Pier - Hexes X2, Y3 and Z3 are considered 2 level hexes. The lower level offers a +2 DRM against attacks, and are treated as shallow sea hexes. The pier itself is ground level, requires 2MF per hex, and is treated as normal ground level hexes for attacks. It requires 3MF to change levels. No vehicles are permitted in these hexes.

P-9.4 Reinforcements - On turn six, the Japanese receives reinforcements from the South and/or East edge. For each 3 U.S. squads or equivalent, no matter their status, the Jap player may enter one 4-4-7 unit; for each U.S. AFV not totally destroyed, one 5-4-8 unit with an ATM or demo charge. He is allowed only one 9-2 leader, and all these units enter in a beserk status.

Special Note: All offboard artillery modules have plentiful ammo and fall in a seven hex cluster.

THE AUSSIES GAIN GROUND

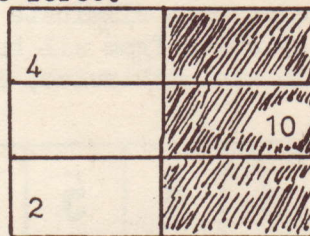


Oct. 2, 1943, Finschafen, New Guinea - The Australians were a valuable ally to the U.S. in the war. Determined individuals, excellent jungle fighters, the Aussies were often more than a match for the Japanese soldier. During the campaign to retake New Guinea, the 9th Australian Infantry division was making slow headway. Element of the Division approached Finschafen to retake the town from a strong Japanese defense force.

Board Configuration

VICTORY CONDITIONS

The Australians must have all unbroken Japanese units out of buildings 10AA5, 10DD4 and the town square (10Y5) to win. Otherwise, it is a Japanese victory.



▲
N
 Use only West of row Q(exc.)

TURN RECORD

Japanese sets up first
 Australian moves first

1	2 ²	3 ²	4 ²	5	6 [?]	7 [?]	8 [?]
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JAPANESE: Finschafen Security Force, place anywhere on board 10.

4-4-7 4-3-6 2-3-7 LMG MMG HMG 8-1 9-1 10-2 37IG 50mMtr. 75ATG T-97 Rad. Sn.(-3)
 x7 x3 x3 x3 x2 1 1 1 1 1 1 1 1 1 1

AUSTRALIAN: 20th Brigade, Set up on Board 4, North of row 5(Exc.)



4-5-8 2-3-7 LMG MMG 51mMtr. 8-1 9-1 Rad.
 x7 x2 x3 x1 x2 1 1 1

Reinforcements - ENTER turn two, South edge of Board 2. These troops enter on a die roll of 1 or 2. If not on the board by the end of turn 4, they automatically enter during Australian phase of turn 5.

4-5-8 6-3-8 LMG MMG Demo. Bren C. A-12 IIICS 9-1 10-2
 x5 x3 x2 x1 x4 (BATR) x1 1
 1 1

SPECIAL RULES

P-10.1 Terrain changes: All buildings are one level wooden structures. All roads on boards 4 and 2 are non-existent. Treat as open ground. All wheatfields are brush hexes.

P-10.2 Australian engineers(6-3-8) may self rally with a successful desperation morale roll.

P-10.3 The game is to continue four turns after the Australian reinforcements enter, including the turn in which they enter.

AFTERMATH: The struggle was intense. The town rocked with the sound of gunfire and smoke filled the air. Only with the timely arrival of reinforcements from the South were the Australians able to gain control of the town.

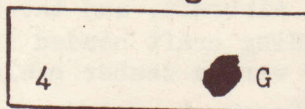


SLUGGING IT OUT

Feb. 3, 1944, Kwajelein - After a surprisingly easy landing on the island, the Marines entered into a more serious confrontation on the second day. As units moved out, they stared out at some of the most heavily fortified positions of the battle.



Board Configuration



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

TURN RECORD CHART

1	2	3	★4	5	★6	7	8	9
---	---	---	----	---	----	---	---	---

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



4-4-7 5-4-8 2-3-7 LMG MMG HMG ATM Demo. 47ATG 75ATG 50mMtr. 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 60mMtr. 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.

February 19, 1945, Iwo Jima

The small Pacific island of Iwo Jima with its extinct volcano Suribachi casting a long dark shadow over the ash grey beaches looked like hell itself, hardly a bargain in real estate. Its importance lay in the air fields there. From this point Japanese fighters could intercept the new B-29 superfortress bombers enroute to Japan. For the Americans, the taking of the island would not only eliminate that problem, but also provide the Allies with an emergency landing field, and a base for escorting fighters. After weeks of "softening up" by B-24s and carrier aircraft, and the hugest pre-invasion bombardment in history, the landing craft headed into shore. The smoke and din that filled the air were a somber prelude to the life and death struggle about to begin.



VICTORY CONDITIONS

To win, the American player must have all beach hexes on board P-17 and all airfield hexes on board 14 free of all unbroken visible Japanese units. Otherwise, it is a Japanese victory.

