



GUNG-HO

US MARINE CORPS IN THE PACIFIC



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME



SOVIET UNION

CHINA

JAPAN

AUSTRALIA

NEW ZEALAND

PACIFIC OCEAN

Hawaii

CANADA

USA

MEXICO



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This is a supplement for *Flames Of War, the World War II miniatures game*.

A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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US MARINE CORPS AND THEIR PACIFIC CAMPAIGN

CHINA

ORIGINS

America's first Marines were raised in November 1775 as a part of the fledgling United States Navy. Their role was to act as a landing force for the Navy and they became known as the Continental Marines. Fighting on both land and at sea, these early Marines took part in a successful raid on British possessions in the Bahamas during the Revolutionary War. When the war ended in 1783 the Navy and the Marines were disbanded.

It was not until July 1798 that the Marines were re-established, and they saw action in the undeclared war with France, landed in Santo Domingo, and took part in many operations against the Barbary pirates of North Africa. The Napoleonic Wars saw the Marine Corps retained, and they took part in several significant naval operations during the

1812 war with Great Britain. They also fought in the successful defence of New Orleans. As the United States grew in strength the Marines were used to protect American interests around the world.

During the Mexican War between 1846 and 1848, the Marines raided the enemy coastline and took ports on both the Caribbean and Pacific coasts. A battalion of Marines joined the Army as they marched successfully on Mexico City. Marines also served in the American Civil War fighting as part of the Union. Although most service was with the Navy, a battalion fought at Bull Run in 1861 and other units saw action at Cape Hatteras, New Orleans, Charleston, and Fort Fisher.

The legendary and extremely tough training experienced by Marine Corps recruits didn't take shape until 1911. Major

US MARINE PACIFIC WAR TIMELINE

7 December 1941: Japanese bomb Pearl Harbor in Hawaii; They also attack the Philippines, Wake Island, Guam, Malaya, Thailand, and Midway.

23 January 1942: Japanese invade New Britain and Bougainville in the Solomon Islands.

7-8 May 1942: Japan suffers its first defeat of the war during the Battle of the Coral Sea off New Guinea.

4-5 June 1942: US win decisive naval victory at the Battle of Midway.

7 August 1942: The first US amphibious landing of the Pacific War occurs when the 1st Marine Division lands on Guadalcanal in the Solomon Islands.

17 August 1942: 122 US Marine raiders, transported by submarine, attack Makin Atoll in the Gilbert Islands.

21 August 1942: US Marines hold off the first major Japanese counterattack on Guadalcanal.

12-14 September 1942: Battle of Bloody Ridge on Guadalcanal.

1 February 1943: Japanese begin evacuation of Guadalcanal.

25 August 1943: Australian and US troops complete the occupation of New Georgia.

1 November 1943: US Marines invade Bougainville in the Solomon Islands.

20 November 1943: US Troops invade Makin and Tarawa in the Gilbert Islands.

26 December 1943: Full Allied assault on New Britain as 1st Marine Division invades Cape Gloucester.

1-7 February 1944: US Troops invade Kwajalein and Majura Atolls in the Marshall Islands.

15 June 1944: US Marines invade Saipan, Mariana Islands.

19 July 1944: US Marines invade Guam in the Marianas.

24 July 1944: US Marines invade Tinian in the Marianas.

8 August 1944: American troops complete the capture of the Mariana Islands.

15 September 1944: US Marines land on Peleliu Island.

19 February 1945: US Marines invade Iwo Jima.

1 April 1945: The final amphibious landing of the war occurs as the US Tenth Army invades Okinawa with both Army and Marine Corps divisions.

25 May 1945: US Joint Chiefs of Staff approve Operation Olympic, the invasion of Japan, for 1 November 1945.

9 June 1945: Japanese Premier Suzuki announces Japan will fight to the very end rather than accept unconditional surrender.

22 June 1945: Japanese resistance ends on Okinawa as the US Tenth Army completes its capture.

6 August 1945: First Atomic Bomb dropped on Hiroshima.

9 August 1945: Second Atomic Bomb is dropped on Nagasaki. Emperor Hirohito and Japanese Prime Minister Suzuki seek an immediate peace with the Allies.

14 August 1945: Japanese accept unconditional surrender.

29 August 1945: US Troops land near Tokyo to begin the occupation of Japan.

2 September 1945: Formal Japanese surrender ceremony on board the USS Missouri in Tokyo Bay. President Truman declares VJ Day.

BORNEO

KEY LOCATIONS OF THE WAR IN THE PACIFIC, 1941-1945



KOREA

JAPAN

TOKYO

HIROSHIMA

NAGASAKI

RYUKYU ISLANDS

OKINAWA

IWO JIMA

FORMOSA

BATTLE OF MIDWAY

TINIAN

SAIPAN

MAKIN ATOLL & TARAWA

MARIANA ISLANDS

MARSHALL ISLANDS

GUAM

KWAJALEIN & MAJURA ATOLLS

GILBERT ISLANDS

PHILIPPINES

PELELIU

CELEBES

NEW BRITAIN

NEW GUINEA

BOUGAINVILLE

Cape Gloucester

Rabaul

NEW GEORGIA

SOLOMON ISLANDS

GUADALCANAL

Darwin

CORAL SEA

AUSTRALIA

600 km 400 km 200 km 0 km
400 miles 200 miles 0 miles



General William P. Biddle, the eleventh Commandant of the Marine Corps, formalised and intensified the training, and in 1915 the Marine Corps Recruit Depot, Parris Island, became the first base dedicated to the sole purpose of training Marines. It has been in continuous use since.

FIRST WORLD WAR

During the First World War the Marine Corps earned the reputation as a tough fighting force with a high *esprit de corps*. The 4th Marine Brigade distinguished itself during the fighting in France and earned the title of 'Devil Dogs' from their opponents for their stoic action at Belleau Wood outside of Paris in 1918. They saw off repeated German attacks and despite having suffered many casualties were able to launch a spirited counterattack.

Between the wars the Marine Corps began to develop their amphibious equipment that was to become integral to the fighting in the coming Pacific War. When the Japanese attacked Pearl Harbor on 7 December 1941, the Marine Corps already had small units deployed in the Pacific. The initial actions fought by the Marines occurred in 1941 when the battalions of the Fleet Marine Force were overwhelmed in the Western Pacific. A rapid period of expansion followed, with the government authorising the creation of six Marine Divisions that were to fight in the Pacific Campaign.

THE PACIFIC CAMPAIGN

The beginning of 1942 was greeted with great hope by Imperial Japan. The three weeks following the attack on Pearl Harbor on 7 December 1941 had seen a series of crushing victories for the Japanese across Malaya, the Philippines and the Western Pacific. In the parts of Southeast Asia that had not yet fallen, Allied resistance was weak. The plan to secure and hold a defensive perimeter that included their resource-rich conquests was quickly coming to fruition.

Despite quickly committing to the Allied 'Germany first' policy, whereby the majority of American resources would initially be focused on winning the battle in Europe, the US did not intend to sit idly by while Japan strengthened its hand. The majority of naval resources were to be committed in the Pacific, along with the proud members of the US Marine Corps.

It was the US Navy that had the first chance to strike back against the Japanese. During May and June of 1942, US

aircraft carriers achieved stunning against-the-odds victories in the Coral Sea and at Midway. These successes opened the way for the Allies to start chipping away at the Japanese defensive perimeter, with the first action planned for the Solomon Islands in order to protect Australia and New Zealand.

FIRST ACTIONS

It was not until the second half of 1942 that the 1st Marine Division was committed to the fight on an island in the Solomon's group called Guadalcanal.

Guadalcanal was the first major offensive carried out by the Allies in the Pacific and it resulted in a decisive victory for the Marines. The Japanese had landed on Guadalcanal and begun the construction of an airstrip when the 1st Marine Division, along with other units, launched a surprise attack in August 1942. A bloody campaign resulted in a series of battles on land and at sea that saw the Japanese throw everything at the Allies in an attempt to regain the strategically important Henderson Airfield. Despite heavy casualties from battle, disease and fatigue, the 1st Marine Division emerged victorious with the Japanese withdrawing from the island in February 1943.

TARAWA

Following the six-month campaign on Guadalcanal, the Allies took the initiative in the Pacific with the Marines at the forefront. Using newly developed techniques of amphibious warfare, the 2nd Marine Division landed on Tarawa on 20 November 1943. It was the first time the Marines had encountered serious opposition to an amphibious landing. Facing well-prepared Japanese defences their casualties were high, but the Marines managed to overcome the difficulties of battling opponents who were willing to fight to the death and secured the island by the end of the month.

NEW BRITAIN

Fighting also continued in the south-east Pacific with the 1st Marines tasked with capturing Cape Gloucester on the north-west of the island of New Britain. The Japanese maintained a huge base at Rabaul at the other end of the island, so it was decided that the capture and expansion of the airfield at Cape Gloucester could be used to isolate and harrass Rabaul. A heavy naval bombardment on 26 December 1943 was followed by the landing of the Marines. The Japanese defenders were mostly rear-echelon troops and it was the terrain and



weather that provided the greatest difficulties for the Marines. The 5th Marine Division also took part in the fighting in New Britain, capturing the airfield at Talasea.

THE MARSHALL ISLANDS

The Marshall Islands were the next target for the Allies, and on 1 February 1944 the 4th Marine Division landed on Kwajalein Atoll. The lessons from the hard fighting at Tarawa had been well-learned and close-range naval support was utilised to hit specific targets. Small islands surrounding the main target were also captured before the main landing to provide bases for extra artillery support. The results were positive and within two days Kwajalein Atoll's northern islands of Roi and Namur had fallen to the Marines, followed by Kwajalein itself, which was captured by the US Army by 4 February.

THE MARIANA ISLANDS

With the introduction of the long-rang B-29 bomber, the Americans prioritized securing an airbase within range of the entire Japanese mainland. The Mariana Islands were chosen for the new bases with the islands of Saipan, Tinian and Guam becoming the scenes of some of the hardest fighting yet experienced by the Marines.

On 15 June 1944, the 2nd and 4th Marine Divisions, supported by the Army's 27th Infantry Division, assaulted Saipan following a massive naval and aerial bombardment. By 9 July the island was secured. Then on 24 July the 4th Marine Division assaulted Tinian successfully.

The largest island in the group, Guam (taken from the Marines at the start of the war), was assaulted on 21 July by the 3rd Marine Division and the 1st Provisional Marine Brigade. Preceded by a three-day naval bombardment the fighting on Guam was fierce. The Japanese defenders were tenacious and fanatical despite being cut-off with no hope of reinforcement or rescue. It took until 15 August for the island to be secured.

PELELIU

The bitterest battle fought by the Marines during World War Two took place between September and November 1944 when the 1st Marine Division landed on Peleliu, along with the Army's 81st Infantry Division. The controversial aim was to capture another strategic airfield, but by the time the operation was complete it was no longer needed. Japanese tactics changed and instead of resisting the initial landing as they had in previous battles they held back and fought from bunkers and cave networks further inland. Landings began on 15 September and stiff resistance saw the Americans suffer heavy casualties. Expecting a short battle, many Marines were disheartened when it took until 27 November to secure Peleliu. The casualty rate had exceeded that of any other battle in the Pacific.

IWO JIMA

As the Army began its campaign to recapture the Philippine Islands, preparations were being made for the Marines to take part in the amphibious assault on Iwo Jima. A volcanic island located roughly half way between Japan and the Mariana

Islands, its capture was important as it was needed as a base from which fighter planes could launch to escort bombers over Japan.

After several weeks of aerial attacks and a large naval bombardment the 4th and 5th Marine Divisions landed on 19 February 1945. The 3rd Marine Division was initially going to be held as a floating reserve, but started coming ashore the following day. Resistance was again weak when the Marines hit the beach, as the Japanese were fortified further inland, but once their system of bunkers and field defences was reached the fighting was bitter. Despite being only 13 square kilometres in area (5 square miles), the island was covered in volcanic hills into which the Japanese had built a complex system of defences linked by caves. Gradually the Marines subdued each position one by one, still the fighting continued until 26 March before the island was cleared.

OKINAWA

With Iwo Jima, secured the next target for the Marines was the Japanese island of Okinawa. Strategically important due to its four airfields and its location at the southern tip of mainland Japan, the operation to capture Okinawa was the biggest launched by the Allies during the Pacific War. The largest of the Ryukyu Islands, it had been garrisoned by more than 130,000 Japanese soldiers who were stationed in a series of fortifications in the southern part of Okinawa.

The 1st and 6th Marine Divisions were earmarked for the invasion, along with four Army Divisions. Well supported by both the Navy and Air Force, the initial landings took place in the middle of the island on 1 April 1945. By the end of the first day 60,000 US troops were ashore and by 20 April the northern part of the island was secured. Fierce resistance was encountered as the Marines and Army Infantry moved south and encountered the fortified front which represented the outer ring of the Shuri Line.

The fighting bogged down as the Shuri defences were deeply dug into the limestone cliffs and had mutually supporting fire positions with plenty of artillery support. American casualties mounted as attacks were made on The Sugar Loaf, Chocolate Drop, Conical Hill, Strawberry Hill, and Sugar Hill.

By the end of May monsoon rains turned the battlefield into a muddy chaos which impacted not only the fighting, but also resupply and support. Mired in mud and water the advance was horrendously slow and the Marines experienced the worst conditions of the Pacific War. As the weather improved the advance was able to restart in earnest, but the Japanese continued their fanatical defence. It was not until 29 June 1945 that the island of Okinawa was considered secure.

After the atomic bombs were dropped on Nagasaki and Hiroshima, and the Soviets invaded Manchuria, the leaders of Japan sued for peace, which meant the planned invasion of the Japanese mainland would not have to go ahead. Most Marines were relieved as the Japanese had proven themselves to be formidable opponents throughout the Pacific Campaign. At the conclusion of the war the Marine Corps had grown to include six divisions, five air wings and supporting troops totalling about 485,000 Marines. During the course of the war 19,733 Marines were killed and 68,207 wounded and 82 received the Congressional Medal of Honour.

US MARINE CORPS

“The Marine Corps has been called by the New York Times the ‘elite’ Corps of this country. I think it is the ‘elite’ Corps of the world”.

— Admiral William F. Halsey, 4th Marine Division reunion, Washington, D.C., 11 June 1949

“Since I first joined the Marines, I have advocated aggressiveness in the field and constant offensive action. Hit quickly, hit hard and keep right on hitting. Give the enemy no rest, no opportunity to consolidate his forces and hit back at you.”

— Lieutenant General H. M. “Howlin’ Mad” Smith: *Coral and Brass*, 1949

ROLE OF THE US MARINE CORPS

The United States Marine Corps (USMC) was founded on 10 November 1775 when the Continental Congress ordered two battalions of marines to be created to serve during the Revolutionary War. They ordered that this force be acquainted with maritime operations in order to serve aboard naval vessels. This role steadily expanded to include security of US Interests abroad, including naval bases, embassies, and expeditionary operations. The USMC was designed to be a unique force, in that it was not officially a part of the Naval Establishment or part of the US Army, but fits in between the two, ready to complement and support both.

The Marine Corps entered World War II as a small expeditionary force with outdated equipment and an unproven new mission – amphibious assault. By the end of World War II the Corps had evolved into a large, experienced and highly skilled force with the following mission: ‘the seizure or defence of advance naval bases and the conduct of limited amphibious or land operations essential to the prosecution of a naval campaign.’

To fulfil this role the Corps had developed the ‘Fleet Marine Force’ concept, under which Amphibious Corps of two or more divisions were organised and trained to assault defended beaches and secure a bridgehead so that the Navy had secure air bases and protected harbours to prosecute the war against Japan. This mission was an integral part of an overall Naval Task Force and the Marines relied on close support from both the US Navy and US Army in most of their operations during the war.

ORGANISATION OF THE CORPS DURING WORLD WAR TWO

At the beginning of WWII, the USMC was comprised of two brigades in the continental USA, in addition to garrison forces of various sizes at US Navy bases across the Pacific. By the end of the war, this had grown to six divisions, organised into two corps, with all supporting arms and services.

The organisation of a Marine division was, at least officially, very similar to an Army infantry division, using the triangular structure with three Regiments of three battalions, each containing three rifle companies. Supporting companies existed in each battalion, and the divisions usually included an organic tank battalion, artillery regiment and either an engineer regiment or battalion. Marine divisions had higher numbers of combat riflemen than Army infantry divisions, 19,000 and 14,000 respectively, and had higher overall strengths, 26,000 versus 22,000 men.

As the war progressed, the USMC division changed format four times, with the basic triangular structure retained, but the supporting elements varying in size. As the changes were introduced, troops attached as divisional units became integrated into battalions and companies, battalion weapons companies were dissolved, and the weapons of the company permanently attached to the rifle companies.

One of the key developments was the creation of a modified HQ company mortar platoon that also had a 55-man assault platoon, which contained three assault sections, each with a flame-thrower, bazooka and pioneer teams. These platoons





were attached out to support each company for assaults, beach landings, and subsequent operations. Each rifle company had a machine-gun platoon with eight air cooled M1919A4 machine guns, and six M1917 water cooled heavy machine guns, and a platoon with three M2 60mm mortars. The company organisation for a landing involved the creation of 'boat teams' which included a balanced force of infantry rifleman and support weapons, so that the destruction of a single landing craft or Amtrac would not mean the loss of an entire unit or equipment type. Once the initial landing objectives were reached the sub units and units would reorganise into standard company and platoon structures.

The most fundamental change to small unit organisation and tactics was made by the USMC in 1944. To increase the combat power of their rifle squads, the Marine Corps began using 13-man squads consisting of a squad leader and three 4-man fire teams. Each fire team was led by a corporal, and included two riflemen carrying M1 Garands, as well as an automatic rifleman with the Browning Automatic Rifle. The rifle squad leaders used one or two of these teams to fire, while the other team manoeuvred to gain ground. This formation was first used at Okinawa and remains the basis of US tactical doctrine today.

In practice the organisation of each USMC division was different for almost every operation. Mission critical units at the operational level varied as well depending on the overall structure and equipment of the division, the size of the force being landed, the terrain they were landed onto, and the changing assault landing craft used as the war progressed.

MARINE AIR WING

The USMC also had its dedicated air force, similar to the USAAF (US Army Air Force), the Marine Air Wing (MAW) which conducted carrier and land based close air support and combat air patrol missions to intercept Japanese forces. MAW aircraft also conducted tactical bombing missions of ground and air forces. The MAW began the war with only 204 aircraft, and ended with 103 tactical squadrons with over 10,000 pilots. Marine aviation provided sterling service in support of all USMC operations in the Pacific campaign. Among the MAW aircraft used was the excellent F4U Corsair fighter-bomber.

US MARINE SPECIAL RULES

US Marine companies use all the US special rules on pages 236 to 240 of the rulebook in addition to the Gung-Ho, BAR Automatic Rifles, Semper Fi, and War Dogs special rules below.

GUNG-HO

Around 1900 the Chinese described Marines in China as *gung-ho*. In Chinese, *gung-ho* means working together, as that is what the Chinese saw the American Marines always doing. *Gung-ho* conveys the Marines' willingness to tackle any task and their commitment to the Corps.

Marine platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

BAR AUTOMATIC RIFLES

In 1944 the Marines increased the firepower available to their platoons by equipping each squad with three BARs (Browning Automatic Rifles). These formed the basis for each fire team.

A moving BAR team can fire its full ROF, but adds a penalty of +1 to the score needed to hit.

