

PACIFIC

1941-1945



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Wydawca: **Taktyka i Strategia**

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Mapa Pacyfiku z naniesionymi operacjami desantowymi z załączonymi do gry.



BETIO

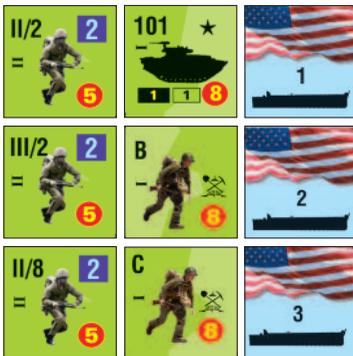


The landing operation on Betio did not go according to plan from the very beginning. The landing crafts have been loaded before dawn and it was clear that they are too far for the beach. Hidden and quick approach to the beaches was impossible. Heavy artillery batteries hidden in the bunkers fired instantly and the US Navy battleships started fighting them. Under the cover of their fire, landing crafts and amtraks made their way to the beach. Unfortunately, many of them was stopped by the coral

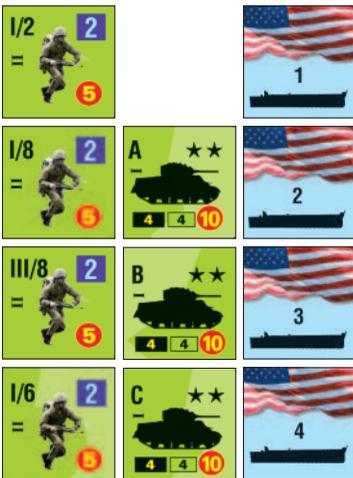
reefs, making them an excellent target for the Japanese guns. The unrecognized positions of the defenders began to fire at the landing marines. The Japanese built a whole system of concrete combat bunkers on the island, connected by sheltered tunnels. Their destruction forced the tactic of slow, methodical attacking each of them individually and destroying them with miners, so that there was not a chance to use them again.

Set up:

AMERICANS:



Reinforcements: 21 XI

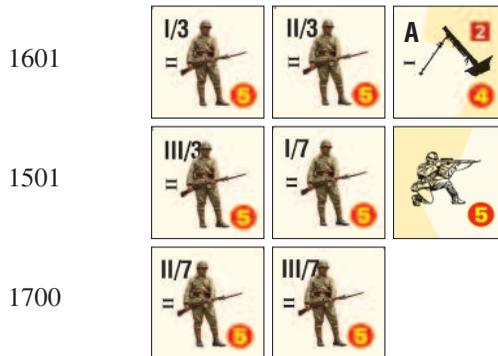


22 XI:



1 NAS	7	6	5	4	3	2	1
2 NAS		6	5	4	3	2	1
1 Air			5	4	3	2	1

JAPANESE (FORTIFIED):



NOTES:

- Scenario length: 20-23 November 1943
- Japanese player places his units anywhere but only one unit per hex.
- If players agree, US units might land on any possible hex.
- Initiative: USA
- Air force: 1 x Ground Attack (US)
- Naval units: 2 x Naval Artillery Support (US)
- Supply: N/A

Victory conditions:

AMERICANS:

- For each Japanese destroyed unit until the end of 20 IX **10 VP**
- For each Japanese destroyed unit until the end of 21 IX **7 VP**
- For each Japanese destroyed unit until the end of 22 IX **4 VP**
- For each Japanese destroyed unit until the end of 23 IX **2 VP**
- For each Japanese unit that remains on the board after the end of the scenario **- 4 VP**

JAPANESE :

- For surviving until November - automatic victory.

USA

2 Marine Div.							
HQ				1	1	1	1
I/2	4	4	3	3	2	2	1
II/2	4	4	3	3	2	2	1
III/2	4	4	3	3	2	2	1
I/6	4	4	3	3	2	2	1
III/6	4	4	3	3	2	2	1
I/8	4	4	3	3	2	2	1
II/8	4	4	3	3	2	2	1
A Armor.			5	4	3	2	1
B Armor.			5	4	3	2	1
C Armor.			5	4	3	2	1
101					3	2	1
102					3	2	1
Eng. B						2	1
Eng. C						2	1

Amphibious groups

1 Des.	9	8	7	6	5	4	3	2	1
2 Des.	9	8	7	6	5	4	3	2	1
3 Des.	9	8	7	6	5	4	3	2	1
4 Des.	9	8	7	6	5	4	3	2	1
5 Des.	9	8	7	6	5	4	3	2	1
6 Des.	9	8	7	6	5	4	3	2	1

