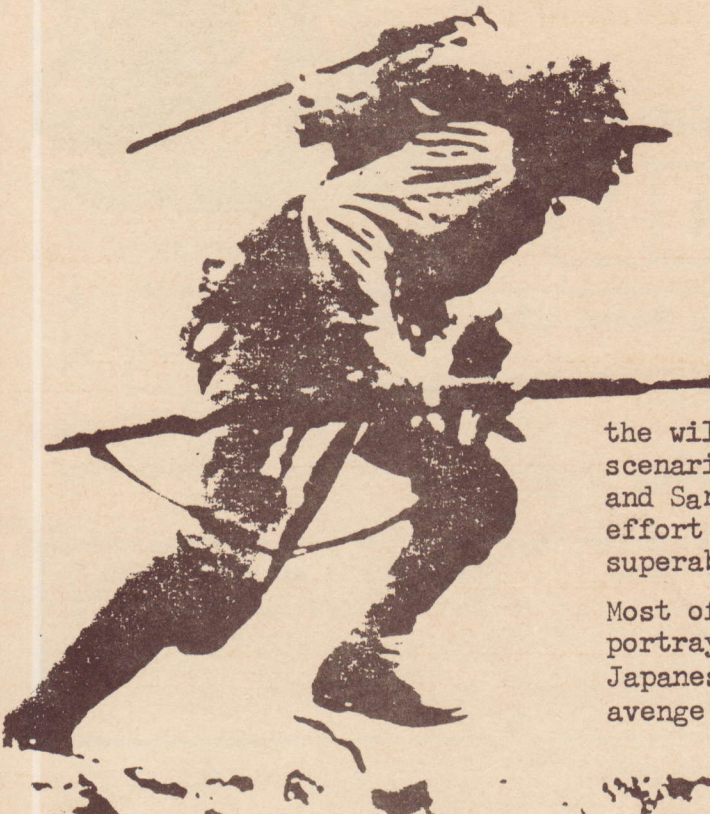


Do or Die!

SCENARIOS INCLUDED IN THIS SECTION:

P-14	1944	Tinian	Hold the Line
P-15	1944	Guam	Sneak Attack
P-16	1945	Iwo Jima	"The Meatgrinder"
P-17	1944	Burma	On to Myityikina
P-18	1945	Manchuria	A Russian Retreat
P-19	1941	Wake Island	Hold Wake Island
P-20	1943	Rendova	Jungle Fight



Though death and danger are two ever present shadows cast over the path of men in combat, there are moments when even they cannot deter the will and determination of the individual. The new scenarios included in this final segment of "Blood and Sand" attempt to reflect this. The superhuman effort of the individual in the face of almost insuperable odds was seen again and again in the Pacific.

Most of these scenarios are short, easy to play and portray some of the uniqueness of the war against the Japanese forces. Here are Russian troops, anxious to avenge earlier humiliation; weary Marauders, trying to get supplies through to their comrades; besieged and outnumbered Marines desperately attempting to slow the Japanese tide of conquest in the early years of the War.

It is sincerely hoped that this final installment of Blood and Sand will be the best yet!

Playtesters: Bob Safin, Jeff Shaw, Lee Skillin, Rick Walton, Norm Benjamin, Rick Viera, Arnie Piet, Geff Hinds, and Chip Merton.

A special thanks of love to my dear Wife, Diane, who during the time of preparation of this variant, endured the suffering of a "war widow" and gave both encouragement and counsel. Lady, you are something else!



SPECIAL NOTE: SERIES 1 AND 2 OF THIS VARIANT MUST BE OWNED IN ORDER TO BE ABLE TO PLAY THESE SCENARIOS.

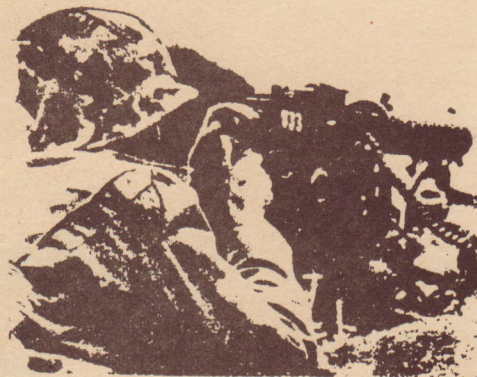


HOLD THE LINE

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

1	2	3	4	5
---	---	---	---	---

Board Configuration

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



6-6-6 5-3-6 2-3-6 8-0 9-1 9-2 1-4-9 MMG Baz(44a)
x4 x3 x9 1 1 1 1 x2 x2

37ATG(C9) 75ART(M1917) Trench Wire Mines (hastily laid)
1 x3 x6 x4 x16



Play area includes rows R through FF inclusive.