Before shooting, a moving BAR team can choose not to use its full ROF and fire at its normal rate if that would give it a better chance.

When Pinned Down, BAR teams re-roll all failed rolls to hit in Defensive Fire during assaults.

SEMPER FI

Semper fidelis (often shortened to *Semper fi*) is the motto of the United States Marine Corps. It is a Latin phrase that means 'always faithful' or 'always loyal'.

When Marine platoons test their Motivation to Counterattack in Assaults, you may re-roll the die and apply the re-rolled result to all Marine platoons that failed on the original roll.

WAR DOGS

The US Marine Corps used war dogs in the Pacific theatre where they excelled as messengers and at alerting troops to Japanese ambushes. A dog and its handler were often attached to reconnaissance patrols where the dog's keen sense of hearing and powerful nose would detect trouble well ahead of their human companions.

Teams placed from Ambush must be more than 10"/25cm from all Dog Handler teams (instead of the normal 8"/20cm for Recce teams, see page 193 of the rulebook). The Dog Handler teams do not have to be in Line of Sight.

NAVAL AIR & SEA SUPPORT SPECIAL RULES

NAVAL AIR & SEA SUPPORT

During the island fighting in the Pacific both the US and Japanese Navies played an important role in both supporting amphibious landings and disrupting them. Aircraft Carrier launched aircraft and naval ship squadrons could upset, stall, or halt the activities of the enemy's seaborne forces.

Depending on your level of Naval Air & Sea Support you gain a pool of dice:

- *Priority Naval Air & Sea Support has a pool of seven dice.*
- *Limited Naval Air & Sea Support has a pool of five dice.*
- *Sporadic Naval Air & Sea Support has a pool of three dice.*

In your opponents Starting Step, before they roll for Air Support, choose whether you will allocate the dice from your pool as Fighter Interception (see page 179 of the rulebook), or disrupt your opponent's Naval Gunfire Support in the Shooting Step. Once you have allocated your Naval Air & Sea Support dice pool they can only be used in that role for the rest of the turn.

Every use of Naval Air & Sea Support (successful or not) permanently removes one die from your Naval Air & Sea Support Pool, although your pool cannot be reduced below one die.

DISRUPTING NAVAL GUNFIRE SUPPORT

To use your Naval Air & Sea Support dice pool to disrupt your opponent's Naval Gunfire Support roll the dice in your Naval Air & Sea Support Pool when you opponent announces they are attempting to range-in their Naval Gunfire Support bombardment in their Shooting Step.

- *Any die roll of 6 successfully disrupts your opponent's Naval Gunfire Support. They cannot use their Naval Gunfire Support this Shooting Step.*
- *Otherwise, your opponent may use their Naval Gunfire Support as normal.*

EQUIPMENT SPECIAL RULES

CANISTER

The 37mm gun had a Canister round that was extensively used in the Pacific. Both the Stuart light tanks and M3 37mm anti-tank gun were issued it. The Canister round turned the 37mm gun into a large calibre shot gun and was devastating against Japanese Banzai charges.

A gun equipped with Canister ammunition may fire this instead of normal ammunition. A tank firing Canister ammunition with its main gun can still fire its machine-guns as it would if the main gun fired any other sort of ammunition.

Unlike normal ammunition, the ROF of Canister is not reduced when the firing team moves or is Pinned Down. Instead it suffers a +1 penalty on its To Hit rolls.

IMPROVISED TANK ASSAULT ARMOUR

To protect their tanks from suicide attacks by Japanese armed with magnetic mines the Marine tankers would add a layer of wooden planks to their tanks. This simple improvisation was to stop the magnetic mines from sticking to the tanks.

If a vehicle with Improved Tank Assault Armour fails an Armour Save against a weapon with a Firepower rating of 5+ or 6, roll another die.

- *On a roll of 5+ the Improved Tank Assault Armour stopped the shot. Ignore the failed save.*
- *Otherwise, the results of the failed Armour Save stand.*

Improved Tank Assault Armour has no effect against Flame-throwers, Artillery Bombardments, or Aircraft.

If a vehicle with Improved Tank Assault Armour fails an Armour Save against an assaulting team, roll another die.

- *On a roll of 5+ the Improved Tank Assault Armour stopped the hit. Ignore the failed save.*
- *Otherwise, the results of the failed Armour Save stand.*

Otherwise, in assaults, it only protects against hits from Gun teams using a weapon with a Firepower rating of 5+ or 6 and using the Tanks Hit by Gun Teams rule on page 157 of the rulebook.



PACIFIC AND LATE-WAR POINTS

The isolated nature of the Pacific Theatre of Operations and the slow development of weapon technology by the Japanese meant the power and effectiveness of the weapons in the Pacific seem somewhat out of balance with what was being used in Europe at the same time. This led to some weapons, like the Sherman tank, having a greater impact for a longer time than in Europe.

We also realised many gamers will also want to pit their Pacific forces against forces from Europe. To cover this you

will find two point levels for each platoon, one for the Pacific War, intended for playing games within the context of the Pacific Theatre, and Late-war, with points compatible with any other *Flames Of War* forces with Late-war points.

Pacific War Points are also compatible with Early-war Points, although not all the equipment was available in the Early-war (1939-1941).

Whatever points option you select, you and your opponent's forces must be entirely selected from that points option.

MARINE RIFLE COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Marine Rifle Company
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Marine Rifle Platoon

INFANTRY



Marine Rifle Platoon

INFANTRY



Marine Rifle Platoon

MACHINE-GUNS



Company Machine-gun Platoon

ARTILLERY



60mm Mortar Platoon

ALLIED PLATOONS



US Army Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.

WEAPONS PLATOONS

MACHINE-GUNS



Machine-gun Platoon

MACHINE-GUNS



Machine-gun Platoon

ARTILLERY



Mortar Platoon

INFANTRY



Assault Section

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Anti-tank Platoon

RECONNAISSANCE



Scout & Observer Platoon

ARTILLERY



Self-propelled Gun Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Marine Tank Platoon

Light Tank Platoon

Flame-tank Platoon

Marine Amphibian Tank Platoon

Army Flame-tank Platoon

ARMOUR



Marine Tank Platoon

Light Tank Platoon

Marine Amphibian Tank Platoon

INFANTRY



Marine Rifle Platoon

Marine Engineer Assault Section

Naval Construction Platoon

Army Rifle Platoon

RECONNAISSANCE



Divisional Recon Platoon

Marine War Dog Platoon

ARTILLERY



Marine Artillery Battery

ARTILLERY



Marine Artillery Battery

Naval Gunfire Support

ARTILLERY



Marine Artillery Battery

Marine Rocket Launcher Battery

Marine Artillery Battery (155mm)

ANTI-AIRCRAFT



Light Anti-aircraft Artillery Platoon

Heavy Anti-aircraft Artillery Platoon

AIRCRAFT



Air Support

Naval Air & Sea Support

AOP



Air Observation Post

MOTIVATION AND SKILL

The United States Marine Corps is made up of highly trained volunteers who have become expert in amphibious warfare and jungle fighting. A Marine Rifle Company is rated **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

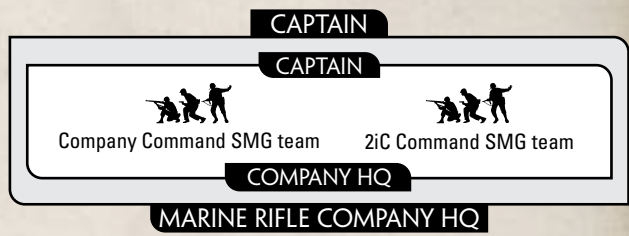
MARINE RIFLE COMPANY HQ

HEADQUARTERS

Company HQ	55 points	55 points
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OPTION

- Add up to three Sniper teams for +50 points per team.



The fundamental building block of the US Marine Corps in the Pacific was the Marine Rifle Company. The size of a full-strength company changed during the course of the war but they would usually begin a campaign with about 245 men. Typically commanded by a Captain, heavy casualties often saw a 1st Lieutenant take the reins of the Company

Headquarters during battle. The Marine Rifle Company Headquarters itself was made up of approximately 30 men which included support troops, runners and signalmen whose job it was to keep the commander up-to-date with what was happening around him.

COMBAT PLATOONS

MARINE RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads	230 points	230 points
2 Rifle Squads	165 points	165 points

Replace all Rifle teams with BAR teams:

HQ Section with:

3 Rifle Squads	295 points	295 points
2 Rifle Squads	210 points	210 points

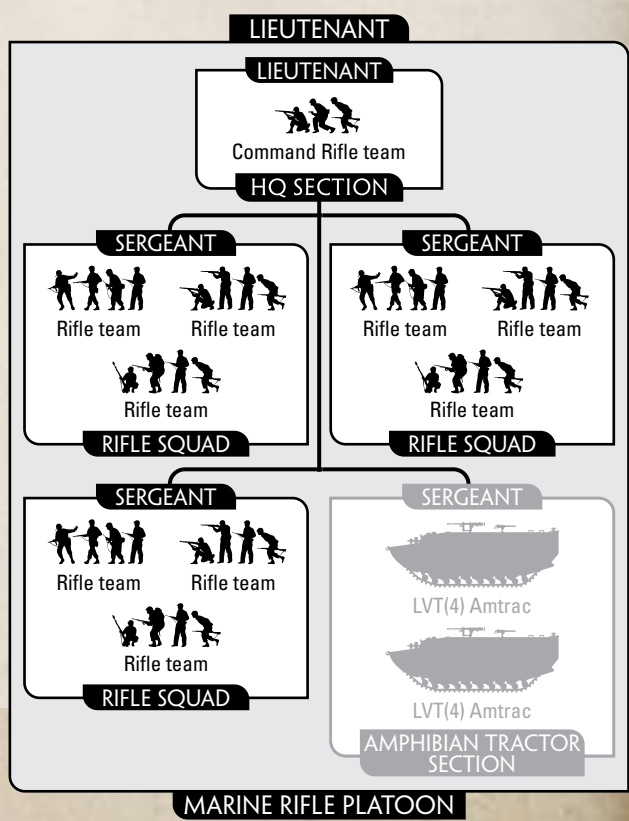
Add Amphibian Tractor Section with:

2 LVT(4) Amtrac	+45 points	+35 points
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OPTIONS

- Replace Command Rifle team with a Command SMG team for +5 points.
- Replace Command BAR team with a Command SMG team at no cost.

If any of your Marine Rifle Platoons have been upgraded to have BAR teams, then all of your Marine Rifle Platoons must be upgraded to have BAR teams.



The Marine rifle platoon bore the brunt of some of the hardest fighting and toughest living conditions of the entire war. The Marine *esprit de corps* was built on exhausting, but comprehensive, training which prepared the rifleman well for the rigours of fighting in the jungles and islands of the Pacific. Equipped with a wide range of automatic weapons

such as the M1 Rifle and M1918 Browning Automatic Rifle (BAR), the platoon could spearhead an assault landing or dig in to hold ground with equal assurance. In 1944 Marine rifle squads were organised into three 4-man fire teams, each with their own BAR automatic rifleman. This increased the combat power and flexibility of the squads, and platoon overall.

COMPANY MACHINE-GUN PLATOON

HQ Section with:

3 Machine-gun Sections	150 points	150 points
2 Machine-gun Sections	105 points	105 points
1 Machine-gun Section	55 points	55 points

Add:

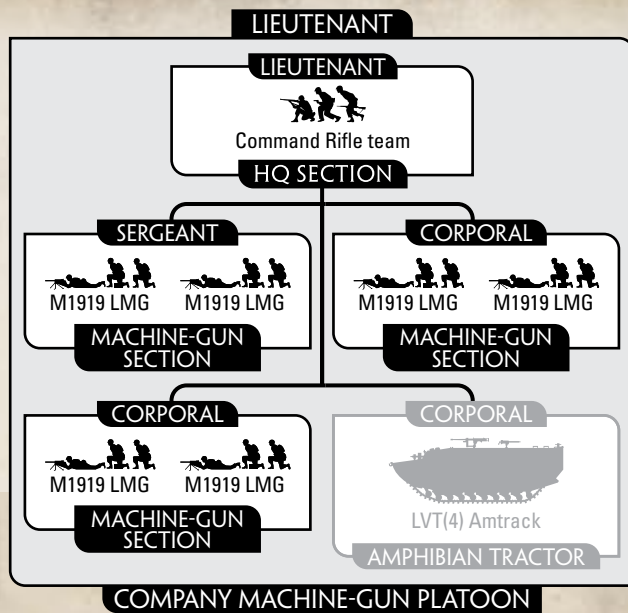
1 LVT(4) Amtrack	25 points	20 points
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OPTION

- Replace all M1919 LMG teams with M1917 HMG teams for +10 points per team.

Company Machine-gun Platoons may make Combat Attachments to Marine Rifle Platoons.

Whenever the Marine rifle platoon advanced, the company machine-gun platoon would not be far behind. Equipped with up to six M1919A4 .30 Cal Browning Light Machine-guns or M1917A1 Heavy Machine-guns, the platoon could lay down a considerable volume of fire that was vital for stopping a Japanese Banzai charge. Although the guns could



be deployed together they were typically spread between the Rifle Platoons to cover the greatest possible field of fire. Battle-hardened Marines often fashioned ersatz carrying handles for the lighter M1919 so that it could be quickly redeployed even when the barrel was blistering hot from sustained firing.



60MM MORTAR PLATOON

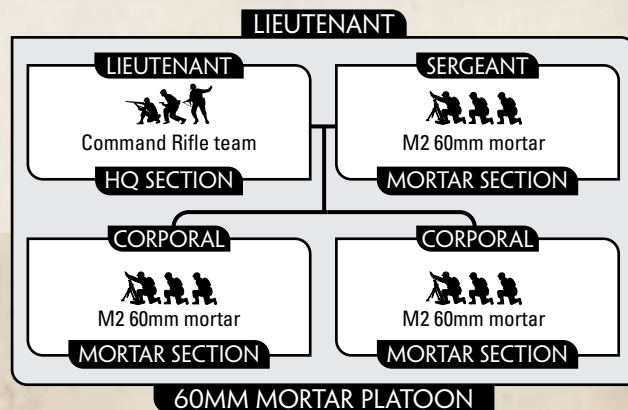
PLATOON

HQ Section with:

3 M2 60mm	90 points	85 points
2 M2 60mm	60 points	60 points

60mm Mortar Platoons may make Combat Attachments to Marine Rifle Platoons.

The Marines operating the M2 60mm mortar were often the first called upon to provide fire support to their comrades in the rifle platoons. Advancing right beside and suffering the same privations as their more storied brethren, the light mortar men could set up and fire within seconds, delivering a bombardment far before heavier weapons could respond.



During the night the crew of the 60mm mortar also played an important role in stopping Japanese infiltration attacks. Deployed on the front line they could fire illumination shells to warn the Marine Riflemen that an attack was underway.

WEAPONS PLATOONS

MACHINE-GUN PLATOON

PLATOON

HQ Section with:

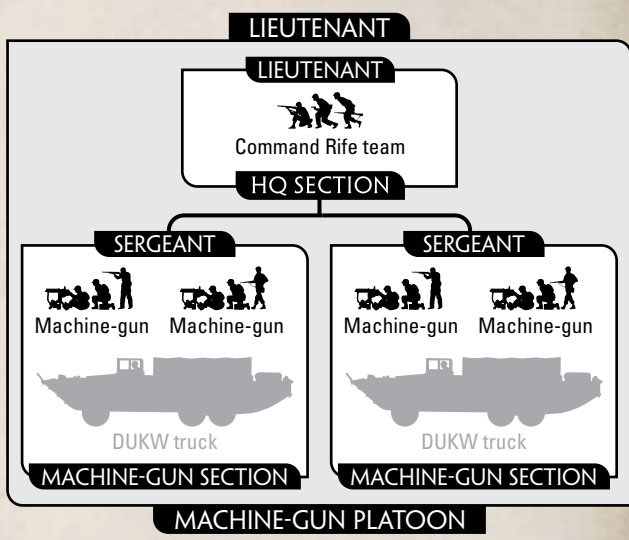
4 M1917 HMG	Pw 145 points	L 145 points
2 M1917 HMG	75 points	75 points
4 M2 .50 cal HMG	150 points	130 points
2 M2 .50 cal HMG	80 points	65 points

OPTIONS

- Add DUKW trucks for +5 points for the platoon.
- Arm up to one DUKW truck with a .50 cal AA MG for +5 points.
- Replace each DUKW truck with a pair of Jeeps with trailers at no cost.

Machine-gun Platoons may make Combat Attachments to Marine Rifle Platoons.

At the beginning of the Pacific War the M1917A1 Heavy Machine-gun were organised into weapons companies as part of the Marine Infantry Battalion. From there they could be allocated to individual companies to be deployed as seen fit. On the attack the M1917A1 was used either to cover the flanks of the Marines in the Rifle Platoons or to suppress



Japanese positions. Where they really shone was on defence as the guns' water cooling system and heavy tripod enabled them to lay down the tremendous amount of fire required to halt Japanese Banzai attacks, particularly in the battles on Guadalcanal and Tarawa.

The regimental weapons company also had a number of M2 .50 cal machine-guns that were often allocated out when additional firepower was required.

MORTAR PLATOON

PLATOON

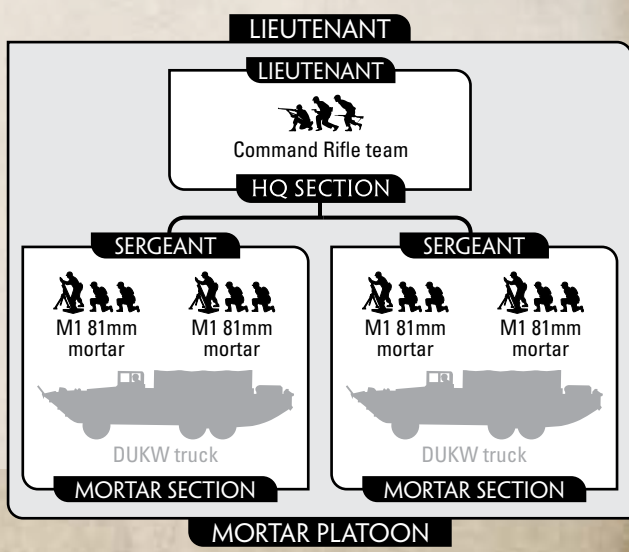
HQ Section with:

2 Mortar Sections	Pw 125 points	L 125 points
1 Mortar Section	65 points	65 points

OPTIONS

- Add DUKW trucks for +5 points for the platoon.
- Arm up to one DUKW truck with a .50 cal AA MG for +5 points.
- Replace each DUKW truck with a pair of Jeeps with trailers at no cost.



The next step up in firepower that supported the Marine rifle company was the M1 81mm mortar. Capable of laying down heavy barrages of high explosive shells, the 81mm mortar was the largest weapon available at battalion level and would often be deployed in support of the Marines at the front. As they could fire at a high trajectory they were perfect for hitting Japanese soldiers hiding in defilades wanting to attack. The four mortars assigned to each battalion would



work closely with the Marine riflemen to spot targets. The 81mm mortar platoon was often the target of counter-battery fire due to the devastating effect that could have on an infantry attack.