JAPAN

Shibazaki

I/3		3	2	2	1	1	1
II/3		3	2	2	1	1	1
III/3		3	2	2	1	1	1
I/7		3	2	2	1	1	1
II/7		3	2	2	1	1	1
III/7		3	2	2	1	1	1

20 XI	
Day	
Night	

21 XI	
Day	
Night	

22 XI	
Day	
Night	

23 XI	
Day	
Night	

24 XI	
Day	
Night	

ROI - NAMUR



On February 1, 1944, at 6.50 a.m., an artillery barrage began on Roi-Namur. The howitzers of the 14th Marine Regiment and ship artillery shelled the entire island. During the breaks between shelling, planes flew over the island and dropped their bombs on it and fired on targets with on-board weapons. At 10:55 am, the shelling was stopped, because the entire island was covered with smoke and its effects could not be observed. It looked as if the island was literally completely engulfed in one big explosion. At 11:33, the first waves of landing crafts reached the island. The most dangerous at this point was the shelling of its own fleet, which was still firing, and as the entire island was covered in black smoke, whatever action was risky.

After an hour, the marines made a 200-300 m deep advance into the island. There was little resistance, but the Americans were not going to take any chances and moved very carefully. By evening both islands had been taken over, but the Japanese, still alive, were hiding. During the night, they made several suicide attacks, causing Americans to shoot at each other. At 14.18, General Schmidt announced the end of the fighting on Roi-Namur. The Americans lost 190 dead. The losses were apparently small, but considering the size of the island and the time spent on capturing it, it was a very bad prophecy.

Set up:

AMERICANS:

	4		34
	4		44
	4		45
	1 1 8		35
	4		64
	4		74
	3		75
	1 1 8		65
	4		66
	4 4 10		76

JAPANESE (FORTIFIED)

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

5 Marines Div.

Sztab				1	1	1	1
I/23	4	4	3	3	2	2	1
II/23	4	4	3	3	2	2	1
III/23	4	4	3	3	2	2	1
I/24	4	4	3	3	2	2	1
II/24	4	4	3	3	2	2	1
III/24	4	4	3	3	2	2	1
C		6	5	4	3	2	1
101				4	3	2	1
102				4	3	2	1
sap. B					2	2	1
I/15 Art.					5	3	1
II/15 Art.					5	3	1
III/14 Art.					5	3	1

1 NAS	7	6	5	4	3	2	1
2 NAS		6	5	4	3	2	1
3 NAS			5	4	3	2	1
1 LS				5	4	3	1

Amphibious groups

1 Des.	9	8	7	6	5	4	3	2	1
2 Des.	9	8	7	6	5	4	3	2	1
3 Des.	9	8	7	6	5	4	3	2	1
4 Des.	9	8	7	6	5	4	3	2	1
5 Des.	9	8	7	6	5	4	3	2	1
6 Des.	9	8	7	6	5	4	3	2	1
7 Des.	9	8	7	6	5	4	3	2	1

USA

INITIATIVE:

US

SUPPLY:

N/A

AIR FORCE:

1x Ground Attack (US)

NAVY:

3x Naval Artillery Support (US, 31 I only)

31 I	
Day	
Night	

1 II	
Day	
Night	

2 II	
Day	
Night	

FOOTNOTES:

- Three artillery units of 4 Marine Division are placed in the „artillery” box. They can fire since 1 February
- Japanese units can be set up freely on islands.
- Scenario length: 31 January - 2 February 1944
- At 31 January US player may use his ships only

Victory conditions:

AMERICANS:

- For destroying all Japanese units till the end of 1 February 12 VP
- For destroying all Japanese units till the end of 2 February 6 VP

JAPÓNCZYCY:

- For holding on the island until the end of 2 February 8 VP
- For each destroyed strength point of US forces 1 VP

KWAJALEIN

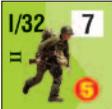
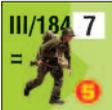


Kwajalein was an island where the Japanese had a field airfield. It became the target of an attack by American troops, intending to capture the entire atoll, including all its islands. In the future, it was to be the main fleet base for possible attack on Japan. Two strike teams were sent to capture these islands. The first went to Namur and Roi, the second to Kwajalein. In preparation for the operation, the US fleet and air force bombarded the islands of the entire atoll, destroying Japanese infrastructure and inflicting severe casualties. So when the landing occurred, it was rel-

atively bloodless. The resistance intensified only on the second day, when, hiding among the ruins of buildings and thick forests, the Japanese prepared an organized defense. Tanks and flame throwers were directed to fight them. Isolated areas were destroyed point by point. The American 7th Division was moving east, trying not to leave any Japanese behind. But at night, Japanese units launched violent and bloody counterattacks and inflicted losses on the enemy.