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

Enter North or South edge
(East of row Y, exc.), turn 2

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

Note: All Japanese units are fanatical

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 X4,5, and 7. 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 amplaced artillery pieces. The line bent, but it held!

SNEAK ATTACK

August 7, 1944 - Not all Japanese attacks came as headlong charges into Allied lines. Another strategy that proved most effective at times was the silent infiltration by small strike units to disrupt communications, destroy war materials, and create confusion in the lines. On the island of Guam the Japanese began their quiet attack of death utilizing the cover of darkness.



VICTORY CONDITIONS

The Japanese must exit at least 4 unbroken units off the South edge of the board to win. Otherwise, it is a U.S. victory.

TURN RECORD CHART

The American Sets up first





The Japanese moves first

1	2	3	4	5
---	---	---	---	---

Board Configuration

14

A
N

	JAPANESE: Elements of the 10th Independent Mixed Rgt. Enter turn 1, North Edge
	5-4-8 9-1 9-2 LMG Demo. x8 x2 1 x3 x4
	AMERICAN: 4th Regiment, 1st Provisional Marine Brigade. Locate South of Row 5 ELR:2
	6-6-6 6-6-7 7-4-7 Dogs MMG Ent. FT 8-0 9-1 9-2 Jeep(4MG) Baz.(44a) x8 x3 1 x2 x2 x6 1 1 1 1 1 1

SPECIAL RULES

- P-15.1 Night rules are in effect with the following modification. Only one die is rolled to determine visibility range. Infiltration rules(Pacific Rule#8) is in effect. The 6-6-7 and 7-4-7 units are "alert" units. Dog units are to be placed with these units. All other U.S. units are considered "resting." All use HIP.
- P-15.2 Disregard roads, hedges and walls. Wheatfields are brush hexes. Buildings are woods hexes, and the hexsides determine the LOS.
- P-15.3 The Jeep and its MG may not be used until the player phase after the Japanese units are detected.
- P-15.4 An alternate victory condition may be used in a raiding scenario. Use the following table to determine victory points.

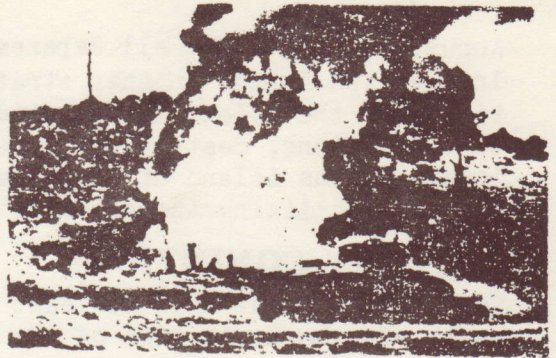
Japanese	U.S.
3 = squad	2 = squad
1 = $\frac{1}{2}$ squad	1 = $\frac{1}{2}$ squad
+ = to leadership modifier	2 = dog unit
	4 = Jeep
	+ or - leadership modifier

AFTERMATH

The use of dog units for scouting and as a defense against infiltration was fast becoming an organic part of the Corps. "The animals were especially helpful in exposing night infiltration attempts. At their menacing growls, Marines would lay down a curtain of lead into the darkness. In the morning they were sure to find four or five dead Japs within their perimeter." (World War II, p.66). The dobermans were on duty at the perimeter defenses and caught the Japanese as they crept subtly through the darkness. Quick reaction caused a sudden end to this fatal attempt by the Sons of Nippon, and the Sun rose upon dozens of torn bodies around the defense positions.

"THE MEATGRINDER"

March 1, 1945, Iwo Jima
Having now secured the three airfields on the island, the Marines began to concentrate their efforts on the elimination of Japanese resistance. This would not be easy. One of the most difficult areas was hill 382 with its maze of tunnels and bunkers. The only method of conquering this area was a step by step battle with flamethrowers, demolition charges, and bloody hand to hand combat.

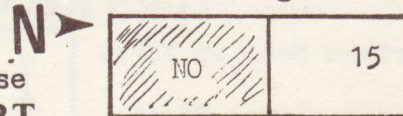


VICTORY CONDITIONS

The American Player must have all bunker hexes free of unbroken Japanese units without losing more than twelve squads. Broken squads are not considered to be eliminated. Half squads count toward victory. AFVs count as two squads. Otherwise, it is a Japanese win.

