

Campaign Luzon 1945



Thirteen scenarios depicting the Battle of Luzon, Philippines.

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US Army SWPA Infantry Reinforced Platoon

1 Lieutenant, 1st or 2nd

2 US Inexperienced or Regular Rifle squads (late war), or Ranger squads

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic team

0-1 Forward Observer (either Artillery or Air)

0-3 Local guides

Infantry

0-3 Inexperienced or Regular rifle squads (late war), including a maximum of one: Engineer squad, Ranger squad, Filipino squad, or Alamo Scout team.

0-1 Machinegun team

0-1 Mortar team (light or medium)

0-1 Bazooka team

0-1 Flamethrower team

0-1 Sniper Team

Artillery

0-1 gun from: Field Artillery: M1A1 light howitzer, M2A1 medium, or M2 heavy

Anti-tank Gun: M3 37mm light AT gun, M1 57mm medium

Anti-aircraft Gun: M1A2 37mm AA gun, M1/M2 90mm AA gun (normally coastal defense)

Armored Cars

0-1 M8 Greyhound, M20 Scout (command) Car, M3 White Scout Car

Armored Vehicles

0-1 M3A3 or M5A1 Stuart, M4/75mm Sherman, M4A1/75mm Sherman, M4A2 Crocodile, M4A3/105mm Sherman, M4 Mortar Carrier, M21 Mortar Carrier, M3/75mm (T12) GMC, M7 Priest, M8 HMC Scott, M3/105mm HMC, M15 MGMC, M16 MGMC

Transports and Tows

0-1 Transport (per inf. unit): M3 Half-track, 2-1/2 ton truck, 1-1/2 ton truck, 3/4 ton truck, Jeep

0-1 Tow (per gun): Jeep, 2-1/2 ton truck, 3/4 ton truck, M4/M5 artillery Tractor

Options: Squads may be given anti-tank grenades for +2 points per man.

Special Rules: Tank Hunters if anti-tank grenades are taken (BA II p91).

US Army SWPA Cavalry Reconnaissance Reinforced Platoon (Mechanized)

1-3 Jeeps (these jeeps have the Recce rule, BA II p118-119)

1-3 Armored Cars: M8 Greyhound, M20 Scout Car (one car is the command vehicle)

0-3 Armored Vehicles: M8 HMC Scott, M5/M5A1 Stuart light tank.

Each vehicle in the platoon has a radio connection with each of the other vehicles and Troop HQ. These platoons were sent ahead of infantry or armor to scout the location of the enemy. They were also sometimes organized into 'Flying Columns' intended to penetrate deep into enemy territory. These columns could be reinforced with Sherman tanks or mechanized infantry and assisted by one Filipino guerrilla squad. All infantry except Filipinos must be mounted in transports.

US Army SWPA Armored Reinforced Platoon (TW p11-13, 74)

3-5 Armored Vehicles: (from the "Armored Vehicles" list in the Army selector above)

Armored Infantry

1 Command team, Lieutenant, 1st or 2nd

2 Inexperienced or Regular Infantry Squads (late war),

Plus:

Infantry: (from above) including a maximum of one Filipino Rifle Squad.

All Armored Infantry except Filipinos must be mounted in transports.

US Army SWPA Paratrooper Reinforced Platoon

US Parachute platoons use the selector guide below based on the guide on p126 of *Duel in the Sun* book (rifle squads use the Paratrooper or Glider Squad entry, AUS p24);

U.S. Paratrooper Reinforced Platoon

1 Lieutenant, 1st or 2nd

2 Paratrooper Squads

Plus:

Headquarters

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (artillery or air)

Infantry

0-3 Paratrooper Squads; Mixed-weapon Squads (IJA)

0-1 Machinegun Team

0-1 Sniper Team

0-1 Flamethrower Team

0-1 Anti-Tank Team

0-1 Mortar Team (light or medium)

Artillery

0-1 Light or medium AT Gun, Light AA Gun, or Light Howitzer

Tow

0-1 Jeep

US Army SWPA Alamo Scout Platoon (all units must be veteran)

1 Lieutenant (1st or 2nd)

2 Scout teams

Plus:

0-1 FO team (air)

0-2 Local guides

0-2 Scout teams

0-1 Transport for each team (Jeep or LCR)

Alamo Scout Teams

Cost: Command Team: 1st LT or 2nd LT (AUS p22).

FO Air Team: 1 Forward Observer Officer (AUS p22).

Scout Team: 72 points, 1 NCO and 3 men armed with pistols plus rifles or SMGs

Options: Scout Teams may add up to 4 men at 18 points each, armed with pistols, plus rifles or SMGs.

Scout Teams may be given up to two demolition charges at +25 points per charge.

Scout Teams may be given AT grenades at +2 points per man.

Transports: 25 points each (veteran), jeep or LCR. Jeeps may hold up to four figures each; LCRs 6 figures each. The vehicle becomes dormant when the team dismounts (no permanent vehicle crew). Units may remount per the normal rules on BA II p115.

Special Rules: Behind Enemy Lines (p9), Demolition Charges if charges are taken (p10), Highly Trained (p9), Jungle Fighters (p9), Tank Hunters if anti-tank grenades are taken (BA II p91).

Filipino Guerrilla Reinforced Platoon (all units are inexperienced and green or regular)

These were local men and women who had been fighting the Japanese for several years. Some groups were very well-armed and supplied with American uniforms and equipment. Other groups were rag-tag units, many members of whom did not have fire-arms. At least one unit was led by Americans who had escaped capture in 1941-42. Note that Medics would be armed and may fire their weapons. Using the Armies of the United States book:

1 Lieutenant (1st or 2nd)

2-4 Rifle squads or Militia squads (see below)

Plus:

0-1 Captain

0-1 Alamo FO team (see below)

0-1 Medic team

0-1 Mortar team (light)

0-1 Machinegun team (medium or heavy U.S. or captured Japanese)

0-1 Bazooka team

0-1 Demolition teams (2-figures + one demolition charge per each p7) inexperienced
39pts/regular 45pts

Filipino Rifle Squad

Cost: 5-12 men including 1 NCO at 35 points each (Inexperienced) or 50 points each (Regular), armed with US M1919 Springfield or Japanese Arisaka rifles.

Options: 1) may upgrade the rifles to M1 Garands for +1 point/man.

2) the NCO and up to two figures may have SMGs for +3 points each.

3) one man may have a BAR for +5 points.

4) one man may have a captured Nambu light machinegun for +20 points; another man becomes the loader.

5) the entire squad may be given anti-tank grenades for +2 points each.

6) the squad may be given the Jungle Fighters rule for +1 point each figure.

Special Rules: (page 12) Behind Enemy Lines (p9), Demolition Charges (p10), Jungle Fighters (p10), Fire and Maneuver if M1s are taken (p9), Tank Hunters if anti-tank grenades are taken (BA // p91).

Filipino Militia Squad

Cost: 6 points each, 5-12 men including 1 NCO, armed with machete, bolo, kris, or balisong knives.

Options: for +1 point each the militia may have the Tough Fighters rule (BA // p91).

Special Rules: (page 12) Behind Enemy Lines (p9), Jungle Fighters (p10), Tough Fighters if taken (p10).

IJA Pacific Island Reinforced Infantry Platoon

- 1 Lieutenant, either 1st or 2nd
- 2 IJA Infantry Squads, IJA Veteran Infantry Squads, IJA Grenadier Squads, IJA Veteran Grenadier Squads, IJA Island Warfare Rifle Squads (late war).

Plus:

Headquarters

- 0-1 Captain or Major
- 0-1 Medic Team
- 0-1 Forward Observer
- 0-1 Kempeitai political Officer

Infantry

- 0-4 IJA Infantry Squads, IJA Veteran Infantry Squads, IJA Grenadier Squads, IJA Veteran Grenadier Squads, IJA Island Warfare Rifle Squads (late war), Bamboo Spear Fighter Squads (late war), Militia Squads (late war)
- 0-2 MMG Teams
- 0-2 Antitank Rifle Teams or Suicide Anti-tank Teams
- 0-2 Mortar Teams, light or medium
- 0-4 Sniper Teams, Lone Snipers, or Suicide Sniper Teams

Artillery

- 0-1 gun from:
 - Anti-tank Gun: Type 94, Type 1 37mm, Type 1 47mm
 - Artillery Gun: Type 90 or Type 38 (improved), Type 41 75mm mountain, Type 92 Infantry
 - Anti-aircraft: Type 98 20mm (may be mounted on a Type 98 AA Truck)

Armored Vehicles

- 0-1 Type 94 Tankette, Type 97 Chi-Ha, Type 97 Kai Shinhoto Chi-Ha, Type 95 Ha-Go

Transports and Tows

- 0-1 (per transported unit) General Purpose Truck, Light Truck, Type 1 Ho-Ha, Halftrack, Type 95 Kurogane
- 0-1 (per towed unit) Type 98 So-Da Carrier, Type 98 Shi-Ke Prime Mover, Type 98 Ro-Ke Prime Mover

IJA Pacific Island Reinforced Armored Platoon (TW p11-13, 74)

- 3-5 Armored Vehicles: Type 94 Tankette, Type 97 Te-Ke Tankette, Type 97 Chi-Ha Medium tank, Type 97 Kai Shinhoto Chi-Ha tank, Type 95 Ha-Go tank, Type 1 Ho-Ni Tank Destroyer, Type 89 Yi-Go Medium Tank, Type 2 Ka-Mi Light Amphibious Tank, Type 4 Ho-Ro Assault Gun, Type 97 Shi-Ki Command Tank

Plus:

Infantry (select from the Reinforced Infantry Platoon above). *All infantry may be mounted in transports if desired.*

IJN Pacific Island Reinforced Infantry Platoon

Same as IJA Platoons above except for the following:

- 1 Ensign (2nd LT), or Sub-Lieutenant (1st LT)
 - 2 SNLF Squads, SNLF Grenadier Squads, IJA Island Warfare Rifle Squads (late war), Bamboo Spear Fighter Squads (late war), Militia Squads (late war)
- Plus:**
- 0-1 Lieutenant (as army Captain) or Lieutenant-commander (as army Major)
 - 0-4 Rifle Squads (from above)

IJA/IJN Paratrooper Reinforced Platoon

These Platoons use the **Yokosuka 1st SNLF Paratroopers at Menado, 1942** selector on *Armies of Imperial Japan* p48 (rifle squads use the Taishin Shudan entry on p24).

Special Rules

Air Landing Assault Rules – (DitS Alternate rule p126, Revised)

Units – ‘Sticks’ represent the number of figures in a plane; assume up to 15 figures (mortars, bazookas, and machine guns count as figures). Divide your force into sticks; then pick out one order die for each unit in the stick. Place them in the dice bag.

Scatter – (revised) when an order die is received roll a d6:

1=the stick lands offboard and takes d6 hits (roll to damage), the survivors are placed in Reserve.

2-3=the stick lands offboard and is placed in Reserve.

4-5=the stick lands onboard; roll the order die onto the table.

6=the stick may land anywhere onboard and facing in any direction.

Note: A low altitude drop ensures that all of the paratroopers will land in the appropriate field. There is no need to make the random die roll.

Place Sticks – Place the first figure in base contact with the order die, behind the arrow. After the first figure, place the rest of the figures in the stick with 1” of clear space apart (base to base) following a straight line in the reverse direction of the arrow. Some figures will have a difficult landing: roll damage for each figure that lands on any kind of terrain feature that is not flat and solid (that is, other figures, shallow water, trees, walls, 1-story houses, bocage, etc.). Figures that land in impassable terrain are removed (offboard, deep water, 2nd story roofs). Once all the models in a stick have been placed all the units included receive 1 pin marker each. Then take one order die for each unit in the stick and set it to ‘Rally’ meaning regrouping, not rallying. Units in the stick may then take one free d6” move to regroup. Enemy units in Ambush may fire if they wish to. In addition, all flak units with a pen value of +2 or less may fire as if they were in ambush; place an order die set to ‘Fire’ next to the firing unit. Start over for the next stick.

Offboard Sticks – will enter as Reserves beginning on the 2nd game turn; choose an arbitrary short side of the board to be north. Roll a d6 for each stick to determine from which side they may enter: 1=N (short side), 2-3=E (long side), 4=S (short side), 5-6=W (long side). They may enter from anywhere along that board edge.

Amphibious Landing Assault Rules (BE p31, DitS p134, Eif p118, CNG p126)

Landing Craft

Assault Boats – were made of plywood except for the ramp. The motorized engineer Storm Boats carried 8 men, six troops and two crew (soft-skin, slow), and the M2 carried 10-men; it was a paddled craft. Softskin, Very Slow: assault boats move 6” per turn.

Landing Craft Rubber– the small LCR could carry seven men (softskin, very slow); and Landing Craft Rubber Large (LCRL), ten men, however pictures show that two more men could cram in. Softskin, Very Slow: LCRs move 6” per turn.

Setup – All landing craft begin at their star line, usually 12” away from any board edge; transported units may not fire.

Movement – motorized landing craft are Slow, Advance 6” with one 90° turn; Run 12”, no turns. Paddled boats are Very Slow (no Running).

Targeting – defenders on a ridge may shoot over the heads of units on the beach or in shallow water at craft that are in deep water.

Secondary Craft – before starting the following turn, any craft that has unloaded its units or has been destroyed can be re-setup in the start zone and loaded with more units if available. Repeat until all units in the platoon have been deployed. No order tests to enter the board are necessary.

Deep Water

Vehicles – deep water is impassable to all vehicles except those with that have the waterborne or amphibious rules. Immobilized vehicles will drift forward 3” per turn.

Firing Weapons – boats have a -1 to hit due to the movement on the waves.

Destroyed – when a vehicle is destroyed, onboard non-amphibian or waterborne units must try to reach shallow water, or they are lost.

Shallow Water

Landing – vehicles may overlap the beaches up to half their length, allowing transported units to disembark onto solid ground. Measure movement from the end of the vehicle, not the open ramp.

Movement – may be done by infantry or by units with the amphibious or waterborne rules. Shallow water is very rough ground and advancing infantry may not fire weapons.

Order Tests – must be passed by Infantry units in water for activation, even if they have no pins.

Cover – infantry units in shallow water receive hard cover, and HE is halved.

Regrouping – infantry units receive an additional pin when leaving the water.

Artillery – shallow water is impassable to artillery units; when disembarking they must reach solid ground or be lost.

Raiding Rules (inspired by CNG p130)

These are Attacker-Defender scenarios in which the Defender has part of his/her force off duty and part on duty. On duty units may include an AA team (if any), a reaction squad, and one or two sentries. The game begins with an infiltration phase that continues until the alarm is raised by sighting an attacker or by weapons fire. Order dice are drawn as normal. All intruder units may enter the board from any edge on the first turn.

Sentries – one or two each may be taken from the reaction squad and placed on the board. At night make a 'Reduced Visibility' spotting roll every time an enemy unit moves through line of sight. During the day roll one d6. The required daytime number to see raiders is the target unit's experience rating: inexperienced 3+, regular 4+, veteran 5+ (add +1 to the required number if the target unit is in woods: 4,5,6). Each time the reaction squad is given a Down order the sentries may move 1d6" in a random direction or can remain in place as desired. After the alarm sentries must move to rejoin their unit.

Dispatching Sentries – raider units may detach (with a Run order) one figure per sentry from an activated unit. The unit must be as yet undetected and in assault range to do this. This move is a silent attack (do not use a firearm) which takes the sentry unaware; they may not react. Veterans add +1 to the attack die roll. If successful, the sentry is removed from play and the remainder of the attacker unit completes the move by moving to the sentry's location. If fail, the sentry shouts the alarm or fires his/her weapon and returns the attack.