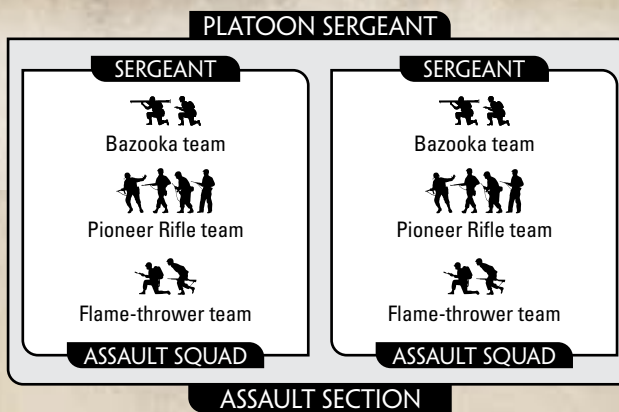
ASSAULT SECTION

PLATOON

2 Assault Squads	 220 points	 160 points
1 Assault Squad	110 points	80 points

An Assault Section must make Combat Attachments to Marine Rifle Platoons with all of their Assault Squads. Teams may be distributed among any of the Marine Rifle Platoons in any numbers or attached to a single platoon (as an exception to the normal Combat Attachment rules on page 260 of the rulebook).

When the Marine rifle companies began launching attacks into Japanese-held territory they found the defenders unwilling to give up without a fight to the death. Complicated systems of interconnected bunkers and caves faced the Marines, and to help them overcome these obstacles specialised weapons could be added to each platoon as required.





Flame-throwers, although volatile, were perfect for flushing stubborn defenders out of bunkers, while the pioneers were experienced with the explosives used to destroy cave openings. The bazookas were useful to help stop counter-attacking Japanese tanks and could also be fired at other targets such as artillery pieces and field defences.

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK PLATOON

PLATOON

HQ Section with:

4 M3A1 37mm	 225 points	 100 points
3 M3A1 37mm	170 points	75 points
2 M3A1 37mm	115 points	50 points

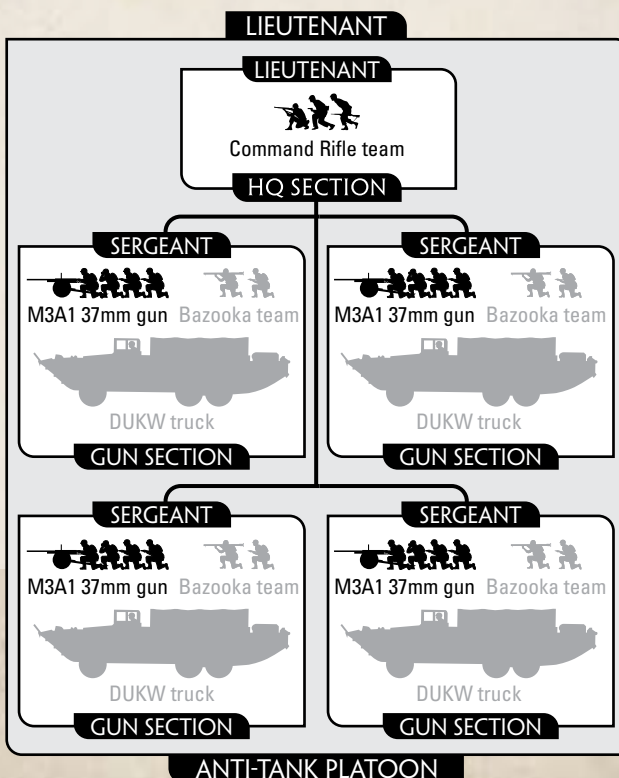
Add a Bazooka team to any or all Gun Sections for:

Per Bazooka team	+55 points	+20 points
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OPTIONS

- Add DUKW trucks for +5 points for the platoon.
- Arm up to one DUKW truck with a .50 cal AA MG for +5 points.
- Replace DUKW trucks with ¾-ton trucks at no cost.

The M3A1 37mm anti-tank gun was generally deployed alongside the 81mm mortar in the regimental weapons Platoon. Typically made up of four guns, the anti-tank Platoon was used to cover the Marine riflemen from possible counter-attacks by Japanese tanks. Although the 37mm was obsolete for fighting in Europe by the time the US joined the war, they were perfect for use in the Pacific. Japanese tank development had stagnated and the 37mm could penetrate their armour at most ranges, and as they were relatively light



they could be easily towed by a jeep or pushed by hand if the terrain was rough.

SCOUT & OBSERVER PLATOON

PLATOON

HQ Section with:

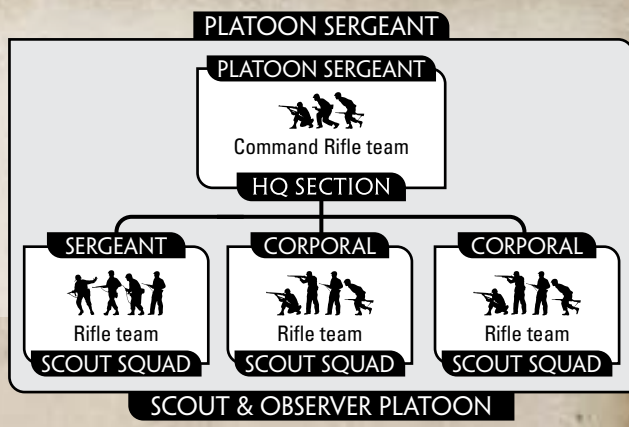
3 Scout Squads	130 points	130 points
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OPTION

- Replace Command Rifle team with a Command SMG team for +5 points.

A Scout & Observer Platoon is a Reconnaissance Platoon.

In the jungles and tropical forests of many of the Pacific islands good patrolling and reconnaissance is vitally important.



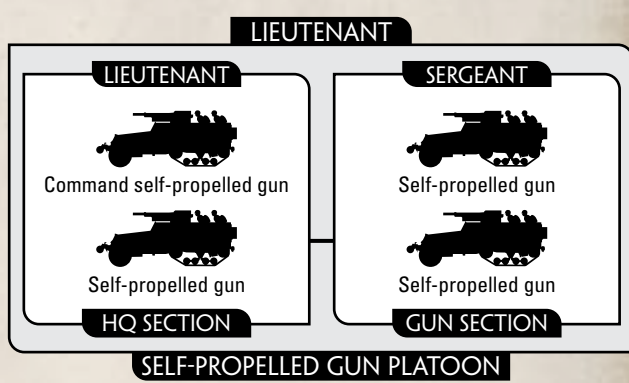
SELF-PROPELLED GUN PLATOON

PLATOON

4 75mm SPM	600 points	220 points
3 75mm SPM	450 points	165 points
2 75mm SPM	300 points	110 points
4 105mm M7 SPM	420 points	280 points
3 105mm M7 SPM	315 points	210 points
2 105mm M7 SPM	210 points	140 points

OPTION

- Arm any or all 75mm SPM with a AA MG for +5 points per self-propelled gun.



The initial role of the Self-Propelled Gun Platoon was to seek out the enemy's flanks and then set up in ambush positions to engage their tanks. Although the 75mm gun mounted on a M3 half-track was excellent for destroying Japanese tanks, these tactics were unsuited for fighting in the Pacific. The self-propelled gun platoon was more often used to destroy

enemy bunkers and fortifications that were delaying the infantry, and they were usually attached to line regiments to provide extra firepower. As the 75mm Self-propelled Mount (SPM) began to wear out, they were replaced by the 105mm M7 SPM, which saw extensive use in the Okinawa campaign.

SUPPORT PLATOONS

LIGHT TANK PLATOON

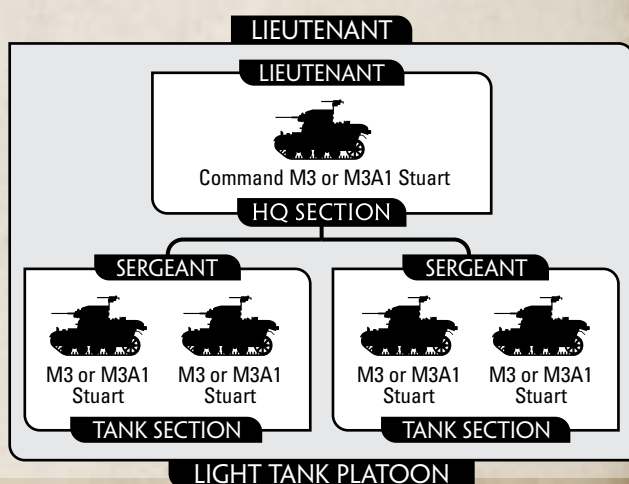
PLATOON

5 M3 or M3A1 Stuart	860 points	285 points
4 M3 or M3A1 Stuart	690 points	230 points
3 M3 or M3A1 Stuart	520 points	175 points
2 M3 or M3A1 Stuart	350 points	-
1 M3 or M3A1 Stuart	170 points	-

OPTION

- Replace any or all M3A1 Stuart tanks with M3A3 or M5A1 Stuart tanks for:

Per tank	+35 points	+5 points
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From the beginning of the Pacific campaign the Marines recognised the importance of using tanks to assist in assault landings by suppressing enemy machine-gun nests. For the early battles it was the M3 or M3A1 Stuart which bore the brunt of this fighting, making use of its multiple

machine-guns and 37mm main gun firing canister shot to break up Japanese counter-attacks. Due to the suicidal attacks made by Japanese infantry utilising satchel charges, the light tanks would operate in pairs with one spraying the other with machine-gun fire to keep the infantry away.

AMPHIBIOUS ASSAULTS

For the Americans the Pacific was foremost a naval war. The US Marine Corps role was to take the islands that couldn't be subdued by naval power alone. This was done by amphibious assault.

BEACH TABLES

Understandably, an amphibious landing requires some rather specific terrain—a beach—to land on. You can either create a fully-modelled beach or simply use a strip of blue cloth for the sea and a strip of sand-coloured cloth for the beach, or one of our coloured mats.

Due to the nature of the island fighting, amphibious landings are a lot more common in the Pacific than they are in the European Theatre of Operations. There are a few features that make a Pacific beach table different from a European beach table. The table needs a small area of sea at the edge of the table giving way to surf crashing on the beach, or in the case of atolls, a reef protecting a lagoon surrounding the island. Between the beach and the hinterland, there can be sand dunes, palm groves, or tropical forest. You will need a side table to hold the troops still in their ships off the table as well.

SEA ZONE

The Sea Zone is where landing craft load up and line up for their run in to the beach. It should be about 4-6"/10-15cm deep, just big enough for the landing craft to fit comfortably.

REEF ZONE

The Reef Zone is an area where a coral reef grows. These can sometimes hinder the passage of the landing craft depending on the tide and sea conditions. It should be about 1"/2.5cm wide, but only needs to be marked if it is going to be a hazard.

LAGOON ZONE

On tropical atolls the surf does not crash on the beach, as it is usually broken up by the reef. A lagoon is usually shallow and can be waded through by troops and vehicles. However, it can sometimes contain hidden dangers like shell craters. It should be about 8-12"/20-30cm wide and runs up to the Beach Zone.

SURF ZONE

On volcanic island there is no Reef or Lagoon zones, instead the Surf Zone follows the Sea Zone. The Surf Zone covers the last few metres of sea up to the point where the landing craft beach. It should be 4-6"/10-15cm wide, just enough space for the landing craft as they beach to discharge their cargo.

Like the Sea Zone, the Surf Zone is Impassable to all teams except amphibious vehicles.

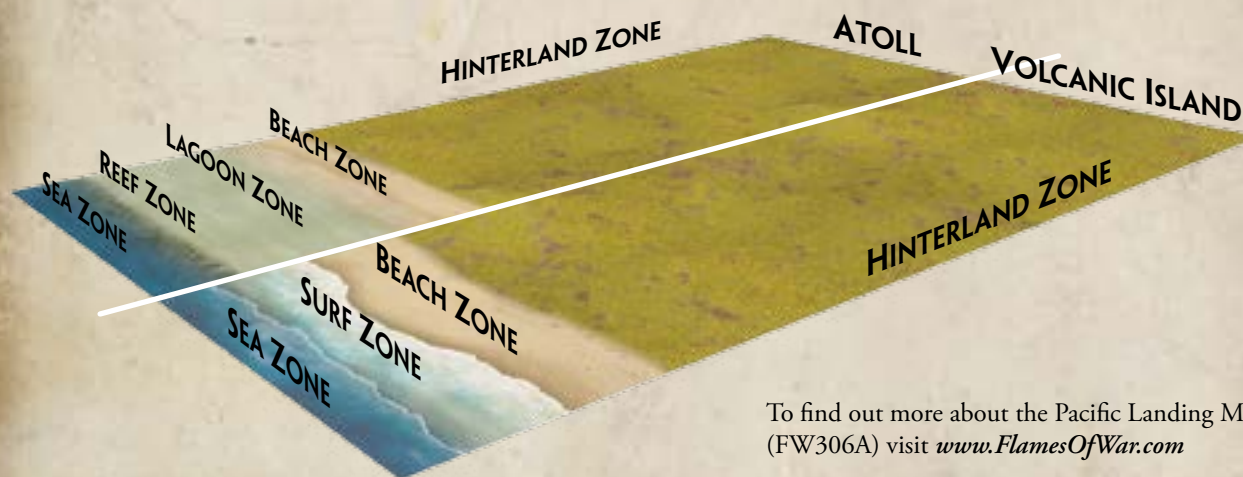
BEACH ZONE

The Beach Zone starts from the shallow water at the landing-craft ramp and goes up to the spring high-tide mark where the dunes or sea wall begins.

The beach will usually be 6"/15cm wide and is Difficult Going. The landing-craft obstacles that litter the beach zone do not hinder the movement of teams once ashore and do not provide any cover or concealment for troops on the beach.

HINTERLAND ZONE

Once off the beach, the countryside quickly assumes its normal character, be it tropical forest, palm groves, native gardens, grass lands, or the defenders' airfield and supply dumps.



To find out more about the Pacific Landing Mats (FW306A) visit www.FlamesOfWar.com

SETTING UP

Amphibious landings require a little more work than most scenarios. One of the trickiest parts of managing an amphibious assault is making sure that the right troops land at the right place at the right time. Don't worry if you don't succeed with this—the real Generals didn't always manage to coordinate their landings either!

The first steps in making your landing are to select the platoons that will land in the first wave and determine the direction the current is flowing across the beach.

SELECT THE FIRST WAVE

There are never enough landing craft to put all of the troops available ashore at once. You need to decide which units you want to land in the first wave and which will be left in their ships for the follow-up waves.

Troops left at sea will land as soon as the landing craft carrying the first wave have beached, unloaded, and returned to the ships at sea to reload.

Before the game begins you need to select up to half of your platoons as your first wave. Each of these platoons is loaded in a landing craft or amphibious transports (if they come with the platoon). Place the platoon's landing craft or amphibious transports in the sea zone opposite the place they are to come ashore (bear in mind that they will drift with the current).

All other platoons remain in their ships at sea and are known as the Floating Reserve.

Warrior and Independent teams do not have their own landing craft or amphibious transport. They are attached to platoons in the first wave and travel ashore in their landing craft or amphibious transport.

Many platoons include trucks and other unarmoured transport that will have difficulty crossing the beach. If these land with the troops they simply present the enemy with easy targets. Platoons may leave their non-amphibious transport behind and not deploy it at all when making an amphibious landing.

CURRENT DIRECTION

Before the game begins you will need to know which way the current is running. This is important since your landing craft will drift off course in a heavy current.

Roll one die and consult the Current Table to determine the direction of the current.

CURRENT TABLE

Die Roll	Fate
1 to 3	Current runs leftward when facing the beach
4 to 6	Current runs rightward when facing the beach

NUMBER OF LANDING CRAFT

An attacking force in a Amphibious Assault mission may have up to one Landing Craft for each platoon in first wave (see Select the First Wave). If your force already has its own Amphibious vehicles, such as DUKW trucks or LVT(4) Amtrac armoured personnel carriers, these platoon do not require a landing craft to be allocated to them and can land in their Amphibious transports.



COMING ASHORE

Strong currents and beach obstacles often limit landing zone choices, meaning troops are not always delivered exactly where they were intended. Most end up somewhere down current of their landing zone. Some fall victim to beach obstacles or defending artillery. Others go completely astray in the confusion, only locating the right beach much later.

Once the landing craft are in place, roll a die for each landing craft to see how far it drifted off course during the run in, or if it even made it to the beach. The Landing Craft and Amphibious Tank Drift Table gives the distance down current the landing craft drifts before beaching in the surf zone or lagoon zone, or their fate if they do not make it safely ashore.

If another landing craft already occupies the place a landing craft drifts to, it drifts further down current to the first available space in the surf zone or lagoon zone. If the landing craft drifts off the table it returns to sea and attempts to land again next turn as if it had been delayed.

LANDING CRAFT AND AMPHIBIOUS TANK DRIFT

Die Roll Result

1	Drift 4"/10cm down current.
2	Drift 8"/20cm down current.
3	Drift 12"/30cm down current.
4	Drift 16"/40cm down current.
5 or 6	Delayed. The landing craft was unable to find a gap through the beach obstacles and does not beach. Place the loaded landing craft back in the sea zone.

DELAYED LANDING CRAFT

In the pre-dawn darkness and the confusion of hundreds of craft milling around and making for the beach, it is easy for a coxswain to get separated from their flotilla. At the same time beach obstacles and artillery take their toll on landing craft, requiring replacements from following waves to be hastened into action.

Delayed landing craft return to the Sea Zone carrying their load and attempt to land again next turn.

This may represent either landing craft being unable to beach or the delay as landing craft destroyed by the enemy defences are replaced with follow-on troops.

DISEMBARKING

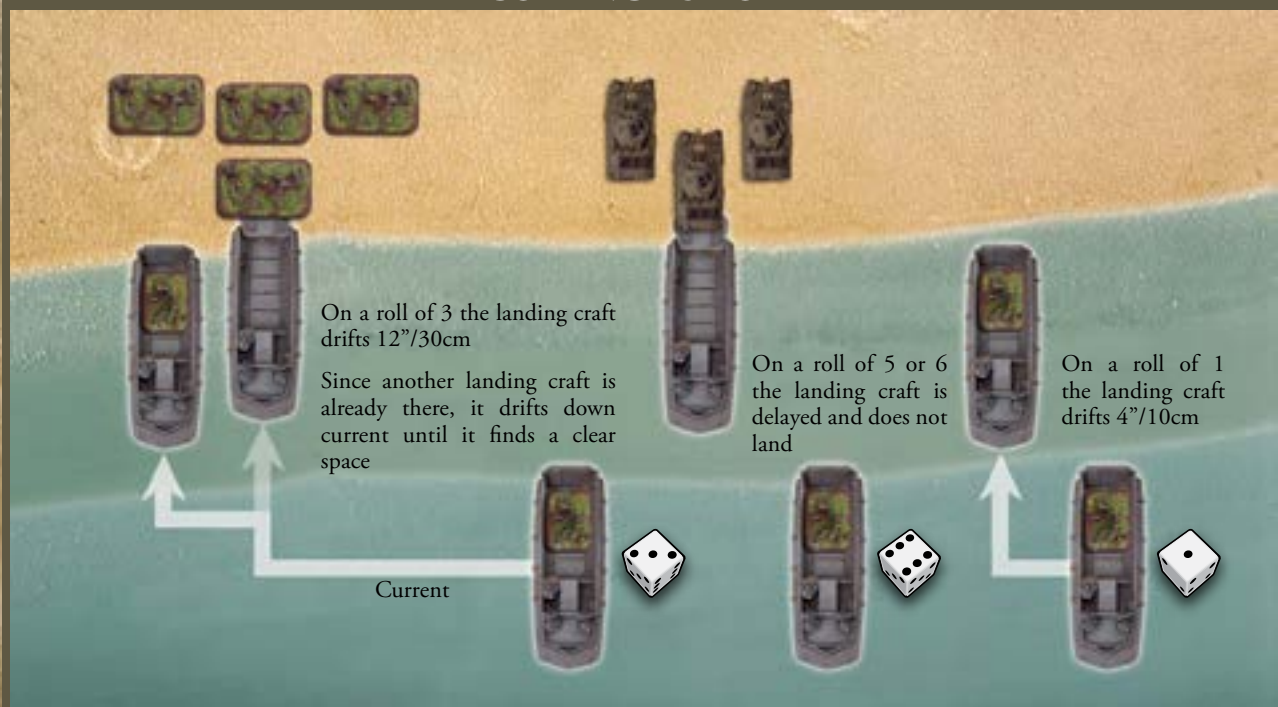
As soon as the landing craft ramp goes down, the troops aboard rush ashore, eager to get across the killing zone as fast as possible.