Board Configuration



(Iwo Board) P-17	14
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TURN RECORD CHART

Japanese set up first
Americans move first

1 [☆]	2	3	4 [☆]	5	6	7	8 [☆]	9	10
11	12	13	14	15					

JAPANESE: 109th Infantry Division (Units may not leave the board of their original placement)

Board P-17



5-4-8 4-4-7 2-3-7 8-0 9-1 9-2 10-2 LMG MMG HMG 50GL 50Mtr 47ATG 37AA
x6 x6 x6 1 1 1 1 x4 x2 x2 x2 x2 x2 x2

75ATG 75IG ATM 2+3+5 2+5+7 Mines Entrench. Trenches Tunnels(hexes) 1-8-8(-4)
x1 x1 x4 x2 x2 20 x4 x4 x15

Board 14

4-4-7 4-3-6 5-4-8 8-1 9-1 10-3 1-4-9 (-3) (-2)
x6 x4 x4 x2 1 1 1 1 1 x4 x2 x2 x4 x3 x1

75ATG 75IG 1+5+7 3+5+7 Turrets Radio Tch Note: Japanese may only use Pacific
x1 x1 1 1 x2 1 x4 Rule 1a.2 with a roll of 1 or 2.

AMERICAN: 28th Marine Regiment ELR:2 Bazookas:44a

Enter in Landing Craft, South Edge, turn 1

6-6-7 6-6-6 7-4-7 7-0 8-1 9-2 MMG HMG Demo. FT Baz. Rad. LCVP LVT-4 LVT(A)4 Dozer
x8 x4 x6 1 x2 1 x2 x2 x8 x2 x3 x2 x4 x6 x4 x1



Enter in Landing Craft, South Edge, Turn 4

6-6-7 6-6-6 7-4-7 8-0 9-1 10-2 MMG HMG Demo. FT Baz. Rad. LCVP LVT-4 DUKW M4A1(76)
x6 x6 x6 x2 1 1 x2 x2 x6 x2 x3 x2 x4 x6 x2 x4

Enter in Landing Craft, South Edge, turn 8,

6-6-7 6-6-6 5-5-6 60Mtr. LVT-4 LCVP DUKW M-3HT T-27RL 75How. 9-1 9-2 10-3
x3 x3 x6 x2 x3 x4 x4 x2 x2 x2 1 1 1

See special rules section for creation of leaders and heroes.

SL Rule 147.6 is in effect for all U.S. tanks.

P-12.1 Pregame Bombardment - After the Japanese setup, and immediately prior to turn 1, the American player has 6 modules of 200mm offboard artillery. He chooses 6 hexes on either board, and rolls for accuracy. A die roll of 1-3 means he is on target. Otherwise, direction and extent of error must be rolled for and cannot be corrected. This fire is then executed, and its effects take place immediately. Any units broken by this fire may neither go berserk nor rally until the Japanese phase of turn 1.

P-12.2 Offboard Artillery and Air Support - During the game each side has certain offboard support as follows:

- (1) American - 4 modules of 150mm(plentiful ammo), one per complete turn.
3 modules of airsupport, automatically available at the player's discretion, except in a turn that offboard art. is firing. It consists of 2 Corsairs, one with HE; the other, napalm. These are secretly predesignated by the player.
- (2) Japanese - 6 modules of 80mm(plentiful ammo), one per complete turn. These modules do not have to be called in by radio. They land on target with a roll of 1-3, and if direction and extent of error are rolled for, they may not be corrected.

P-12.3 Special Invasion Rules - Due to the uniqueness of this particular invasion, certain special rules are used.

- (1) All vehicles must roll for bog for each beach hex they enter, unless they use roads made by the dozer tank. The tank moves normally, and a trail marker or prep fire marker(reversed) should mark these roads.
- (2) Heroes, Leaders - SL rules 115 and 159.7 are modified as follows for the American player. On any attempt to create either, modify the roll with a -2, in addition to any other normal modifiers.
- (3) Turrets - The Japanese tanks were immobile, dug in as bunkers. Turrets are for T-97 tanks, considered hull down, may rotate and fire coaxial MGs.
- (4) Japanese initial Fire - No Japanese unit may fire until at least 3 U.S. squads have entered a beach hex, or if any 1 unit has advanced 3 hexes.
- (5) Tunnels may be up to 4 hexes long, and may begin and end in any type fortification hex.
- (6) Terrain changes - (a) woods are brush hexes(b) wheatfields are level one hills(c) roads are trails, no move bonus(d) Hedges and walls are gullies. Concerning the new mapboard (P-17)Mount Suribachi appears to the left(3 levels, Gd.,+1,+2). Terrain beginning at V10 and E12 is ground level. See Pacific Rule 5b for sea hexes.

AFTERMATH The biggest invasion in the history of the Pacific had begun. The Japanese cleverly let the first wave of U.S. Marines move inland, then opened with a vicious crossfire. Accurate artillery fire from Suribachi and from the North mixed American blood with island sand. What was deemed to be an Operation of days turned into weeks. 27 Medals of Honor were to be later awarded(most posthumously) to gallant, intrepid Marines. The price paid was great. The cost of real estate was going up!



THE FILIPINOS FIGHT ON

WILD BILL'S
RAIDERS

September 2, 1942, Mindanao, The Philippines
Even after the Philippine Islands were lost to the Japanese, the Filipino continued to resist tenaciously. During the Japanese occupation, almost three fourth's of the islands were under Filipino control. No insurgent group during the war fought with more courage or effectiveness than they. A supply convoy enroute to Mindinao is about to be intercepted on their journey with a fearful greeting.