Board Configuration

Only whole hexes are playable
Rows B-P



TURN RECORD CHART

JAPANESE SET UP FIRST
AMERICANS MOVE FIRST

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

JAPANESE: Units of the 109th Inf. Division, 2nd Mixed Brigade, set up first on Bd.15

4-4-7 5-4-8 4-3-6 7-0 8-0 9-1 10-2 LMG MMG HMG ATM 47ATG 37 IG 75ART(H8)
x8 x3 x3 1 1 1 1 x4 x2 x2 x4 x2 x2 1

2-3-7(C) Trench Cave Tunnel hexes 1+3+5 2+3+5 1-8-8(-3) 20AA 75AA Rad.
x5 x4 x4 x20 x2 x2 1 x2 1 x1

AMERICAN: 2nd Bn., 4th Division, Enter West and/or South edge, turn 1. ELR:2

6-6-7 6-6-6 7-4-7(Eng.) 1-4-9 8-0 8-1 9-1 9-2 Rad. Demo. FT M4A1(76) 1-8-8(-4)
x14 x5 x6 1 1 1 1 1 x2 x6 x2 x3 1

Note: These units may enter at the American's discretion. All units must be on the board by the beginning of Turn 3. Those not on the board at that time may not be used in play at all.

SPECIAL RULES

P-16.1 Terrain Changes: Wheatfields are level one hills. Building hexes are brush hexes. Roads are trails. No double movement road bonus allowed. Movement costs for AFVs are doubled in all hexes.

P-16.2 Artillery-Airsupport: (1) The Japanese player is allowed 2 modules of 100 mm offboard support(normal ammo). (2) The U.S. player has available two modules of 100mm offboard artillery(Plentiful ammo). (3) The U.S. player has available two modules of airsupport. Air support is automatic on turns 2 and 5. It consists of two corsair fighter-bombers, one armed with HE and the other with napalm.

P-16.3 Two of the three tanks for the U.S. forces are equipped with FT capability per SL rule 147.6.

AFTERMATH

The fiercest fighting of the conquest of Iwo took place in this area. The Japanese defensive positions, with caves and strongly constructed caves required superhuman effort on the part of the invading Marines. Neither artillery nor air support proved to be enough to dislodge the tenacious Orientals. Only hand to hand combat, combined with demolition charges, flame throwers and grenades proved to be enough to overcome the defenders. It was rightfully named the "Meatgrinder!"

ON TO MYTYIKINA

June 1, 1944 Enroute to Mytyikina, Burma
Merrill's Marauders, along with the 30th Chinese division is under direct orders from Gen. Stillwell to take the city of Mytyikina. The purpose of this operation is to establish an open route for the Allied effort. A well guarded supply train enroute to the front lines is met with a sudden ambush.

VICTORY CONDITIONS

The Allies must achieve one of the two victory conditions listed below to win. Otherwise, it is a Japanese win.

Board Configuration

Use North end of board from row Q (exclusive).



Japanese player sets up first
American player moves first



TURN RECORD CHART

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

JAPANESE: Elements of the 53rd Division, Set up South of Row H(exc:), using either HIP or adding 12 concealment (?) counters to the mix.



4-4-7 4-3-6 8-1 9-1 LMG MMG 50mGL 1-8-8(-3) mines(AP) Booby traps
x4 x3 x2 1 x3 1 x2 1 x8 x2

ALLIES: 3rd Bn., 5307 Reg.(Merrill's Marauders), plus supply units from the 150th Reg., 30th Chinese Division



Enter turn 1, North edge: 6-3-8 Scouts 1-4-9 8-1 9-2 Marauders ELR:3 (Use Br. 3-2-8 HS)
x4 x2 1 1 1
Enter turn 2, North edge, on road A5,6 4-3-6 2-3-6 6+1 8-0 9-1 Mules
x3 x4 1 1 1 x4

SPECIAL RULES

- P-17.1 To win, the Allies must secretly select and prerecord one of the following victory conditions: (1) eliminate 5 Japanese squads (or HS equivalents), or (2) exit two mule counters off South edge of board by game's end. Otherwise, it is a Japanese victory.
- P-17.2 Use overlay P-B by matching hex numbers.
- P-17.3 Mule counters may neither be ridden or charged. If they are forced to rout due to failing a MC, they rout 7 hexes in a direction selected by the direction roll of one die. The morale level for mules is 7. SL rules 92.13,73 apply.
- P-17.4 SL ambush rules are in effect for the Japanese 4-4-7 units only.
- P-17.5 Roads are trails, and have no move bonus.
- P-17.6 All Marauder units (including scouts and leaders) have a -1 DRM in close combat.
- P-17.7 A 2-3-6 Chinese unit is a mule handler. It must accompany the mule counter at all times, or the mule counter may not move (exc. routing). One 2-3-6 unit may control up to two mule counters, provided there are not enough 2-3-6 units for each mule counter to have its own handler.

AFTERMATH

Throughout the Jungle North of Mytyikina (pronounced Mitchina), the Japanese units had prepared ambushes. The Marauders anticipated these moves, and their jungle skills paid off as they successfully prepared the way for the arrival of the much need supplies.