Passengers and vehicles disembark from a landing craft during the Movement Step. They begin their movement from the landing craft's ramp as if they had occupied the same position as the landing craft.

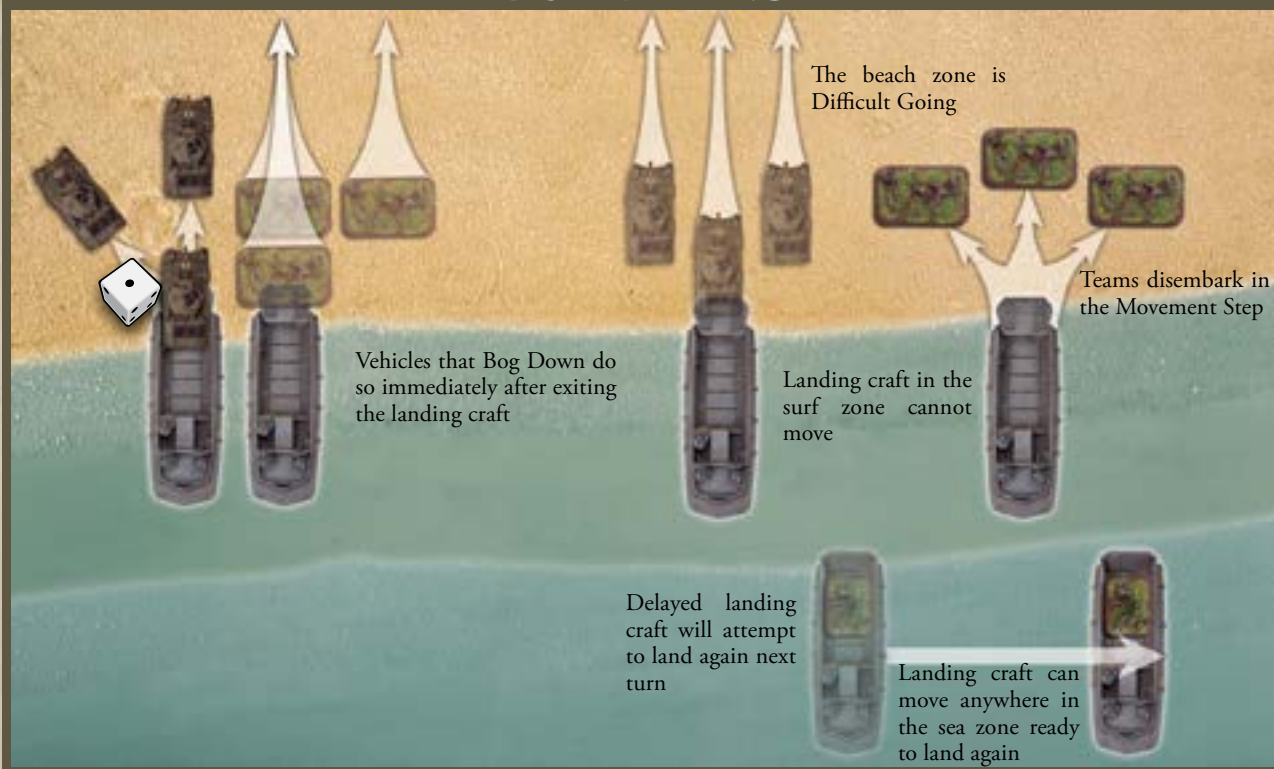
Remember, the Beach Zone is Difficult Going. If a vehicle Bogs Down when disembarking, place it on the beach adjacent to the landing craft's ramp (leaving room for following vehicles to disembark) and mark it as Bogged Down.

Landing craft cannot shoot or be shot at, and take no part in assaults.

COMING ASHORE



DISEMBARKING



RETURNING FOR MORE

Once unloaded, the landing craft quickly head back to their ships to reload with follow-up troops and return with the next wave to land.

In the same Movement Step after unloading, empty landing craft may attempt to return to sea and reload. Roll a die for each empty landing craft in the Surf Zone or Lagoon Zone.

- On a roll of 4+, the landing craft refloats and returns to the Floating Reserve for reloading. Select a platoon from the Floating Reserve to load and place the landing craft in the Sea Zone to land again next turn.
- On any lesser roll, the craft is stuck fast and must try to return to sea again next turn.

RETURNING FOR MORE



AMPHIBIOUS VEHICLES

The US Marine Corps had a variety of amphibious vehicles from which to fight ashore, from DUKW amphibious trucks to LVT(4) Amtrac tracked carriers.

COMING ASHORE

Amphibious tanks like the LVT(A)4 (75mm) would come ahead of the amphibious transports or landing craft. They would give covering fire on the beaches as the troops landed.

Before the game begins place Amphibious Tank teams in the sea zone opposite the place they wish to land (bear in mind that they will drift with the current). Roll a die for each Amphibious Tank team and consult the Landing Craft and Amphibious Tank Drift Table (on page 18) to see how far it drifted off course beaching in the Surf Zone or Lagoon Zone, or if it even made it ashore.

FIGHTING ASHORE

Since Amphibious tanks can land before the first amphibious transport and landing craft, they are ready and able to provide fire support for the first wave as it comes ashore. This extra fire support can be vital in the crucial first few minutes of the landing.

Once ashore Amphibious Tank teams may either remain in the Surf Zone providing fire support for the attacking infantry, or move on to the beach as normal.

Amphibious Tank teams that remain in the Surf Zone or Lagoon Zone do not count as moving and may shoot at their full rate of fire, but must roll a die in each Movement Step.

- *On a roll of 1, the rising tide washes over the tank, which is Destroyed.*
- *Otherwise the tank is fine and can keep shooting.*

COMMAND AND CONTROL

Amphibious tank platoons are very likely to come ashore scattered and piecemeal making it difficult for the platoon commander to coordinate their actions. As a result they are trained to and expect to operate independently.

Platoons entirely made up of Amphibious Tank teams that swim ashore operate as Independent teams.

AMPHIBIOUS TRANSPORTS

As well as landing craft and amphibious tanks, the US Marines forces making amphibious assaults in the Pacific also used DUKW amphibious trucks. Some were used to bring ashore artillery pieces getting them into action more quickly than the landing craft can.

A platoon mounted in amphibious DUKW trucks or LVT(4) Amtrac tracked carriers does not require a landing craft to come ashore. It can swim ashore from the Floating Reserve on its own as if each DUKW truck or LVT(4) Amtrac were a landing craft, using the Landing Craft and Amphibious Tank Drift Table to determine their fate during the run ashore.

Once landed, DUKW trucks or LVT(4) Amtrac tracked carriers simply drive up the beach to wherever they are intended to unload.

DUKW trucks carry their gun in their cargo compartment, but are not strong enough to allow the gun to fire while aboard. The Gun team must dismount beside the truck as if it were unlimbering before it can fire. Since the DUKW cannot tow the gun, nor reload it in the cargo compartment, the DUKW truck is immediately Sent to the Rear when the gun dismounts and cannot be Brought Forward (see page 48 of the rulebook).

LANDING MISSIONS VICTORY POINTS TABLE

Outcome	Attacker's Points	Defender's Points
Attacking player holds both objectives by turn 9	6	1
Attacking player holds both objectives	5	2
Attacking player holds the objective placed by the Defending player	4	3
Attacking player holds the objective placed by the Attacking player	3	4
Attacking player holds no objectives, but has troops in the Hinterland Zone	2	5
Attacking player holds no objectives and has no troops in the Hinterland Zone	1	6



MISSION SPECIAL RULES

CROSSING THE REEF

Many of the islands of the Pacific are Atolls. They are actually a circler of small islands surrounded by a coral reef that encloses a shallow lagoon. When making an amphibious assault across the reef timing is crucial, a few hours either way can make the difference between crossing the reef with your landing craft and becoming stranded.

At the beginning of the game, before deployment roll a die:

- On 3+ the tide is high enough to for your landing craft to cross.
- On a 1 or 2 the tide is low and the Reef is a threat.

In a game where the Reef is a threat mark the line of the Reef as indicated on the Mission map along the junction of the Sea Zone and the Lagoon Zone.

After rolling for drift for each landing craft, roll a die:

- On 4+ the landing craft has found a gap and crosses the reef, roll for drift as normal.
- On a 1, 2, or 3 the Landing craft cannot cross the reef and its troops may disembark and cross the Lagoon on foot, or it can return to sea and attempt to land again next turn as if it had been delayed.

Reefs have no effect on Amphibious teams.

THE LAGOON

Beyond the reef is usually a shallow lagoon. If the landing craft fails to cross, the troops can usually wade ashore. However, preparatory bombing and naval gun fire can leave the lagoon littered with deep craters that are a great hazard to any vehicles crossing it.

The Lagoon is Difficult Going to Infantry and Tank teams.

The Lagoon is Very Difficult Going to Gun teams. Gun teams cannot shoot in the Shooting Step while in the Lagoon.

Teams that fail a Bogging Check are not Bogged Down, but are instead Destroyed.

Lagoons have no effect on Amphibious team movement.

OVERWHELMING FORCE

Amphibious assaults require overwhelming force. The troops land in the teeth of the enemy defences, scattered and disorganised. It is only through overwhelming force that they will secure a beachhead.

The Attacking force has 25% more troops than the Defending force. A good force for most tables would be 1500 points for the Attacker against 1200 points for the Defender.

When an Attacking platoon is Destroyed, the player returns it to the Floating Reserve to represent a fresh unit landing in its place. Infantry and Man-packed Gun teams in the platoon return to the Floating Reserve and can land again as long as the platoon contained at least four such teams at the start of the game. However, all other types of teams are permanently lost. As usual, Destroyed Armoured vehicles remain where they are.

Warrior and Independent teams are also permanently lost when they are Destroyed.

The Attacking player may voluntarily destroy platoons and return them to the Floating Reserve in the first part of the Starting Step.

NO RETREAT, NO SURRENDER

The troops landing on the beaches know that it is do or die time. There is no going back, only death or victory. Likewise the defenders have no contact with their headquarters and have no option but to fight on.

Neither side needs to take Company Morale Checks. They will fight until the end.

TOTAL AIR SUPERIORITY

This battle is the focus of the attacker's strategic plan. Their air force is working overtime attacking enemy airfields and flying extra fighter patrols to keep the defender's air forces out of the battle.

The defending player must roll a 6, instead of 5+, in order to receive ground-attack air support.

INTERDICTION

Before making an amphibious landing it was vitally important that air and sea superiority was secured, interrupting any enemy reinforcements or counterattacks.

The Defending player's Delayed Reserves arrive on rolls of 6 rather than 5+ as normal.

ISLAND LANDING MISSION

Most of the larger islands in the Pacific assaulted from the sea could be landed on directly from the sea due to surrounding deep water and accessible beaches.

MISSION SPECIAL RULES:

Amphibious Assaults Rules (pages 16 to 20), Delayed Reserves (page 269 of the rulebook), Interdiction (page 21), Overwhelming Force (page 21), No Retreat, No Surrender (page 21), Prepared Positions (page 264 of the rulebook), and Total Air Superiority (page 21).

YOUR ORDERS

ATTACKER

Your troops are the first wave ashore. You must push inland and secure the beachhead at any cost. It is essential to capture both objectives as soon as possible.

DEFENDER

The enemy invasion has finally begun. Under no circumstances can they be allowed to gain a beachhead. They must be destroyed on the beaches. You must hold both objectives.

PREPARING FOR BATTLE

1. The Defending player places their Objective first, then the Attacking player places theirs. Objectives cannot be placed within 12"/30cm of the beach or within 20"/50cm of the rear of the table, nor within 8"/20cm of the table edges.
2. Next the Defending player places their fortifications anywhere in the Hinterland Zone. Bunkers may not be placed across roads.
3. The Defending player must hold at least half of their platoons in Delayed Reserve at the start of the game. The remaining platoons and Independent teams are now placed in the Hinterland Zone.
4. The Attacking player must hold at least half of their platoons in their Floating Reserve. Place the rest in their landing craft in the Sea Zone.
5. Next the Attacking player places any Amphibious tank platoons that will swim ashore, and any platoons carried in amphibious transports, in the Sea Zone.

BEGINNING THE BATTLE

1. The Defending force begins the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. All platoons from the Defending force deployed on the table begin the game Pinned Down or Bailed out.
3. The Attacking player then lands their Amphibious tank platoons.
4. The Defending player may not make Reconnaissance Deployment moves.



5. Both players should remember that the Defender's reserves will be hindered by the Interdiction special rule when making their plans.

6. The Attacking player has the first turn. They may not make a Night Attack.

ENDING THE BATTLE

The battle ends either:

- at the end of the Starting Step of the Attacker's turn 12, or
- when the Attacking player starts any of their turns holding both objectives.

DECIDING WHO WON

Unlike most missions, casualties are irrelevant. All that matters is getting ashore as far and as fast as possible, or stopping the enemy from doing so.

The Attacking player wins if they hold the objective placed by the Defending player, otherwise the Defending player wins.

Calculate your Victory Points from the Landing Missions Victory Point Table on the page 20.

ATOLL LANDING MISSION

Many of the islands and island groups scattered throughout the Pacific were coral atoll, usually a ring of islands surrounded by a coral reef and a shallow lagoon.

MISSION SPECIAL RULES:

Amphibious Assaults Rules (pages 16 to 20), Crossing the Reef (page 21), The Lagoon (page 21), Delayed Reserves (page 269 of the rulebook), Interdiction (page 21), Overwhelming Force (page 21), No Retreat, No Surrender (page 21), Prepared Positions (page 264 of the rulebook), and Total Air Superiority (page 21).

YOUR ORDERS

ATTACKER

Your troops are the first wave ashore. You must push inland and secure the beachhead at any cost. It is essential to capture both objectives as soon as possible.

DEFENDER

The enemy invasion has finally begun. Under no circumstances can they be allowed to gain a beachhead. They must be destroyed on the beaches. You must hold both objectives.

PREPARING FOR BATTLE

1. The Defending player places their objective first, then the Attacking player places theirs. Objectives cannot be placed within 12"/30cm of the beach or within 20"/50cm of the rear of the table, nor within 8"/20cm of the table edges.
2. Next the Defending player places their fortifications anywhere in the Hinterland Zone. Bunkers may not be placed across roads.
3. The Defending player must hold at least half of their platoons in Delayed Reserve at the start of the game. The remaining platoons and Independent teams are now placed in the Hinterland Zone.
4. The Attacking player must hold at least half of their platoons in their Floating Reserve. Place the rest in their landing craft in the Sea Zone.
5. Next the Attacking player places any Amphibious tank platoons that will swim ashore, and any platoons carried in amphibious transports, in the Sea Zone.

BEGINNING THE BATTLE

1. The Defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. All platoons from the Defending force deployed on the table begin the game Pinned Down or Bailed out.
3. The Attacking player then lands their Amphibious tank platoons.
4. The Defending player may not make Reconnaissance Deployment moves.



5. Both players should remember that the Defender's reserves will be hindered by the Interdiction special rule when making their plans.

6. The Attacking player has the first turn. They may not make a Night Attack.

ENDING THE BATTLE

The battle ends either:

- at the end of the Starting Step of the Attacker's turn 12, or
- when the Attacking player starts any of their turns holding both objectives.

DECIDING WHO WON

Unlike most missions, casualties are irrelevant. All that matters is getting ashore as far and as fast as possible, or stopping the enemy from doing so.

The Attacking player wins if they hold the objective placed by the Defending player, otherwise the Defending player wins.

Calculate your Victory Points from the Landing Missions Victory Point Table on the page 20.

BATTLE OF SAIPAN

JAPAN

Mariana Islands

AUSTRALIA

The US attack on Saipan was part of the Marianas Campaign (Operation Gateway). The Marianas are a long string of islands 2300 kilometres (1430 miles) south of Tokyo.

Near the southern end of the chain lay Tinian and Saipan. Saipan was the Japanese administrative centre for the Marianas group and the first American objective in the campaign. Saipan was the second largest of the Mariana Islands (after Guam) measuring 8.8km (5.5 miles) by 20km (12.5 miles). It had been

developed by the Japanese for sugarcane production which dominated its lowlands. The remainder of the island was covered with high grass, some swamps, and jungle covered rocky hills and cliffs in the island's centre. The 474 metre (1554 foot)-high Mount Tapotchau dominated the island's centre. There was an airfield at each end of the island.

The Japanese defended the Island with 31,700 troops from the 43rd Infantry Division, 47th Independent Mixed Brigade, and 5th Special Base Force. Most of these troops had only arrived a month before and were hastily preparing defences.

The US forces for the attack consisted of the 2nd and 4th Marine Divisions and the Army's 27th Infantry Division and the various support troops of the V (5th) Amphibious Corps (VAC). This force totalled 66,779 men, of which 47,510 men were Marines. Saipan was the first two-division landing of the Pacific war with both the 2nd and 4th Marine Divisions landing on D-Day, 15 June 1944.

NEW EQUIPMENT

Saipan saw a number of new weapons in action. Napalm for ground attack aircraft, M3A1 Satan flame-tanks, and 4.5in Mk 7 rocket launchers were all used for the first time.

THE MARINES LAND

The Marines were set to landing on four beaches (codenamed Yellow, Blue, Green and Red) along the southwest coast of Saipan on 15 June 1944 at 07:00 hours. In the month before the island had been subjected to continuous air raids, and fifteen battleships had been pounding the island since 13 June. The day before the landings, a demonstration by a flotilla of reserve troops had been conducted off the northern coast, but had failed to convince the Japanese to divert troops north.

After some delays the landing began at 08:40 hours, with a strong current drifting most of the units northward along the beaches. The 6th Marine Regiment, 2nd Marine Division landed on Red Beach, while the 8th Marine Regiment landed to the south of them on Green Beach. The 4th Marine Division landed further south around the village of Charan

Kanoa, with the 23rd Marine Regiment on Blue Beach and the 25th Marine Regiment on Yellow Beach.

The Japanese were well-prepared and had pre-plotted their artillery by placing range markers in the lagoon. As the Amphibious tanks led the landings they came under intense fire losing around 20 LVT Amtracs. The Japanese defences, including barbed-wire, machine-guns, and gun emplacements were well-placed to maximize American casualties. Despite this, by nightfall the 2nd and 4th Marine Divisions had secured a beachhead extending about 10km (6 miles) from the southwest corner of the island to about 1km (3/4 mile) inland.