Set up:

AMERICANS:

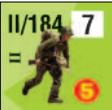
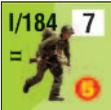
			26
			25
			26
			25
			25

Reinforcements :

2 II:

			26
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3 II:

			25
			26

1 NAS	7	6	5	4	3	2	1
1 Air			5	4	3	2	1

JAPANESE (FORTIFIED):

JAPAN

2 battalion						
1	2	2	1	1	1	1
2	2	2	1	1	1	1
3	2	2	1	1	1	1
4	2	2	1	1	1	1
K				2	1	

FOOTNOTES:

- Scenario length: 1 January - 4 February 1944
- Japanese player places his units anywhere but only one unit per hex.
- Japanese units are all fortified
- If players agree, US units might land on any possible hex.
- Initiative: USA
- Air force: 1 x Ground Attack (US)
- Navy: 1x Naval Artillery Support (US)
- US 32 and 148 Infantry Regiments cannot attack together at 1 February
- Supply: N/A

Victory conditions:

AMERICANS:

- For destroying all Japanese units until the end of 1 February **20 VP**
- For destroying all Japanese units until the end of 2 February **17 VP**
- For destroying all Japanese units until the end of 3 February **14 VP**
- For destroying all Japanese units until the end of 4 February **12 VP**
- For each US strength point lost **-1 VP**

JAPANESE

Instant victory if there are still any Japanese units after the end of last day

USA

7 Infantry Div.							
Sztab				1	1	1	1
I/32	4	4	3	3	2	2	1
II/32	4	4	3	3	2	2	1
III/32	4	4	3	3	2	2	1
I/184	4	4	3	3	2	2	1
II/184	4	4	3	3	2	2	1
I/184	4	4	3	3	2	2	1
A panc.		6	5	4	3	2	1
B panc.		6	5	4	3	2	1
sap. C					2	2	1

1 II	
Day	
Night	

2 II	
Day	
Night	

3 II	
Day	
Night	

4 II	
Day	
Night	

Amphibious groups									
1 Des.	9	8	7	6	5	4	3	2	1
2 Des.	9	8	7	6	5	4	3	2	1
3 Des.	9	8	7	6	5	4	3	2	1
4 Des.	9	8	7	6	5	4	3	2	1
5 Des.	9	8	7	6	5	4	3	2	1
6 Des.	9	8	7	6	5	4	3	2	1

GREEN ISLAND



A small island on the western edge of the Solomon Islands became the scene of battle between the Japanese and New Zealanders in February 1944.

The landing and capture of the island were important because it had an airport from which the Japanese could attack Allied convoys to the New Brittany. Capturing of this airfield could also allow the Allies to shorten the routes to Rabaul.

On February 15, the New Zealand 14th Infantry Brigade, loaded on transport ships, approached Green Island from the west. At this point, Japanese fighter planes

arrived and attacked the convoy. They targeted the cruiser St. Louis and killed 28 sailor of her crew. The fast action of American planes led to the fact that after the loss of 12 machines, the Japanese departed to their bases.

The island's garrison numbered only 120 soldiers. They were all delivered to the island by submarines, so the resistance to be expected was not known until the end of the fighting. Most of the island was taken over without a fight, only in the southern plantations there were fights with the Japanese infantry.

Set up:

NEW ZEALAND:

		1607
		2207
		2107
		2006
		1907

JAPANESE:

	2012
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JAPANESE

Green I.		2	1	1
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Victory conditions:

NOWOZELANDCZYCY:

- For destroying Japanese unit until the end of 15 February	10 VP
- For destroying Japanese unit until the end of 16 February	8 VP
- For destroying Japanese unit until the end of 17 February	6 VP
- For destroying Japanese unit until the end of 18 February	4 VP
- For destroying Japanese unit until the end of 19 February	2 VP
- For destroying Japanese unit until the end of 20 February	1 VP

JAPANESE:

Instant victory if there is still Japanese unit on board after the end of last day.

FOOTNOTES:

- Scenario length: 15 January – 20 February 1944
- Initiative: New Zealand
- Supply: N/A
- Japanese player may decide to set up his unit in secret. He notes its initial placement and reveals it only if any American unit enters its hex.

NEW ZEALAND

14 Brigade						
Sztab			1	1	1	1
30		4	3	2	2	1
36		4	3	2	2	1
37		4	3	2	2	1
komp. A			4	3	2	1
komp. B			4	3	2	1
sap. E					2	1

Amphibious groups									
1 Des.	9	8	7	6	5	4	3	2	1
2 Des.	9	8	7	6	5	4	3	2	1
3 Des.	9	8	7	6	5	4	3	2	1
4 Des.	9	8	7	6	5	4	3	2	1
5 Des.	9	8	7	6	5	4	3	2	1

15 II	
Day	
Night	

16 II	
Day	
Night	

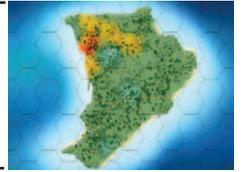
17 II	
Day	
Night	

18 II	
Day	
Night	

19 II	
Day	
Night	

20 II	
Day	
Night	

ANGAUR



From September 11, 1944, the small island of Angaur became another target for the guns of the American fleet. The ships bombarded every inch of the island methodically, destroying its infrastructure and potential defense systems. On September 17, landing boats with 321 and 322 infantry regiments of the 81st Infantry Division approached the beaches from the north and east. Initially, no resistance was encountered, and attackers could advance deeper into the island. However, the enemy turned out to be numerous minefields, which had to be disarmed first.