The Reaction Squad – is not searching for intruders and may not make spotting rolls. It may only be activated after the alarm is given unless it already has a Down order. On duty AA teams, if any, cannot make sight rolls either (they are watching the sky).

Off-duty Units – must remain in their barracks (Down order) until the game turn after the alarm is raised. They are activated as Reserves (BA II p132). Off-duty vehicle crews may activate their vehicle on the game turn after they reach it.

Attrition Points – In many scenarios players receive attrition points for each destroyed enemy unit:

- 1 point for a weapon team or inexperienced rifle squad or softskin vehicle,
- 2 points for a command or FO team or regular rifle squad, or armored car,
- 3 points for a veteran rifle squad or a light tank.
- 4 points for a medium tank.
- 5 points for a heavy or super-heavy tank.

Terrain and Other Special Rules

Barbed Wire – there are two classes of barbed wire, tight and loose. Both types are impassable to infantry and soft-skin vehicles. Armored vehicles may drive through (remove a 6" section).

Tight Wire – (CNG p123) causes a unit on foot to stop when it makes contact. On the following turn, with a Down order, a unit may attempt to get through it by rolling a 6. Add a cumulative +1 on each subsequent turn. A roll of '1' always fails. Units with wire cutters (+1 point per model) add +2 to each die roll. Engineers are always successful but still spend one turn Down.

Loose Wire – A unit must stop when reaching it and on the following turn may cross with an Advance move (no shooting); the wire provides soft cover.

Bridges – are clear down the center but a superstructure gives soft cover when it intervenes in the LOS; bridges with stone or steel parapets give hard cover when intervening; wood parapets provide soft cover. An arched bridge may also affect LOS.

Bridge Destruction – Bridges are destroyed on a specific number of HE hits, depending on construction materials (see below). Upon receiving the listed number of hits, the bridge and everything on it is demolished and it falls into the water; all vehicles and personnel on it are lost. If partially damaged, vehicles and personnel take damage per the penetration rules; after this, the bridge is only passable by foot traffic. Upon minimal damage, the bridge is still functional; vehicles are OK, and only one-half of the personnel take damage.

Concrete Bridges – are destroyed on 12 HE hits; partially destroyed on 6-11 hits.

Steel Bridges – are destroyed on 11 HE hits; partially destroyed on 6-10 hits.

Stone Bridges – are destroyed on 10 HE hits; partially destroyed on 5-9 hits.

Wooden Bridges – are destroyed on 9 HE hits; partially destroyed on 5-8 hits.

Railroad Bridges – can be made of wood, steel, or concrete; RR tracks offer rough ground to infantry and vehicles. Engines have medium armor and cars have light armor.

Buildings – Up to 2 defenders may fire from each opening; they have Plunging Fire if on the upper floors.

European Buildings – (BA II p120-127) give hard cover versus small arms (aim at openings), and additional protection (damage +1, 4+ becomes 5+, etc.). Heavy Weapons shooting at buildings: ignore cover (all other modifiers apply including unit Down). Apply HE hits to buildings first, then defenders; damage rolls include penetration. Indirect weapons penetrate a roof on 4+, check again for each floor. Weapons of 2D6 damage or greater will destroy a building on a single hit of: 10 hits on a two-story; 8 hits on a one-story; 6 hits on a shack. All units inside are lost.

Southeast Asian Buildings – give soft cover to defenders, no additional protection, and no protection at all from heavy weapons; destroyed on 9 hits.

Bunkers and Pillboxes – may hold up to one unit per firing aperture. Defenders may only fire through the aperture. Not all bunkers/pillboxes are the same.

Concrete Bunkers – (BA II p127) give defenders -4 cover and damage +1; they are destroyed on penetration of 12+ or 12 HE hits.

Coral Pillboxes – give defenders -3 cover and damage on +1; they are destroyed on penetration of 11+, or 11 HE hits.

Masonry and Steel Pillboxes – give defenders: -4 cover and damage on +1; they are destroyed on penetration of 10+, or 10 HE hits.

Log Pillboxes – give defenders -3 cover and damage +1; they are destroyed on penetration of 9+, or 9 HE hits.

City Fighting– (EF p122, O p108)

Rubble – destroyed buildings create patches of rubble that count as hard cover when shooting at targets on the opposite side.

Infantry – treat rubble as Rough Ground; units in rubble have variable cover: Advance Order -1; Fire or Rally order -2; no order, Ambush, or Down -3.

Tanks – When attempting to cross a destroyed building roll a d6. *DMs: Heavy or super-heavy tank -2, light or medium tank -1, inexperienced crew -1, veteran crew +1:*

0 or less = Vehicle falls into a cellar and is destroyed.

1-2 = Bellied out; the vehicle moves d6" and stops; if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor).

3-4 = The vehicle slides d6" to side or rear and stops (try to move again next turn); roll another d6: 1-2 = left, 3-4 = right, 5-6 = rear.

5-6 = The vehicle is free to move through.

Plunging Fire – (in addition to BA II p123) direct heavy weapons will strike an armored vehicle less than 12" away on top; (Dave's add-on) small-arms units in or on buildings above open-topped armored transports may shoot down into the vehicle at the transported troops, if they are less than 12" away. At 6-12" the targeted unit receives hard cover; units 6" or less receive soft cover (measure from window or parapet).

Street Fighting – (EF p123, O 110) is deadly, when rolling to damage infantry and soft-skin vehicles that are not 'dug-in' on an open city street add +1 Penetration.

Sewers – (EF p123) infantry squads, Command, HQ, and sniper teams only. Outflanking units may attempt to use the sewers. Order tests are at a -2 DM. If the test is passed the unit may make an Advance or Run from any point on the board that is at least 6" away from any enemy model. If a FUBAR is rolled the unit is lost by suffocating, triggering a booby trap, getting lost, or a ceiling cave-in.

Demolition Charges – (CNG p18) Unless a scenario states that charges have been already set, a demolition team must Advance into base contact with the selected point and place the charge; they may not fire their weapons at this time. A unit may set only one charge per turn. At the end of the turn place an appropriate bomb marker. This may be detonated with an Fire order by rolling 2+ on a d6, any time after the current turn: apply a heavy howitzer hit (3D6 on structures; penetration +4 on vehicle under sides. The Demolition Unit may not retry failed explosions without resetting the charges.

Dense Terrain – (BA II p52) is Rough Ground to move into, across, or out of. It blocks LOS unless defenders are inside. Soft cover for woods; hard cover for rocky outcroppings.

Derelicts – block roads and may give hard cover to infantry, artillery, and vehicles. They may be pushed aside by other vehicles that have a higher armor rating (Advance only, no shooting). If a tank makes a run at a derelict, move it 6" forward and roll for Minimum Damage on the tank. Roll a d6: 1-2= it moves 45° to the left, 3-4= straight ahead, 5-6= it moves 45° to the right.

Dug-in Rules: (EF p112, DS p124, CNG p121, O p102) Dug-in rules apply to defensive emplacements. They may be sunken or built-up.

Emplacements – Scenarios are defined as Attacker-Defender or Meeting Engagement. In Attacker Defender scenarios the Defender should pay for defensive Emplacements out of his point allotment (see below). When that is not applicable the Attacker should have 30% more points. In Meeting Engagements, the points should be equal.

AT Ditches: 5 points per inch
Barricades: 25 points per 3-4" section
Sangars/Sandbags: 15 points per 3-4" section.
Weapon Pits/Redoubts/Berms: 30 points/ea
Belgian Gates: 10 points/1", destroyed on 8 HE
Czech Hedgehogs: 15 pnts/ea, destroy on 6 HE
Coral Pillboxes: 40 points each
Masonry Pillboxes: 60 points each
Minefields: 50 points per 6"x6" section

Barbed wire: 1 point per inch
Foxholes: 20 points each
Trenches: 25 points per 6" section
Tank Traps: 25 points per 6" section
Dragon's Teeth: 10 points/ea
Palm Log Pillboxes: 30 points each
Steel Pillboxes: 50 points each
Concrete Bunkers: 75 points each
Tunnel Network: 50 points

Sunken Works – (Dave) foxholes, trenches, redoubts, and the troops inside do not block LOS; they are indestructible. They are impassable to wheeled and half-tracked vehicles.

Built-up Works – (Dave) berms, sangars, sandbags, are built above ground level so they do block LOS and give hard cover when intervening in the line of fire. A section is destroyed when driven over by a tracked vehicle (impassable to wheeled and half-tracked vehicles), by 8 HE hits or when penetrated by 8+ AT weapons.

Cover – hard cover to defenders and half-cover against HE (as if a unit is Down, round up). Double the benefits if the unit is actually Down.

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, obstacles for infantry and tracked vehicles; they may act as tank traps (see below).

Hull Down – dug-in Vehicles count as having hard cover. When receiving an “Immobilized” damage result use the “Crew Stunned” result instead.

Hidden – dug-in units can use the normal Hidden rules; they count as Down.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down (sunken works) instead of moving aside (built-up works). However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Fences – (BA II p57)

Stone and Adobe Yard Walls – are obstacles for infantry, impassable for wheeled or half-tracked vehicles, and Rough Ground for tracked vehicles. They provide hard cover when intervening in the line of fire; but no penalty to shooters in base contact. A 3-4” section is destroyed on 6 HE hits (before rounding) or when rolled over by a tank.

Wood Fences – provide soft cover and are destroyed on 4 HE hits (before rounding). They are obstacles for infantry, wheeled, and half-tracked vehicles but not tanks. Remove a 6” section if they are driven through.

Forests/Jungle – provide soft cover.

Thick Underbrush: shaped charges have an additional -1 to hit due to their ordnance being prematurely detonated by the foliage.

Thick Canopy: light mortars may not roll less than 5+ to hit their target.

Hills and Ridges – the slopes of hills and ridges may be rough ground (Advance only), or very rough ground (Advance, no shooting; impassable for vehicles). The crest will provide hard cover versus fire at units in contact with it.

Limited Visibility – (BA II p220) Dawn Assault, Flare, Longest Day, Night Fighting.

Minefields – (BE p35, CNR p124, DS p131, EF p115, O p105) in some scenarios, mines will cover a significant portion of the board. Otherwise, minefield sections must be 6” squares, 50 points each, and one dummy minefield per two actuals. If using a Dummy, make all die rolls hidden unless a positive result is received (to hide the dummy), but if the result is positive it must be revealed. Mine Fields may be Anti-Personnel or Anti-Tank. Mixed minefields cost 100 points each. A minefield can hit a unit only once during a move.

Anti-Personnel Minefields – as if in Ambush, the opponent rolls one die if enemy is Advancing, three dice if Running. A result to equal or higher than the unit experience value (3/4/5) triggers the explosion(s), causing D3 pins; roll damage as normal for each hit with a +2 penetration against non-armored targets and +3 against armored targets.

Anti-Tank Minefields – only affect vehicles. As if in Ambush, the opponent rolls one die if enemy is Advancing, three dice if Running. A result of equal to or higher than the unit experience value (3/4/5) triggers the explosion(s), causing D3 pins; They are hit with a +5 penetration without modification. If the target unit survives it will complete its move.

Preliminary Bombardment – BA II p131, make one bombardment roll for all units inside a building; then apply d3 pins to each unit. In the case of a direct hit on a unit in a building apply a Heavy Howitzer hit to the building.

Rivers and Streams – may be impassable or fordable.

Deep Fords – are placed at specific locations; they are usually about 6” wide and are Difficult Ground (Advance, no shooting).

Shallow Fords – are also placed at specific locations (width by scenario); they are Rough Ground. An entire stream may be a shallow ford.

Roads – paved roads provide vehicle x2 movement; some dirt roads will allow x2 movement on a d6 die roll of 4+; others no vehicle x2 movement. If the road is rubble-strewn or very rough vehicles and infantry may not Run.

Supply Dumps – 12 HE hits are required to completely destroy a dump of any type. One charge may be set at any of the four corners of a depot. Damage hits may be cumulative if several charges are detonated.

Tank War – a shortened version of Tank War can include the rules on pages 11-13 and the “Command Bonuses” rule on page 74. These rules are used for any force that has more than two armored vehicles.

Tank Platoon – one command vehicle and two armored vehicles in conformance with the appropriate theater selectors. The Command Tank has command +1 morale for vehicles of that platoon within 12” (BA II p118). Command vehicles have no effect on infantry.

Lack of Radios – Japanese tank platoons may not have a radio network.

Radio Network – if the three compulsory vehicles are from the same entry they are considered to have a radio network: command +2 for an additional +5 points.

Specialized Command Vehicle – specialized command vehicles need not be of the same type as the other two armored vehicles to receive the radio network benefit. For the US forces these include the Priest OP, the M3 White Scout Car, and the M20 Scout Car.

Tunnel Network – (CNG p124) allows a Japanese player to secretly write down the exact location of a single tunnel exit is located on the game board. Beginning on game turn two, a single infantry unit placed in Reserve may be allowed to use this tunnel, traveling 12” per turn from their friendly board edge (no die rolls needed). The unit must exit the tunnel using an Advance or Run order and may charge straight into an assault (no Reserve die roll needed). Any unactivated enemy unit within 6” of the tunnel exit may perform defensive fire on an exiting unit as if they were in Ambush (place a Fire order).

Army Special Rules

U.S. Special Rules

Air Superiority – (AUS p20) if the scenario allows, Forward Observers may call in two air strikes per game, one after the other.

Behind Enemy Lines – (Alamo Scouts) when entering the board from reserve Alamo units ignore the -1 modifier for the order test to enter; they are not subject to the Outflanking rule and may enter from any board edge (except an enemy friendly edge).

Demolition Team – (Rangers, Engineers, and Alamo Scouts, CNG p18, rules on p10) 2-4 men; each Demolition Team (two men) may carry up to one demolition charge per every two men at +25 points each.

Fire and Maneuver – (AUS p20) models with M1 Garand rifles, carbines, and BARS do not suffer the -1 penalty to Advance and Fire.

Gyro-Stabilizers – (AUS p20) crews do not suffer the -1 to Advance and Fire gyro-stabilized weapons if they are Veteran.

Highly Trained – (Dave’s rule) Due to their extensive and rigorous training, US Paratroopers, Rangers, Alamo Scouts, and Marine Raiders are Tough Fighters (BA II p91).

Jungle Fighters – In forests, Filipinos count as observers/snipers for setup purposes; if setup as such they may begin the game Hidden and in Ambush. From Ambush, they may Assault instead of Firing; due to the foliage the enemy may not react. If not in jungle the normal rules apply.

Local Guide – armed with a rifle at 38 points each (CNG p84). Any unit with an attached local scout need not reveal which from side of the board they will enter when outflanking. Single squads or teams with a local scout may be setup as snipers/observers.

Modern Communications – (AUS p20) units do not apply the -1 to the order test to move onto the table; use basic moral instead.

Rangers Lead the Way – (AUS p25) Ranger units are allowed to make a Run move after both sides have setup, but before the first turn of the game.

Imperial Japanese Special Rules

Aerial Decoys – (CNG p112) When targeting Japanese static defenses, instead of 'Skies Are Empty' on die rolls of 2 or 3, it changes to 2, 3, or 4.

Ambush Tactics – (AIJ p15) any unit starting the game as Hidden (BA II p131) may start the game already in Ambush. Place an order die next to the unit.

Banzai! – (AIJ p14, modified) choose a target unit and make a charge move towards it (ignore pins); continue to charge each turn until contact is made or lost.

Death Before Dishonor – (AIJ p14) every Japanese unit has the Fanatic special rule (BE II p90). In addition, infantry and artillery units automatically pass morale checks when assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

Every Available Man – (CNG p112) the platoon may have any number of Bamboo Spear or Militia Squad entries (AoIJ p25).

Extra Defenses – (CNG p112) when defending in an Attacker-Defender scenario, the Japanese player may have 100 extra points for defensive emplacements.