BEACH COUNTERATTACK

The Japanese launched a counterattack that night. At 20:00 hours, a large Japanese infantry force, supported by tanks, attacked the left flank of the 6th Marine Regiment. Naval 'star' illumination rounds lit up the sky enough for Marines to spot the outlines of Japanese soldiers as they advanced on them. The Marines opened up with machine-guns and rifle fire. They were joined by a battalion of 75mm howitzers. The attack was repulsed and the Japanese took heavy casualties. At 03:00 hours, just before daylight, Japanese tanks and infantry attacked the defending Marines again. However, the Marines' firepower saw the attacks off once more.

27TH DIVISION LANDS

On the evening of 16 June, the Army's 27th Infantry Division landed on Saipan. Their objective was to capture Ås Lito airfield in the south of the island and to cut off the island's southeast corner. The Army troops took the airfield on 17 June, but once again the Japanese launched a counterattack that night and retook it. However, the following day the Japanese abandoned it.

MARINE LANDINGS IN SAIPAN

15 June - 9 July 1944

Landing Beach



Meanwhile, the 2nd and 4th Marine Divisions continued their push past the beaches. By 18 June the Japanese had withdrawn from the beaches and had moved inland to set up defences in the hilly and craggy terrain of the islands interior.

MOUNT TAPOTCHAU

The Marines and Army troops continued to push northwards on 21 June and ran into Mount Tapotchau. The 2nd and 4th Marine Divisions pushed around either flank of the mountain, but the 27th Infantry Division made slow progress facing the cliffs and craggy terrain of the mountain itself. After two days of fighting the 2nd Marine Division was on the outskirts of the coastal village of Garapan and near the summit of Mount Tapotchau, and the 4th Marine Division had overrun the majority of the Kagman Peninsula. However, the main Japanese defence on Mount Tapotchau held over two days of fighting in caves, ravines, and gullies. Artillery and tanks could offer little in the way of support in the rocky terrain. The battle was fought man-to-man with only mortar and machine-gun fire support and close air support was virtually non-existent due to the Battle of the Philippine Sea, which was being fought at the same time.

The Japanese made full use of the terrain during their defence of the mountain. They would hide during the day and emerge at night to attack the American positions. The Americans had to systematically clear the caves with flame-throwers supported by artillery and machine-guns. The mountain was eventually captured on 5 July by the 27th Infantry and the 4th Marine Divisions. These two divisions then pushed north up the narrowing island, while the 2nd Marine Division was pulled out of the line and put in reserve.

'BANZAI' CHARGE!

The Japanese made their final withdrawal northwards on 6 July. General Saito, the Japanese commander, set-up a command post in a cave north of Tanapag. Wounded, with only fragmentary groups of his troops remaining, and under constant American artillery and naval gunfire, General Saito gave the order for a final massed charge of all his men. Saito's mind set was clear from his orders. "Whether we attack, or whether we stay where we are, there is only death." Soon after

giving the orders he committed suicide in his cave at 10:00 hours on 6 July.

On 7 July at 03:00 hours the US forces on Saipan faced one of the largest 'Banzai' charges of the war. It lasted over 15 hours. One Marine from the 23rd Marine Regiment described the charge:

"Suddenly there is what sounded like a thousand people screaming all at once, as a hoard of mad men broke out of the darkness before us. Screams of 'Banzai' fill the air, Japanese officers leading the devils from hell, their swords drawn and swishing in circles over their heads. Jap soldiers were following their leaders, firing their weapons at us and screaming 'Banzai' as they charged toward us."

The Americans delivered a hail of rifle, machine-gun, and mortar fire. Weapons overheated, but the Japanese kept coming. The Japanese casualties mounted, and eventually the momentum of the Japanese attack was stopped.

THE END

By the morning of 8 July the end was near. The Japanese had expended the last of their manpower in one last suicidal 'Banzai' charge. All that was left for the Americans to do was mop-up the last pockets of resistance. The Army's 27th Infantry Division moved to the reserve and the 2nd Marine Division once more joined the attack and pushed north with the 4th Marine Division.

The Marines reached the northern end of the island on 9 July only to be met with the horror of the thousands of the island's civilians perched atop of the cliffs contemplating a leap to their deaths. Pre-invasion Japanese propaganda convinced them the Americans would torture and maim them if captured. Despite efforts by the Americans to persuade them away from the cliffs, hundreds of natives and soldiers jumped from the cliffs. Many others committed suicide in other ways. Only 1,000 Japanese soldiers were taken prisoner, the rest had either died in battle or committed suicide. On top of that, 22,000 civilians were also dead at the end of the Battle of Saipan. The American casualties were 3,426 killed and 10,364 wounded.

REFIGHTING SAIPAN

The Battle of Saipan offers a lot of options for gaming. Here are some ideas:

The Landing: Play the Island Landing Mission (page 22) with a Marine Rifle Company landing in LVT(4) Amtrac carriers supported by Amphibian Tank Platoons. Facing them with Yosai Hohei Chutai (Fortified Infantry Company, page 26 of *Banzai*) equipped with barbed wire, gun nests, artillery, anti-aircraft and supporting tanks.

The Beach Counterattack: Play a No Retreat with a Marine Rifle Company defending the beachhead. Make it an infantry heavy force with supporting weapons, some artillery, and a couple of M4A2 Sherman tanks. The attacking force should be a Japanese Hohei Chutai (Infantry Company, page 12 of *Banzai*) with tank support or a Sensha Rentai (Tank Regiment, page 20 of *Banzai*)

with infantry support. Use the Hell by Day, Paradise by Night rule (Page 10 of *Banzai*).

Inland Fighting: The fighting inland consisted of hard fought encounters over inhospitable terrain, followed by inevitable Japanese counterattacks by night. Make sure the terrain has plenty of rough ground with craggy hills. If the Japanese are defending, make sure you play a mission where they get an ambush.

The Final Banzai Charge: For this game, pit defending Marines against a Japanese Hohei Chutai. The Japanese player plays the Japanese force as if it had failed its Company Morale check and follows the No Surrender rule (Page 8 of *Banzai*) so that all of their platoons draw on their Seishin (Page 8 of *Banzai*). A Free-For-All is a good mission for this, giving the Japanese a wide front to charge across.



US Marines storm ashore under the cover of supporting fire from their LVT(4) Amtracs and landing craft.



After knocking out a pillbox, the Marines push through the Japanese position with a Sherman in close support.





Marines assault a Japanese entrenched position, after pinning them with machine-gun and automatic rifle fire.



With the beach cleared the Marines push inland with Sherman tank support, taking a village in their advance.




MARINE TANK COMPANY


TANK COMPANY

During an amphibious assault the Marine riflemen would be accompanied ashore by LVT amphibian tanks. Once the beachhead was established they would then be replaced by Sherman companies for the inland fighting.

First you must select either a Marine Tank Company or a Marine Amphibian Tank Company to field. You must take Combat Platoons from the same column from which you selected your Company HQ.

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

A Marine Tank Company fielded using the Pacific (marked ) options must take at least one Combat Platoon.

A Marine Tank Company fielded using the Late-war (marked ) options must take at least two Combat Platoon.

HEADQUARTERS		OR		+		DIVISIONAL SUPPORT PLATOONS			
HEADQUARTERS  Marine Amphibian Tank Company HQ 28	HEADQUARTERS  Marine Tank Company HQ 28								
COMBAT PLATOONS		COMBAT PLATOONS							
ARMOUR  Marine Amphibian Tank Platoon 30	ARMOUR  Marine Tank Platoon 30			INFANTRY  Marine Rifle Platoon 11		ARTILLERY  Marine Artillery Battery 33			
ARMOUR  Marine Amphibian Tank Platoon 30	ARMOUR    Marine Tank Platoon 30			INFANTRY  Marine Engineer Assault Section 32		ARTILLERY  Marine Artillery Battery 33			
ARMOUR  Marine Amphibian Tank Platoon 30	ARMOUR  Marine Tank Platoon 30			RECONNAISSANCE  Divisional Recon Platoon 31		ARTILLERY  Marine Rocket Launcher Battery 34			
ARMOUR  Marine Amphibian Tank Platoon 30	ARMOUR  Marine Tank Platoon 30			ARTILLERY  Marine War Dog Platoon 32		ANTI-AIRCRAFT  Light Anti-aircraft Artillery Platoon 34			
ARMOUR  Marine Tank Platoon 30	ARMOUR  Marine Tank Platoon 30			ARTILLERY  Marine Artillery Battery 33		ANTI-AIRCRAFT  Heavy Anti-aircraft Artillery Platoon 35			
	ARMOUR  Flame Tank Platoon 31					AIRCRAFT  Air Support 35			
	ARMOUR  Marine Rifle Platoon 11					AIRCRAFT  Naval Air & Sea Support 36			
						AOP  Air Observation Post 36			

MOTIVATION AND SKILL

The United States Marines are professional soldiers who have volunteered for service. They undergo rigorous training and are considered an elite fighting force. A Marine Tank Company or Marine Amphibian Tank Company is rated **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

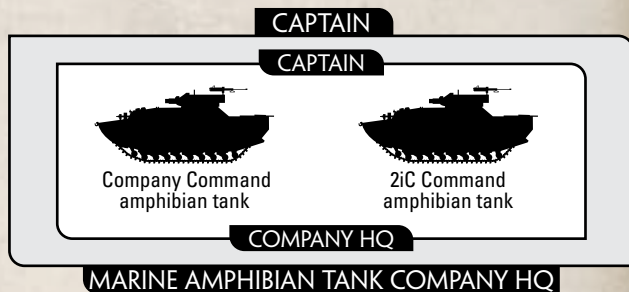
HEADQUARTERS

MARINE AMPHIBIAN TANK COMPANY HQ

HEADQUARTERS

Company HQ with:

2 LVT(A)4 (75mm)	130 points	95 points
1 LVT(A)4 (75mm)	65 points	50 points
2 LVT(A)1 (37mm)	190 points	90 points
1 LVT(A)1 (37mm)	95 points	45 points



OPTION

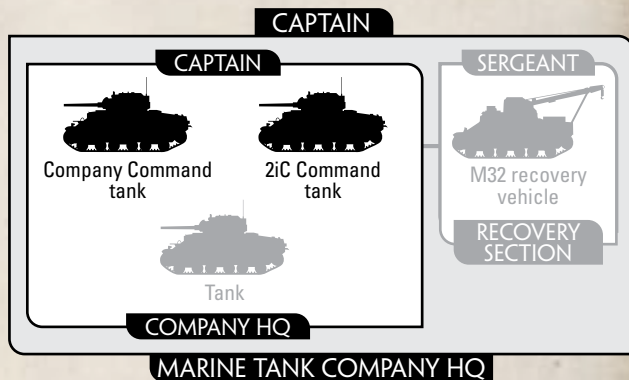
- Add Hull MG to any or all amphibian tanks for +5 points per amphibian tank.

MARINE TANK COMPANY HQ

HEADQUARTERS

Company HQ with:

3 M4A2 Sherman	-	265 points
2 M4A2 Sherman	1000 points	175 points
1 M4A2 Sherman	500 points	90 points
3 M4A3 (late) Sherman	-	330 points
2 M4A3 (late) Sherman	1240 points	220 points
1 M4A3 (late) Sherman	620 points	110 points



ADD RECOVERY SECTION WITH:

1 M32 recovery vehicle	+15 points	+15 points
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OPTIONS



- Fit one M4A2 or M4A3 (late) Sherman tank with a dozer blade making it a Bulldozer for +5 points.
- Add AA MG to any or all M4A2 or M4A3 (late) Sherman tanks for +5 points per tank.
- Fit any or all tanks with Improvised Tank Assault Armour for +5 points per tank.



COMBAT PLATOONS

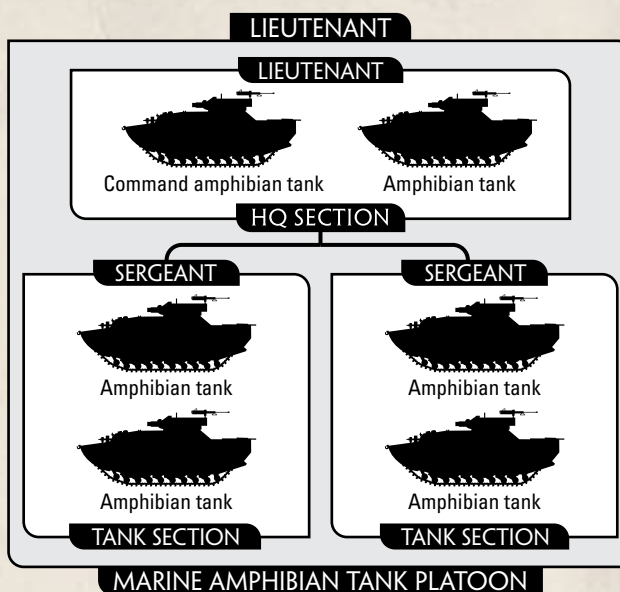
MARINE AMPHIBIAN TANK PLATOON

PLATOON

		
6 LVT(A)4 (75mm)	400 points	285 points
5 LVT(A)4 (75mm)	335 points	240 points
4 LVT(A)4 (75mm)	270 points	195 points
3 LVT(A)4 (75mm)	205 points	150 points
2 LVT(A)4 (75mm)	140 points	-
6 LVT(A)1 (37mm)	555 points	280 points
5 LVT(A)1 (37mm)	465 points	235 points
4 LVT(A)1 (37mm)	375 points	190 points
3 LVT(A)1 (37mm)	285 points	145 points
2 LVT(A)1 (37mm)	195 points	-

OPTION

- Add Hull MG to any or all amphibian tanks for +5 points per amphibian tank





The first mass use of the LVT in this role at Tarawa revealed a number of deficiencies and so a number of variants were produced to provide more armour protection and better fire-

power. The 37mm and 75mm armed versions were known as 'Amtanks' and they were particularly successful at destroying enemy positions as they came ashore.

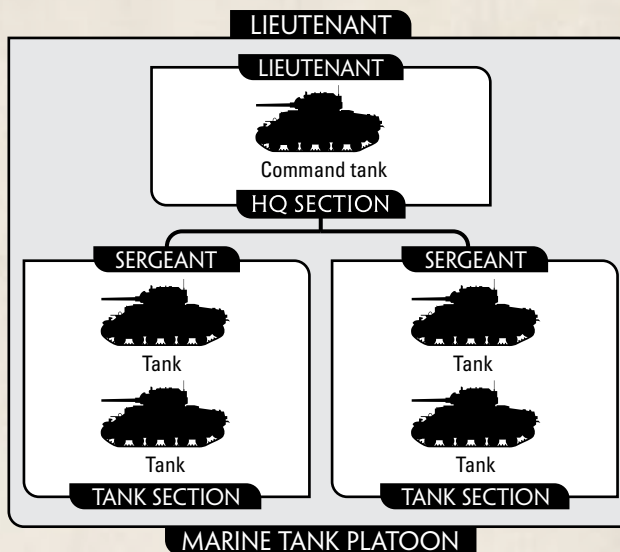
MARINE TANK PLATOON

PLATOON

		
5 M4A2 Sherman	-	455 points
4 M4A2 Sherman	-	365 points
3 M4A2 Sherman	-	275 points
2 M4A2 Sherman	1010 points	185 points
1 M4A2 Sherman	500 points	-
3 M4A3 (late) Sherman	-	340 points
2 M4A3 (late) Sherman	1250 points	230 points
1 M4A3 (late) Sherman	620 points	-

OPTIONS

- Add AA MG to any or all M4A2 or M4A3 (late) Sherman tanks for +5 points per tank.
- Fit any or all tanks with Improved Tank Assault Armour for +5 points per tank.



Early battles in the Pacific demonstrated the unsuitability of the smaller M2/M3 light tank and the M4 medium tank was rushed into service in 1943. The much larger 75mm gun was not only able to destroy Japanese tanks with ease, it was also useful for destroying bunkers and other field fortifications in support of the Marine riflemen. With a wide range of

upgrades such as waterproofing for amphibious operations and the addition of extra armour to protect against suicide attacks, the Marine Shermans were as distinctive as they were useful. In another modification, the Marines removed the commander's .50 cal machine-gun to prevent it being turned on their own infantry by assaulting Japanese.



US MARINE CORPS SUPPORT



MOTIVATION AND SKILL

The supporting elements of the divisions and brigades of the United States Marine Corps are just as dedicated and well-trained as the fighting Marines on the front lines. US Marine Corps support platoons are rated **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

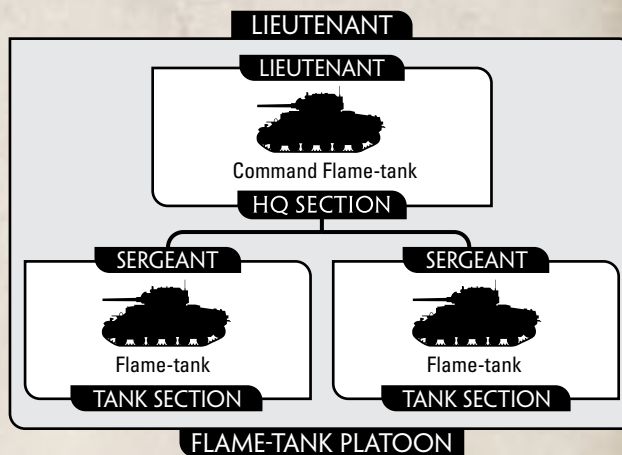
FLAME-TANK PLATOON

PLATOON

		
3 M4A3 'Zippo'	760 points	275 points
2 M4A3 'Zippo'	510 points	185 points
1 M4A3 'Zippo'	250 points	-
3 M4A2 'Zippo'	625 points	220 points
2 M4A2 'Zippo'	420 points	150 points
1 M4A2 'Zippo'	205 points	-
3 M3A1 'Satan'	335 points	175 points
2 M3A1 'Satan'	230 points	120 points
1 M3A1 'Satan'	110 points	-

OPTIONS

- Add AA MG to any or all M4A2 or M4A3 'Zippo' tanks for +5 points per tank.
- Fit any or all tanks with Improved Tank Assault Armour for +5 points per tank.





As the war in the Pacific progressed, the Japanese made greater use of reinforced bunkers that were impervious to the 37mm and 75mm guns used by the vehicles supporting the Marine riflemen. The answer was fitting a large flame-thrower into a tank which could drive up to the bunker and flush the enemy out. After struggling with unsatisfactory

field-adapted tanks, the M3A1 Satan tank was created by fitting a Canadian Ronson Flame-thrower into obsolete M3A1 Stuarts. Although they had their limitations, they were successful enough that the idea was progressed with the development of the M4A2 Zippo which matched the excellent Sherman tank with the powerful E 4-5 Flame-thrower.

DIVISIONAL RECON PLATOON

PLATOON

HQ Section with:

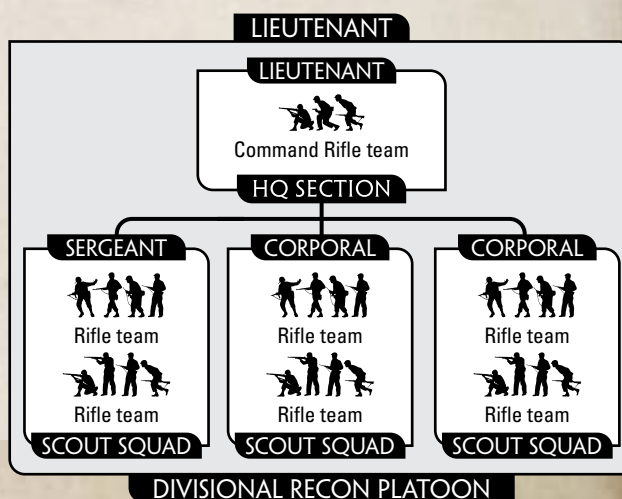
		
3 Scout Squads	215 points	215 points
2 Scout Squads	155 points	155 points

OPTIONS

- Replace Command Rifle team with a Command SMG team for +5 points.
- Replace up to two Rifle teams with Dog Handler Rifle teams for +5 points per team.