VICTORY CONDITIONS

- (1) The Filipinos must destroy 6 trucks to win, or
- (2) Victory is determined on a point basis.

Use either SL board 5 or WBR board P-18 (A-Q)

Filipinos Set up First
Japanese Move First

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

5(P-18)	no
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	<p>JAPANESE: Supply Units of the 15th Division, Enter per SSR 13.1, West edge.</p> <p>4-4-7 4-3-6 7-0 8-1 9-1 LMG MMG 37IG Lt.Trucks Rad.Relief Column:(See 13.1) x3 x5 1 1 1 x3 x1 x2 x8 x2 4-4-7 8-0 9-2 H.Trucks LMG T-95 x2 Mcycle x1 x6 1 1 x3 x3</p>
	<p>FILIPINOS: Guerilla Units, Use HIP or add (?) to mix. Place East of Row H(Exc.)</p> <p>3-3-7 9-1 10-3 MMG Dyn. Mines(AF). Horses (Use Dynamite as Demos - AF16 and a B10+) x8 x2 1 x2 x2 12 x5</p>

SPECIAL RULES

- P-13.1 The Japanese enter in convoy at a road movement rate of 8 on A5,6. No Unit may leave the convoy column until the column is fired upon, or a Filipino unit is sighted. After attacked, trucks may exit in any direction, and are not limited by convoy rules. The 37mmIGs are towed.
- P-13.2 SL rules 98.1,2,3 and 104.233 apply to Filipino units. They also self rally (4).
- P-13.3 Japanese relief column may enter two turns after radio contact is made by the Japanese convoy. Contact is attempted when convoy is attacked. Enter East or West edge.

POINT SYSTEM: Filipino unit or leader - 6 points, Japanese unit, leader or truck - 3 Points; Japanese tank - points. Broken units, or 1/2 squads count for 1/2 total value of unit.

AFTERMATH The convoy was doomed. Carefully placed mines, dynamite charges, and the sudden ambush were deadly surprises to the Japanese. A relief column was called for, but the smoking ramins of charred bodies and demolished vehicles were all that they found upon reaching the scene.

FILIPINO GUERRILLA COUNTERS

3-3-7	3-3-7	3-3-7	3-3-7	3-3-7	3-3-7	3-3-7	3-3-7	9-1	9-1	10-3	DYN 16	DYN 16
Broken 7 A (4)	Broken 7 B (4)	Broken 7 C (4)	Broken 7 D (4)	Broken 7 E (4)	Broken 7 F (4)	Broken 7 G (4)	Broken 7 H (4)	Broke 9 9	Broke 9 9	Broke 10 10	Place Mov Ph Explode Adv Fire	Place Mov Ph Explode Adv Fire

The battle continues

Enjoy these scenarios? Well, the war is not over yet. In November, the final segment of this Variant will be published. It is called "DO or DIE!"

Scenarios from Tinian, Guam, Iwo Jima, Burma, Manchuria, Wake Island, and Malaya are included. New instructions regarding the use of dogs in combat, night infiltration, and other aspects of the Pacific are here. There are overlays, and other items of interest to the SL player.

The price of the final series is \$5.00. A special offer is being made to those who buy all three series. A set of Japanese counters (colored, but unmounted) will be sent free with the third set. A record is being kept of all orders, and to those who purchase all of the variant, this bonus will be sent.

A set of colored, unmounted Japanese counters costs \$4.00 Postage Paid.

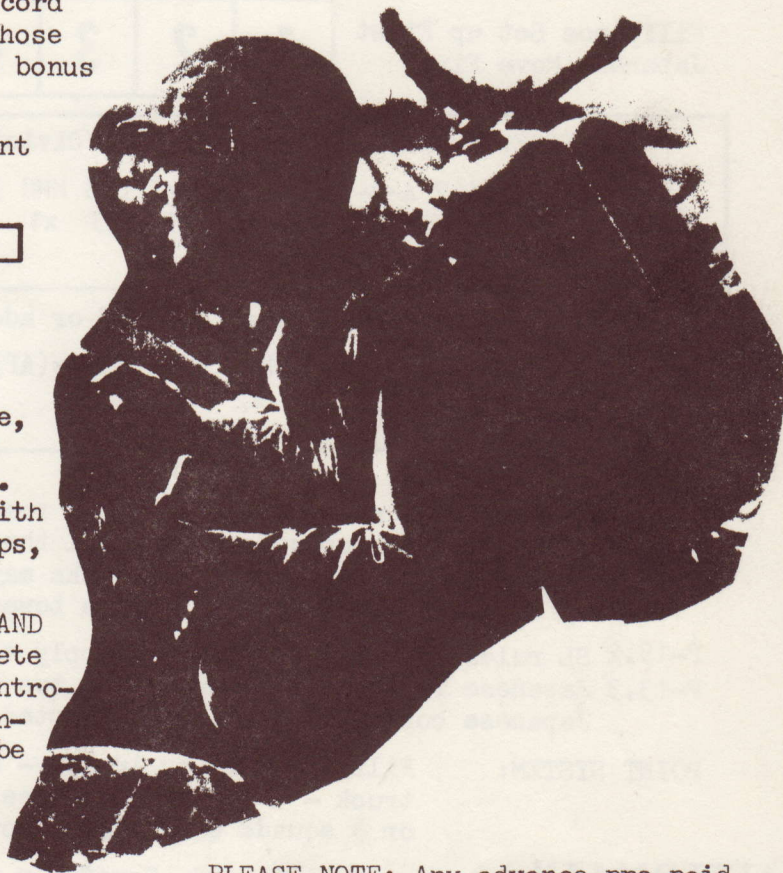
All orders and questions should be sent to:

Bill Wilder
1085 E. Confederate Ave.
Atlanta, Ga. 30316

AND WHAT IS IN THE FUTURE?