Japanese Infiltrators – (EF p111) in conditions of limited visibility, a squad or team that is given an Ambush order forces the closest enemy unit within 12" to make an order test. If fail, the target unit counts as having muzzle flashes. If pass, no effect. If a '12' is rolled the target unit loses one figure, and if a '2' is rolled the Japanese unit loses one figure.

Show Your Loyalty – (AIJ p15) if a reinforced platoon includes a Kempeitai Officer, any Green units within 6" may re-roll their Green roll (MRB p70).

Suicide AT Teams – (AIJ p26) these single figures may be setup in a Forward Position; they carry one explosive charge. No morale check to Assault a tank. Upon contact with a vehicle remove the figure and apply an unmodified +8 penetration.

Suicide Snipers – (Dave's rule) a single figure with point cost per experience. Not having a scope, they do not use the Sniper rule but fire as regular units. Due to excessive camouflage or cover, they receive a -2 cover when targeted. Once setup they may not move.

Filipino Special Rules

Behind Enemy Lines – (rifle squads and militia) when entering the board from reserve Filipino units ignore the -1 modifier for the order test to enter; they are not subject to the Outflanking rule and may enter from any board edge (except an enemy friendly edge).

Demolition Team – (Rifle Squads only) 2-4 men; each Filipino demolition team may carry one demolition charge per every two men at +25 points each.

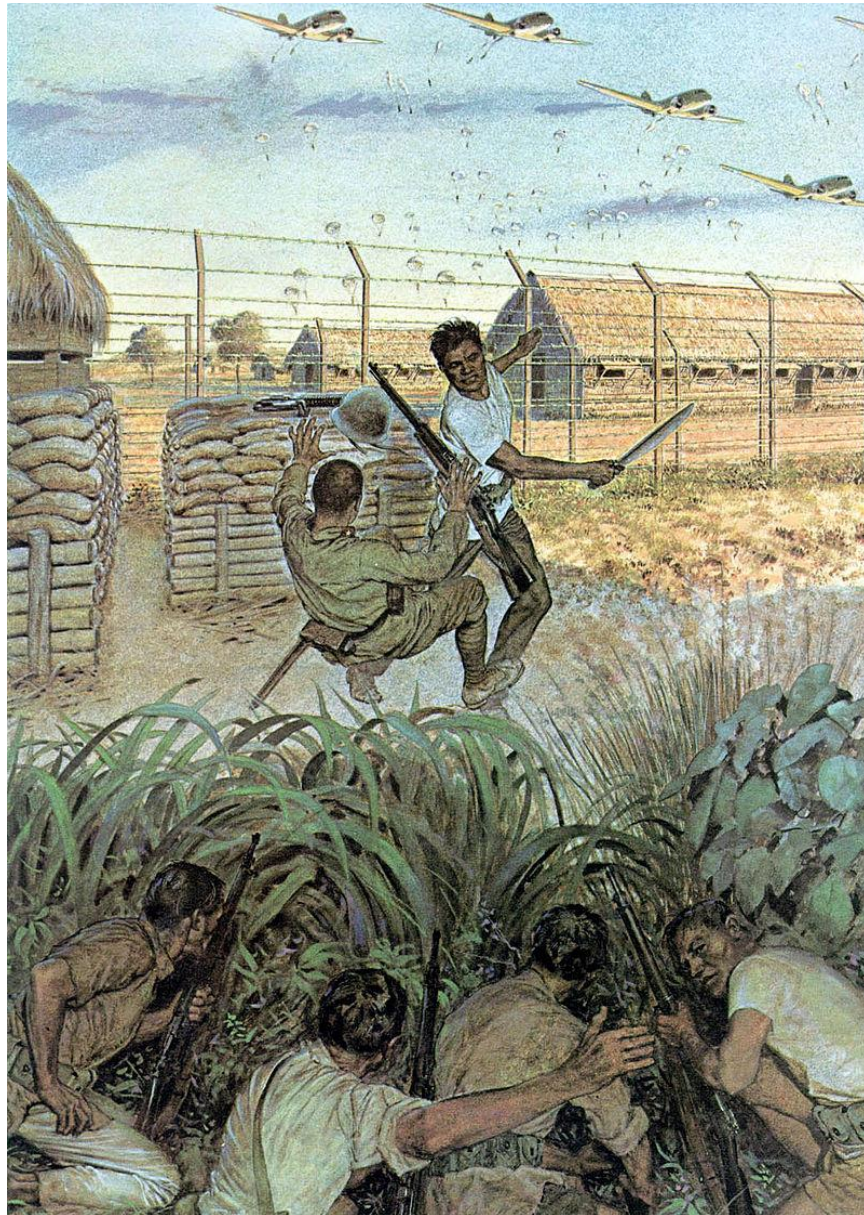
Jungle Fighters – In forests, Filipinos count as observers/snipers for setup purposes; if setup as such they may begin the game Hidden and in Ambush. From Ambush, they may Assault instead of Firing; due to the foliage the enemy may not react. If not in jungle the normal rules apply.

Tough Fighters – (BA II p91) militia figures may reroll successful hits in Close Combat.

P.O.W. Special Rules

Frightened and Suspicious – the prisoners will not leave their barracks until an Allied soldier moves to within 1" of the building. On the following turn the allied player rolls a die; on a

4+ the group of prisoners inside may move 6" per turn until they reach safety off the board edge. If the prisoners remain in the barracks, try again next turn. This must occur at each of the prison barracks.



Filipino Guerrillas take out the guards at Los Banos prison compound as paratroopers land outside the compound.

S-Day, January 9, 1945

The American force including the Sixth and Eighth Armies was commanded by General Douglas MacArthur. Prussian-born Lieutenant-General Walter Kreuger commanded the Sixth Army and Lieutenant-General Robert Eichelberger led the Eighth Army. The Japanese were led by General Yamashita Tomoyuki, one of the best that Tokyo had. Lieutenant Yokoyama Shizuo defended southern Luzon with Shimbu Force. Major-General Tsukada Rikichi, in command of Shembu Group defended the Zambales mountains west of Clark Field. Rear Admiral Iwabuchi Sanji defended the central Manila area.

US Amphibious convoys approached the Lingayen Gulf at 0400 hours and bombardment began at 0730. As the landing craft approached at 0930 supporting fire from rocket-armed landing craft and carrier-based aircraft battered the beaches. The bombings were minimized to protect a nearby airfield at Lingayen, city infrastructure, and to minimize civilian casualties. The main objectives were the capture of the airfield, and the bridges on the Calumy and Dagupan Rivers. On the western beaches General Griswold's XIV Corps the 40th Infantry Division (Orange Beach) and 37th Infantry Divisions (Green Beach) landed abreast and unopposed. The first wave was carried in LVTs (Landing Vehicle Tracked) while the following waves were in LCVPs (Landing Craft Vehicle and Personnel), followed by LCMs delivering vehicles (Landing Craft Mechanized). The only opposition came in the form of Japanese sniper fire, mortars, and artillery from the IJA's 23rd Division.

Meanwhile, General Swift's I Corps, were having a similar experience on the left flank of the beaches at San Fabian, the eastern side of the bay. There was no opposition and the American troops rode their LVTs (Landing Vehicle Tracked) for 2000 yards across swamps and rice paddies. But at the beach, high surf soon made the unloading of supplies difficult. The LSTs (Landing Ship Tank) were forced to beach. The infantrymen could still land but the landing of heavy equipment and bridging equipment was delayed. That night, IJA 12th Surface Raiding Regiment in 70 *Maru-ni* suicide boats from Port Sual attacked the fleet at midnight. The attack lasted 2 hours. Two LCIs (Landing Craft Infantry) were sunk and an auxiliary transport was damaged. No suicide boats survived.

Scenario 1, Battle of Hill 200, January 12-16, 1945

The 43rd Division's 158th Infantry captured Damortis on January 13 while the 172nd pushed north of Rosario. Japanese artillery and machineguns of the IJA's 23rd Division and the 58th IMB (Independent Mixed Battalion, including HQ, infantry, artillery, AA, tank, and engineer units) countered their movements. The US artillery and mortar fire failed to dislodge their opponents. American leaders had to measure their progress in yards. Small teams used flamethrowers and small arms to destroy emplacements, and demolitions explosives to seal cave entrances. The 103rd Infantry came up against Hill 200, west of the road connecting Pozorrubio and Urdaneta. The Japanese soldiers had dug caves throughout the six-square mile area. These were manned by the IJA's 2nd Battalion of the 64th Regiment, about 600 soldiers. They were supported by 15 pieces of artillery as well as artillery batteries at Pozorrubio. The fight lasted four days with the 103rd moving to the outskirts of Pozorrubio by January 16.

The American soldiers were supported by their own artillery and the 716th Tank Battalion's M4 Sherman tanks in close support. The Japanese resisted fiercely but eventually the 250 Japanese survivors fled towards Pozorrubio where they were ejected after a six-hour fire fight in the town.

Forces

This is an Attacker-Defender scenario; the Japanese player must purchase defensive emplacements from his point allotment.

The Japanese forces must be taken from the **IJA Pacific Island Reinforced Infantry Platoon** selector (p5).

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** selector (p2).

Both sides may select air or artillery support.

Setup

The 6'x4' game board is oriented across the short sides. One long edge is the American friendly edge and the other is Japanese. The board represents a hill rising towards the Japanese side. The trees and foliage give soft cover. The Japanese are Dug-in with defensive emplacements and three pillboxes. Any movement up the slope is Rough Ground while movement across or downslope is normal. No outflanking. It is daytime.

Special Rules

Terrain Special Rules

Barbed Wire (loose), Dug-in, Bunkers and Pillboxes, Tunnel Network.

American Special Rules

Air Superiority, Fire and Maneuver, Gyro-Stabilizers, Modern Communications.

Japanese Special Rules

Aerial Decoys, Ambush Tactics, Banzai! Death Before Dishonor, Extra Defenses, Show Your Loyalty, Suicide AT teams, Suicide Snipers.

Objectives

The Japanese are attempting to block the American advance along the Road to Pozzorrubio. The Americans must defeat the Japanese in order to secure the Beachheads and continue their advance.

First Turn

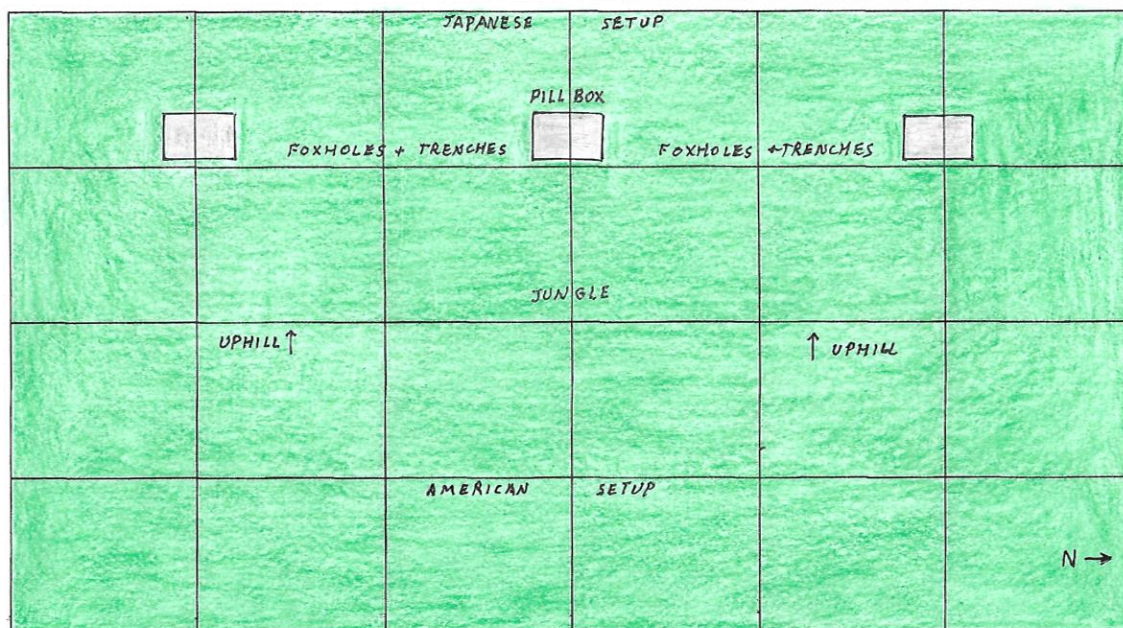
The entire American force is deployed in the American setup zone within 12" from their friendly board edge (east). The entire Japanese force sets up within 12" of their board edge (west). Since they are advancing, the Americans cannot use Forward Deployment. Outflanking is not allowed.

Game Duration

This game will last 6 game turns.

Victory

If none or one Japanese pillbox is destroyed the Japanese player wins; if two are destroyed the game is draw. If all three are destroyed the American player wins.



Map for Battle for Hill 200

Scenario 2, The Potpot Raid, January 16, 1945

While Kreuger's men crept east, General Yamashita planned four small counterattacks that amounted to raids. His 14th Area Army needed time to move supplies from the central plains and Manila into their mountain positions and he hoped to catch the Americans unprepared and slow their advance. Only two of the raids were actually launched with the strongest one directed against the bridgehead at the village of Potpot west of Binalonan. General Yamashita ordered the 23rd Division, the 58th IMB, and Shigemi Detachment's tanks to attack the US 3/103 Infantry battalion at Potpot. Shortly before midnight Japanese tanks suddenly loomed up through the darkness on the east side of the outpost. American antitank gunners were so taken by surprise that two tanks were able to drive through the perimeter spraying machine gun fire in all directions before disappearing down the road toward Manaoag. A third Japanese tank was knocked out east of the perimeter, but others, accompanied by infantry, continued to attack. The Japanese infantry withdrew after a sharp, two-hour fire fight, and the tanks also disappeared. But at dawn on the 17th the two tanks that had broken through earlier came roaring back down the road from Manaoag. This time they were destroyed. When a count could be taken, the 103d Infantry's group at Potpot found it had lost 2 men killed and 10 wounded; a 37-mm antitank gun, a jeep, and an M8 scout car destroyed; and a tank, another jeep, and a second M8 damaged. The Japanese lost 11 tanks and at least 50 men killed.

Forces

This is Attacker-Defender scenario; the American player must buy defensive emplacements from his point allotment.

The Japanese forces must be taken from the **IJA Pacific Island Reinforced Armored Platoon** selector (p5).

The United States forces must be taken from the **US Army Reinforced Infantry Platoon** selector (p2).

Neither side may select air or artillery support.

Setup

The 6'x4' game board is oriented across the 6' width. One 4' edge is the American friendly edge and the other is Japanese. The board represents open country, rolling hills, and sparse trees, with small copses of forest and dense terrain. There is a river that crosses the board about 18" from the American edge with a road running perpendicular to it down the long center of the board. A bridge crosses the river at the road and a rural village is placed on the American side. The Americans are dug-in with foxholes, sandbags, barbed wire, etc. It is a nighttime raid.

Special Rules

Terrain Special Rules

Barbed wire (loose), Dense Terrain, Dug-in, Forests/Jungle, Limited Visibility (night fighting), Southeast Asian Buildings.

American Special Rules

Fire and Maneuver, Gyro-Stabilizers.

Japanese Special Rules

Ambush Tactics, Infiltrators, Banzai! Death Before Dishonor, Show Your Loyalty, Suicide AT teams, Tank War.

Objectives

The Japanese are attempting to drive the Americans back and hold them while supplies are moved to a safer location. The Americans must defeat the Japanese in order to continue their advance and secure Binalonan, the next town.