A Divisional Recon Platoon is a Reconnaissance Platoon.

Dog Handler Rifle teams are Recce teams and follow the War Dogs rules on page 7.



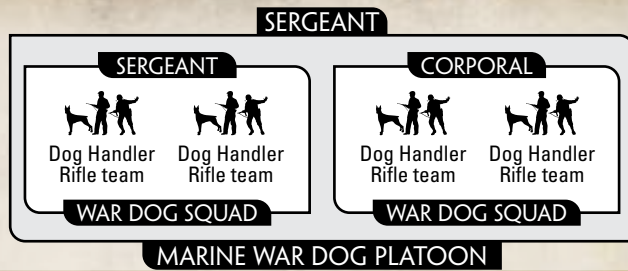
Each Marine division had a scout company made up of three scout platoons. Although trained in reconnaissance and observation, they performed a number of other roles during the fighting in the Pacific.

MARINE WAR DOG PLATOON

PLATOON

HQ Section with:

4 Dog Handler Rifle teams	140 points	140 points
3 Dog Handler Rifle teams	105 points	105 points
2 Dog Handler Rifle teams	70 points	70 points



A Marine War Dog Platoon must make Combat Attachments to Marine Rifle Platoons or Scout & Observer Platoons with all of their War Dog Squads.

Dog Handler Rifle teams are Recce teams and follow the War Dogs rules on page 7.

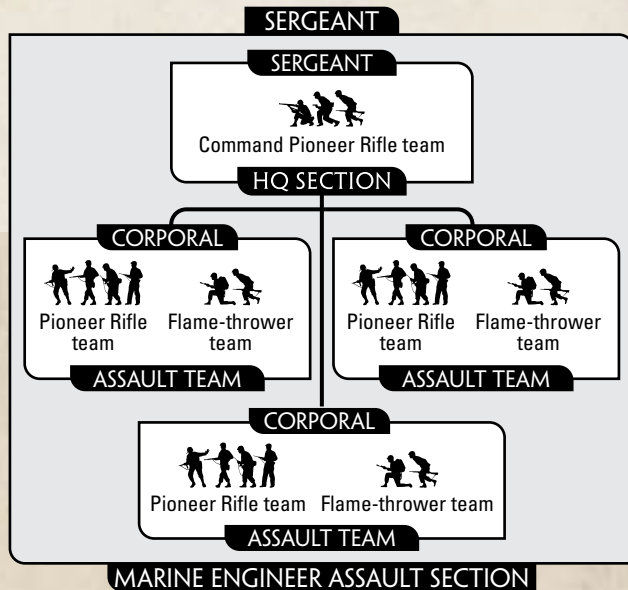
MARINE ENGINEER ASSAULT SECTION

HQ Section with:

3 Assault Teams	205 points	205 points
2 Assault Teams	150 points	150 points

Marine Engineer Assault Sections may make Combat Attachments to Marine Rifle Platoons.

In addition to the Marine Battalion's Assault Platoon, other specialist combat engineers could be call on from the Marine divisional engineer battalions, and before mid 1944 the engineer regiments. These troops were often allocated out the Marine rifle platoons to provide flame-thrower teams and explosive experts for use against Japanese bunkers, tunnels, and fortified cave systems.



NAVAL CONSTRUCTION PLATOON

PLATOON

HQ Section with:

3 Construction Squads	125 points	125 points
2 Construction Squads	90 points	90 points

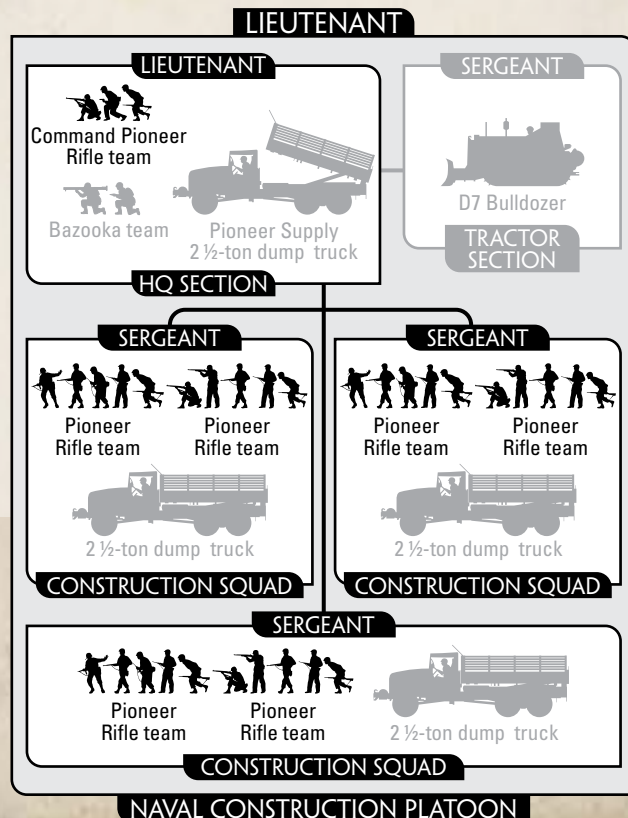
OPTIONS

Add a Bazooka team	+35 points	+15 points
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- Add Pioneer Supply 2½-ton dump truck for +25 points.
- Add a D7 Bulldozer for +15 points.
- Add 2½-ton dump trucks for +10 points for the platoon.

Naval Construction Platoons are rated **CONFIDENT** **TRAINED** **Confident Trained.**

The Seabees, from 'CB' (Construction Battalion), are naval construction engineers who followed the Marines ashore to build roads, airstrips, fortifications, and anything else required by the mission. However, they often found themselves in the fighting as they were called on to repair roads, destroy bunkers and clear obstacles.



MARINE ARTILLERY BATTERY

PLATOON

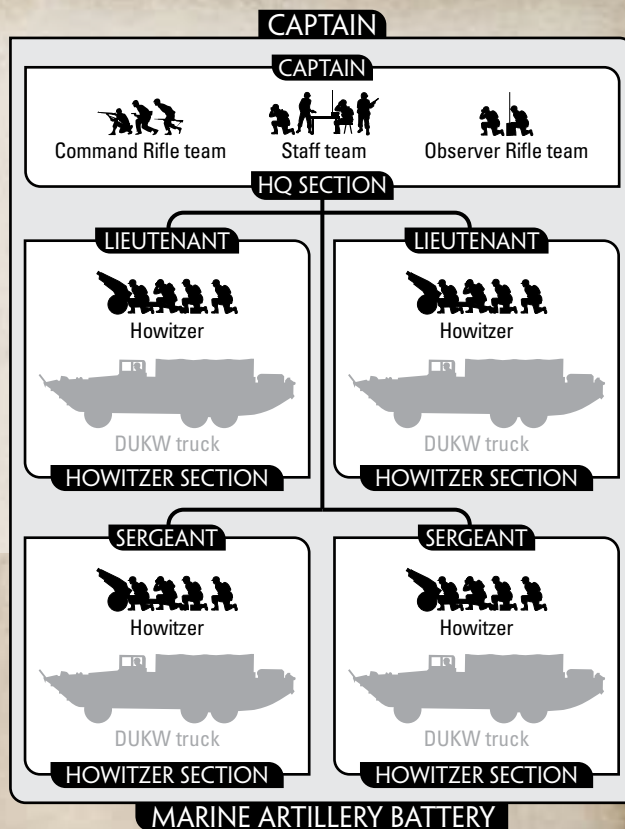
HQ Section with:

4 M1A1 75mm pack	165 points	140 points
2 M1A1 75mm pack	95 points	80 points
4 M2A1 105mm	340 points	210 points
2 M2A1 105mm	180 points	115 points

OPTIONS

- Add DUKW trucks for +5 points for the battery.
- Arm up to one DUKW truck with a .50 cal AA MG for +5 points.
- Replace DUKW trucks with 2½-ton trucks at no cost.

The M1A1 75mm Pack Howitzer and the M2A1 105mm Howitzer provided two different types of support to the Marines. The 75mm Pack Howitzer was nicknamed 'Little Dynamite' by the troops due to its small size and ability to deliver a high rate of fire. It was perfect for transporting through the rough Pacific terrain and could be used to fire directly at bunkers and other field defences as well as in an indirect role. The 105mm Howitzer on the other hand, provided heavier indirect support that was close enough to the front to respond quickly to Japanese counter-attacks.



MARINE ARTILLERY BATTERY (155MM)

PLATOON

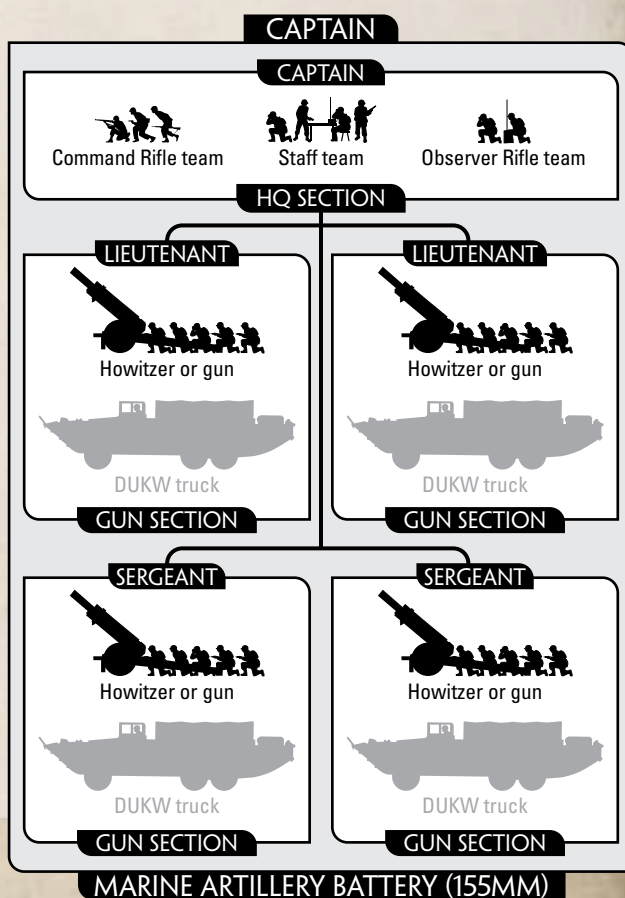
HQ Section with:

4 M1 155mm	495 points	305 points
2 M1 155mm	260 points	165 points
4 M1A1 Long Tom	605 points	370 points
2 M1A1 Long Tom	315 points	195 points

OPTIONS

- Add DUKW trucks for +5 points for the battery.
- Arm up to one DUKW truck with a .50 cal AA MG for +5 points.
- Replace DUKW trucks with 2½-ton trucks at no cost.
- Replace DUKW trucks with M4 high-speed tractors at no cost.
- Arm any or all M4 high-speed tractors with a .50 cal AA MG for +5 points per tractor.

You may not field a Marine Artillery Battery (155mm) unless you are also fielding a Marine Artillery Battery with at least as many artillery teams.



When the going got tough the Marines could call on the support of the big guns. The M1 155mm Howitzer and 155mm 'Long Tom' were the biggest used by the Marine Artillery Batteries and were capable of throwing a 43 kilogram (94.7 lb) high-explosive shell up to 23 kilometres (14.3 miles). A devastating bombardment of this weight would stop Japanese counter-attacks in their tracks causing

destruction and confusion amongst survivors. The range of the 'Long Tom' was such that the Marines could deploy them on an island they had captured and use them to bombard neighbouring islands that were still held by the Japanese.

MARINE ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

6 4.5in Mk 7	170 points	170 points
3 4.5in Mk 7	90 points	90 points

OPTION

- Model 4.5in Mk 7 rocket launchers with five or more crew and count each rocket launcher as four weapons when firing a bombardment for +5 points per rocket launcher.

Marine Rocket Launcher Batteries are rated Fearless Trained.



30 ROCKETS

Each 1-ton truck carried a rocket rack armed with 30 to 35 rockets that launched an impressive bombardment.

Each 4.5in Mk 7 rocket launcher counts as two weapons when firing an Artillery Bombardment. If they have loading crews, they count as four weapons when firing an Artillery Bombardment instead.

The 1944 campaign to recapture Saipan and Tinian saw the introduction of the truck-mounted 4.5 inch Mk 7 multiple rocket launcher. Due to the futuristic nature of the rocket trucks the crews were named 'Buck Rogers' Men' by the Marine Rifleman. The weight of fire that could be dropped on concentrated Japanese troops or field positions outweighed their inaccuracy.

LIGHT ANTI-AIRCRAFT ARTILLERY PLATOON

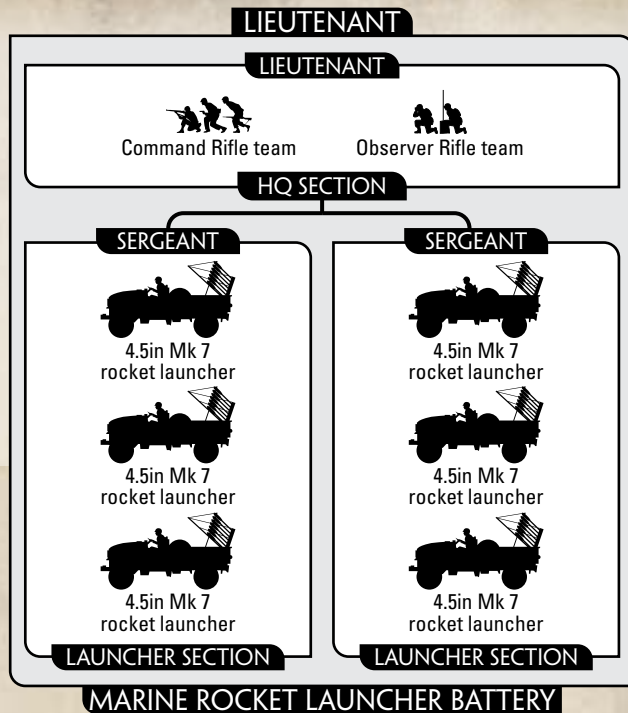
PLATOON

HQ Section with:

4 M1 Bofors	235 points	135 points
2 M1 Bofors	120 points	70 points
2 M1 Bofors and 2 M2 .50 cal AA	170 points	115 points
1 M1 Bofors and 1 M2 .50 cal AA	85 points	60 points
4 20mm Twin Mk 4	140 points	105 points
2 20mm Twin Mk 4	70 points	55 points

OPTIONS

- Add DUKW trucks for +5 points for the platoon.
- Arm up to one DUKW truck with a .50 cal AA MG for +5 points.
- Replace DUKW trucks with 2½-ton trucks at no cost.



MARINE ROCKET LAUNCHER BATTERY

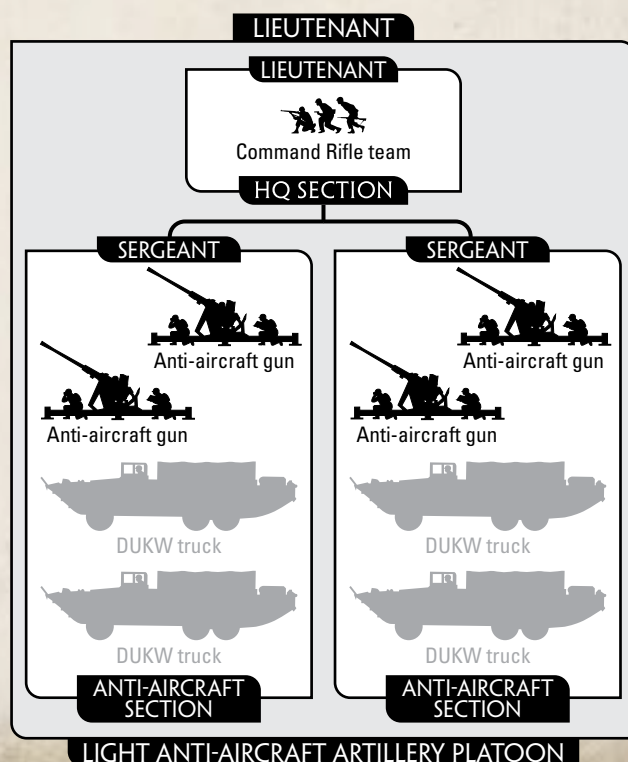
SPEEDY DISPLACEMENT

The 'Buck Rogers' Men' soon learned to relocate after firing a rocket barrage.

A Marine Rocket Launcher Battery that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battery.

Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.



LIGHT ANTI-AIRCRAFT ARTILLERY PLATOON

HEAVY ANTI-AIRCRAFT ARTILLERY PLATOON

PLATOON

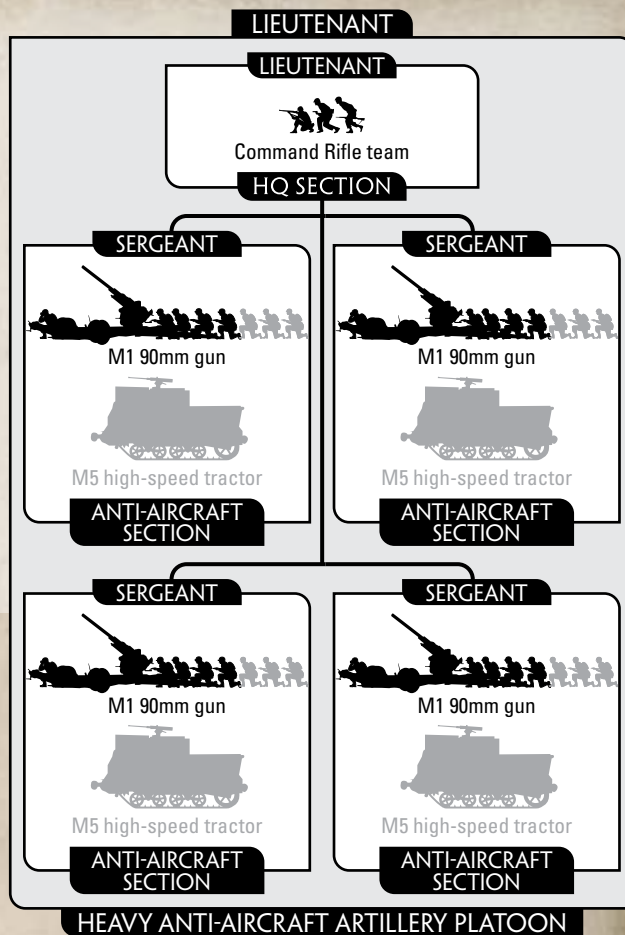
HQ Section with:

4 M1 90mm guns	880 points	325 points
2 M1 90mm guns	440 points	165 points
1 M1 90mm gun	225 points	85 points

OPTIONS

- Model M1 90mm Anti-aircraft gun with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add M5 high-speed tractors for +5 points for the platoon.
- Arm any or all M5 high-speed tractors with a .50 cal AA MG for +5 points per tractor.

As the war went on, technology improved and better anti-aircraft guns became available to the Marines. Chief was the M1 90mm anti-aircraft gun which offered a higher altitude range, better hitting power and remote fire-control systems. The 90mm was utilised in both the Divisional Special Weapons Battalions and the Marine Defence Battalions. During amphibious operations in the Pacific they were landed as early as possible after the assault troops were ashore in order to build an air defence system to protect the beach. Due to its great range the 90mm was tasked with hitting high altitude attacks.