A RUSSIAN RETREAT

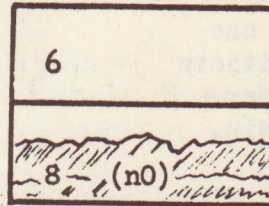
August 14, 1945, Sakhalin Island, Manchuria

The Russians, intent on avenging themselves upon the Japanese, and desirous to claim Asian territory for themselves, launch many attacks right after VE Day. While attempting to retake Sakhalin Island, the Russian attackers suddenly find themselves in a trap.



VICTORY CONDITIONS

The Russians must exit 5 unbroken squads off the board in any direction except the South. If they do not, it is a Japanese victory.



N Board Configuration

TURN RECORD CHART

Russians Set up first
Japanese move first

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

Gameboard ends at Northern riverline.

RUSSIAN: Elements of the 179th Reg., 79th Rifle Div. Set up on boards 6 and/or 8. All units must South of row 6, board 6(exc.), and between rows Y and H(exclusive) on both boards.



4-4-7 6-2-8 7-0 8-1 9-1 LMG MMG 50mMtr. Rad. Zis Lt. Truck
x9 x3 1 1 1 x3 1 1 1 x3

JAPANESE: Sakhalin Defense Force, Set up on either or both boards, West of row Z. (Exc.)



4-4-7 4-3-6 8-1 9-2 LMG MMG Ent. 50mGl 75mArt. Radio
x8 x2 x2 1 x3 1 x4 x2 1 1

Enter, turn 3, from any edge(except South) 4-4-7 LMG 9-1
x4 x2 1

SPECIAL RULES

P-18.1 HSs count toward victory conditions. Leaders with a -1 modifier count as HS.

P-18.2 Any Russian unit not in the LOS or stacked with a leader has its morale lowered by one.

P-18.3 Russian units must begin the game dismounted from vehicles.

AFTERMATH

The Russian mistakenly assumed that all the fight had gone out of the Japanese defenders. Their desire to repossess that which had been taken from them in the Sino-Russian War blinded them to the possibility of counterattack. The result was panic among Russian troops. The Japanese caused many casualties among the 179th Regiment, but it was a short lived victory. It was only a matter of time until the island would once more be in Soviet hands.

HOLD WAKE ISLAND

Wild Bill's
Raiders

Dec. 21, 1941, Wake Island

The Japanese tide was rolling everything before it as it swept across the Far East. One Allied strongpoint after another was falling. Having now annihilated U.S. airpower on Wake Island, Japanese Marines attempt a second invasion of the American bastion.

VICTORY CONDITIONS

The Japanese player must have all hexes of hill 547 free of unbroken Allied units to win. Otherwise, it is an Allied victory.

Board Configuration

P-16(a-q, inc.)
3 (a-q, inc.)



American player sets up first
Japanese player moves first

TURN RECORD CHART

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

ALLIES: 1st Marine Defense Bn., various Filipino units, Army Air Force and civilians. Set up as listed below. (Use British counters)

P-16, South of row 5 (Exc.)	Board 3, any hexes
4-5-8 9-1 9-2 MMG HMG Trench Wire	4-5-8 2-4-7 2-3-6 8-1 9-2 10-2 MMG HMG 1-4-9
x3 1 1 1 1 x2 x3	x4 x4 x2 1 1 1 x2 1 1
Board 3F2: 155 Art. 2-3-7(C) Trench	Trench Ent. Wire M3A Car Mines 1-8-8(-4)
1 x2 1	x2 x2 x4 1 16 factors 1
Enter turn 4, South or West edge, board 3:	4-3-6 7-0
	x5 1

JAPANESE: Elements of the 33rd Division and the 6th SNLF, enter on P-16 (See P-19.1,2)

5-4-8 8-0 9-1 9-2 LMG MMG 50GL Landing Craft	Destroyer Transport
x12 1 1 1 x3 1 x2 x6	4-3-6 2-2-7 7-0 8-1 10-2 LMG MMG 50Mtr.
Enter turn 4, Northern edge, Bd. P-16	x8 x2 1 1 1 x4 1 x2
5-4-8 4-3-6 9-2 10-1 HMG Demo. FT	(Destroyer chooses one of 2 landing zones: K1, L1, M2 or E2, F2, G3, after U.S. set up.)
x6 x4 1 1 x2 x4 1	

Weakened by the siege, short on supplies, manpower and reliable weapons, the U.S. and Filipino forces were unable to withstand this second assault. Even though the cause was lost, the Allies fought with unusual tenacity. Even Air Force and civilian personnel took up rifles and manned defensive positions. A 3" gun managed to get a number of hits on a destroyer transport as it sought to unload its troops. Major Deveraux saw that further struggle was futile, and surrendered the garrison. The defenders reluctantly laid down their weapons, and began another ordeal: that of suffering the ignominious treatment of the Japanese prison camp.