First Turn

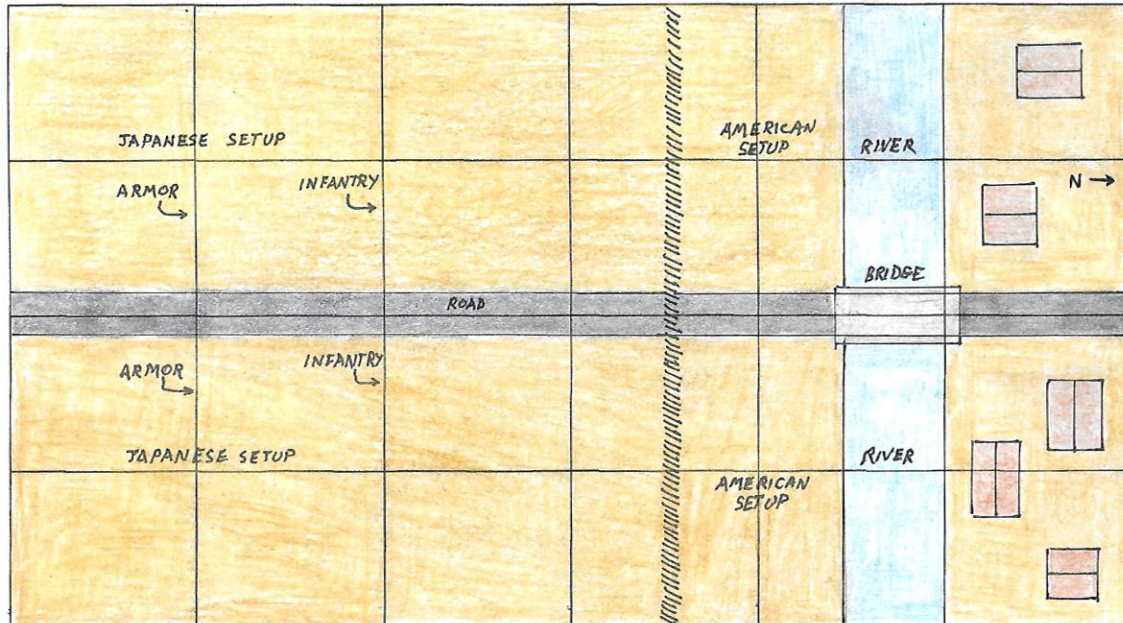
The entire American force is deployed in the American setup zone within 30" from their friendly board edge (north). The Japanese infantry are setup within 24" of their friendly edge (south) while their armored force is setup up within 12" of their edge. Outflanking is not allowed.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for the Potpot Raid

Scenario 3, the Battle of Binalonan, January 18, 1945

On the morning of January 17, the 161st Infantry, on the 25th Division's left flank, relieved troops of the 103rd Infantry holding a perimeter a mile west of Binalonan and immediately began patrolling toward the town. The 27th Infantry, on the division's right, moved forward the same day from the vicinity of Manaoag and secured Route 3 from a point about a mile south of Binalonan to the 6th Division's left at Urdaneta. The regimental commander, Col. James L. Dalton II, delayed the 161st Infantry's advance for a couple of hours while he determined that a raid against his rear elements near Manaoag had no significance. Then, in the afternoon, his 3d Battalion pushed into the northern half of Binalonan and cleared that section of the town before dark. Meanwhile, Japanese rifle and machine gun fire had stopped the 1st Battalion a block short of the Tagumising River in the southern half of town. About 1730 a lone Japanese tank ran across the battalion's front, spraying the area with 47mm and machine gun fire before it was destroyed. Shortly thereafter, five more tanks began whipping through the streets in the southern and central sections of the town in a completely disorganized counterattack marked by wild firing in every direction by both sides. The 161st Infantry finally destroyed the five tanks, and the night settled down to a "static fire fight" between the infantry elements. With the help of three medium tanks from the 716th Tank Battalion, the 161st completely cleared Binalonan by 1300 on January 18th. In and around the town the regiment had killed some 250 Japanese and had destroyed or captured 9 tanks, 2-75mm artillery weapons, 5 trucks, an artillery tractor, and large quantities of ammunition. The 161st lost 19 men killed, 66 wounded, and 3 trucks destroyed. For the 25th Division the cost had been relatively low considering the degree of control it had gained over roads leading to the east, southeast, and south. Certainly, the cost would have been far greater had the main body of the *Shigemi Detachment* been in its proper position at Binalonan instead of six miles away at San Manuel.

Forces

This is an Attacker-Defender scenario to be played with equal points; the Japanese player may purchase defensive emplacements from his point allotment.

The Japanese forces must be taken from the **IJA Pacific Island Reinforced Armored Platoon** selector (p5).

The United States forces must be taken from the **US Army Reinforced Armored Platoon** selector (p2) and a possible supplemental squad from the **Filipino Guerrilla Platoon** selector (p4).

Neither side may select air or artillery support.

Setup

The 4'x6' game board is oriented along the 6' sides. One 4' edge is the American friendly edge and the other is Japanese. The board represents a Filipino town in Luzon. It is a mix of southeast Asian and European-style buildings; some are damaged. There is a river that crosses the board about 12" from the Japanese side with two or three bridges crossing it. Place occasional clumps of trees and scrub brush. This is a daytime battle.

Special Rules

Terrain Special Rules

Bridges, Buildings, City Fighting, Dug-in, Fences, Rivers and Streams.

American Special Rules

Air Superiority, Fire and Maneuver, Gyro-Stabilizers, Local Guide, Modern Communications, Tank War.

Japanese Special Rules

Banzai! Death Before Dishonor, Show Your Loyalty, Suicide AT Teams, Suicide Snipers, Tank War.

Objectives

The Japanese are attempting to hold the line at Binalonan. The Americans are trying to secure the town.

First Turn

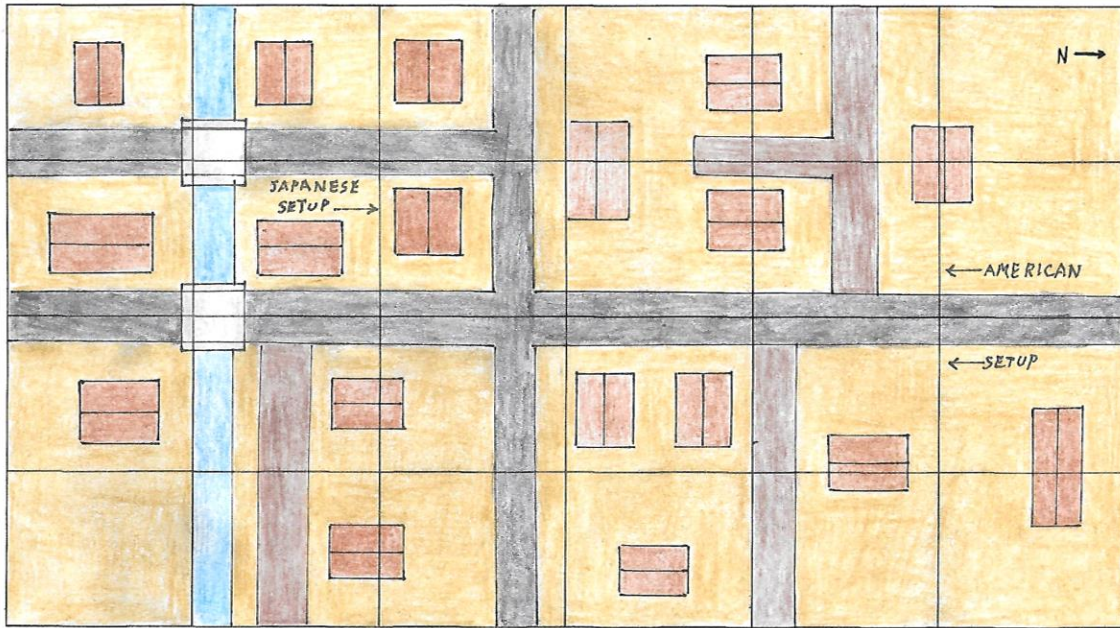
The American force is deployed in the American setup zone within 12" from their friendly board edge. Up to half their force may be in Reserve. The entire Japanese force is setup onboard before the first turn. They are hastily dug-in with foxholes, sandbags, barbed wire, etc, within 18" from their friendly edge. The Japanese may use forward deployment up to 36" from their friendly edge. Up to half their units may be in Reserve. Outflanking is allowed.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for the Battle for Binalonan

Scenario 4, the Battle of Clark Field, January 27-31, 1945

Griswold's 37th Infantry Division prepared to attack Clark Field. The 129th Infantry assembled within striking distance near Mabalacat. Their orders were to attack west along with the 145th Infantry over 3 runways into Fort Stotsenburg, in the foothills, which was defended by the Eguchi Detachment. They started west on the 28th over ground laced with mines and under an artillery barrage. Then the Japanese made several counterattacks and by 1330 hours their artillery and counterattacks had stalled the advance. The Americans resumed the advance at 1415. They lost two tanks, but the Japanese could not stop them. By 1800 hours Clark Field had been captured. But when they approached Fort Stotsenburg they were hit by fire from 20mm anti-aircraft units placed in caves. Throughout the night fire continued to rain on the Americans, including a crescendo at 0315 hours. Minutes later, Eguchi forces attacked but the American line held.

The next morning the 129th Regiment prepared to advance again but were hit with another counterattack that included tanks and infantry. The offensive failed, costing the Japanese four tanks. By 0900 hours the 129th Regiment was engaging Japanese strongpoints in the fort. Again, through minefields, artillery, and AA fire, they continued to Advance. Some tanks were stopped but the rest continued to move forward. By days end, Fort Stotsenburg had fallen to the Americans; the Japanese forces retreated up the Zambales mountains.

Forces

This is a Meeting Engagement scenario designed for equal points.

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Armored Platoon** selector (p5). The force may have an unlimited number of Bamboo Spear Fighter and Militia Squads.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** or the **US Army Armored Reinforced Platoon** selector (p2) and possible supplemental squads from the **Filipino Guerrilla Platoon** selector (p4).

Both sides may select air or artillery support.

Setup

The 6'x8' game board is oriented across the 8' sides. One 6' edge is the American friendly edge and the other is the Japanese. The board represents a flat, open airdrome, with runways and administrative and maintenance buildings. The Japanese may be Dug-in if they pay for the emplacements. Outflanking is allowed. It is daytime.

Special Rules

Terrain Special Rules

Dug-in, Buildings, Minefields.

American Special Rules

Air Superiority, Fire and Maneuver, Gyro-Stabilizers, Modern Communications, Tank War.

Japanese Special Rules

Aerial Decoys, Ambush Tactics, Banzai! Death Before Dishonor, Every Available Man, Extra Defenses, Show Your Loyalty, Suicide AT Teams, Tank War.

Objectives

The Japanese are attempting to defend the airdrome. The Americans must defeat the Japanese in order to gain an airfield that will support their advance towards Manila.

First Turn

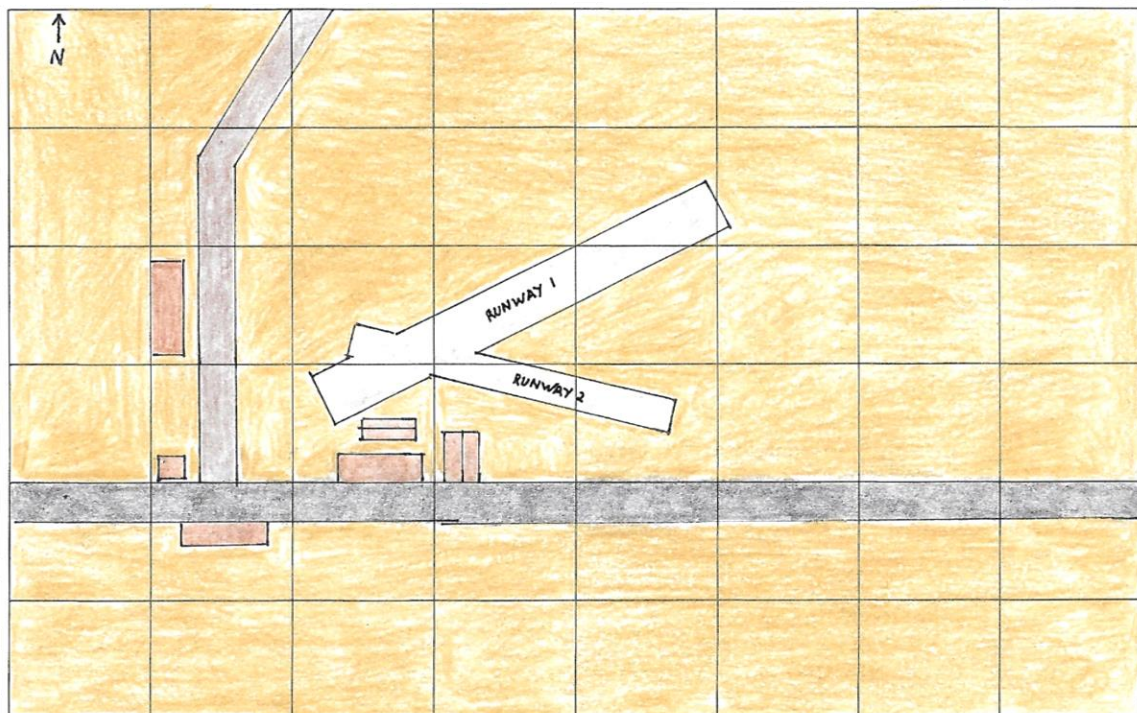
The entire American force is deployed in the American setup zone within 12" from their friendly board edge. The entire Japanese force sets up within 24" of their board edge. The Japanese may use Forward Deployment up to 48". Outflanking is allowed.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for Battle for Clark Field

Scenario 5, Raid on Cabanatuan Prison Camp, January

30,1945 (Filipino: *Pagsalakay sa Cabanatuan*)

One of MacArthur's justifications of invading Luzon was to free the thousands of military and civilian prisoners held there. US Army Major Robert Lapham had refused to surrender in 1942. Instead, he organized a guerrilla unit in central Luzon, the Luzon Guerrilla Armed Forces. They had found a prison camp at Pangatuam, a small-town east of Cabanatuan. It was located about 25 miles behind Japanese lines. His guerillas estimated there were about 300-500 POWs there. After receiving this report General Kreuger ordered the sixth Ranger Battalion to rescue them. Lapham assigned 286 Guerillas to assist the operation.

An Alamo Scout detachment of 13 men left on January 27th to reconnoiter the area. The following day, Lieutenant-Colonel Henry Mucci, commander of the 6th Rangers led Company C and second platoon of Company F out of Guimba at 1400 hours. They met the Alamo Scouts at Balincain on the 29th intending to make the raid that night, but the Scouts reported that there was a large Japanese contingent nearby at Pangatuan. Mucci decided to wait a day. Two Alamo Scouts and guerrillas scouted the camp the next day and counted the garrison there, 73 men with 150 transients, and 800 men with tanks at Cabu, two miles northeast of Panganatuan. Other Guerrillas reported that 7000 Japanese were moving north at Cabanatuan. Because of American air supremacy the Japanese usually moved at night. Mucci decided to hit the camp in the early evening to avoid the large convoys.

Kreuger directed the Air Force to provide cover for the raiders. Two groups of guerrillas with Ranger bazooka teams would block the road from Cabu. Mucci's force assembled at Plateros, two miles north of the camp at 1700 hours. The raid began at 1945 hours. All the allies tied white cloths around their left arms to help identify friend from foe. As the force crept towards the camp a lone P-61 Black Widow distracted the Japanese by backfiring his engines and pretending to be in the process of crashing. But he cleared a hill by 30 feet and flew on. This allowed the raiders to creep into attack range. Simultaneous with the attack, guerrillas under Captain Pajota fired on the Japanese across the Cabu River.