AIR SUPPORT

PRIORITY AIR SUPPORT

F4U Corsair	190 point	190 points
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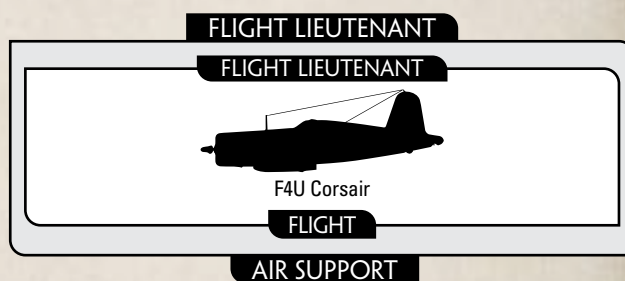
- Establish Close Air Support for +25 points.

LIMITED AIR SUPPORT

F4U Corsair	150 points	150 points
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OPTIONS

- Arm F4U Corsair aircraft with Rockets for +30 points.



- Arm F4U Corsair aircraft with Napalm Bombs for +30 points.

CLOSE AIR SUPPORT

During amphibious operations the pilots of the F4U Corsair were deadly accurate, attacking over the heads of the Marines in their landing craft to suppress Japanese positions.

If you establish Close Air Support, you roll two dice on the How Many Aircraft Table and take the best result.

Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on page 184 of the rulebook), Close Air Support aircraft will only abort if friendly teams are within 12"/30cm from the aircraft.

NAPALM

During 1944 and 1945, napalm bombs were dropped by ground attack aircraft as a tactical weapon against Japanese bunkers, pillboxes, and tunnels, on Saipan, Iwo Jima, the Philippines, and Okinawa.

Napalm uses a Double-width Template (12"/30cm by 6"/15cm). Place the narrow end of the Template at the rear of the aircraft and square to the table.

Teams under the Template are hit on a roll of 6. Only Fully-armoured vehicles have any protection against Napalm. If any other type of vehicle or team is hit by Napalm, it is automatically Destroyed unless it is in a Building, even if it is in Bulletproof Cover. A Fully-armoured vehicle hit by Napalm does not take an Armour Save. Instead, on a roll of 5+ the vehicle is Bailed Out. Otherwise, the crew are fine.

NAVAL GUNFIRE SUPPORT

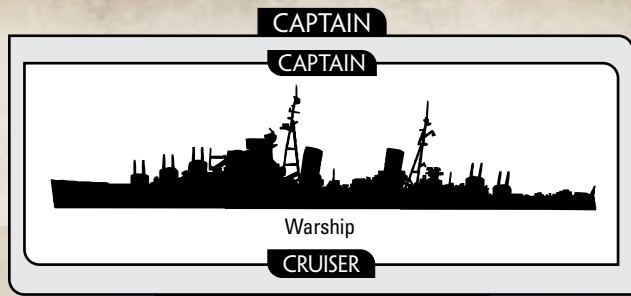
NAVAL GUNFIRE SUPPORT

Heavy Cruiser	505 points	300 points
Light Cruiser	420 points	250 points
Destroyer	255 points	150 points

NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field a NGFS Observer Rifle team that can only Spot for an artillery battery of Confident Trained Naval Guns. The guns are not deployed on the table, but have the range to hit any target on the table. They do not have a Staff team.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges. Naval Gunfire Support always uses the smallest Artillery Template available, electing to re-roll misses rather than use a larger Template.



NAVAL GUNFIRE SUPPORT

During the campaign in the Pacific the Marines were able to call on a wide range of naval gun fire support. Before landing the navy would soften the target beaches with high explosive shells before moving their fire inland. Dedicated observers with radio equipment would land with the Marines enabling the accuracy of the bombardments to increase significantly. Destroyers, cruisers and even battleships were on shore bombardment duty for 24 hours at a time, giving round-the-clock support. The devastation wrought by these big ships was a sight to behold, with many Marines gaining resolve from the knowledge that this type of firepower was only a radio call away.

NAVAL AIR & SEA SUPPORT

PRIORITY NAVAL AIR & SEA SUPPORT

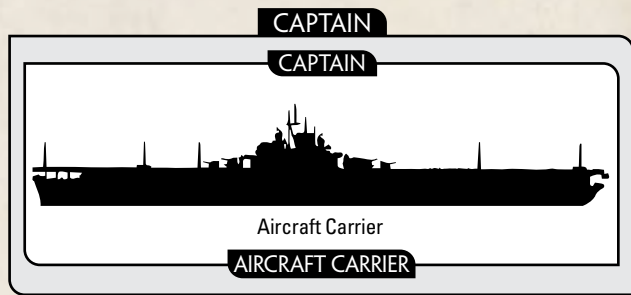
Carrier Group	100 points	60 points
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LIMITED NAVAL AIR & SEA SUPPORT

Aircraft Carrier	70 points	40 points
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SPORADIC NAVAL AIR & SEA SUPPORT

Destroyer Squadron	45 points	25 points
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NAVAL AIR & SEA SUPPORT

Naval Air & Sea Support uses the Naval Air & Sea Support and Disrupting Naval Gunfire Support rules on page 8.

AIR OBSERVATION POST

AOP

L4 Grasshopper AOP	40 points	40 points
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AIR OBSERVATION POST

US ARMY SUPPORT

MOTIVATION AND SKILL

The US army is made up of citizens who have been called up to fight for their nation. They undergo training at home before being shipped to the Pacific. US Army support platoons are rated **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

US Army Platoon use the all the US Special Rules on pages 236 to 240 of the rulebook.

ARMY RIFLE PLATOON

PLATOON

HQ Section with:

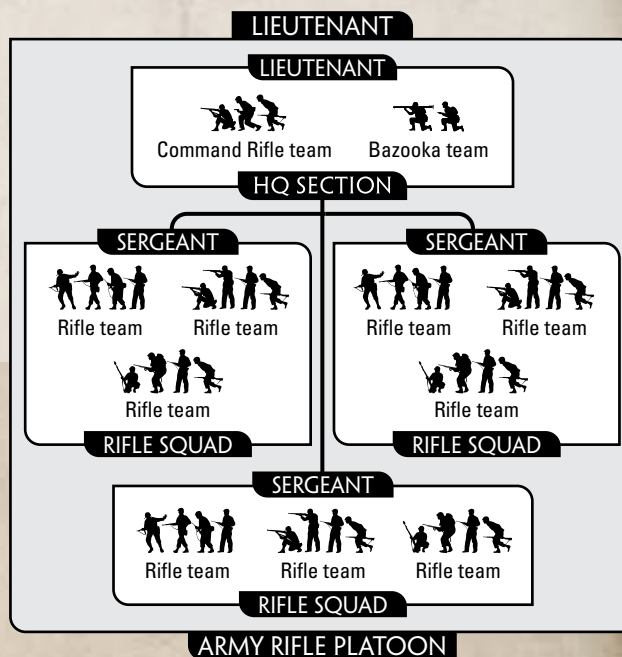
3 Rifle Squads	175 points	155 points
2 Rifle Squads	130 points	110 points

OPTION

- Replace Command Rifle team with a Command SMG team for +5 points.

Although the typical Army Rifle Platoon lacked the *esprit de corps* of its Marine Corps brethren, they could still be relied upon to carry the fighting to the Japanese. While the Marines specialised in amphibious assault landings, the Army would usually be part of the follow-up.

Armed with a mix of M1 Carbines, M1 Garands, Thompson submachine-guns, Bazookas and Browning Automatic Rifles, the Army Rifle Platoon could certainly pack a punch.



ARMY FLAME-TANK PLATOON

PLATOON

5 M4A3 'Zippo'	950 points	300 points
4 M4A3 'Zippo'	760 points	240 points
3 M4A3 'Zippo'	570 points	180 points
2 M4A3 'Zippo'	380 points	120 points
1 M4A3 'Zippo'	190 points	-

OPTIONS

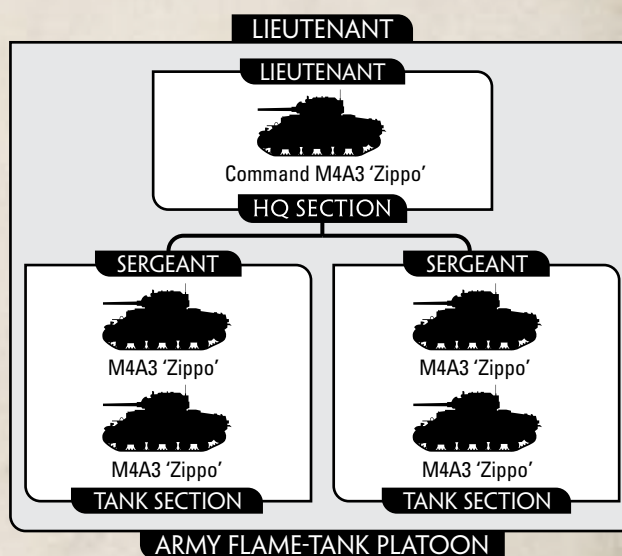
- Replace up to one M4A3 'Zippo' with a M4A3 Sherman (late) for:

	+305 points	+15 points
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- Replace up to one M4A3 'Zippo' with a M4A3 Sherman (105mm) for:

	+95 points	+5 points
--	------------	-----------

- Add .50 cal AA MG to any or all M4A3 tanks for +10 points per tank.



713th Battalion was attached to the 7th Infantry Division in the Pacific. The battalion was organised, equipped and trained as the only armoured flame throwing battalion in the Army. 713th Battalion arrived at Kerama Retto, Okinawa

on 2 April. On 7 April, the battalion went ashore on the Hagushi beaches. Two companies were attached to the 1st and 6th Marine divisions.

US ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
LIGHT TANKS					
M3 or M3A1 Stuart <i>M6 37mm gun</i> <i>Firing Canister</i>	Light Tank <i>24"/60cm</i> <i>8"/20cm</i>	3 2 4	2 7 1	1 4+ 6	Co-ax MG, Hull MG, AA MG. <i>Canister.</i>
M3A3 or M5A1 Stuart <i>M6 37mm gun</i> <i>Firing Canister</i>	Light Tank <i>24"/60cm</i> <i>8"/20cm</i>	4 2 4	2 7 1	1 4+ 6	Co-ax MG, Hull MG, AA MG. <i>Stabiliser.</i> <i>Canister.</i>
TANKS					
M4A2 Sherman <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tank telephone. <i>Smoke, Stabiliser.</i>
M4A3 (late) Sherman <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	7 2	4 10	1 3+	Co-ax MG, Hull MG, Detroit's finest, Protected ammo, Tank telephone. <i>Smoke, Stabiliser.</i>
M4A3 (105mm) Sherman <i>M4 105mm gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	7 1 -	4 9 4	1 2+ 4+	Co-ax MG, Hull MG, Detroit's finest, Protected ammo, Tank telephone. <i>Breakthrough gun, Slow traverse, Smoke.</i>
FLAME-TANKS					
M3A1 'Satan' <i>Mk 1 Flame-thrower</i>	Light Tank <i>4"/10cm</i>	3 3	2 -	1 5+	Co-ax MG, Hull MG, AA MG. <i>Flame-thrower.</i>
M4A2 'Zippo' <i>Mk 1 Flame-thrower</i>	Standard Tank <i>4"/10cm</i>	6 4	4 -	1 5+	Co-ax MG, Hull MG, Tank telephone. <i>Flame-thrower.</i>
M4A3 'Zippo' <i>Mk 1 Flame-thrower</i>	Standard Tank <i>4"/10cm</i>	7 4	4 -	1 5+	Co-ax MG, Hull MG, Detroit's finest, Tank telephone. <i>Flame-thrower.</i>
AMPHIBIAN TANKS					
LVT(A)1 (37mm) <i>M6 37mm gun</i> <i>Firing Canister</i>	Slow Tank <i>24"/60cm</i> <i>8"/20cm</i>	1 2 4	1 7 1	1 4+ 6	Amphibious, Co-ax MG, Two side-mounted MG. <i>Stabiliser.</i> <i>Canister.</i>
LVT(A)4 (75mm) <i>M1A1 75mm howitzer</i> <i>Firing bombardments</i>	Slow Tank <i>16"/40cm</i> <i>64"/160cm</i>	1 2 -	1 6 3	0 3+ 6	Amphibious, .50 cal AA MG. <i>Smoke.</i>
SELF-PROPELLED GUNS					
75mm SPM (M3 GMC) <i>M1897 75mm gun</i>	Half-tracked <i>32"/80cm</i>	1 2	0 9	0 3+	<i>Hull mounted, Smoke.</i>
105mm M7 SPM (Priest HMC) <i>M2A1 105mm howitzer</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. <i>Hull mounted, Breakthrough gun, Smoke.</i> <i>Smoke bombardment.</i>
4.5in Mk 7 rocket launcher truck <i>4.5in Mk 7 rocket launcher</i>	Wheeled <i>48"/120cm</i>	- -	- 2	- 5+	AA MG. <i>Rocket launcher.</i>
VEHICLE MACHINE-GUNS					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
M2 .50 cal HMG	Man-packed	24"/60cm	4	4	5+	Cannot shoot if moved.
M1919 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when Pinned Down or Moving.
M1917 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when Pinned Down or Moving.
MORTARS						
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
ANTI-AIRCRAFT						
M2 .50 cal AA gun	Heavy	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
20mm Twin Mk 4 gun	Immobile	16"/40cm	5	5	5+	Anti-aircraft, Turntable.
M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
M1 90mm gun	Immobile	40"/100cm	2	13	3+	Heavy Anti-aircraft, Turntable.
ANTI-TANK						
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
Firing Canister		8"/20cm	4	1	6	Canister.
ARTILLERY						
M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment.
M1A1 Long Tom gun	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		104"/260cm	-	5	2+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	Automatic rifles.
BAR team	16"/40cm	2	2	6	BAR Automatic rifles.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Automatic rifles, Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.



TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	
Jeep and Trailer	Jeep	-	-	-	
International Harvester 1-ton, or 2½-ton truck	Wheeled	-	-	-	
DUKW truck	Wheeled	-	-	-	Amphibious, Optional .50 cal AA MG.
M4 or M5 high-speed tractor	Standard Tank	-	-	-	Optional .50 cal AA MG.

ARMoured PERSONNEL CARRIERS

LVT(4) Amtrac	Slow Tank	1	0	0	.50 cal AA MG, Hull MG, Two side-mounted MG.
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RECOVERY AND ENGINEERING VEHICLES

M32 TRV recovery vehicle	Standard Tank	6	3	0	.50 cal AA MG, Recovery vehicle.
2½-ton dump truck	Wheeled	-	-	-	
D7 Bulldozer	Very Slow Tank	0	0	0	Bulldozer.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
F4U Corsair	MG	2+	6	5+	
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	Optional.
	Napalm Bombs	6	-	-	Optional, Napalm.

NAVAL GUN FIRE SUPPORT

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Destroyer	72"/180cm	-	4	3+	4-gun battery, Naval Gunfire Support.
Light Cruiser	112"/280cm	-	5	2+	4-gun battery, Naval Gunfire Support.
Heavy Cruiser	112"/280cm	-	6	1+	4-gun battery, Naval Gunfire Support.

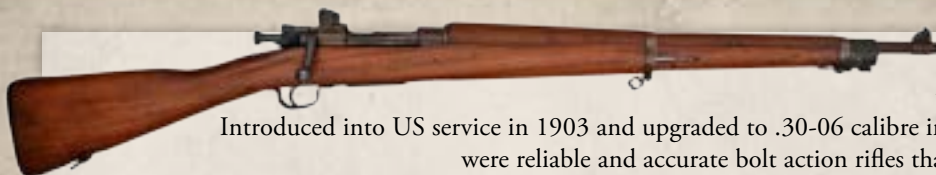
TANK TELEPHONES

If a Tank team with Tank Telephone and an adjacent Infantry team did not move in the Movement Step, and the Infantry team is not Pinned Down, the Infantry team can use the Eyes and Ears rule (see page 195 of the rulebook) to Reveal one Gone to Ground enemy team to that Tank team as if the Infantry team was a Recce team. If other tanks in the platoon fire, they must either have their own Infantry team pointing out the target or continue to treat the target as Gone to Ground.

DETROIT'S FINEST

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads or Cross-country Terrain.

MARINE EQUIPMENT

**M1903 SPRINGFIELD RIFLE.**

Introduced into US service in 1903 and upgraded to .30-06 calibre in 1906. The M1903 and M1903A3 were reliable and accurate bolt action rifles that served the Corps well until 1947.

**M1 GARAND SEMI-AUTOMATIC RIFLE**

Introduced to US Army service in 1936. After 1941 the Marines slowly adopted the Garand as the standard service rifle. With its 8 round magazine and semi-automatic gas operation, the Garand could sustain higher rates of fire than most rifles of the war while retaining accuracy.

**M1918 BROWNING AUTOMATIC RIFLE (BAR)**

The BAR was introduced into US service in 1918. During WWII it was forced into the role of squad light machine gun, with one issued per 8 man squad. The USMC later used 3 BAR's per twelve-man squad, often removing the flash suppressor and bipod, and using the BAR as an automatic rifle more than a machine gun.

**M50 REISING SUBMACHINE-GUN**

The Reising submachine-gun was a very accurate, lightweight and cheap submachine-gun, with either a 20-round or 12-round magazine. It was adopted into USMC service due to its low price, and the lack of availability of Thompsons. Designed as a weapon for police forces it was complex to strip and assemble for cleaning and was prone to jamming. Marines despised it, and sought replacements as quickly as they could.

M1 THOMPSON SUBMACHINE-GUN

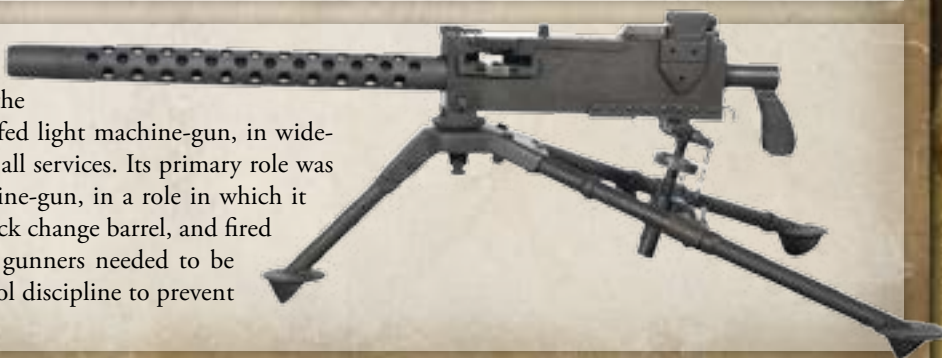
The Thompson was available and used by the USMC during the mid and latter periods of the Pacific campaign, but although its 30-round magazine and high rate of fire were favourable, it was considered heavy and the round lacked punch in jungle terrain.

**M1 CARBINE**

The M1 Carbine, with over 6,500,000 units manufactured was the highest production US small arms weapon of WWII. Introduced in 1942, in Marine service it was preferred over the M1911 .45 pistol for accuracy and firepower, but criticised for lacking the punch of the M1 Rifle. It was used by medics, machine-gun and mortar crews, and junior leaders in the USMC.

M1919A4 MACHINE-GUN

Introduced into service in 1919, the M1919A4 was an air-cooled belt-fed light machine-gun, in widespread use throughout the war, in all services. Its primary role was as an infantry support light machine-gun, in a role in which it excelled. This weapon lacked a quick change barrel, and fired from a closed bolt, which meant gunners needed to be well trained and observe fire control discipline to prevent cook offs, or run ons.