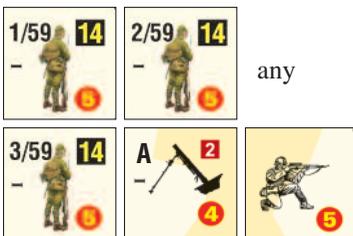
The resistance increased as the American troops approached the hill called Bow I, where Japanese prepared their main defensive positions. They hid ammunition and all supplies in numerous caves. The attackers were supported by heavy ship artillery and constant attacks of the ground attack aircraft. The precision of the attacks was debatable. By September 20, the island was under control, but until September 30, small Japanese forces were still active, hiding in caves and going out on night patrols.

Set up:

AMERICANS:



JAPANESE (FORTIFIED)



INITIATIVE:

US

SUPPLY:

N/A

MINEFIELDS:

2 (Japanese)

NAVY:

1x Naval Artillery Support (US)

Air force:

1 x Ground Attack (US)

Victory conditions:

AMERICANS :

- For destroying all Japanese units until the end of 17 February **24 VP**
- For destroying all Japanese units until the end of 18 February **20 VP**
- For destroying all Japanese units until the end of 19 February **12 VP**
- For destroying all Japanese units until the end of 20 February **8 VP**
- For destroying all Japanese units until the end of 21 February **-2 VP**
- For destroying all Japanese units until the end of 22 February **-5 VP**
- For destroying all Japanese units until the end of 23 February **-6 VP**
- For destroying all Japanese units until the end of 24 February **-8 VP**
- For each US strength point lost **-1 VP**

FOOTNOTES:

- Scenario length: 17 September - 20 September 1944
- Scenario length might be extended till the 30 September.
- Japanese player may decide to set up his units in secret. He notes their initial placement and reveals it only if any American unit enters its hex.
- Japanese units are fortified

Japanese

1/59	2	2	1	1
2/59	2	2	1	1
3/59	2	2	1	1
mortar			2	1

USA

81 Infantry Div.

I/321		4	3	3	2	2	1
II/321		4	3	3	2	2	1
III/321		4	3	3	2	2	1
I/322		4	3	3	2	2	1
II/322		4	3	4	3	2	1
III/322		4	3	4	3	2	1
sap. B						1	1
sap. C						1	1

1 NAS	7	6	5	4	3	2	1
1 Air			5	4	3	2	1

Amphibious groups

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

17 IX	18 IX	19 IX	20 IX	21 IX	22 IX	23 IX
Day						
Night						
24 IX	25 IX	26 IX	28 IX	28 IX	29 IX	30 IX
Day						
Night						

SAIPAN



Started on June 15, the landing operation on the island of Saipan (Marian Archipelago) was aimed at the control and subsequent expansion of the airports ensuring the control of the American aviation in this area.

It was another "frog jump" towards Japan. The fights for the island lasted until August 10 and brought very serious losses to the attackers.

Almost all of the defenders died as well, some of them in suicide night attacks, and some by jumping from coastal

cliffs.

According to the Japanese commander, the island was an impregnable fortress, and the defense plan was based on an immediate counterattack on the landing enemy. Meanwhile, from the very first hours, Japanese attacks rebounded on the American positions, bringing huge losses (also in tanks).

Soon the Japanese went to defend the rocky hills, fighting to the last soldier.

Set up:

JAPANESE:

= 2509	= 2417	= 1822
= 2509	= 2108	= 1824
= 2313	= 2414	= 1713
= 2313	= 2414	= 2020
= 1919	= 1614	= 2021
= 1917		= 1814
= 2413	= 2018	= 1912
= 2604	= 2017	= 1815
= 2405	= 2210	= 1714
= 2505	= 1914	= 2011
= 2516	= 2123 = 2516 = 2124	any

Victory conditions:

AMERICANS:

- For destroying all Japanese units until the end of 29 June 200 VP
- For destroying all Japanese units until the end of 30 June 180 VP
- For destroying all Japanese units until the end of 1 July 160 VP
- For destroying all Japanese units until the end of 2 July 140 VP
- For destroying all Japanese units until the end of 3 July 120 VP
- For destroying all Japanese units until the end of 4 July 100 VP
- For destroying all Japanese units until the end of 5 July 90 VP
- For destroying all Japanese units until the end of 6 July 80 VP
- For destroying all Japanese units until the end of 7 July 70 VP
- For destroying all Japanese units until the end of 8 July 60 VP
- For destroying all Japanese units until the end of 9 July 50 VP

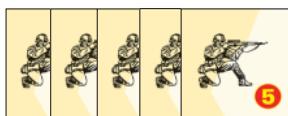
JAPANESE:

Instant Japanese victory if there is still Japanese units on board after the end of last day.