At the beginning of the gunfire many prisoners thought the Japanese were executing prisoners. They immediately hid wherever they could. And when the Rangers yelled at them to come out and be rescued, they thought it was a Japanese trick. The Ranger uniforms were nothing like the uniforms worn by Americans two years earlier, so they were not recognized. Many prisoners challenged them, asking who they were, and many prisoners had to be forcibly removed. Within 30 minutes all the Japanese guards were dead, except for a lone Japanese who fired three mortar rounds at the main gate, wounding several rangers, POWs, and Alamo Scouts until he was killed. The Battalion surgeon, Captain James Fisher was mortally wounded in the stomach and had to be carried to the village of Balincari.

While the ranger/prisoner column was crossing the Pampanga River, the Japanese at Cabu had heard the gunfire and sent out a column of 800 men. Captain Pajota and his Guerrillas were ready. They set off a charge on the bridge that crossed the river. The resulting damage stopped vehicles but not infantry who were funneled into a death trap. One Filipino who, an hour earlier had been taught by Rangers to fire

a bazooka, destroyed or disabled four tanks. A group of Japanese tried to ford the river to flank them, but they were spotted by the Guerrillas and eliminated. When the Japanese finally stopped rushing the bridge at 2200 hours, Pajota and his men could withdraw. They had killed 300 with a loss of nine wounded.

The Rangers evacuated the prisoners while guerrillas protected their flanks. During the exit one Ranger Corporal was killed by friendly fire. They made their way to the Pampanga River where a caravan of 26 carabao-drawn carts awaited them. They were brought by local villagers organized by Captain Pajota. The POWs numbered 512, about 100 had to be carried in the carts. Captain Pajota and his men continued to recruit carts to carry the POWs, many of whom did not have shoes, and could hardly walk. P-61 Black Widows patrolled the return path, destroying five Japanese trucks and a tank on the road ahead. By the time the column reached the American lines it had 106 carts. At Talavera the internees could be loaded into trucks and ambulances. They were showered, deloused, and given new clothes. At the hospital one Ranger was reunited with his father who had been presumed dead. However, one POW had slept through the raid and been left behind. Guerrillas had to be sent back the next day to find him.

The raid was a major success. Two Rangers had been killed; twenty Guerrillas, two Rangers and two Alamo Scouts were wounded. Two prisoners died on the way to freedom. The recovered prisoners numbered 489 POWs plus 33 civilians.

Forces

This is four-player Meeting Engagement scenario designed for equal points.

The Japanese players have a guard platoon and a relief platoon. Both platoons must be taken from the **IJA Pacific Island Reinforced Infantry Platoon** selector (p5). The guard platoon may not have vehicles or artillery. The relief platoon may have up to three tanks, forming an armored platoon plus attached infantry which must be mounted in transport vehicles.

The United States players also have two platoons. The Ranger platoon must be taken from the **US Army Infantry Reinforced Platoon** selector (p2). The rifle squads should be Ranger Squads (*AotUS* p25), and all other units must be veteran. The Filipino platoon is taken from the **Filipino Guerrilla Reinforced Platoon** selector (p4); it must include a bazooka team. They may be assisted by teams from the **Alamo Scout Platoon** selector (p3), including a demolition team and an FO liaison team. Neither platoon may have vehicles.

The American side may have air support; the Japanese have neither air nor artillery support.

Setup

On an 8'x6' game board the American 8' friendly edge is north; the east, south, and west sides are the Japanese friendly edges. The guard barracks are located to the south, and the officers are housed at the HQ. A river (impassable) crosses the 6' width; it is placed 18" from the east side of the board. An E/W road and bridge runs parallel to and 12" from the north edge by the prisoner compound and past the main gate. A 6" wide Deep Ford is located 18" from the south side of the board. The east side of the board is covered in woods up to 42" from the east edge. On the west side a

perpendicular N/S road runs outside the west edge of the camp. The 18" x 24" prison compound is located about 12" from the north and west board edges. The camp has a barbed wire enclosure, a gate, one watchtower on the east side, and guard pillboxes on the NE and SE corners and at the main gate. Place three houses (prison barracks) inside the compound. Divide 15 noncombatant prisoners between the buildings and place them inside. The game begins using the Raiding Rules and, because a P61 Black Widow distracted the prison guards, they will only see the Rangers on a single die roll of 4+ during the first turn of the game. This is a Longest Day scenario.

Special Rules

Terrain Special Rules

Barbed Wire (tight), Bridges, Bunkers and Pillboxes, Limited Visibility (Longest Day), Rivers and Streams (Deep Fords), Southeast Asian Buildings, Roads.

American Special Rules

Fire and Maneuver, Highly Trained (Rangers and Alamo Scouts), Raiding Rules.

Filipino Special Rules

Behind Enemy Lines, Jungle and Urban Fighters, Demolition Charges (the Filipinos have already rigged the bridge to blow), Militia Squads.

Japanese Special Rules

Banzai! Death Before Dishonor, Show Your Loyalty.

P.O.W. Special Rules

Frightened and Suspicious

Objectives

The Japanese are attempting to thwart the rescue. The Americans must defeat the Japanese and escape north with their prisoners.

First Turn

The entire American Ranger force enters from their friendly north board edge before the first turn begins. The Filipinos and Alamo Scouts are setup Hidden and in Ambush in the woods between the camp and the river. They may be on either side of the road.

The Japanese player sets up machinegun teams in each of the NE/SE pillboxes, a sniper team in the tower, and two guards at the main gate sentry box. The remainder of the guard platoon is setup in their quarters. They may react on the game turn after the alarm is given. The relief platoon enters the board on the second game turn after the alarm is given; they must enter from the east side, on the road. There is no need to roll as reserves to enter the board.

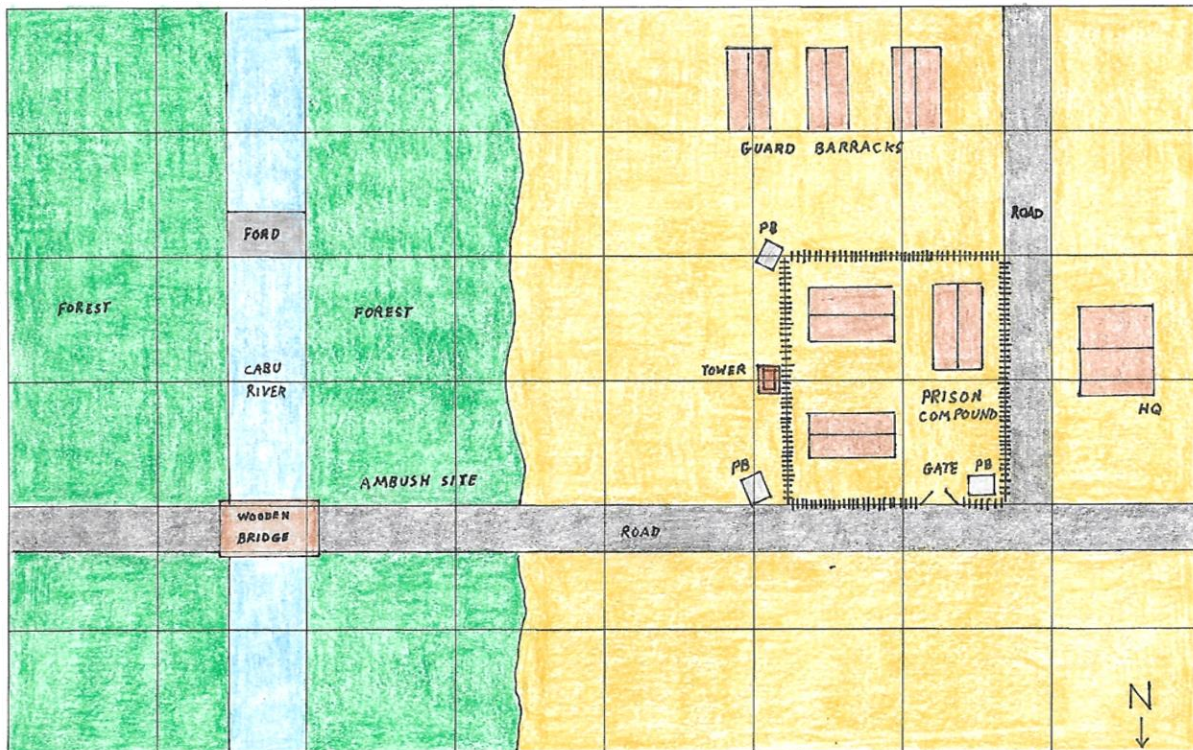
Outflanking may not be used by either side.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. The Allied player also gets 1 point for each prisoner brought offboard, while the Japanese player receives 1 point for each prisoner that remains onboard. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for Cabanatuan Prison Raid



Former Cabanatuan POWs celebrate their freedom.



Alamo Scouts after the Cabanatuan raid in which two scouts were wounded. Throughout the war they performed 106 operations behind enemy lines without losing a single man. They are considered to be the forerunners of the Green Berets.

Scenario 6, The Battle of Quezon Bridge, February 3-4, 1945

Kreuger received reports of 4,000 prisoners held at the University of Santo Tomas and Malacañang Palace in downtown Manila. MacArthur was concerned that if they were not liberated soon the Japanese would try to kill them. Kreuger directed the 1st Cavalry Division's flying columns to get to them as soon as possible. Assisted by tanks of the 44th Tank Battalion they began their drive on the 3rd of February. The 2nd squadron of the 5th Cavalry took Route 65, the eastern route from Baliuag, breaking through small pockets of resistance. Filipino Guerillas captured key positions along the road which allowed the Americans to keep moving. The other column, made up of the 2nd Squadron, 8th Cavalry, encountered difficulty fording the Santa Maria River, but by noon, they were across. After that the column had few problems until they reached a bridge over the Tuliahan River at the town of Novaliches. Here, they discovered the bridge was rigged with explosives with fuses burning. A Navy ordnance officer defused the charges and they made it to Grace Park, a mile from the Manila City Limit, with advance patrols entering the city by 1900 hours.

On February 4th the flying columns freed 3700 prisoners at the University of Santo Tomas. At Malacañang Palace no prisoners were found, however, the next day the 148th Infantry of the 37th Infantry Division found 800 POWs and 730 civilians imprisoned at Bilibid Prison. They were moved to safety. When the 37th continued its advance, the Japanese stalled them by blowing up nearby buildings. The rubble, fires, and Japanese snipers stalled the advance. One of the major obstacles in Manila was the Pasig River. The 1st Cavalry tried to get across it. A US cavalry squadron attacked Japanese emplacements at the Quezon Bridge. The defenses included minefields, machinegun nests, a 47mm AT gun emplacement, and 20mm dual-purpose weapon sites. They also placed steel rails and truck body obstacles as barriers to tanks. The squadron couldn't capture the bridge which was then destroyed by the Japanese.

Forces

This is a two-player Attacker-Defender scenario, the Japanese player must purchase defenses from his point allotment, mines, barbed wire, and sandbag emplacements.

The Japanese forces must be taken from the **IJN Pacific Island Reinforced Infantry Platoon** selector (p5).

The United States forces must be taken from the **US Cavalry Reconnaissance Platoon (mechanized)** selector (p2). US infantry, if any, must be mounted in vehicles. They may be assisted by a squad of Filipinos taken from the **Filipino Guerrilla Platoon** selector (p4).

The Americans have air support and the Japanese have artillery.

Setup

The 6'x4' game board is oriented along the 6' sides. One 4' edge is the American friendly edge (north) the opposite side is the Japanese friendly edge (south). A paved road runs along the center of the 4' width, across the board and over a bridge. An 8" river (impassable) runs perpendicular to the road, down the center of the 6' length. The bridge is steel with a framed superstructure. The road is mined up to 6" on the north side of the bridge. The entire board is too strewn with rubble to allow vehicle

movement x2. Both sides of the river are covered with intact and ruined buildings. Place sporadic copses of trees and scrub if desired. This is a daytime scenario.

Special Rules

Terrain Special Rules

Bridges, Buildings, City Fighting, Dug-in, Forests/Jungle, Minefields, Roads.

American Special Rules

Air Superiority, Fire and Maneuver, Gyro-Stabilizers.

Japanese Special Rules

Aerial Decoys, Ambush Tactics, Banzai! Death Before Dishonor, Every Available Man, Extra Defenses, Show Your Loyalty, Suicide AT Teams, Tank War.

Objectives

The Japanese are attempting to retain their hold on Manila. The Americans must break-through, in order to bring more troops into the city.

First Turn

The entire US force begins the game from offboard; it enters the board from the north on the road on the first turn. Although the City Fighting rules are used, note that there are city sewers do not cross the river. A Filipino rifle squad, if employed, may enter the board at any location except south, beginning on game turn 4.

The entire Japanese force is setup on the board. The Japanese are Dug-in on their side of the river, within 30" from their friendly edge, but since they are defending, they may place units anywhere on the board. They may begin the game in Ambush (those in buildings may be Hidden, place a card with the unit's description inside).

Outflanking may not be used by any units except a Filipino squad.

Reinforcements

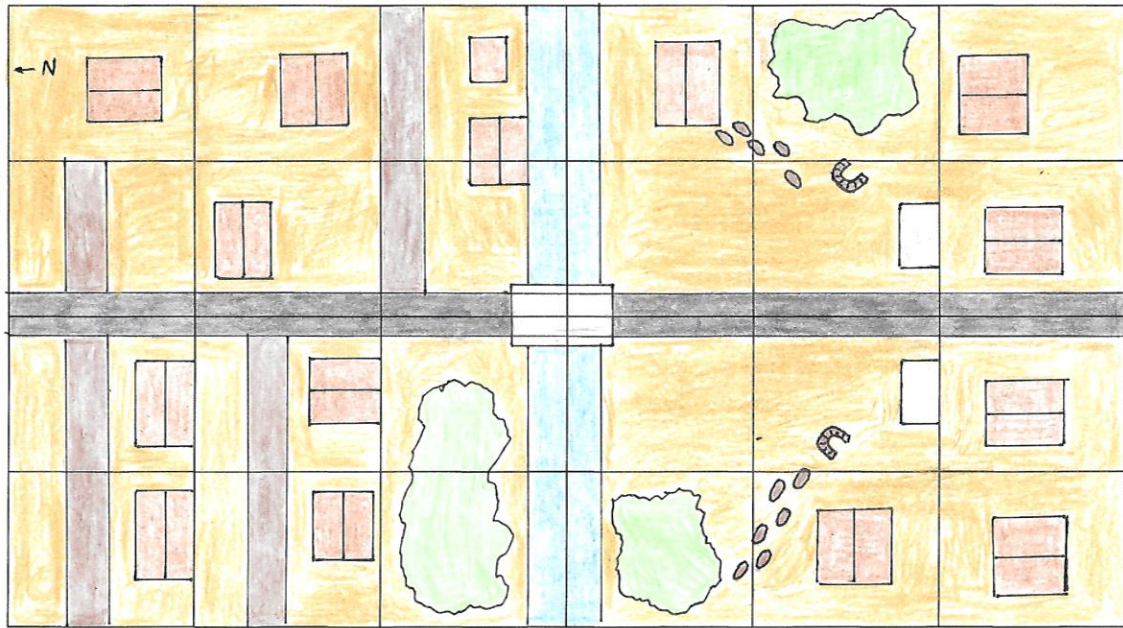
There are no reinforcements for either side.

Game Duration

This game will last 6 game turns.

Victory

The Americans have 6 game turns in which to capture the bridge, which has been rigged for demolition. The bridge is captured if at least one American unit is within 3" of it with no Japanese units within 3". Otherwise on the 7th turn the Japanese will blow the bridge.