Coming soon is a Pacific campaign game, 5 short scenarios tracing the trek of Carlsons's Raiders across Guadalcanal. Then a dozen more scenarios dealing with the Pacific. These will offer more maps, overlays, and innovative new rules.

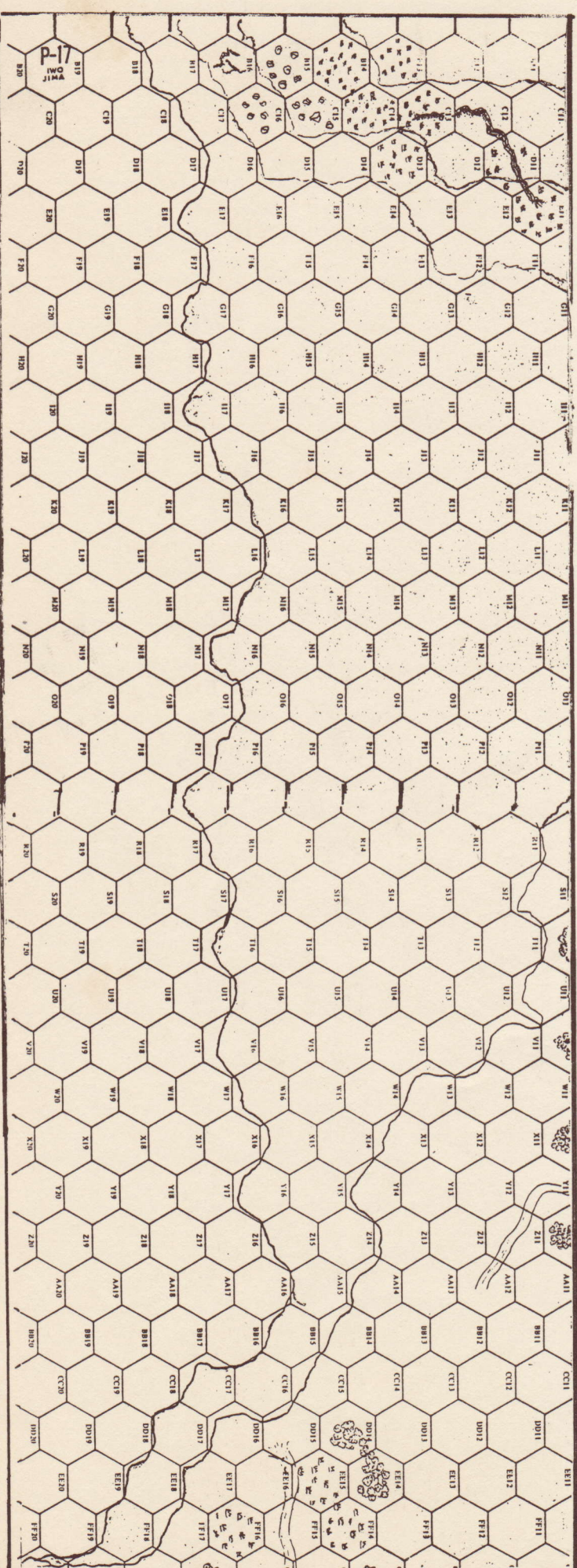
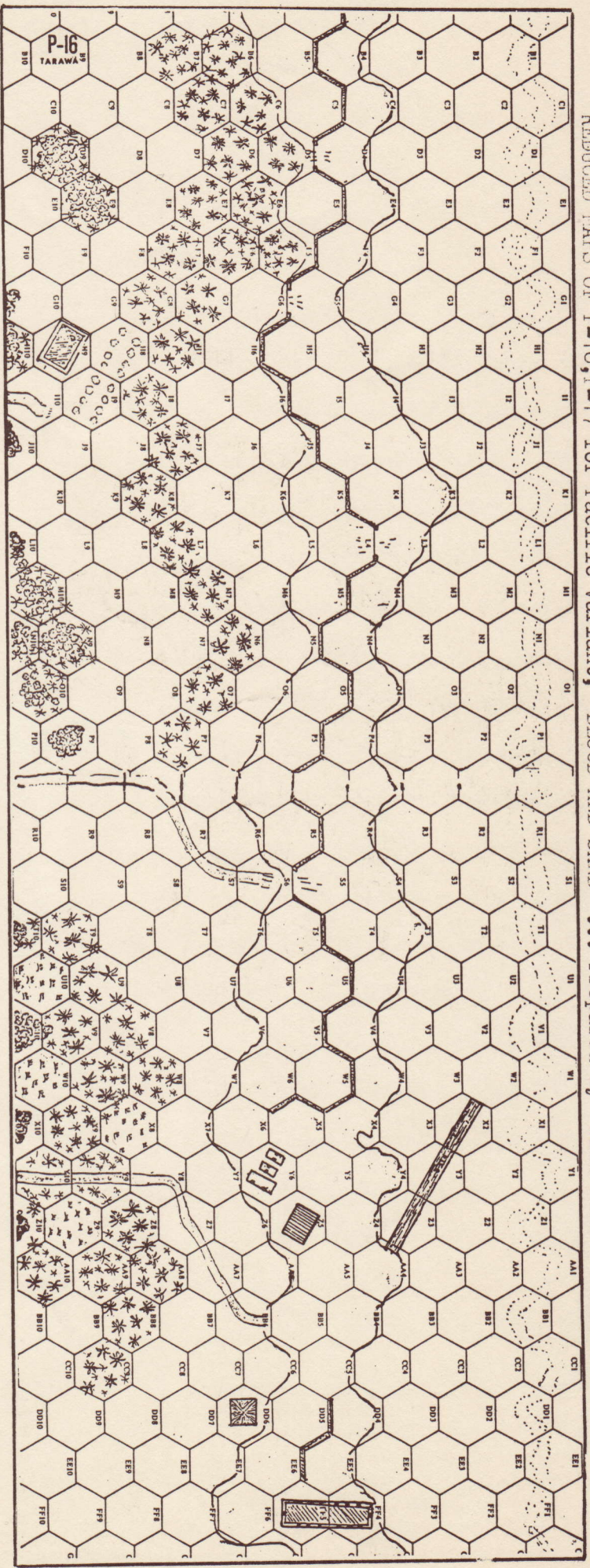
NEXT YEAR, a Vietnam Variant, "GLORY AND GRIEF," based on the SL system, complete with new rules and counters will be introduced to the market. So the battle continues, and Wild Bill's Raiders will be right in the thick of it!