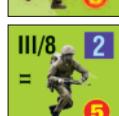
JAPAN

43 Infantry Div.

HQ			1	1	1	1	1/7 Eng.		1	2	1		
II/135		3	3	2	2	1	1	2/7 Eng.		2	2	1	
III/135		3	3	2	2	1	1	3/25 Eng.		2	2	1	
I/136		3	3	2	2	1	1	11 Eng.		3	2	1	
II/136		3	3	2	2	1	1	Yokosuka A	2	2	1	1	
III/136		3	3	2	2	1	1	Yokosuka B		3	2	1	
I/18				3	2	2	1	1	S			2	1
III/9				3	2	2	1	1	3/9		3	2	1
150 inf.reg.		3	3	2	2	1	1	4/9		3	2	1	
I/55		3	3	2	2	1	1	5/9			2	1	
II/55		3	3	2	2	1	1	14 mortars			2	1	
III/55		3	3	2	2	1	1	17 mortars			2	1	
IV/55		3	3	2	2	1	1	A mortars				1	
316/47		3	3	2	2	1	1	B mortars				1	
317/47		3	3	2	2	1	1	I/3 Art.		4	2	1	



AMERICANS:

	=			1716
	=			1717
	=			1719
	=			1718
	=			1722
	=			1724
	=			1723
	=		1722	
	1724		1720	

A Armor.			5	4	3	2	1
B Armor.			5	4	3	2	1
C Armor.			5	4	3	2	1
101			4	3	2	1	
102			4	3	2	1	
Eng. A	4	4	3	3	2	2	1
Eng. B	4	4	3	3	2	2	1
Eng. C	4	4	3	3	2	2	1

A/672		6	5	4	3	2	1
B/672		6	5	4	3	2	1
C/672		6	5	4	3	2	1
A/676		6	5	4	3	2	1
B/676		6	5	4	3	2	1
C/676		6	5	4	3	2	1

Amphibious groups									
1	9	8	7	6	5	4	3	2	1
2	9	8	7	6	5	4	3	2	1
3	9	8	7	6	5	4	3	2	1
4	9	8	7	6	5	4	3	2	1
5	9	8	7	6	5	4	3	2	1
6	9	8	7	6	5	4	3	2	1
7	9	8	7	6	5	4	3	2	1
8	9	8	7	6	5	4	3	2	1
9	9	8	7	6	5	4	3	2	1

1 NAS	7	6	5	4	3	2	1
2 NAS		6	5	4	3	2	1
1 LS			5	4	3	2	1
2 LS			5	4	3	2	1
3 LS			5	4	3	2	1

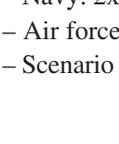
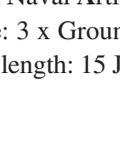
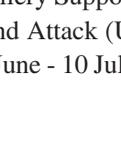
I/20 Eng.	3	2	1
II/20 Eng.	3	2	1
34 Eng.	3	2	1
1 Art	6	4	2
32 Art.	6	4	2
145 Art.	6	4	2
225 Art.	6	4	2

2 Marines Div.							
HQ				1	1	1	1
I/2	4	4	3	3	2	2	1
II/2	4	4	3	3	2	2	1
III/2	4	4	3	3	2	2	1
I/6	4	4	3	3	2	2	1
II/6	4	4	3	3	2	2	1
III/6	4	4	3	3	2	2	1
I/8	4	4	3	3	2	2	1
II/8	4	4	3	3	3	2	1
III/8	4	4	3	3	3	2	1
I/10 Art.					5	3	1
II/10 Art.					5	3	1

4 Marines Div.							
HQ				1	1	1	1
I/23	4	4	3	3	2	2	1
II/23	4	4	3	3	2	2	1
III/23	4	4	3	3	2	2	1
I/24	4	4	3	3	2	2	1
II/24	4	4	3	3	2	2	1
III/24	4	4	3	3	2	2	1
I/25	4	4	3	3	2	2	1
II/25	4	4	3	3	3	2	1
III/25	4	4	3	3	3	2	1
1/14 Art.					5	3	1
2/14 Art.					5	3	1
3/14 Art.					5	3	1