Map for Battle of Quezon Bridge

Scenario 7, Battle of Zigzag Pass, Bataan, February 7-8, 1945

Bataan was next. The peninsula lay east of Clark Field, over the Zambales Mountains, forming the west side of Manila Bay. It was defended by the Japanese Kembu Group's Nagayoshi Department, including two battalions from the 39th Infantry Regiment, some engineers, and IJAAF personnel. A single battalion of Infantry, some engineers, and a provisional company was posted east of Olangapo. The rest of the Department defended the west coast of Bataan near Bagac. The US XI Corps landed unopposed at Olangapo on February 5th at the northern shore of Subic Bay and moved into Olangapo on the northwest coast. Soon, fifty-five hundred 5500 AAF personnel started repairing the San Marcelino airdrome for their use.

Major-General Charles Hall, XI Corps commander advanced with the object of encircling the IJA Kembu Group. He advanced east along route 7 toward Dinalupihan in northeastern Bataan, but he ran into 2750 Japanese stubbornly holding Zigzag Pass. The men of Major-General Henry Jones' 38th Infantry Division were stopped cold by a combination of heavy casualties, poor tactics, and stiff Japanese resistance. Hall detached the 149th Infantry Regiment to go around the northern flank of the mountains to Dinalupihan, guided by Filipinos and Negritos. The US 151st and 152nd Infantry Regiments attacked from the western end of the pass while the 149th attacked from the eastern end. After resting for a day on the 6th, the 1/149 battalion was directed to move into the pass, followed by the 2/149. The next day, the 2nd Battalion moved through the 1st to continue the attack. They encountered IJA infantry supported by tanks. The thick underbrush prematurely detonated bazooka rounds, but the Americans did manage to knock out the machineguns on two tanks. Artillery fire was called in and the tanks withdrew. That night, the 7-8th of February, the two tanks returned and fired several rounds of canister. Twenty-three men were killed and several wounded. The next day, the 8th, the battalion went forward again but was stopped by the tanks. Artillery fire was called, knocking out one, and the other was killed by a lucky shot from an 81mm mortar.

Hall's men finally defeated all resistance at Zigzag Pass on the 14th. XI Corps had killed 2400 Japanese at a loss of 250 of their own men killed. The Japanese survivors fled south to the eastern side of Mount Natib, the central mountain of northern Bataan. The Japanese High Command then lost all track of Kembu Group.

Forces

This is an Attacker-Defender scenario; the Japanese player must purchase defensive emplacements from his point allotment.

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Infantry Platoon** selector (p5). The force may have up to two armored vehicles.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** selector (p2). Inexperienced US rifle squads are also Green.

The Americans may select air support x2 or artillery support x1.

Setup

The 6'x4' game board is oriented across the 6' sides. One 4' edge is the American friendly edge and the other is Japanese. The board represents a canyon from 18-24" wide, running down the long center of the board, with a road at the bottom. It should be full of "dizzy curves, hairpin turns, and blind angle approaches" as much as

possible (no vehicle movement x2). The mountains on either side are impassable. Between the road and the canyon walls there should be very heavy undergrowth. Beginning up to 36" from their friendly edge the Japanese have defensive emplacements installed. The American start zone is within 12" of their friendly edge. It is daytime.

Special Rules

Terrain Special Rules

Dense Terrain, Dug-in, Roads, Forest/Jungle (thick underbrush)

American Special Rules

Fire and Maneuver, Gyro-Stabilizers, Green (BA II p90).

Japanese Special Rules

Aerial Decoys, Banzai! Death Before Dishonor, Every Available Man, Extra Defenses, Show Your Loyalty, Suicide AT Teams, Suicide Sniper Teams, Tank War.

Objectives

The Japanese are attempting to defend the area in order to protect a potential escape route into the Bataan Peninsula. The Americans must defeat the Japanese in order to cut off any possible retreat by the Kembu Group.

First Turn

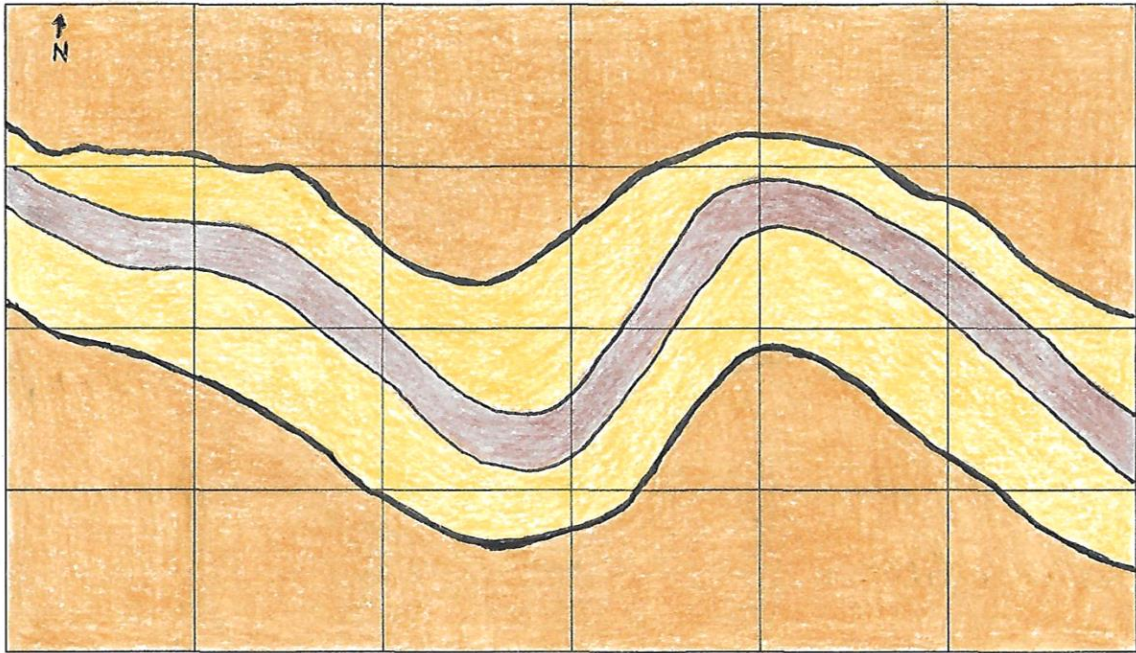
The entire American force is deployed in the American setup zone within 12" from their western friendly board edge. The entire Japanese force sets up in the canyon within 36" of their eastern board edge. They may be Hidden and in Ambush. Outflanking is not allowed.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for Battle of Zigzag Pass.

Scenario 8, the Battle of Topside, February 16, 1945

MacArthur's plan was to clear out the defenses of Manila Bay in order to use the harbor for unloading supplies and reinforcements. Intelligence sources indicated there were only 650 Japanese on Corregidor. In fact, there were over 5,000 with 3,000 of them protecting the island's perimeter and 2,000 in the Malinta Tunnel area. The US Air Force had been bombing the island daily since January 23. On February 13th the Navy began a three-day bombardment. On the 16th, B-24s, B-25s, and A-20s of the 13th Air Force bombed and strafed Topside.

At 500 feet, C-47s dropped the 3/503 PIR at 'B' Field on Topside at 0833 hours in 16-18 knot winds. They faced almost immediate determined opposition. Some paratroopers were blown into enemy held territory near the coast and others landed in the rocks or in the water. Most were rescued by small craft operating along the coast. A Japanese counterattack drove a salient into the paratroopers, who then waged a tenacious battle with the well dug-in and determined enemy. During the initial landing on 16 February, Private Lloyd G. McCarter, a scout attached to the 503rd, crossed 30 yards of open ground under intense fire and, at point-blank range, silenced a machine gun with hand grenades. In the next few days, he inflicted heavy casualties on the Japanese, but was seriously wounded; McCarter was awarded the Medal of Honor.

The parachute landing was followed by an amphibious landing by the 3/34 Infantry battalion at 1028 hours on the South Dock near Malinta Hill. There they were met by machinegun and mortar fire. The first few vehicles to land were damaged by landmines which also destroyed an M4, M7, and a 37mm AT Gun. The infantry captured Malinta Hill. At 1250 hours the 2/507 PIR also parachuted onto Topside to reinforce the 3rd battalion. Twelve men were killed, mostly by parachute malfunctions, and 267 were wounded and injured. Because of this the third drop was cancelled; the 1/507 would be landed amphibiously. The 2/507 relieved the 3/507 which then moved to support the infantry at the Malinta Hill area, on Bottomside. The Japanese commander, Naval Captain Itagaki Akira was killed the first day and a Lieutenant called Endo had taken over command.

Forces

This is a two-player Attacker-Defender scenario, the American player receives up to 30% more points.

The Japanese forces must be taken from the **IJN Pacific Island Reinforced Infantry Platoon** selector (p5). They may include an armored vehicle.

The United States forces must be taken from the **US Paratrooper Reinforced Platoon** selector (p3). The rifle squads must be taken from the Paratrooper Squad entry (AotUS p24).

Setup

The 6'x4' game board is an open field with European style buildings partially around it, most are damaged or in ruins. The south edge of the board is a cliff that falls to the sea. This is a Low Altitude Jump so there isn't any need to roll for scatter. Any paratrooper figures that land off that side are removed from play. The open space between is the American landing zone. The Japanese may be placed Hidden and in Ambush inside the buildings or ruins. Place cards face-down to indicate which unit is in

a specific building. The Japanese player may also have 100 points of emplacements if desired. This is a daytime scenario.

Special Rules

Terrain Special Rules

Dug-in, Buildings, Bunkers and Pillboxes, Emplacements.

American Special Rules

Air Superiority, Fire and Maneuver, Highly Trained, Parachute Jump Rules (Low Altitude Jump).

Japanese Special Rules

Aerial Decoys, Banzai! Death Before Dishonor, Every Available Man, Extra Defenses, Show Your Loyalty.

Objectives

The Japanese are attempting to eliminate the American force before American reinforcements arrive. The US 3rd Battalion 507 PIR must clear the area for the 2nd Battalion to land.

First Turn

The entire US force begins the game with a parachute landing but due to a small landing field those figures that land off the south side cannot return to the board. However, heavy winds, rough ground, and parachute malfunctions cause many injuries: roll a d6 for each unit that lands; on a result of '1' one trooper's chute fails to open or the trooper has a bad landing, remove one figure from play (player's choice).

Up to half the Japanese player's force may begin the game on board in sandbag emplacements or inside buildings or ruins. This may be the entire force if desired. The remaining units and any vehicles are in Reserve. They may enter the board as reserves from the north, east or west sides.

Reinforcements

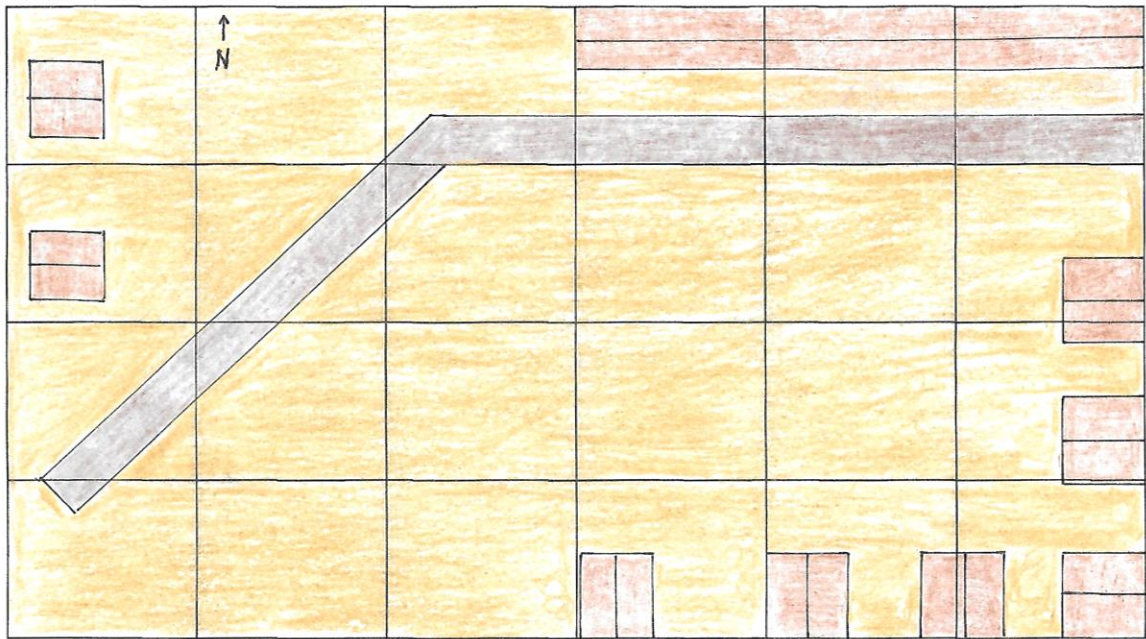
There are no reinforcements for either side.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine the victor. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for the Battle of Topside.

Scenario 9, the Battle of Banzai Point, February 18-19, 1945

At Wheeler Point, Topside, Corregidor, on the black and moonless night of February 18, the 2/503 took up defensive positions for the night near Battery Hearn and Cheney Trail. The Headquarters Company was situated behind them. They were attacked at 2230 by 500 Japanese SNLF who surged from the Battery Smith armory in a column of four abreast charging down Belt Line Road towards Battery Hearn. F Company stopped them cold in a protracted battle. The few that got through were stopped by HQ men. Meanwhile, a second Japanese column of 900 men was making its way up Cheney Ravine. Sometime after 0100 the second column under Navy Lieutenant Endo climbed the winding trail and reached the crest. By 0230 they were moving to within 50 yards of two squads of D Company's 2nd Platoon who neither saw nor heard them in the black moonless night, until the Japanese suddenly stumbled onto them.

The surprise was so complete the alarm could not be given as the head of the column quickly moved through their position and crashed into 4th Platoon at the crater in the middle of Cheney Trail. Still, except for a few rifle shots it was strangely quiet with the enemy column continuing to move along the trail. Then firing broke out as attackers and defenders mingled in the darkness. The men of D Company couldn't tell friend from foe as the Japanese hit 2nd, 4th, and 1st Platoons in that order. The Americans fell back to the bunker at Wheeler Point where the HQ Company was posted, with many men drifting back in small groups. The defenders fired at the vague shapes of the enemy who were milling about in confusion. Then the Americans poured heavy fire into the Japanese column which did not attempt to maneuver around them, but rather, charged straight instead. With the cliff to their backs the Japanese could not retreat. They had no choice except to continue to mount attack after attack.

During the battle there was no artillery support, except by flares fired throughout the night from naval ships. The HQ Company's Light Machinegun Platoon could not support them from their position at Battery Point. Two rifle squads, one from 1st Platoon and the other from 2nd Platoon, 19 men from 4th Platoon, and 8 from the Company HQ took the brunt of the attack for about three hours. When it was over, 250 Japanese corpses lay along 200 yards of Cheney Trail. F Company lost 14 dead and 15 wounded. If the Japanese had used Black Trail there would have been no one to oppose them.

Forces

This is an Attacker-Defender scenario, the American player must purchase defenses from his point allotment, foxholes and sandbag emplacements. Count the crater edge as two trench sections.

The Japanese forces must be taken from the **IJN Pacific Island Reinforced Infantry Platoon** selector (p5). The squads must be taken from the SNLF Squad entry on page 22. This platoon may not have vehicles or artillery.

The United States forces must be taken from the **US Airborne Reinforced Platoon** selector (p3). The rifle squads must be taken as Paratrooper Squads (AUS p24). The Allied platoon may not have vehicles.

Neither side has air or artillery support.

Setup

The 6'x4' game board is oriented across the 4' sides. One 6' edge is the American friendly edge (north); the opposite side is the Japanese friendly edge (south). The Americans are Dug-in with sandbags and foxholes and some at the edge of a large crater placed in the center up to 12" from their friendly edge. The Japanese must enter the board on a road or path leading up to the crater. This is a Night Fight scenario but on the game turn following contact it becomes a Flare! scenario.