OPERATION 'ICEBERG'

THE BATTLE FOR OKINAWA, 1 APRIL – 21 JUNE 1945



Okinawa is the largest of the Ryukyu Islands group, in the Eastern Pacific Ocean, and lies between Formosa (Taiwan) and Kyushu at the southern tip of Japan.

Its capture was important to cut off Japan from much needed natural resources in the Philippines and the East Indies (Indonesia) and to prevent reinforcement to the Philippines to oppose US operations there. The Ryukyus were to provide safe harbours and land bases for the invasion of Japan, and were considered to be easier to capture and control than Formosa.

Initial operations for the invasion of Okinawa began on 26 March, with the capture of the Kerama Retto island group 28km (17 miles) west of Naha, which was to be used as a staging area to support the invasion proper. L-Day took place on 1 April 1945, when two Corps, of two Divisions each, assaulted Okinawa. XXIV (24th) Corps (US Army) consisted of the 7th and 96th Infantry Divisions and was commanded by Major General John R. Hodge. III Amphibious Corps included the 1st and 6th Marine Divisions and was headed by Major General Roy S. Geiger. Three divisions, the 27th and 77th Infantry Divisions and the 2nd Marine Division, were under the direct control of the commander of Tenth Army for use in special operations and as reserves. A total of 183,000 troops were made available for the assault phases of the operation. All seven divisions were heavily reinforced with tank battalions, a specialist flame-thrower tank battalion, amphibian truck and tractor battalions, joint assault signal companies, and many attached service units.

JAPANESE FORCES

The main Imperial Japanese Army force on Okinawa was the 32nd Army, which had two divisions, 24th Division and 62nd Division, and 44th Independent Mixed Brigade (44th IMB), with it. There were also independent machine-gun battalions, independent anti-tank battalions equipped with 47mm guns, and the 27th Tank Regiment (a battalion-sized force) and a further six independent infantry battalions and a strong force of artillery and anti-aircraft guns. In addition approximately 16,000 civilian Okinawans were indentured into Japanese units, as *Boeitai*, or unarmed labourers. A further 23,000 served as construction workers, engineers and also formed the 'Blood and Iron for the Emperor' duty unit. The total Japanese garrison on Okinawa was about 100,000 troops.

OPPOSING PLANS

The Japanese plan was to allow the US forces to establish a bridgehead on land, then by combined air and surface attacks by the Japanese fleet, *Kamikazi* aircraft, 'suicide boats' and traditional air attacks to destroy the US fleet, or force it to withdraw, isolating the ground forces so they could be destroyed. The ground plans were to abandon the flat and difficult to defend central part of the island and concentrate their forces in the hills and mountains to the north and south

of the islands, with the main body deployed on the south end of Okinawa.

The US plan was to land centrally, from the eastern coast, to divide the island and to quickly secure the airfields at Yontan and Kadena. Once this was done, the Marine Corps would advance north whilst the Army corps advanced south.

In practice, the ground component of the Japanese plan worked, however, effective anti-aircraft defence and planning prevented the *Kamikaze* aircraft and suicide boats from succeeding, and the sinking of the Yamato and its escorting fleet isolated the garrison of Okinawa from reinforcement or retreat. Even so, US Navy losses to *Kamikaze* attacks off Okinawa were the heaviest of the war.

'WHERE IS THE ENEMY?'

The landings on Okinawa were almost completely unopposed. The first casualties sustained on L-Day were from the 2nd Marine Division, who were staging a demonstration landing on the opposite coast, and were struck by a *Kamikaze* attack. This demonstration had no effect on the Japanese commander, or his plans. Total casualties suffered on the first day were less than 200, which surprised the US commanders.

As the Marine and Army forces pushed inland, Japanese resistance stiffened, but even so, the attacking forces had achieved positions after three days that they had not expected to capture for two weeks.

As the 1st and 6th Marine Divisions pushed north, they encountered little resistance until the Motobu peninsula on the upper west coast of the island. In a 6 by 8 mile redoubt around the mountain of Yae Take, 1500 men from 'Udo force' of the 44th Independent Mixed Brigade, defended in rugged and broken ground. By 17 April this area was cleared by Marines from the 29th and 4th Marine Regiments, although many of the defenders continued a long guerrilla campaign until the final surrender.

OKINAWA

1 April - 21 June 1945

Landing Beach



MARINE OPERATIONS IN SOUTHERN OKINAWA

1 April - 21 June 1945

Landing Beach



In the south the 7th and 96th Infantry Divisions ran into the main Japanese positions, with the Japanese 62nd Division holding the main line, and the 24th Division, and 44th Independent Mixed Brigade in reserve. As the Army troops stalled on the outer defences of Shuri castle, between 12 and 14 April, the Japanese launched the first of only two counter-attacks in the campaign. This attack was weak and poorly coordinated and cost the Japanese hundreds of casualties, for the loss of fewer than 100 Americans.

By 19th April the Army's XV (15th) Corps, with a third Infantry Division, the 27th Infantry, placed under its command had made limited gains and launched a major attack on Japanese positions. This attack, with tank support, was unsuccessful in all sectors, and the 193rd Tank battalion lost 22 tanks in the area of the Kakazu and Nishibaru Ridges. The attack was abandoned after a week, having made minimal gains. By the end of April, the Corps had only advanced between 1000-2000 metres, was exhausted and had suffered heavy casualties. On 30 April the 1st Marine Division was attached to XV Corps to relieve the 27th Infantry Division.

On 3 May the Japanese launched their final counter-offensive of the campaign with the 24th Division supported by the tank regiment, and other attacks into the flanks and rear of the US forces along the coast. This attack was not successful, and cost the Japanese about 7,000 casualties for the loss of about 700 Americans.

SUGARLOAF HILL

The key battle of the Okinawa campaign was for what was to be known as Sugarloaf hill, a hill complex in the centre of the island, to the North of Shuri castle. The Marines of the 6th Division suffered over 3000 casualties in the week long attack between 13 and 19 May 1945. Japanese losses were never accurately recorded, but were much higher. The capture of Sugarloaf by the 6th Marine Division, and Shuri castle by 1st Marine Division, broke the Japanese line, and forced the remaining forces back into the south end of the island. After

further attacks, the Japanese resistance on Okinawa was finally broken by 22 June. The ferocity and tenacity of the Japanese resistance on Okinawa convinced US commanders that any invasion of Japan would result in exorbitant casualties, which resulted in the American decision to deploy atomic bombs in an attempt to end the war.

REFIGHTING OKINAWA

The Battle of Okinawa offers a lot of options for gaming. Here are some scenario ideas:

Tunnels and Caves: One option to give a game an Okinawa feel is to incorporate the use of caves and tunnels. With the Japanese on defence the Japanese player should take a Yosai Hohei Chutai (Fortified Infantry Company, on page 26 of Banzai).

Treat any or all Pillboxes as Cave Mouths. Each Cave can hold one platoon made up of Infantry and Man-packed gun teams. These can choose to exit at the beginning of any Japanese Movement Step using the rules for dismounting transports. All Cave Mouths are linked by tunnels and the Japanese Player can choose to exit a platoon from any Cave Mouth, but can only have as many platoons in the Caves as there are Cave Mouths. Players using Cave Mouths do not use the Ambush special rule, instead they may deploy any on table platoons made-up entirely of Infantry or Man-packed gun teams in the Caves. These platoons, like platoons in Reserves, do not count as on

table for Company Morale until they leave the Cave. They can not re-enter a Cave. If a Cave Mouth is destroyed (just like a Pillbox), it can no longer be used to exit the Cave. Enemy can not enter the Caves.

Amphibious Assault: Though the initial landings were unopposed by the Japanese, later in the battle another landing was conducted. On the west coast further advance by the 6th Marine Division was halted by Naha Harbour, so the last opposed amphibious landing of the war was launched. On 4 June the 6th Marine Division's 4th and 29th Marine Regiments landed on Oroku Peninsula, on the south side of Naha Harbour. Meanwhile, the 22nd Marine Regiment swung around the eastern end of Naha Harbour, meeting up with the 4th Marines on 8 June.

Take a Marine Rifle Company with Amphibian tanks and LVT transport and pit them against a Hohei Chutai (Infantry Company, on page 12 of Banzai) using the Island Landing Mission (Page 22).



The Japanese move out of their bunkers and caves to prepare a counter-attack against the advancing US Marines.



The 'Buck Rogers' men of the Marine Rocket Launcher Battery unleash a salvo on the Japanese positions.





A flight of F4U Corsair aircraft swoop in to attack the exposed Japanese riflemen as they move down the mountain.



The Marines have to knock out the bunkers and cave mouths one at a time, using explosives and flame-throwers.



PAINTING MARINES

US MARINE UNIFORMS

Initially Marines were supplied with a one piece jungle suit used by the Army. The suit's fabric was printed on both sides, with a green pattern on one side and a brown pattern on the other. The one-piece suit was replaced in the Marine Corps by a two-piece camouflage uniform early on, which was then replaced by cotton sage-green herringbone twill utility uniform in 1943. The supply in combat zones was mixed and individuals used the uniform parts that were available to them often mixing the camouflage and sage-green items.

Check out *Colours Of War* for more Step-by-step instructions and tips on how to paint your marines. The *Colours Of War* book and paint range are available from all good hobby retailers and online at www.FlamesOfWar.com

Rifles, SMGs, & MGs

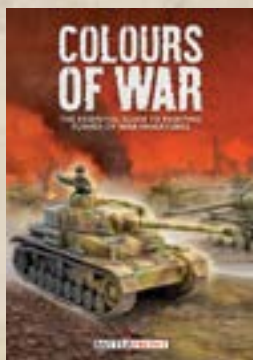
SEE INFANTRY WEAPONS
PAGE 27 OF COLOURS OF WAR

Flesh

SEE FACES
PAGE 26 OF COLOURS OF WAR

Boots

SEE BROWN LEATHER
PAGE 28 OF COLOURS OF WAR



CAMOUFLAGE UNIFORM

COLOUR PALETTE*



WORN CANVAS
(306)

BRADLEY SHADE
(490)

WOOL BROWN
(328)

BATTLEDRESS BROWN
(325)

BATTLEFIELD BROWN
(324)

*THESE COLOURS ARE ALL PART OF THE COLOURS OF WAR PAINT RANGE.



BASECOAT the uniform with Worn Canvas.



WASH the uniform areas with Bradley Shade.



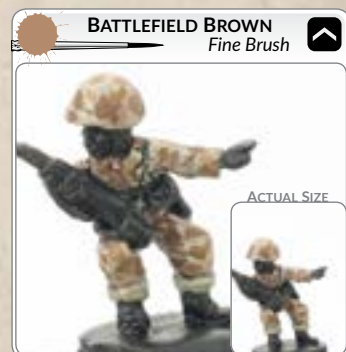
DRYBRUSH the uniform with Worn Canvas ensuring that recesses and folds remain darker.



PAINT small blotches of Wool Brown.



PAINT small blotches of Battledress Brown.



PAINT larger blotches of Battlefield Brown.

WEBBING AND CANVAS

COLOUR PALETTE

MILITARY KHAKI
(327)

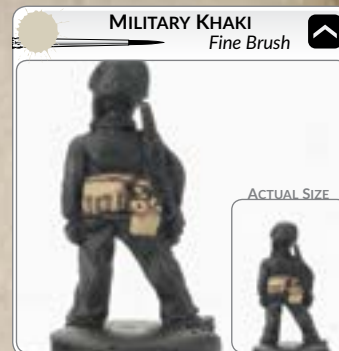
BRADLEY SHADE
(490)



BASECOAT the canvas webgear with Military Khaki.



WASH the canvas webgear with Bradley Shade.



HIGHLIGHT the webgear with Military Khaki, ensuring that recesses and folds remain darker.

SAGE-GREEN HERRINGBONE UNIFORM

COLOUR PALETTE

GI GREEN
(347)

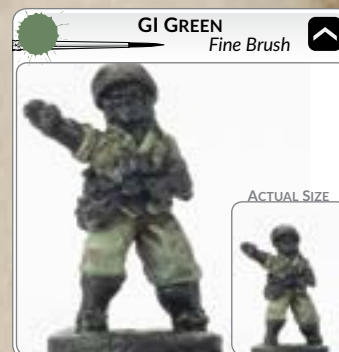
BRADLEY SHADE
(490)



BASECOAT the uniform areas with GI Green.



WASH the uniform areas with Bradley Shade.



HIGHLIGHT the uniform with GI Green ensuring that recesses and folds remain darker.

AMPHIBIOUS TANKS

COLOUR PALETTE

PANZER GREY
(303)

BUNKER GREY
(304)

DRY DUST
(364)

MANSTEIN SHADE
(492)



BASECOAT the LVT hull with a 50/50 mix of Panzer Grey and Bunker Grey.



BLOCK PAINT random camouflage shapes with Dry Dust, ensuring that the troop compartment remains grey.



COAT the LVT in gloss varnish and apply decals.



APPLY a targeted wash to recesses and panel lines with Manstein Shade.

PACIFIC TERRAIN

The battlefield terrain in the Pacific and Southeast Asia is very different to what you would find in Europe. Jungle and forest covered large areas of the larger islands and the Asia continent. However, there were still more familiar terrain features like grass lands and more open woods, crop fields, beaches, airfields, towns, and cities.

DENSE JUNGLE

Some islands are covered jungle that is quite dense and even tanks have difficulty making their way through the worst areas. Dense jungle is difficult for artillery to penetrate, rounds detonate in the upper canopy, but lower canopies minimise its effects.

Dense Jungle is treated the same as woods, but counts as Very Difficult Going. Light tanks cannot use their Wide Tracks special rule in Dense Jungle.

All troops in dense jungle are treated as being in Bulletproof Cover against Artillery Bombardments. If the target is already in Bulletproof Cover, the artillery must re-roll all successful Firepower Tests.

WOODED TABLES AND CLEARINGS

On the islands of the Solomons, New Guinea, and parts of the Philippines some areas are so heavily wooded that it is easiest to show areas that are open or particularly dense rather than covering the entire table in wooded bases.

For a fight that takes place in a wooded area, simply declare the whole table to be open woods and scatter trees and bushes about appropriately. Mark areas of denser woods or jungle with normal woods bases. Clearings can be shown with either a clearing base (say an irregular patch of felt the colour of dried grass) or enclosed in a ring of bushes and trees marking the edge of the clearing.



STREAMS

Across the Pacific water is essential to life, so many villages are built along streams.

Streams are usually lined by palms, trees, and other vegetation, and have steep muddy banks making them Difficult or quite often Very Difficult Going.

DRY STREAM BEDS

In highlands and mountains in places like New Guinea, the Philippines and Burma, streams and rivers frequently dry up in the dry season. These dry streams can provide useful cover, but the footing is unstable.

A dry stream bed is Difficult Going and offers Bulletproof Cover to stationary Infantry and Man-packed Gun teams in it.

CAVES AND MOUNTAINS

During the fighting in New Guinea, Iwo Jima, and Okinawa, local mountains had a significant influence on the battle. On the volcanic islands these are often honey-combed with caves, which were often used as improvised bunkers and bomb shelters.

The lower slopes of a mountain, and its fingers and spurs are much the same as the surrounding terrain, but are Difficult Going. The steeper slopes are almost impassable and are treated as Very Difficult Going.

Caves are Bulletproof Cover that can only be shot from, and targeted from one side. They can also only be entered, and exited from that same one side (unless using the Tunnels and Caves rules on page 43).

PLANTATIONS AND OPEN WOODS

Many of the larger Pacific Islands are heavily wooded, but where there is human habitation there is agriculture. The jungle often gives way to less dense woodland, through to open woods and plantations. Plantations are often commercial operations run by foreign companies before the war, producing everything from coconuts and bananas to coffee and rubber.

Open woods and plantations are woods, but are quite open as there is no undergrowth, so they are Slow Going rather than Difficult Going, and troops can see and be seen at 12"/30cm inside them rather than the usual 6"/15cm.

TRACKS, ROADS, AND BRIDGES

For much of the islands across the Pacific development is limited and most islands will have no major roads and only a few narrow, and often muddy, tracks. However, more developed regions near large centres such as Manila in the Philippines and Okinawa some roads have been built to service local industry or the military. Most roads have dirt surfaces and some roads are little more than tracks, their only benefit being that they are less overgrown than the surrounding jungle. The bridges that cross the frequent streams are common sites for ambushes.

Roads are much faster for wheeled vehicles, while tracks are simply Cross-country terrain free of the surrounding obstructions. Bridges are usually poorly maintained (with pieces being removed for other structures by locals!), so are Difficult Going.



NATIVE HOUSES

Depending on where in the Pacific you are, native houses are made from bamboo or wood thatched with palm leaves or local grasses. Most houses have their own vegetable gardens. The villages were often near the coast where fishing was an important source of food or in valleys near streams.

Native houses offer Concealment, but no protection. Teams Digging In inside a native house create both foxholes, giving them Bulletproof Cover, and Loopholes, allowing them to see and be seen through walls with no other Openings.

PACIFIC BEACH LANDING MATS - FW306A

Some of the most defining moments of the Marines history involve men and machines storming up the beaches in the Pacific theatre. Building a specific table can be a very time consuming process and difficult to store. With the Pacific Beach Landing Mats you can spend time preparing your assault plan rather than sculpting a new table.



This is a supplement for Flames Of War, the World War II Miniatures Game.
A copy of the rulebook for *Flames Of War* is necessary to use the contents of this book.



'By their victory, the 3rd, 4th and 5th Marine Divisions and other units of the Fifth Amphibious Corps have made an accounting to their country which only history will be able to value fully. Among the Americans who served on Iwo Island, uncommon valor was a common virtue.'

— Admiral Chester W. Nimitz, US Navy, on the Marines after the battle of Iwo Jima

The US Marine Corps has had a long and proud history as part of the US armed forces, and the Pacific Campaign of 1941 to 1945 is perhaps its finest hour. During the course of the war the Marine Corps had expanded from two brigades of about 18,000 Marines to six divisions, five air wings, and various supporting arms to over 485,000 Marines.

They were the tip of the American spear during the Pacific campaign conducting amphibious assaults from Guadalcanal in the Solomon Islands, through the atolls of Marshall Islands, to Islands of the Marianas with the invasions of Saipan, Tinian, and Guam. They prepared the way for the assault on Japanese by taking the Japanese possessions of Iwo Jima and Okinawa, facing fierce fanatical resistance from Japanese defenders in some of the most savage fighting of the entire war.

Ultimately they would prepare to invade mainland Japan itself.

INSIDE YOU WILL FIND:

- History of the US Marine Corps in the Pacific.
- History and gaming suggestions for the Battle of Saipan.
- History and gaming suggestions for Operation Iceberg, the Battle for Okinawa.
- Amphibious Landing rules and Missions.
- US Marine Corps special rules.
- Options for fielding a Marine Rifle Company with LVT(4) Amtrac amphibious armoured personnel carriers, a Marine Tank Company with M4 Sherman tanks, or a Marine Amphibian Tank Company equipped with LVT(A)1 (37mm) or LVT(A)4 (75mm) amphibious tanks. All these can be fielded using either Pacific War or Late War points options.
- Supporting platoons and options include war dogs, artillery, rocket launchers, armour, engineers, Naval gunfire, air support and US Army troops.
- US Marine Painting Guide.
- Pacific Terrain Guide
- Inspirational colour photographs.

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