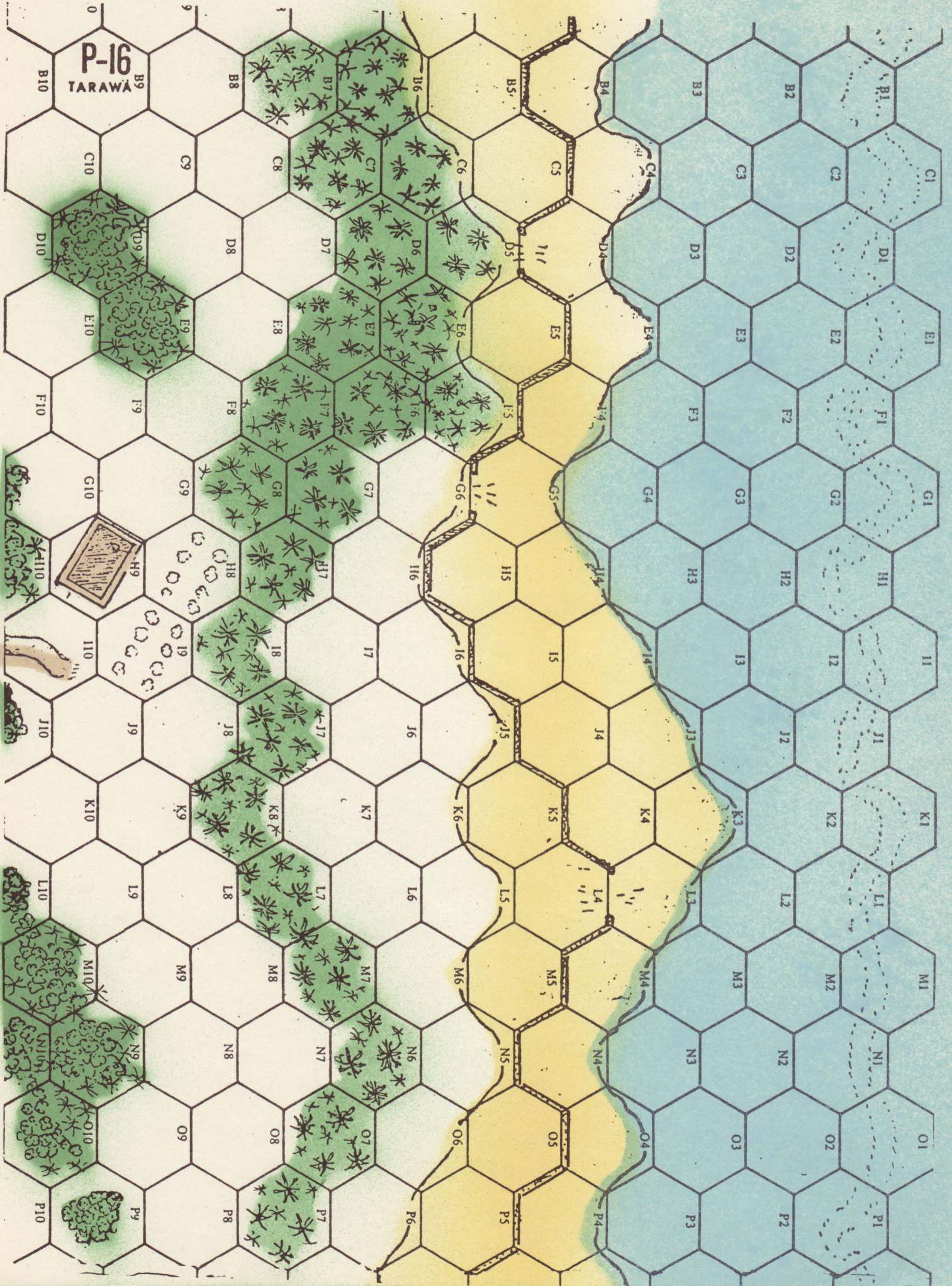


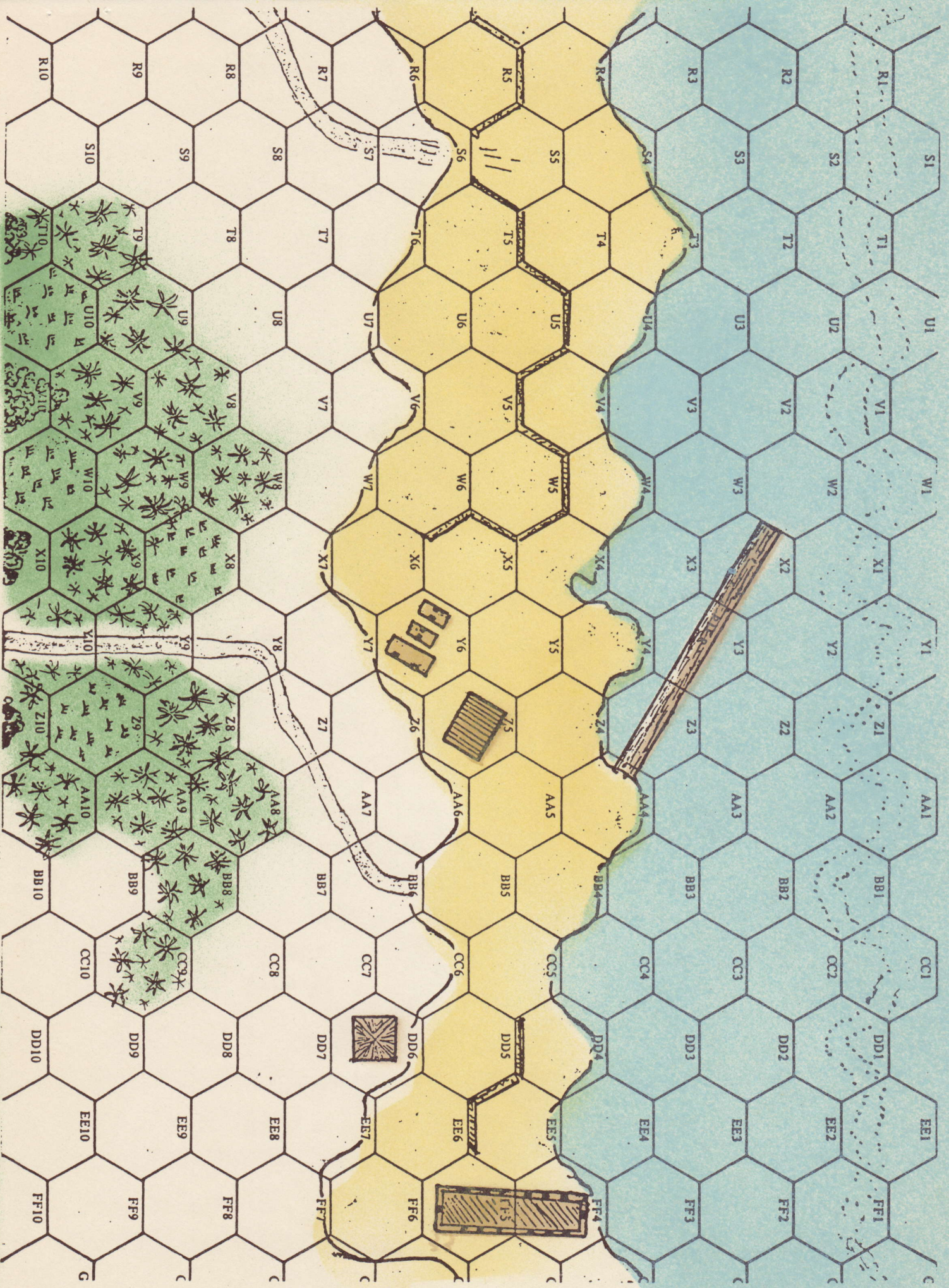
PLEASE NOTE: Any advance pre-paid orders for Series #3 will be sent the set of Japanese counters immediately, provided Series #1 and #2 have also been purchased.