Special Rules

Terrain Special Rules

Limited Visibility (Flare!), Dug-in Rules.

American Special Rules

Fire and Maneuver, Highly Trained.

Japanese Special Rules

Banzai! Death Before Dishonor.

Objectives

The Japanese are attempting to eliminate the American force or at least to drive them from their positions. The Americans must hold their ground in order to continue their fight to liberate Corregidor.

First Turn

The entire US force begins the game in emplacements in their setup zone.

The entire Japanese player's force enters from offboard on the first turn. Their units must enter by following a road or path, unit by unit; they may not leave the road until they see an American unit. Half the Japanese force must enter by the Belt Line Road on game turn one and the other half by the Cheney Trail on game turn three. There is no need to make a die roll to enter the board.

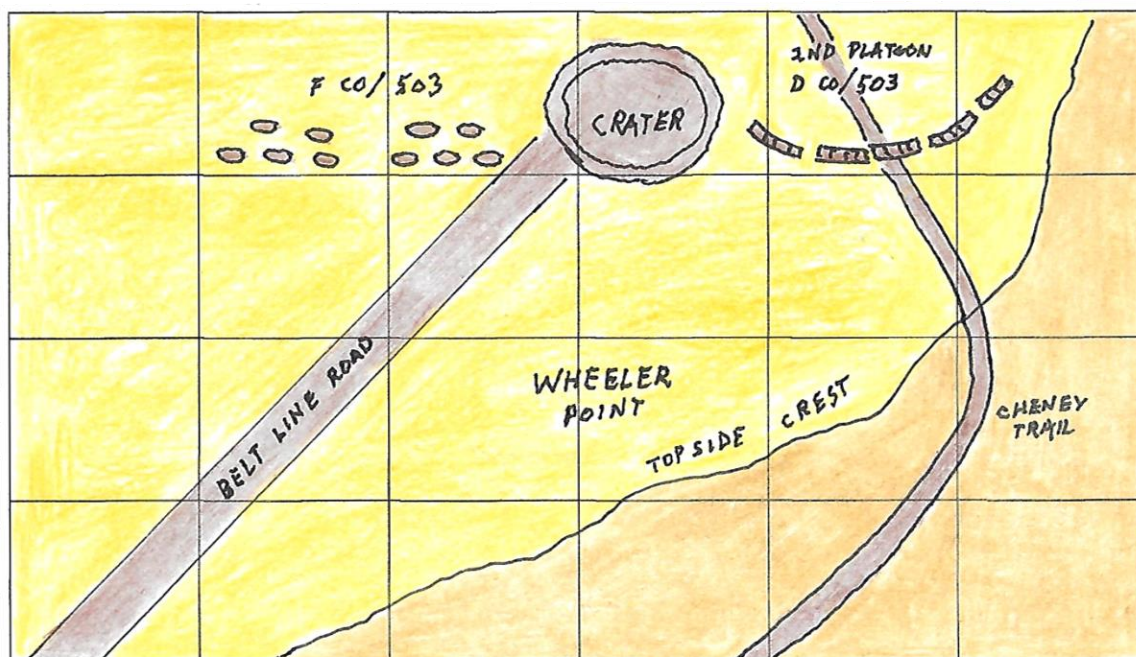
Outflanking may not be used by either side.

Game Duration

This game will last 6 game turns or until one player concedes (player's choice).

Victory

Use Attrition Points to determine the victory. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for the Battle of Banzai Point

Scenario 10, Assault on Intramuros, February 23, 1945

Intramuros was a massive defensive structure built in the 15-1600s. It had few entrances, and they were guarded by turreted guard towers. Massive firepower would be required to breach these walls. IJA and MNDF (Manila Naval Defense Force) had planted landmines, tank traps, and barbed wire and placed artillery and mortars for defense. There was also a tunnel system beneath the city which allowed deployment against any attacked wall section. American radio calls urging the Japanese to surrender, and release civilians went unanswered. By February 19th, the Americans had breached the wall in two places. One north of the Parian Gate and the other between the Parian and Victoria Gates. The 129th Infantry moved to attack across the Pasig River while the 145th positioned itself to assault the breaches in the wall.

The assault began with a preliminary bombardment of no less than 7,896 rounds to breach the walls and stun the defenders, 185 tons of munitions in an hour. After the firing ceased, at 0820 hours elements of the US 3/129 of the 37th Division launched their attack across the river in M2 Engineer Assault Boats. Their objective was to capture the Government Mint building and secure the northern end of the compound.

Simultaneously, the 145th came through the two breaks in the wall. To the north, the 12th and 5th cavalry moved to block the only possible escape route. Initially, resistance was light. The 3/129th captured the Government Mint area and moved northwest, towards Fort Santiago. Soon the 145th had two battalions inside the compound, facing scattered sniper and machinegun fire. Then resistance gradually picked up, especially near Fort Santiago. Japanese soldiers fired from the damaged buildings. The Americans fought back with flamethrowers, grenades, and gasoline drums ignited by thermite grenades. The biggest difficulty was when two thousand terrified civilians, women and children, suddenly stampeded from the Del Monico Church; the men had all been massacred. The Americans held their fire immediately. After the civilians had gone the US troops used M7 Priests and tanks to smash the enemy defenses. The next day small pockets of resistance were cleared up. The battle was over. After more building to building fighting, on March 3rd, Kreuger announced the fall of Manila; 16,665 Japanese soldiers had died with the loss of 1010 American soldiers. Over 100,000 civilians had died with many more wounded. The 'Pearl of the Orient' lay in ruins.

Forces

This is an Attacker-Defender scenario designed for four players. The American player may have 30% more points than the Japanese player. The Japanese may have any number of trenches and pillboxes or gun emplacements in the ruins, tank traps, and barbed wire (free).

The Japanese platoons must be taken from the **IJN Pacific Island Reinforced Infantry Platoon** selector (p5). The command team and two rifle squads must be SNLF or SNLF grenadiers; all other rifle squads must be taken as Inexperienced or Militia squads. These platoons may also include weapon teams, vehicles, and artillery (Regular).

The United States infantry platoons must be taken from the **US Army Infantry Reinforced Platoon** selector (p2). The 145th Infantry platoon may have artillery and vehicles, the 129th platoon may have air support. The Americans may be assisted by one Filipino Squad taken from the **Filipino Guerrilla Platoon** (p4).

The Americans have Air Superiority as well as artillery support. The Japanese have neither.

Setup

The 6'x4' game board is oriented along the 6' long sides. There is an 18" wide river (Deep Water) that runs the length of the 4' edge (north); assume that up to 6" from the south shore is shallow water, the remainder is deep. There is an ancient castle wall (facing north) running across the 4' width at least 18" from the southern board edge. It has towers and a main gate and two 6" wide breaches in the walls. Travelling through the gaps is rough ground due to debris. Units on top of the walls and towers have hard cover from the parapets. Between the wall and the river is Intramuros, a partly ruined city.

Special Rules

Terrain Special Rules

Barbed Wire, City Fighting, Dug-in, Fences, Roads (rubble-strewn streets).

American Special Rules

Air Superiority, Amphibious Landing Assault (M2 Assault Boats), Fire and Maneuver, Gyro-Stabilizers, Preliminary Bombardment.

Japanese Special Rules

Aerial Decoys, Ambush Tactics, Banzai! Death Before Dishonor, Every Available Man, Extra Defenses, Show Your Loyalty, Suicide AT Teams, Suicide Snipers.

Objectives

The Japanese are attempting to hold onto Intramuros at all cost or at least make the Americans pay dearly for it. The Americans must capture it in order to clear Manila.

First Turn

Before starting, each American player performs a Preliminary Bombardment on their counterpart Japanese unit.

Both American platoons enter from offboard in the first turn. The US 145th Infantry Platoon enters from their friendly southern board edge. The 129th Platoon enters from their north edge of the board in assault boats.

The entire Japanese force begins the game setup inside Intramuros. One platoon faces north and the other south.

Outflanking may not be used by either side except that a Filipino unit may use the sewer system (from the south) as described in the City Fighting Rules.

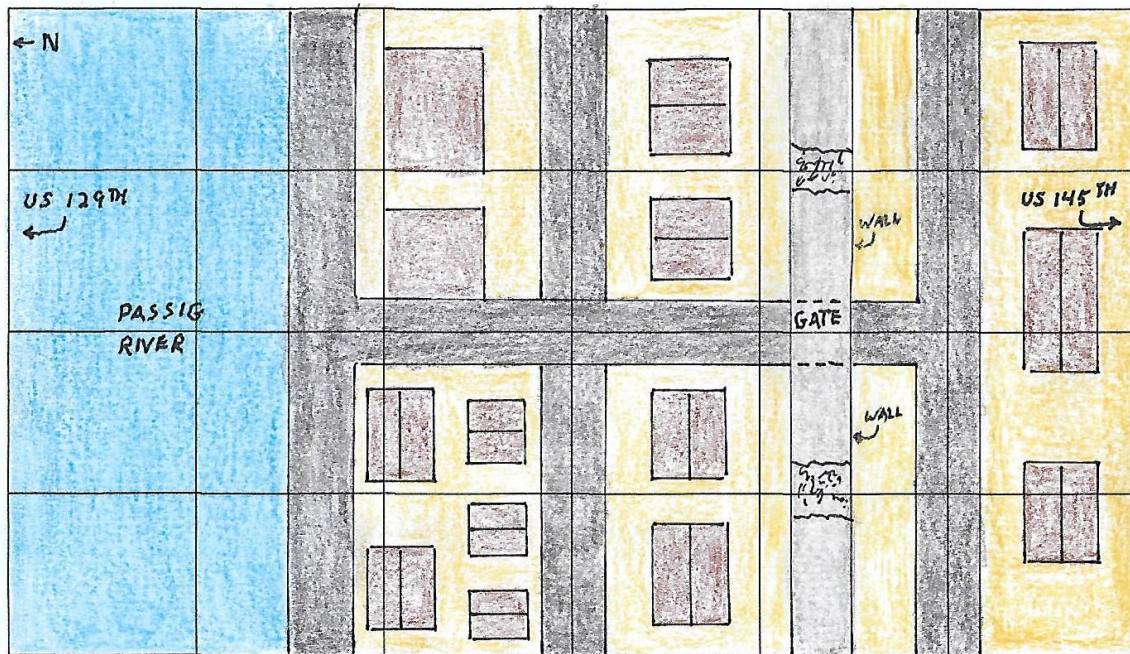
Game Duration

This game will last 6 game turns or until one side concedes (player's choice).

Victory

Use Attrition Points to determine victory. In addition, the American players receive 1 point for each unit that sets foot inside Intramuros before the beginning of the

5th turn while the Japanese players receive 1 point for each American unit that does not. The US 129th Platoon player counts units that reach dry land as inside Intramuros, and the 145th Platoon player counts units that whose movement reaches inside the walls of the old city. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for the Battle of Intramuros.

Scenario 11, Rescue at Los Baños, February 23, 1945 (Filipino: *Pagsalakay ng Los Baños*)

On Friday, February 23rd a raid took place on Los Baños Prison Camp which held 2147 civilian and military internees at the UP College of Agriculture and UP College of Forestry at Los Baños. It lay between Mount Makiling and the southern shore of Laguna de Bay. This was to be a combined unit raid, including: 1st Battalion of the 511th (PIR) Parachute Infantry Regiment, 11th Airborne Division under Major Henry Burgess, the 1st and 3rd Battalions of the 188th (GIR) Glider Infantry Regiment accompanied by Company C of the 637th Tank Destroyer Battalion with elements of the 472nd and 675th Field Artillery Battalions under Colonel Robert H. Soule, 54 of the 672nd Amphibian Tractor Battalion Amtracs commanded by Lt. Colonel Joseph Gibbs, nine C-47s of the 65th Trooper Carrier Squadron under Major Don Anderson, the 11th Airborne Division's Recon Platoon of Alamo Scouts under 1st Lieutenant George Skau, and hundreds of Filipino Guerrillas from at least five groups. A most complicated raid.

After nightfall on February 21st, Lt. Skau's 31 Alamo Scouts and 20 Guerrillas set out across Laguna de Bay in three Bancas boats. Four assault teams of 23 men under Sgts. Martin Squires, Terry Santos, Cliff Town, and Robert Angus would assault the camp from different angles while the guerrilla 45th Hunter Regiment under Lt. Col. Ingle surrounded the camp. In addition, other guerrilla units including Marking's Fil-American troops and the 48th Chinese Squadron were to set up road blocks in the towns of Calauan, Bay, and Pila to delay possible Japanese reinforcements. The Hunters-ROTC 47th Regiment under Lt. Col. Emmanuel de Ocampo would do the same in the Calamba-Pansol area. The President Quezon's Own Guard (PQOG) units would evacuate the civilians living in the town of Los Baños.

On the 22nd, the two Battalions of the 188th GIR moved south on Highway 1 in trucks, escorted by Company C of the 637th Tank Destroyer Battalion, followed by elements of the 472nd and 675th Field Artillery Battalions, almost 1500 men. Behind them came decoy trucks dragging trees to resemble the dust put up by an armored column. They reached their destination at 2000 hours, disembarked from their trucks and rested until 2200 when they set out on their 25-mile night march. Just before dawn they setup positions on the north bank of the San Juan River at a destroyed bridge. Their assignment was to act as a diversion and to stop any Japanese units moving north on the highway.

Before dawn, at 0515 hours on the 23rd, after taking on A & C companies of the 1/511 PIR the Amtracs left Mamatid on the west side of Laguna de Bay, about ten miles north of Los Baños. They began their 40-minute trudge across the water intending to hit San Antonio Beach near Mayondon Point at 0700. The C-47 transports took off from Nichols Field at 0620 loaded with Company B of the 1/511 PIR under 1st Lt. John Ringler along with 22 men and six LMGs of the Headquarters Company Light Machine Gun Platoon under 2nd Lt. Walter Hettinger. At 0700, just as they heard the C-47s passing by, Soule's artillery opened up on the Japanese positions across the river and to the east. His infantrymen of the 188th waded across to the other bank and sparking a reply of machineguns and mortars from the Japanese emplacements.

About the same time, the four assault teams of Alamo scouts and Filipino allies began to take out the guards. The C-47s arrived, coming in at 400 feet in three "V"s of three aircraft each, Lt. Ringler's paratroopers dropped from their aircraft. Only one

trooper was injured when he landed on the railroad tracks and twisted an ankle. B Company reached the camp 15–20 minutes after the attack was launched, entering through fence openings cut by the scouts or cut by themselves. The firefight was short and intense, and with the Japanese defeated, the internees were freed. The Amtracs came ashore in nine columns of six vehicles between green smoke grenades popped on both ends of San Antonio beach, by Sgt. Hahn and Marking's guerrillas, at 0658. Once the Amtracs were ashore, Major Henry Burgess, commander of 1/511 PIR, directed A company to dismount and secure the beachhead. The Amtracs moved towards the camp in single file. Upon reaching the camp they crashed through the camp gate.

Unfortunately, most of the internees thought that all the shooting meant they were going to be executed. They hid in their barracks until US paratroopers entered and announced "Get ready to move. We're leaving here." Many could not comprehend it and had to be prodded towards the waiting Amtracs. One group of British internees were calmly making tea and invited a soldier to join them, to which one trooper started to, but then came to his senses and shouted, "We're behind enemy lines...We're leaving!" Meanwhile, Colonel Soule of the diversion force ordered one company of infantry to move to block the road leading to Los Baños. After pushing through a Japanese infantry company, the 188th advanced and captured an enemy position at Lecheria Hills. Soule knew that the Japanese 8th Infantry Division could come up the road at any time. Flights of surveillance craft flew along the highway scanning the terrain for signs of enemy movement.