27 DP							
HQ				1	1	1	1
I/105	4	4	3	3	2	2	1
II/105	4	4	3	3	2	2	1
III/105	4	4	3	3	2	2	1
I/106	4	4	3	3	2	2	1
II/106	4	4	3	3	2	2	1
III/106	4	4	3	3	2	2	1
I/165	4	4	3	3	2	2	1
II/165	4	4	3	3	3	2	1
III/165	4	4	3	3	3	2	1
104 Art.					5	3	1
105 Art.					5	3	1
106 Art.					5	3	1
249 Art.					5	3	1
102 Eng.					6	4	2

UZUPEŁNIENIA:

	=		=		=			
	=		=		=			
	=		=		=			
	=		=		=			
	full Division		=		=			
			★★				★★	

FOOTNOTES:

- Initiative: US
- Supply: N/A
- Navy: 2x Naval Artillery Support (US)
- Air force: 3 x Ground Attack (US)
- Scenario length: 15 June - 10 July 1944

- Players may agree for the "free" variant of this scenario - it allows them to set up and choose landing hexes as they like (Japanese player first)
- US player pays 1 VP for every reinforcement unit he decides to use.
- Japanese units are fortified.

PELELIU



On September 15, after several days of air bombardment, the landing of the American 1st Marine Infantry Division began on Peleliu. The first problems appeared from the very beginning, some of the landing craft stuck on the coral reef and became targets for Japanese artillery. The first waves of landing swiftly took over the beaches, but the further movement was very difficult. The Japanese launched several local counterattacks, forcing the Americans to go into temporary defense. Most of the com-

munications equipment was destroyed during the landing and the division commander was unable to effectively command from the deck of the ship. At that moment, the main burden of the fighting was taken on by the 5th regiment, which on the same day took over part of the airport. In the following days, Japanese troops were pushed north, suffering heavy losses, but the Americans had to pay dearly for every success. To speed up the action, two regiments of the 81st Infantry Division entered the fight.

Set up:

AMERICANS:

III/1 = 1 5	A - 8	101 1 1 8	1311	
II/1 = 1 5	A 4 4 10	102 1 1 8	1312	
I/5 = 1 5	B - 8	1313		
III/5 = 1 5	B 4 4 10	5 6	1314	
III/7 = 1 5	C 4 4 10	C - 8	7 8	1315

JAPANESE:

4/2 - 14 5	5/2 - 14 5	6/2 - 14 5	AA 1 1 0
7/2 - 14 5	8/2 - 14 5	9/2 - 14 5	AA 1 1 0
7/15 - 14 5	8/15 - 14 5	9/15 - 14 5	B 2 4
14	I/20 = 14 7 1(2) 1 3	II/20 = 14 7 1(2) 1 3	III/20 = 14 8 1(2) 1 3
P 1 1 8	1/34 - 53 5	2/34 - 53 5	3/34 - 53 5

Uzupełnienia: 1311-1315

I/1 = 1 5	1/11 = 8 1(2) 1(2) 8	II/5 = 1 5	2/11 = 8 1(2) 1(2) 8
I/7 = 1 5	3/11 = 8 1(2) 1(2) 8	5/11 = 8 1(2) 1(2) 8	

odwód:

II/7 = 1 5	1311-1315 1 *			
I/321 = 81 5	II/321 = 81 5	III/321 = 81 5	316 = 8 1(2) 1(2) 8	1807
I/322 = 81 5	II/322 = 81 5	III/323 = 81 5	906 = 9 1(2) 1(2) 8	1707

Victory conditions:

AMERICANS:

- For destroying all Japanese units until the end of 24 Sept. **104 VP**
- For destroying all Japanese units until the end of 25 September **91 VP**
- For destroying all Japanese units until the end of 26 September **78 VP**
- For destroying all Japanese units until the end of 27 September **65 VP**
- For destroying all Japanese units until the end of 28 September **52 VP**
- For destroying all Japanese units until the end of 29 September **39 VP**
- For destroying all Japanese units until the end of 30 September **26 VP**

JAPANESE:

Instant victory if there is still Japanese units on board after the end of last day.

USA

1 Marines Div.						
HQ				1	1	1
I/1	4	4	3	3	2	1
II/1	4	4	3	3	2	1
III/1	4	4	3	3	2	1
I/5	4	4	3	3	2	1
II/5	4	4	3	3	2	1
III/5	4	4	3	3	2	1
I/7	4	4	3	3	2	1
II/7	4	4	3	3	2	1
III/7	4	4	3	3	2	1
A Armor.		6	5	4	3	2
B Armor.		6	5	4	3	2
C Armor.		6	5	4	3	2
101					3	2
102					3	2
Eng. A					2	2
Eng. B					2	2
Eng. C					2	2
1/11 Art.					5	3
2/11 Art.					5	3
3/11 Art.					5	3
5/11 Art.					5	3