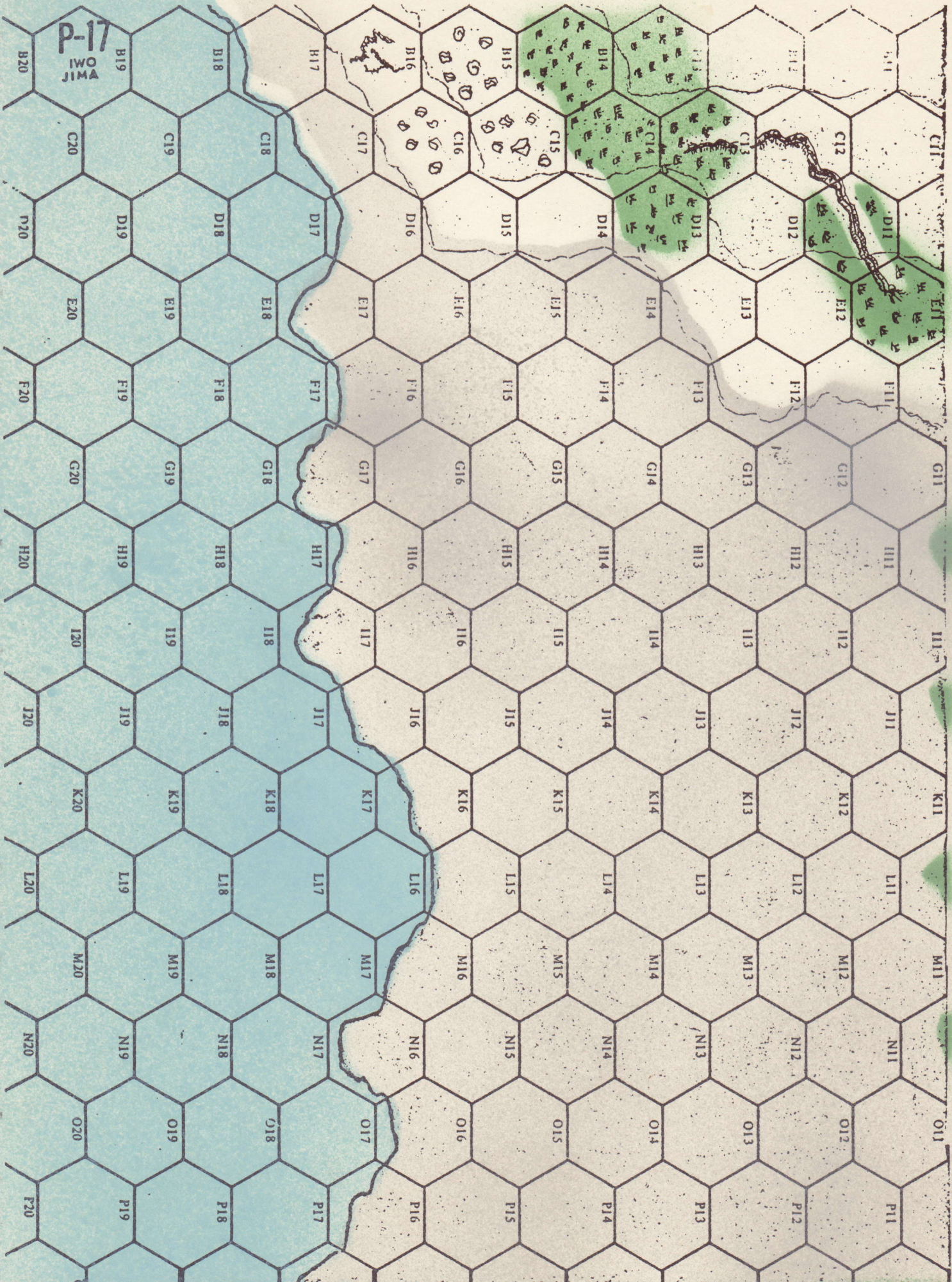
REDUCED MAPS OF P-16, P-17 for Pacific Variant, "BLOOD AND SAND" ... Prepared by "Wild Bill's Raiders"

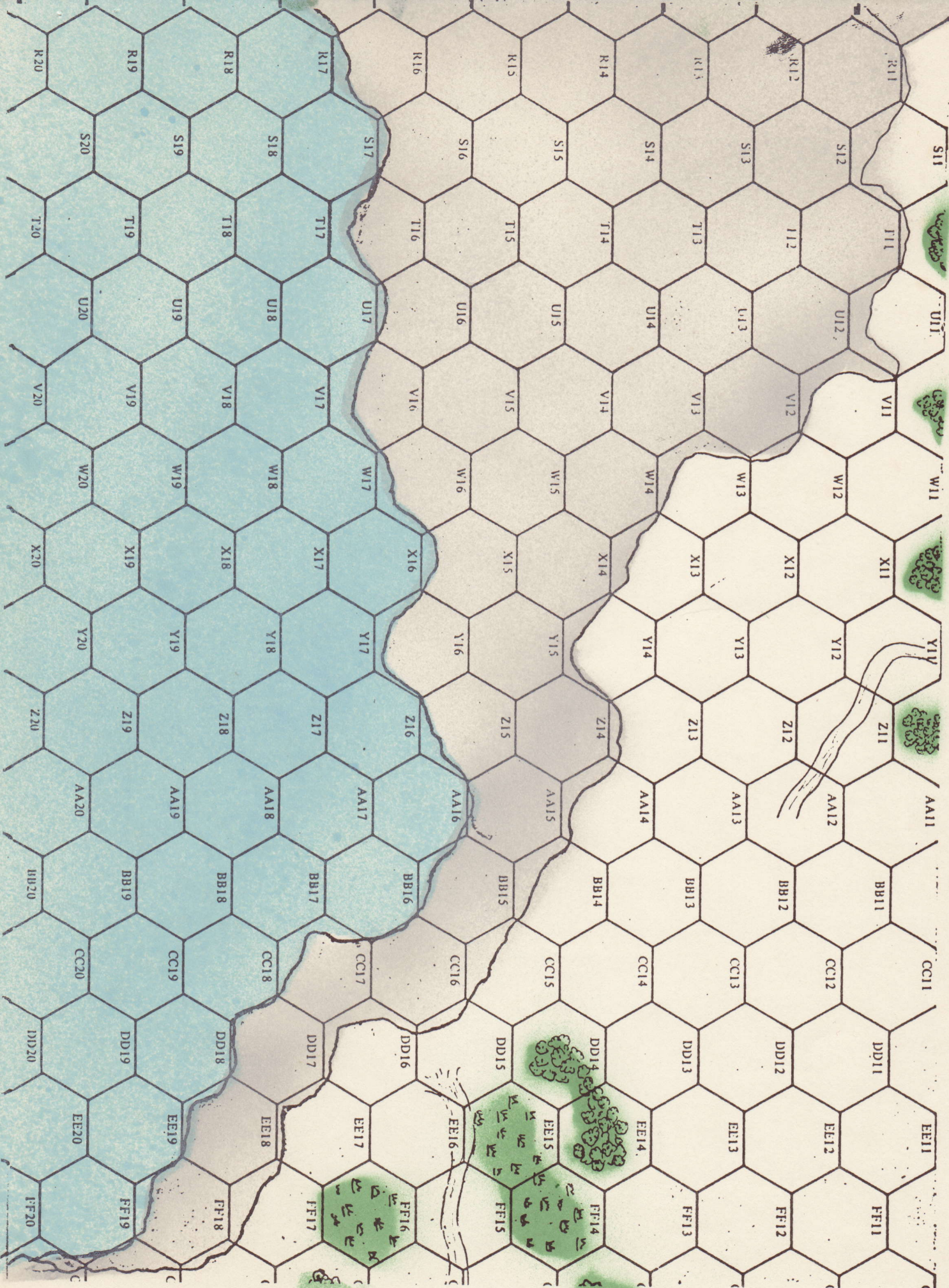






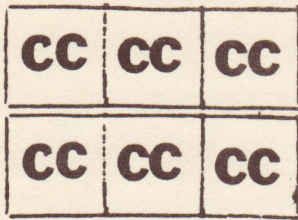
P-17
IWO
JIMA



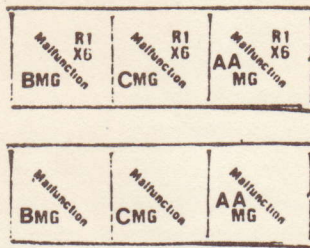


SPECIAL COUNTERS AND MARKERS FOR "ISLAND ORDEAL"

CLOSE COMBAT



MALFUNCTIONING MGs



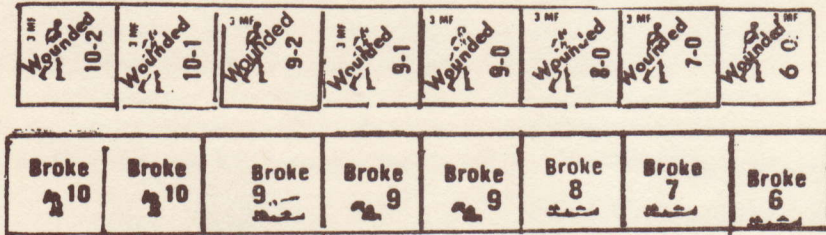
CHITS



DESTROYED BUNKERS



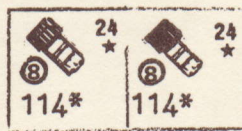
WOUNDED LEADERS



LVT WRECK MARKERS



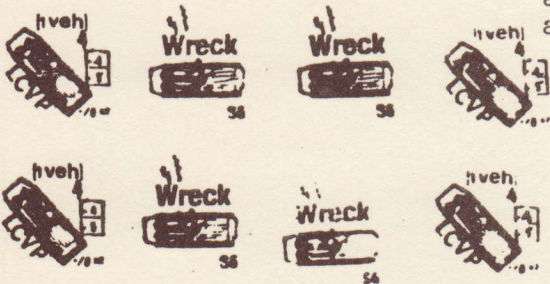
T-27 RL



Use SL Rule 63.7 for T-27s.



LCVP COUNTERS

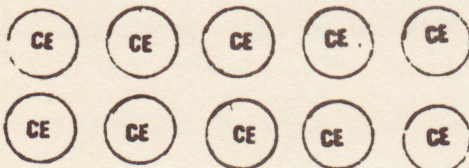


Permission is granted for the copying of this sheet. It is suggested that xerox copies be made prior to coloring and mounting.

All marker counters should be left white. The wounded leaders should be colored corresponding to their nationality. The LCVPs are a chartreuse green. After coloring and mounting, they should all receive two light coats of spray laquer to protect them.



CE MARKERS(For Turretless AFVs)



PALM TREES(Treat as Orchards)