SPECIAL RULES FOR P-19, "Wake Island"

P-19.1 The Japanese landing craft contain most information needed on them on the counter itself. The following Squad Leader rules apply to them: 128.5,51,52; 128.7(all).

Units may disembark from the LC only in the advance move phase, into a sea-beach hex.

Any infantry fire directed against infantry in LCs is to be treated as area fire with the DRMs listed in SL rule #128.73.

P-19.2 The units listed under the destroyer transport are to be stacked beneath the counter, which covers 3 hexes. These units also disembark into a sea beach hex during the advance move phase. During the movement phase, one full squad or its equivalent, plus its PP is stacked on top of the DT counter. A maximum of 3 squads or equivalent, plus PPs may be unloaded in the Japanese phase of the turn. Any units on top of the DT counter receive a +1DRM against any attacks.

For this scenario, the DT may not fire any weapons. Once unloading is completed the counter is removed from the board, unless forced off beforehand. If forced off the board, any infantry units remaining on board may not return to the game.

P-19.3 The only Allied fire that can affect the DT or its passengers comes from the 3" gun. The only dice roll needed for these attacks is the "to hit" roll. If the 3" gun secures 4 hits on the DT, it must immediately withdraw. Any acquisition DRMs apply. Use the red "to hit" numbers.

The 3" gun may fire twice in a phase if both crews manning the gun are in good order. If operated by only one crew, it may fire only once in a phase, and the BD # is increased by 1 (11 or 12). The gun has a minimum range of 8 hexes.

P-19.4 This is partially a night scenario. Turns 1 and 2 are "dawning" turns. Visibility is rolled for with 2 dice, and add 4 to the first roll for the NVR for turn 2. Beginning with turn 3, visibility returns to normal.

P-19.5 The following units in play represent certain types of personnel, as listed below

Japanese	Allies
5-4-8 SNLF - Elite	4-5-8 Marines - Elite - Fanatical
4-3-6 Army - Second Line	2-4-7 Air Force
	2-3-6 Civilians - Inexperienced
	4-3-6 Filipinos - "

P-19.6 Any Allied SW that malfunctions is considered to be out of ammo and is to be removed from the board.

P-19.7 The Japanese player receives one module of artillery support automatically on turns 2,4, and 6. It is 80mm, and if not on target, direction and extent of error must be rolled for and cannot be corrected. The final target hex is the hex in which the FFE occurs in that phase.

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.





Board Configuration

TURN RECORD CHART

Japanese set up first
Allies move first

1	2	3	4	5
---	---	---	---	---

Play area is West of hex row Q (Inclusive). $\frac{1}{2}$ hexes are playable

JAPANESE: 2nd Co. Kure 6th SNLF- Locate according to (NOTE: Use German special rules. ELR - 4)											
	4-4-7	2-3-7	8-1	9-1	9-2	LMG	MMG	50mMtr.	Rad.	Sn.	-3 (?)
	x7	x2	1	1	1	x2	x1	x2	1	1	16
AMERICAN: A and B Companies, 169th Inf. Regiment Enter any two adjacent edges, turn 1 ELR - 3											
	6-6-7	6-6-6	5-5-6	8-0	9-1	MMG	Radio	60mMtr(M-2)			
	x3	x3	x4	1	x2	x2	1	x1			
Commando Unit, Islanders (Use S.S. counters)											
	3-4-8	10-2									
	x3	1									

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 SLrule#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.

Wargaming Friend,

If the Conflict in the Pacific appeals to you, then we have an offer that should interest you. Wild Bill's Raiders, a playtest group has been dedicated to the development of a Squad Leader series on the War in the Pacific. It is called "BLOOD AND SAND." This scenario is one of 20 that is being offered in 3 series.

They are as follows:

1. Available April 1st -Special rules regarding "banzai" attacks, the use of caves, naval airsupport, and offshore illumination. Seven scenarios, including Guadalcanal, Okinawa, the Philippines, Malaya and Saipan. There are unmounted counters, overlays and weapons to complement the Japanese units. PRICE - \$4.00
2. Available July 1st-Six more scenarios, including Tarawa, Iwo Jima, New Guinea, and the Philippines. Two unmounted mapsheets for invasion(The beaches of Iwo Jima and Betio Island). Special rules for invasion scenarios are also included. PRICE - \$4.00
3. Available October 1st- The last seven scenarios, a new mapsheet(Jungle), overlays, and special rules regarding night infiltration, dog units, and tunnels form a part of this package.

So my gaming friend, if this interests you, send \$4.00 for the first part of this series to -

BILL WILDER
1085 E. CONFEDERATE AVE.
ATLANTA, GA. 30316

HOSPITAL HEROES

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

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

AMERICAN: 3rd Medical Det., + elements of 5th Marine Regiment and hospital patients. Set up on board 5 per SSR P-20(A).1



7-4-7 3-4-7 2-3-7(C) 2-0-7 8-0 9-2 1-3-8 MMG 20mmAA Jeep Jeep(4mg) 3/4 Truck
 x3 x3 x4 x6 x2 1 1 x2 x2 1 1 x2
 Ent. x3

JAPANESE: Raider team, 141st Division, enter turn 1, any edge



4-4-7 2-3-7 8-1 9-2 10-2 LMG MMG 50GL Demo. Rad.
 x10 x2 1 1 1 x3 x2 x2 x3 1

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 1/2 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.

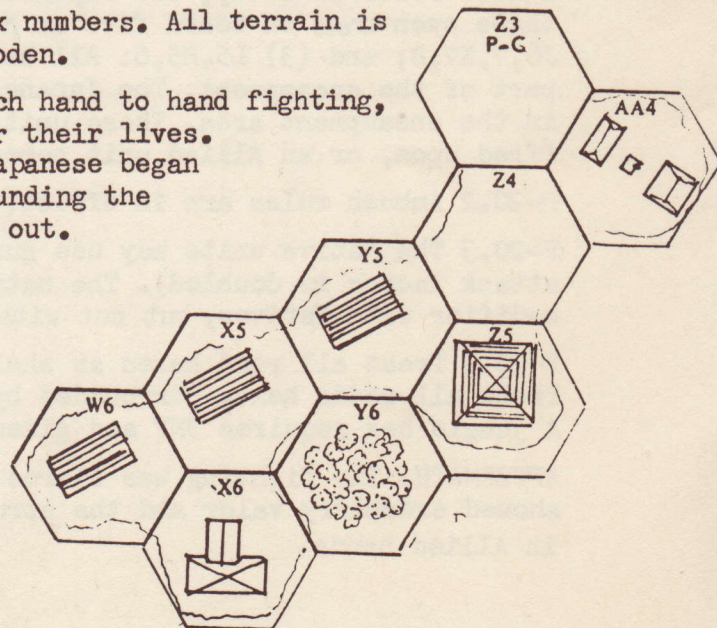
P-20(A).3 Night rules are in effect, NVR being determined by the roll of one die at the beginning of each turn. Infiltration rules are in effect. Only the 7-4-7 and 2-3-7 units may be on alert.

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.

Hospital Patient Counters

2-0-7	2-0-7	2-0-7	2-0-7	2-0-7	2-0-7	2-0-7



TAKE SURIBACHI

February 23, 1945, Iwo Jima - The extinct volcano Mount Suribachi hovered over the carnage on the beaches of Iwo Jima like a menacing monster, ready to devour the American invaders. Not only was the enemy fire from this area devastating, but spotters could call in more deadly barrages from the region to the North. Suribachi had to be taken, no matter the cost!

VICTORY CONDITIONS

All hexes on overlay P-C must be free of unbroken Japanese and the flag bearing unit (See P-23.3) must spend one full turn on one of the summit hexes (See P-23.1) to win. Otherwise, it is a Japanese victory.



The Japanese player sets up first
The U.S. Player moves first



Playing area
North of row
Q, exclusive.

JAPANESE: Elements of the 2nd Mixed Brigade Locate on Board 15											
5-4-8	4-4-7	8-0	9-2	10-2	LMG	MMG	ENT.	Tunnels	1-8-8(-2)	1-8-8(-4)	
x1	x3	x1	x1	x1	x2	x1	x3	x9	x1	x1	
AMERICAN: Assault Patrol from 2nd Bn., 28th Marine Regiment ELR:4											
6-6-7	9-1	9-2	10-2	MMG	Demo.		7-4-7	FT	Enter South or East edge, Turn 1.		
x6	1	1	1	x1	x3		x2	1			

SPECIAL RULES

P-23.1 Use Overlay P-C by matching hex numbers on Board 15. Hexes Z5 and AA6 Represent the summit of the volcano, and its crater. Roads do not exist.

P-23.2 Any hidden Japanese unit in the overlay area at game's end does not count against victory condition. Use German counters to represent Japanese.

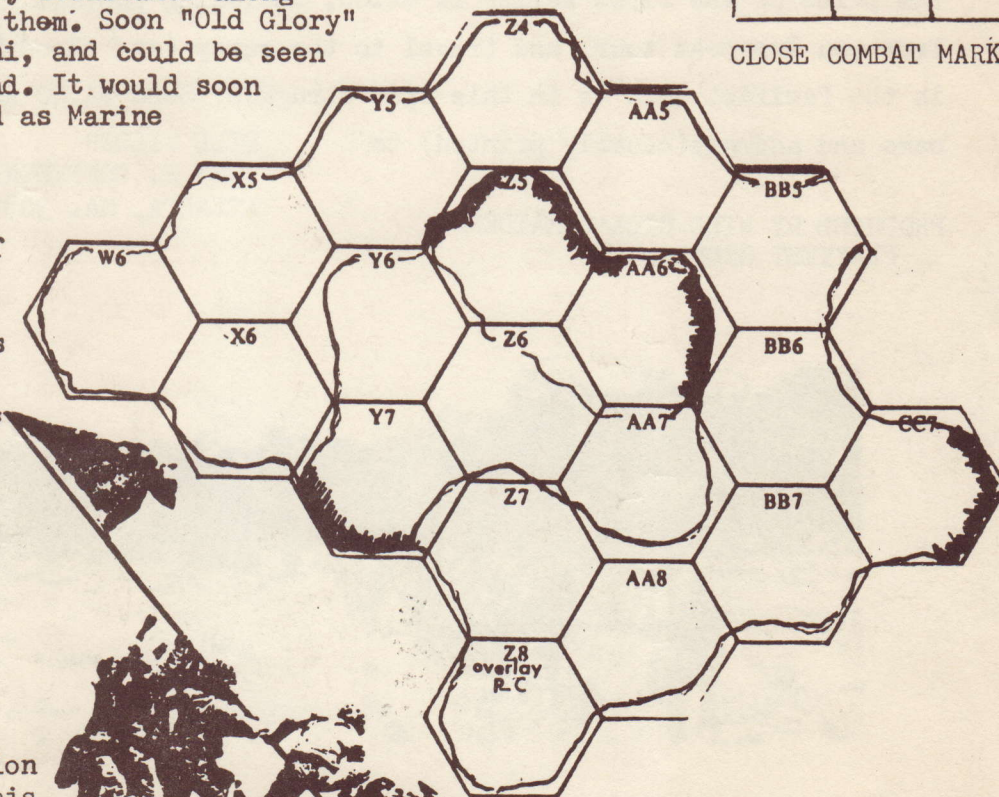
P-23.3 One U.S. squad is secretly chosen as the flag bearer. This is to be revealed to the Japanese player at the end of the game.

AFTERMATH: After a long, painful climb, the exhausted Gyrenes reached the summit. Enemy resistance along the way could not deter them. Soon "Old Glory" was flying atop Suribachi, and could be seen by everyone on the island. It would soon be seen around the world as Marine legend!



CLOSE COMBAT MARKERS

Note: Overlay P-C is to be used with board 15 of the "Squad Leader" mapboards. Levels 3,4, and 5 are included. This sheet should be xeroxed and the overlay cut out, painted and mounted for playing this scenario.



FLAG COUNTER



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Against the Rising Sun



The War in the Pacific... a terrible ordeal for many nations, and unique phase of warfare. Much of this is recaptured in the Pacific Variant, "BLOOD AND SAND".

The first series of seven scenarios, overlays, special counters and markers are included. These are uncolored and unmounted, but instructions are included for preparing them.

The scenarios include three from Guadalcanal, and one each from events on Okinawa, Saipan, the Philippines, and Singapore.

Some special rules covering banzai beserk status, Japanese AFVs, offshore starshells, Airsupport, and caves are also included.

This series is called, "Against the Rising Sun," and is now ready for delivery. The second series of six scenarios,

special invasion rules, and two maps representing Tarawa and Iwo Jima will be included. These series build upon

one another, so it is necessary to purchase the first in order to be able to play the second. The second series

is called "Island Ordeal," and will include scenarios from the Philippines, Tarawa, New Guinea, Kwajelein, and Iwo Jima. It will be ready in July.

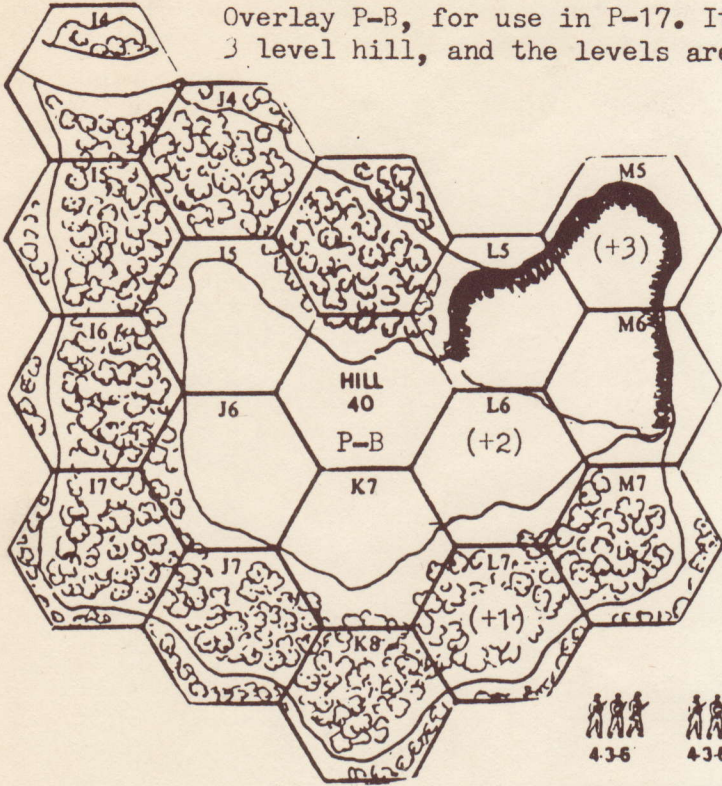
The price of the first series is \$4.00, including postage. Take a break from you European tour, and travel to the sunny (and bloody) islands in the Pacific! Join us in this epic struggle! Send \$4.00 and your name and address (clearly printed) to

BILL WILDER
1085 E. CONFEDERATE AVE.
ATLANTA, GA. 30316

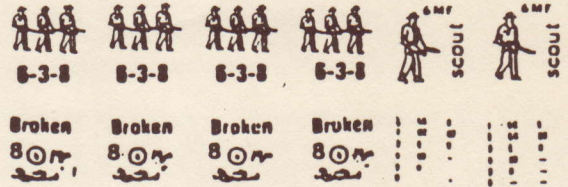
PRODUCED BY WILD BILL'S RAIDERS
PLAYTEST GROUP



Overlay P-B, for use in P-17. It is a 3 level hill, and the levels are marked.



Merrill's Marauders (Chartruese)



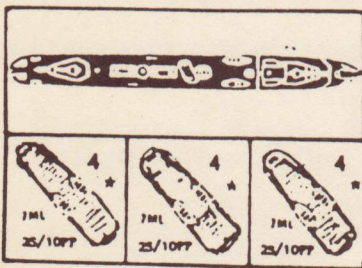
Mule Counters (White)



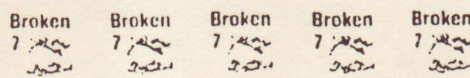
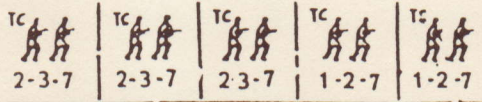
Chinese Infantry and Mule Handlers (Med. Green)



Japanese Destroyer Transport P-19 (Orange)



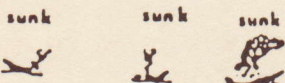
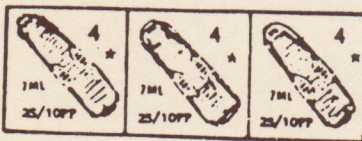
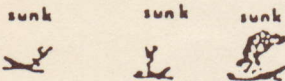
Landing Craft P-19



Chartruese

Orange

Tank Crews. To distinguish between tank crews and normal crew counters, the following have been included. The 1-2-7 counters represent the Japanese.



THE "MISSING" COUNTERS

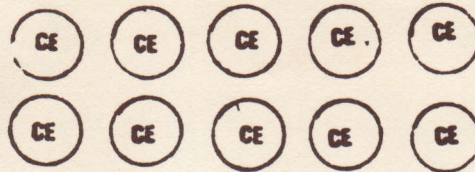
Wild Bill's Raiders

ON ALL FRONTS

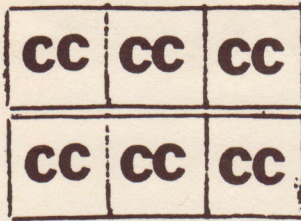
BLOOD AND SAND

Use CE counters with SP guns (no turret)

Close Combat Markers



CHITS



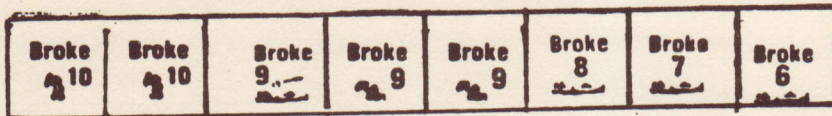
Beserk Counters



Destroyed Bunkers



Wounded Leaders



1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

This Counter sheet is provided for you by "Wild Bill's Raiders," a playtest group which has also prepared scenarios, maps and counters on the War in the Pacific. They are to be played with existing Squad Leader games. The Variant is called "BLOOD AND SAND." Series #1, "Against the Rising Sun"(8 scenarios) is now available for \$4.00 postage paid. Series #2, "Island Ordeal," (7 scenarios, 2 maps) will be ready July 1st(\$4.00).

You may order these by writing to: Bill Wilder
1085 E Confederate Ave.
Atlanta, Ga. 30316

Malfunctioning MGs



Plotting Map

Scenario # _____ Board # _____