JAPAN

14 Infantry Div.						
HQ				1	1	1
4/2		2	2	2	1	1
5/2		2	2	2	1	1
6/2		2	2	2	1	1
7/2		2	2	2	1	1
8/2		2	2	2	1	1
9/2		2	2	2	1	1
7/15		2	2	2	1	1
8/15		2	2	2	1	1
9/15		2	2	2	1	1
1/347		2	2	2	1	1
2/347		2	2	2	1	1
3/347		2	2	2	1	1
I/20 Art.					3	2
II/20 Art.					3	2
III/20 Art.					3	2
IV/20 Art.					3	2
P					3	2

Amphibious groups								
1	9	8	7	6	5	4	3	2
2	9	8	7	6	5	4	3	2
3	9	8	7	6	5	4	3	2
4	9	8	7	6	5	4	3	2
5	9	8	7	6	5	4	3	2
6	9	8	7	6	5	4	3	2
7	9	8	7	6	5	4	3	2
8	9	8	7	6	5	4	3	2
9	9	8	7	6	5	4	3	2

81 Infantry Div.					
HQ			1	1	1
I/321	4	3	3	2	1
II/321	4	3	3	2	1
III/321	4	3	3	2	1
I/322	4	3	3	2	1
II/322	4	3	3	2	1
III/322	4	3	3	2	1
316 Art.	4	3	5	3	1
906 Art.			6	4	2

1 NAS	7	6	5	4	3	2	1
2 NAS		6	5	4	3	2	1
1 LS			5	4	3	2	1
2 LS			5	4	3	2	1
3 LS			5	4	3	2	1

FOOTNOTES:

- Scenario should be played after An-gaur and US 321 Infantry Regiment has to keep the casualties from that scenario.
- Initiative: US
- Supply: N/A
- Navy: 2 x Naval Artillery Support (US)
- Air force: 3 x Ground Attack (US)
- Scenario length: 15 June - 30 September 1944
- In the two players game, Japanese player may decide to set up his units in secret. He notes their hexes and reveals them only if US unit enters Japanese unit's ZoC. In this variant US player is allowed choose his landing places freely.
- US reinforcement are arriving in landing crafts. US player chooses their time of arrival and landing zones.
- Tanks can move only in the clear terrain and roads.
- US player pays 1 VP for every reinforcement unit he decides to use.
- Japanese units are fortified
- At 15 September US player makes a roll to determine losses of landing units (one roll for each group):
 - 1-2 - No losses
 - 3-4 - 1 Strength Point
 - 5-6 - 2 Strength Points

SHUMSHU



On August 6, the US dropped an atomic bomb on Hiroshima, on August 8, the Soviet Union declared war against Japan. On August 9, an atomic bomb was dropped on Nagasaki. On August 14, Emperor Hirohito called a cabinet meeting and persuaded Japanese government to sign the act of surrender.

On August 18, the first units of the Soviet Marines and the 101st Rifle Division landed on Shumschu island. This island was the first in the Kuril Atoll that was attacked by

the Soviets. Japanese troops initially offered some stiff resistance, but as the time passed, and with new information came from Tokyo, the defense became weaker and weaker.

During this battle, the last tank attack of World War II took place. Japanese companies from the 11th Tank Regiment attacked the Soviet infantry but, after some initial successes, were eventually forced to retreat.

Initial set up:

JAPAN:

= 2902	= 2805	= 1908
= 2604	= 2911	= 1708
= 3008	= 2407	= 1512
= 1413	= 1510	= 1512
= 1413	= 1313	= 1512
= 2318	= 1612	= 1512
	= 1512	= 1512

RED ARMY:

= 3001	= 3103
= 3002	
= 3003	= 3003
= 3002	= 3002
= 3003	= 3003
uzupełnienia:	
19 IX D:	
= 3003	= 3003
= 3003	= 3003

ALTERNATIVE VARIANT

Reinforcements (Kotaoka):

19 IX D:

=	=
---	---

20 IX D:

=	=
---	---

21 IX D:

=	
---	--

22 IX D:

=	=
---	---

INITIATIVE:

SOVIETS

SUPPLY:

N/A

AIR FORCE:

SOVIETS 3xGROUND ATTACK

MINES:

1 (JAPAN)

MORSKIE WSPARCIE ARTYLERYJSKIE:

sowieci: K

18 VIII		19 VIII		20 VIII	
Dzień		Dzień		Dzień	
Noc		Noc		Noc	
21 VIII		22 VIII		23 VIII	
Dzień		Dzień		Dzień	
Noc		Noc		Noc	

JAPAN

91. ID						
Sztab 73.			1	1	1	
282	3	3	2	2	1	
283	3	3	2	2	1	
284	3	3	2	2	1	
286	3	3	2	2	1	
293	3	3	2	2	1	
I/91 Art.			4	2	1	
II/91 Art.			4	2	1	
51			2	2	1	
52			2	2	1	
91 sap.				2	1	
AA				1	1	
AA				1	1	