The Amtracs dropped their gates and the non-ambulatory prisoners were loaded first. Burgess ordered Company C 1/511 to move down the road to guard against any possible counterattack. As each of the following vehicles were loaded with about 30 internees each they moved off, back along the trail they had made through the woods. The passengers were horrified as the vehicles shifted into lower gears and drove straight into the water, but they soon got the idea. The crewmen handed out C rations, chocolate bars, and real American cigarettes. Fifteen-hundred internees were taken in the first wave. By 1100 hours the camp was on fire. It had started by accident during the firefight. Then paratroopers set fire to the rest to get reluctant internees to move outside.

The remaining 600 prisoners carrying a three-day old baby girl were forced to walk a mile to the evacuation beach. Guerrillas and paratroopers provided cover on the flanks while the Alamo Scouts formed the rear guard. During the walk shouts and screams came from the woods where the surviving Japanese had fled. The Guerrillas were busy at work. As the group waited on the beach for evacuation a lone Stinson L-5 aircraft, and aerial artillery spotter, flew close overhead. General Swing had come to see for himself how the operation was unfolding. By 1500 hours the second wave had returned, and the last prisoners were being loaded. They were a short distance away from the beach when Japanese soldiers swarmed all over it.

Two Recon Platoon members and four Filipino guerrillas had been wounded. Two 188th Glider Infantry Regiment soldiers were killed at the Lecheria Hills engagement and four C Company 1/511 paratroopers were wounded as they fell back. The Tank Destroyer company commander, Captain Kenneth Dawson, was killed by a bullet in the forehead while his TD fired at a gun emplacement at a crossroads.

Several days later the infuriated Japanese massacred 1500 residents of Los Baños village who had failed to evacuate the area.

Forces

This is an Attacker-Defender scenario so the guerrilla player should have 40% more points.

The Japanese forces must be taken from the **IJA Pacific Island Reinforced Infantry Platoon** selector (p5). The Japanese players have a guard platoon and a reinforcement platoon. The guard platoon may not have vehicles or artillery. The reinforcement platoon may have vehicles but not artillery unless it is towed.

The US Air Assault platoon and the Amtrac Relief platoon must be taken from the **Airborne Reinforced Platoon** selector (p3) as Paratrooper Squads (AUS p24). The Relief Platoon as Glider Squads (AUS p24) enters mounted in the three Amtrac vehicles (free) needed to haul freed prisoners. The Filipino forces must be taken from the **Filipino Reinforced Guerrilla Platoon** selector (p4). They are played by the Air Assault platoon player. The Alamo Scout platoon (may include an Air Forward Observer team) must be taken from the **Alamo Scout Team** Selector (p3). They are played by the relief force player.

Neither side has air or artillery support.

Setup

The 8'x6' game board is oriented across the 4' sides. The 6' north edge is the American friendly edge and the south and east sides are the Japanese friendly edges. The 18"x24" prison camp is located near the south edge as shown on the map. It has a barbed wire enclosure and a gate, at least one watchtower and the main gate by the road on the west side, and guard pillboxes on the corners. Place two pillboxes on the NE and NW corners of the camp (these are free). Also set three houses (prison barracks) inside the compound and divide 15 civilians among the buildings and place them inside. Boot creek is an obstacle and the larger creek is difficult ground (Advance, no shooting) except at the shallow ford which is rough ground. This is a Daytime scenario.

Special Rules

Terrain Special Rules

Barbed Wire (tight), Buildings, Roads (dirt and paved).

American Special Rules

Air Landing Assault, Fire and Maneuver, Highly Trained (Paratroopers and Alamo Scouts), Jungle Fighters (Alamo Scouts), Raiding Rules.

Filipino Special Rules

Behind Enemy Lines, Jungle Fighters.

Japanese Special Rules

Banzai! Death Before Dishonor, Show Your Loyalty.

Internee Special Rules
Frightened and Suspicious

Objectives

The Japanese are attempting to thwart the rescue. The Americans must defeat the Japanese and escape north with their prisoners.

First Turn

Using the Raiding Rules the Filipino/Alamo Scout platoon is placed Hidden in the bamboo thicket. They can initiate the attack while the paratroopers are dropping on the field to the east of the camp. The paratroopers enter on the second turn using the Parachute Jump Rules (this is a Low Altitude Drop). The support platoon enters from the north on the Mayondon Point road on game turn 3 (no need to roll to enter).

The Japanese guard platoon sets up a weapon team in each of the pillboxes, a sentry in the tower, and another two sentries at the main gate. The remainder are placed in the barracks. The reaction platoon enters as reserves on the east road beginning on game turn 4 (no need to roll dice to enter).

Outflanking may not be used by either side.

Game Duration

This game will last 6 game turns.

Victory

The Allied player gets 1 point for each prisoner brought safely offboard, while the Japanese player receives 1 point for each prisoner that remains onboard. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.

Scenario 12, Guerrilla Raid at Vidon, late February, 1945 (Raid in Filipino: *Pagsalakay*)

Filipino Guerrillas continued to operate throughout Luzon from 1942 to 1945. Their assistance in reconnaissance, intelligence gathering, sabotage, and combat operations was invaluable in the liberation of Luzon. This is a raid that took place on a Japanese outpost south of Vidon in late February.

Forces

This is an Attacker-Defender scenario so the guerrilla player should have 40% more points. Emplacements must be purchased from the defender's point allotment.

The Japanese forces must be taken from the **IJA Pacific Island Reinforced Infantry Platoon** selector (p5).

The Filipino forces must be taken from the **Filipino Reinforced Guerrilla Platoon** selector (p4). The Alamo Scout support must be taken from the **Alamo Scout Team** Selector (p3). They may include an Air Forward Observer team.

Neither side may select armored vehicle support.

Setup

The 4'x6' game board is not specifically oriented. The board represents a Japanese outpost in Luzon. Place a 12"x12" barbed wire enclosure containing a supply depot setup in the center of the board. Buildings and forests are placed randomly as suggested on the map. A road runs by the depot adjacent to one edge of the depot. The Japanese may have a guard house nearby, while other houses serve as barracks, and two sandbag emplacements on either side of the depot (hard cover). This is a daytime battle.

Special Rules

Terrain Special Rules

Barbed Wire (tight), Buildings, Forest and Jungle, Roads, Supply Dumps.

Filipino Special Rules

Behind Enemy Lines, Demolition, Jungle Fighters, Raiding Rules.

Japanese Special Rules

Banzai! Death Before Dishonor, Show Your Loyalty.

Objectives

The Japanese are attempting to protect the supply depot. The Filipinos intend to destroy it.

First Turn

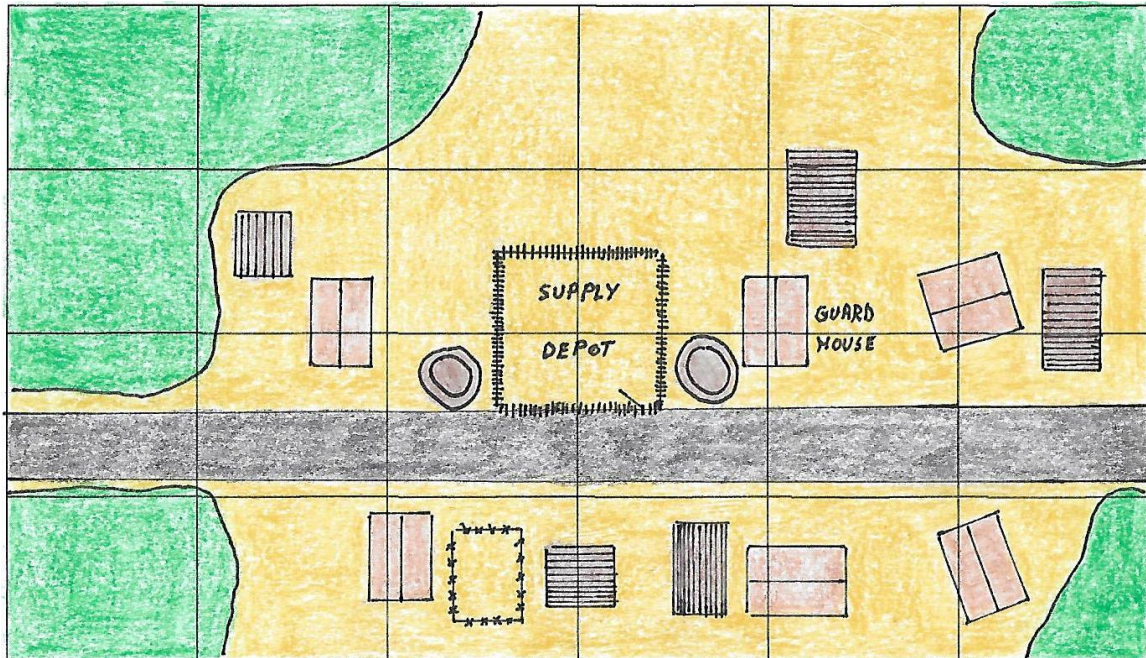
The game begins using the Raid Rules on page 10. The entire Japanese force is setup onboard before the first turn: sentries are setup on board with one guard rifle squad in the guard house. The remainder of the Japanese units are placed in houses.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. The supply dump is worth 5 points whether it is destroyed (Filipino) or saved (Japanese). If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for Guerrilla Raid at Vidon.

Scenario 13, Battle of Bessang Pass, June 10-14,1945 (Filipino:

Labanan sa Pasong Bessang

After years of guerrilla warfare, the armies of the Philippines formed the USAFP(NL) United States Armed Forces in the Philippines (Northern Luzon). The Division had five American officers commanded by Colonel Russell W. Volckmann and 20,000 Filipino soldiers. Its units included the 121st, 15th, 66th, the Provisional Battalion, and the 122nd Field Artillery. During the three long years of Japanese occupation, almost all of the forces of this command had served as guerillas. Most of them also had fought in Bataan and Corregidor in 1942. For them, this battle was a payback for all the dishonor they suffered during the surrender of the Philippines and for the atrocities the Japanese inflicted on them.

They faced the crack 73rd Tora (Tiger) Division, the 79th Brigade, and the 357th Battalion led by Lt. General Yoshiharu Ozaki. The IJA forces had fortified the hills and ridges to protect any approach to Cervantes in ILocos Sur on the west coast of northern Luzon. This area was a gateway to the city of Baguio in the Cordillera Mountains which was also the are of General Yamashita's stronghold. The Japanese forces fortified the hills and the ridges supported by artillery to stop any American offensive on their way to Baguio City.

After liberating San Fernando in La Union, the province just south of ILocos Sur the USAFP(NL) forces started an all-out assault on Bessang Pass on March 23rd. However, on May 17th the IJA 73rd Infantry counterattacked and pushed back the 121st Regiment. The units regrouped and resupplied and on June 1st Volckmann renewed his advanced with three regiments abreast and cleared the Lamagan and Lower Cadsu Ridges by June 5th. On the 10th, units of the 121st launched a final assault and four days later, on the 14th, Japanese opposition caved-in. Bessang Pass was cleared.

The Filipinos had made a substantial contribution to Sixth Army's campaign by pinning the Ozaki's 19th Division within the triangle of features formed by Bontoc, KP 90, and Bessang Pass accomplishing far more than the US I Corps had hoped. The battle paved the way for the entrapment of Yamashita's forces in the Corderilla Mountains. The USAFP(NL) sustained 3,375 casualties including over 900 killed. After the battle the Filipinos seized San Fernando and cleared Route 3 up the west coast of northern Luzon.

Forces

This is an Attacker-Defender scenario; the Japanese player must purchase emplacements from his point allowance (p9).

The Japanese forces must be taken from the **IJA Pacific Island Reinforced Infantry Platoon** selector (p5).

The Filipino forces must be taken from the **US Army Reinforced Infantry Platoon** selector (p2); all units are regular. They may not have artillery or vehicles. Remember this is a Filipino platoon with American uniforms and equipment.

Neither side may select air or artillery support.

Setup

The 6'x4' game board is oriented across the 4' sides. One 6' edge is the Filipino friendly edge and the other is Japanese. The board represents a very hilly area in northern Luzon. It is a mix of open and forested, hilly land. This is a daytime battle.

Special Rules

Terrain Special Rules

Bunkers and Pillboxes, Dug-in, Forests and Jungle, Hills and Ridges.

Filipino Special Rules

Behind Enemy Lines, Fire and Maneuver, Jungle Fighters, Local Guide, Militia Squads.

Japanese Special Rules

Aerial Decoys, Ambush Tactics, Banzai! Death Before Dishonor, Every Available man, Extra Defenses, Show Your Loyalty, Suicide Snipers, Tunnel Network.

Objectives

The Japanese are attempting to protect Yamashita's stronghold. The Filipinos are trying to destroy it.

First Turn

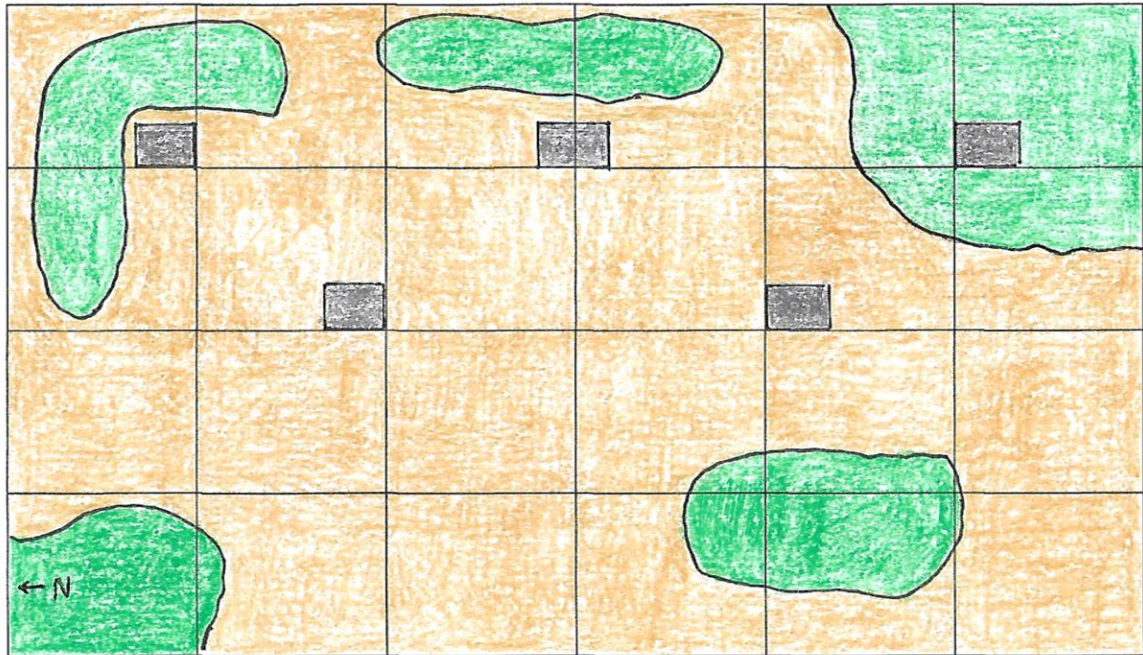
The entire Filipino force enters from offboard (west) on the first turn, but if desired, up to half their force may be in Reserve. The entire Japanese force may be setup onboard in their setup zone within 24" of their friendly edge (east). They may also split their force in half with one part in Reserve. Outflanking is allowed.

Game Duration

This game will last 6 game turns.

Victory

Use Attrition Points to determine victory. If one side scores at least 2 points more than the other, that side is the winner. Otherwise the game is a draw.



Map for the Battle of Bessang Pass.

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