11 tank regiment					
2 R			3	2	1
1			3	2	1
2		4	3	2	1
3		4	3	2	1
4			3	2	1
5			3	2	1
6			3	2	1

Paramushiru Garrison					
Sztab 74.			1	1	1
287	3	3	2	2	1
288	3	3	2	2	1
289	3	3	2	2	1
291	3	3	2	2	1
292	3	3	2	2	1

Kuril Garrison					
285	3	3	2	2	1
290	3	3	2	2	1

Air Force					
54	5	4	3	2	1

Victory conditions:

Red army wins when it captures Kotaoka till 23 VIII or when all Japanese units are destroyed. After Kotaoka is captured, players should note the day:

20 VIII – 24 Victory points
 21 VIII – 19 Victory points
 22 VIII – 16 Victory points
 23 VIII – 8 Victory points

It's recommended to switch sides and play scenario again. Player that gains more VP is a winner.

NOTES:

- Scenario length: 18-23 VIII 1945.
- Soviet marines land from their own boats, they doesn't have to use amphibious groups.
- Units that are not landing at the first day, may land in the later turns.
- Japanese mechanized units cannot move at 18 VIII.
- At 19 VIII all Japanese mechanized units must attack all the Soviet units in their range.
- Island's terrain modifiers: - 1 to movement, -1 for combat.
- At 20 VIII each Japanese units losses 1 SP (at the beginning of the day).

Alternative variant:

- Soviets may land on any shore hexes of Shumshu.
- Japanese player may use Kotaoka reinforcements.
- For each Japanese unit of Kotaoka reinforcements entering the game, a 1 D6 roll is made:

1 – no losses
 2-3 – 1 SP loss
 4-5 – 2 SP loss
 6 – 3 SP loss

- Japanese player can use 54 Fighter unit
- Victory conditions:

Same as in the normal scenario, but Soviet player subtracts 1 VP for each 1 SP of the Soviet units lost.

RED ARMY

Amphibious groups									
1 Des.	9	8	7	6	5	4	3	2	1
2 Des.	9	8	7	6	5	4	3	2	1
3 Des.	9	8	7	6	5	4	3	2	1

Naval artillery support									
K				6	5	4	3	2	1

5 Marines batt.					
1			2	2	1
2			2	2	1
3			2	2	1
4			2	2	1

Air Force					
1	5	4	3	2	1
2	5	4	3	2	1
3	5	4	3	2	1

101 ID					
Sztab			1	1	1
I/198		4	3	3	2
II/198		4	3	3	2
III/198		4	3	3	2
I/302		4	3	3	2
II/302		4	3	3	2
III/302		4	3	3	2
I/373		4	3	3	2
II/373		4	3	3	2
III/373		4	3	3	2
119 sap.				3	2

Terrain table

Terrain	Combat Effects	Movement Cost				
		Infantry	Armored /Mechanized	Motorized	Cavalry	Artillery
clear terrain	0	1	1	1,5	1	1,5
hills	-1	2	2	2	1,5	2
river / canal	-2	+1	patrz [25.1]	patrz [25.1]	+1,5	+3
big river	1/2 SP of Attacking	+4	unapproachable	unapproachable	all MP's	unapproachable
stream	-1	+1	+2	+3	+1	+2
bridges	depend of terrain	drogami 1/2 w terenie czystym 2				
railroad	depend of terrain	1	1,5	2	1,5	2
forest	-1	+1	+2	+2	+2	+2
secondary road	--	1/2	1/2	1/2	1	1
road	--	1/2	1/3	1/3	1/2	1/2
swamp	1/2 SP of Attacking from swamp	2	unapproachable	unapproachable	3	unapproachable
city	-2	+1	+1	+1	+1	+1
town	-1	+1	+1	+1	+1	+1
Fixed Fortifications	-2					
forts	-3					
Rough terrain	-1	1,5	1,5	2	1,5	2
„umurbrogul”	-3	3	unapproachable	unapproachable	unapproachable	unapproachable

Additional notes for „Pacific” game:

- There are more battles of this campaign that we have in plans
- In this game each day has only two turns – one for day and one for night
- Each scenario allows players to play „free” variants – if so, Japanese player always sets up his units first.
- In the free variant, US player is allowed to choose landing zones as he likes

Battle of the 2nd World War

B 35 System

Battles of the II World War (**B 35**) – highly detailed battalion scale system, created for the most important battles of the II World War. Rules are complex, but thanks to that players might really feel the difference between the weapons, guns and tanks of each side, along with division's structures, their weak and strong points. In these games you may feel the uncertainty and surprise of the air landings, desperation of the defense against mass attacks, difference between day and night combat, bravery of troops performing the sea landings or the strength of the small, yet deadly armed units. Each battalion may be key figure on the battlefield, a sometimes even a company may successfully stop enemy progress. Air and naval forces may support their units as well.

Games released:

