

# Campaign Leyte 1944



Eight scenarios depicting the Battle of Leyte, Philippines.

## INDEX

US Army, Cavalry, and Armor Unit Selector Guides	page 2
Filipino Platoon and Alamo Teams	page 3
Japanese Pacific Island Defender Selector Guide	page 4
Special Rules	page 5
<u>Scenarios</u>	
1) A-Day, Battle of Hill 522	page 11
2) The Battle of Tacloban City	page 14
3) The Battle of Jaro	page 16
4) The Battle of Breakneck Ridge	page 19
5) The Battle of Shoestring Ridge	page 21
6) Battle of the Bloody Bamboo Thicket	page 23
7) Operation Te-Go	page 25
8) Last Stand at Palompon	page 28

## **US Army SWPA Infantry Reinforced Platoon**

- 1 Lieutenant, 1<sup>st</sup> or 2<sup>nd</sup>
- 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, 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

## **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, 1<sup>st</sup> or 2<sup>nd</sup>
- 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 rifle squads use the Paratrooper or Glider Squad entry, AUS p24.

### ***U.S. Paratrooper Reinforced Platoon***

1 Lieutenant, 1<sup>st</sup> or 2<sup>nd</sup>

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

0-2 Anti-Tank Teams (bazooka)

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

*Special Rules:* Standard options and rules (AotUS pages 20 & 24), Highly Trained, Parachute Drop.

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

1 Lieutenant (1<sup>st</sup> or 2<sup>nd</sup>)

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:* 1<sup>st</sup> LT 90 points, or 2<sup>nd</sup> LT 65 points, plus up to 2 men.

*FO Air Team:* 1 Forward Observer Officer 90 points, plus up to 2 men.

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

*Options: Alamo Teams may add up to 2 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 (count demolition charges as one figure 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:* Standard options and rules (AotUS pages 20 & 24), Behind Enemy Lines, Demolition, Highly Trained, Jungle Fighters, Tank Hunters if AT grenades are taken.

**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 (1<sup>st</sup> or 2<sup>nd</sup>)

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:* 1 NCO and 4 men at 35 points (Inexperienced) or 50 points (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 (BA // p91).

### **IJA Pacific Island Reinforced Infantry Platoon**

- 1 Lieutenant, either 1<sup>st</sup> or 2<sup>nd</sup>
- 2 IJA Infantry Squads

#### **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 Medium Tank, Type 95 Ha-Go Light Tank

#### **Transports and Tows**

- 0-2 General Purpose Trucks, Light Truck, Type 1 Ho-Ha, Halftrack, Type 95 Kurogane
- 0-1 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, Type 97 Kai Shinhoto Chi-Ha, Type 95 Ha-Go, Type 2 Ka-Mi Light Amphibious Tank, Type 2 Ho-Ni I, Type 89 Yi-Go Medium, Type 97 Shi-Ki command tank.

#### **Plus:**

**Mobile 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 (1<sup>st</sup> LT)
- 2 SNLF Squads, SNLF Grenadier Squads, IJA Island Warfare Rifle Squad (late war), Bamboo Spear Fighter Squads (late war), Militia Squads (late war)

#### **Plus:**

#### **HQ**

- 0-1 Lieutenant (Captain) or Lieutenant-commander (Major)

#### **Infantry**

- 0-4 Rifle Squads (from above)

### **IJA/IJN Paratrooper Reinforced Platoon**

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

## Special Rules

### Emplacement Special Rules

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	Barbed wire: 1 point per inch
Barricades: 25 points per 3-4" section	Foxholes: 20 points each
Sangars/Sandbags: 15 points per 3-4" section.	Trenches: 25 points per 6" section
Weapon Pits/Redoubts/Berms: 30 points/ea	Tank Traps: 25 points per 6" section
Belgian Gates: 10 points/1", destroyed on 8 HE	Dragon's Teeth: 10 points/ea
Czech Hedgehogs: 15 pnts/ea, destroy on 6 HE	Palm Log Pillboxes: 30 points each
Coral Pillboxes: 40 points each	Steel Pillboxes: 50 points each
Masonry Pillboxes: 60 points each	Concrete Bunkers: 75 points each
Minelfields: 50 points per 6"x6" section with one free dummy section for every two.	

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

**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.

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

**Coral Pillboxes** – shooting at defenders: cover -3, damage on +1; shooting at bunker: destroyed on penetration of 11+, or 11 HE hits.

**Log Pillboxes** – shooting at defenders: cover -3, damage +1; shooting at bunker: destroyed on penetration of 9+, or 9 HE hits.

**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.

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

**Built-up Works** (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 (impassible 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.

### **Terrain Special Rules**

**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 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 8 hits.

**City Fighting**– (EF p122, O p108)

*Rubble* – destroyed buildings create patches of rubble that count as hard cover when shooting across at targets on the other 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 roll a die. *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 again next turn); 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)

**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.

**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 the 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*: US Bazookas 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 even if previously hit.

**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.

### **Monsoon Season**

*Mud* – (CNG p119) is usually treated as rough ground for infantry but if players agree the following can be added for artillery and vehicles:

*Deep Mud Table*

0 = Buried deep, immobilized.

1-2 = Bogged down for this turn; add -1 to the next roll.

3-4 = Struggle, vehicles only move 6", artillery 2".

5-6 = Solid going, unit moves normally.

*DMs: Fully tracked +1, Half-tracked 0, Wheeled and Artillery -1.*

*Tropical Storm* – (CNG p119) use the Impaired Visibility Rules (BA II p220) with an additional -3" for spotting rolls. Each time a unit completes a move roll a die: '1' = Mudslide – if on a slope the unit slides d6" straight downhill; '2' = Falling Tree – the unit loses one figure; 3+ = no mishap.

**Roads** – paved roads provide vehicle x2 movement; dirt roads do not. But some dirt roads will allow x2 movement on a d6 die roll of 4+; others no vehicle x2 movement.

**Supply Dumps** – 12 cumulative 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.

## **General Special Rules**

**Parachute Jump Rules** – (DitS Alternate rule p126, Revised)

US Paratrooper Squad entry (AUS p24).

Japanese Platoons use The Yokosuka 1<sup>st</sup> SNLF Paratroopers at Menado, 1942 selector on p48 of the AIJ book, rifle squads use the Taishin Shudan entry (AIJ p24).

*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, 2<sup>nd</sup> 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 Fire* – Now, 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 2<sup>nd</sup> 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.

**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.

## **Army Special Rules**

### **U.S. Special Rules**

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

**Behind Enemy Lines** – 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** – (Alamo Scouts, *CNG p18*, rules on p10) Each Alamo Scout Team may carry up to two demolition charges.

**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, Alamo Scouts 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 set 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 p14) 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 (AoJ 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** – 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) 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** – (Rifle Squads only, rules on page 10) Each Filipino demolition team may carry one demolition charge.

**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.

## **Scenario 1 – A-Day, Battle of Hill 522, October 20, 1944**

General Douglas MacArthur, commander of US Forces in the Far East (USAFFE), had survived the Japanese onslaught that overran the Philippines in 1942. President Roosevelt ordered him to evacuate to Australia to take over command of the South West Pacific Area (SWPA). The SWPA included the Philippines, Borneo, the Dutch East Indies (excluding Sumatra), East Timor, Australia, the Territories of Papua and New Guinea, and the western part of the Solomon Islands. MacArthur left on March 11, 1942, but he vowed to return. Later, his insistence to invade the Philippines put him at odds with the US Navy's plan to bypass the islands and invade Formosa instead. It was argued that the Philippines were not needed to defeat Japan. MacArthur won out and on October 20, 1944, he set foot on the islands again.

At first, the Japanese were confident they could defend the island because they had been told that the naval battle off Formosa had been a great victory. A-Day began at 0600 with a pre-landing bombardment by three battleships followed by three more battleships at 0700. Then cruisers and destroyers bombarded the beaches from 0900 to 0945, when they switched to inland targets. Rocket and mortar armed ships added their weight, followed by aircraft bombing and strafing. The bombardment smashed IJA artillery and radio-telegraph communications. Thirty-seven Japanese aircraft tried to oppose the invasion. Only one torpedo hit a ship, the cruiser *USS Honolulu*. The Landing craft went forward on time for their 1000 H-Hour schedule, some under fire by artillery and mortar rounds. Japanese opposition was light at the northern beaches. The Japanese artillery and mortars allowed the first wave to land then opened up on the following waves. Four landing craft of the 19<sup>th</sup> Regiment were sunk, four LSTs were set on fire, two were driven away, and three were delayed. These contained most of the supporting artillery and tanks. Many casualties were incurred during the landing especially in the command structure. As a result, the platoons and squads fought independently. Only Red Beach in the south had serious opposition. At Guidapuinan and Hill 522 near Palo City the Japanese had installed pillboxes, trenches, and connecting tunnels. While the 2d Battalion, 19th Infantry, was proceeding cautiously forward the 1st Battalion was working toward Hill 522. This hill, which rose directly from the river's edge north of Palo, overlooked the landing beaches and its upward trails were steep and winding. Hill 522 presented the most significant terrain feature which would have to be overcome before the American forces could push into the interior from Palo and it constituted one of the chief objectives for A Day. Three months earlier General Makino had started to fortify it, impressing nearly all of the male population of Palo for the work. By A Day they had constructed five well-camouflaged pillboxes of rocks, planking, and logs, covered with earth. Numerous tunnels honeycombed the hill; the communications trenches were seven feet deep. During the preliminary bombardments the Navy had delivered some of its heaviest blows on the hill, and the bombardment was continued by Battery B of the 13th Field Artillery Battalion and Battery A of the 63d Field Artillery Battalion. The 1st Battalion of the 19th Infantry sent reconnaissance parties to locate a northern route to the hill. The plan had been to move inland from the extreme south of the beachhead, but that area was still in Japanese hands. At 1430, when scouts reported finding a covered route on the northern side of the hill, the 1st Battalion immediately moved out in a column of companies. The column had barely started when Company A, in the lead, was held up

by enemy fire from the five pillboxes. The remainder of the battalion moved north around Company A, and, skirting the woods, attacked Hill 522 from the northeast, with Company C on the right and Company B on the left. The men, although tired from the day's activity and strain, made steady progress up the slope. As the troops moved upward, American mortars started to shell the crest of the hill. It was thought that this was artillery fire and a request was made that it be lifted. It came, however, from the chemical mortars. After a short delay the firing ceased. At dusk Company B reached the first crest of the hill and was halted by fire from two enemy bunkers. The company thereupon dug in. At the same time scouts from Company C reached the central and highest crest of the hill and espied about two platoons of Japanese coming up the other side. They shouted for the remainder of the company to hurry. Company C got to the top of the hill barely ahead of the Japanese, and a sharp engagement took place in which about fifty Japanese were killed. Company C held the highest crest of the hill. By 0130 the beach heads were secure. That night, the Japanese made infiltration attacks on the Americans on the Hill and carried off their dead.

### **Forces**

This is an Attacker-Defender scenario; the Japanese player must purchase three Pillboxes and other emplacements from his point allotment.

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Platoon** selector (p4). They may have artillery or air support but may not have vehicles. Up to half the force may be held back in reserve. They may not outflank but can enter anywhere along their friendly long edge.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon or Armored 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 jungle hill rising in a steep slope from mid-board towards the Japanese side. Trees and foliage give soft cover. The Japanese are Dug-in with defensive emplacements including three pillboxes. For the Americans, any movement up the slope is Rough Ground (impassable to vehicles) while movement across or downslope is normal. Outflanking is not allowed. It is daytime.

### **Special Rules**

#### Terrain Special Rules

*Coral Pillboxes, Dug-in, Forests/Jungle, Hills and Ridges, Log Pillboxes.*

#### American Special Rules

*Fire and Maneuver, Gyro-Stabilizers.*

#### Japanese Special Rules

*Aerial Decoys, Ambush Tactics, Banzai!, Death Before Dishonor, Extra Defenses, Suicide Anti-tank Teams, Suicide Snipers, Tunnel Network.*

**Objectives**

The Japanese are attempting to block the American advance along the road to Palo which runs by Hill 522. 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. The entire Japanese force sets up within 12" of their board edge. They may use Forward Deployment but since they are attacking the Americans cannot. Outflanking is not allowed by either side.

**Game Duration**

This game will last 6 game turns.

**Victory**

The American player must neutralize the Japanese pillboxes on the hill to score victory points. If none or one pillbox is won, the Japanese player wins; if two are won the game is draw. If three are won, the American player wins. Pillboxes are neutralized if they are destroyed as described in the Special Rules or are cleared by capture in Close Combat, or if the defenders have exited and none remain inside at the end of the game.

## Scenario 2 – Battle of Tacloban City, October 22, 1944

The 7<sup>th</sup> Cavalry Regiment backed up by the 8<sup>th</sup> was ordered to liberate the city of Tacloban. At 0800 the 7th Cavalry moved with squadrons (battalions) abreast, the 1st Squadron on the right and the 2d Squadron on the left, astride the highway leading to Tacloban. Although the squadrons found the terrain extremely swampy and movement difficult, by 1400 the 1<sup>st</sup> Squadron was on the outskirts of the town and the 2<sup>nd</sup> was halted at the foot of a hill overlooking Tacloban. The Japanese had dug into the hills overlooking the capital. The division artillery then shelled the hill and the high ground to the north. At 1500 the fire was lifted, and the forward movement proceeded.

The men of 1st Squadron entered Tacloban to conduct a house-to-house search for concealed Japanese. They received a tumultuous welcome from the Filipinos who lined the sides of the narrow streets, waving American flags and urging gifts of eggs and fruit upon the troopers. They were also welcomed by the governor of the province. The 2<sup>nd</sup> Squadron, on the other hand, was held up by an estimated 200 Japanese who were entrenched in pillboxes and foxholes and behind the dense vegetation that covered the hilly area. As heavy fire from the enemy pinned down the troops, Col. Walter H. Finnegan, the regiment's commanding officer, sent the Antitank Platoon and elements of the Regimental Weapons Troop in support of the 2d Squadron, where that unit faced the southern end of the hill mass.

The Weapons Troop was ordered to lay aside its automatic weapons and assault the hill with rifles, but it was pinned down by intense fire from an enemy bunker to the immediate front. Pfc. Kenneth W. Grove, an ammunition carrier, volunteered to clear the Japanese from the position. He worked his way through the underbrush to the flank of the bunker, then charged in the open against its front and killed the gun crew. The advance then continued. The movements of the Weapons Troop and the Antitank Platoon were successful, and by 1800 the southern half of the hill and the town of Tacloban were in American hands. The regimental command post was established in the building that had housed the Leyte Intermediate School for Girls. They also captured a Japanese supply dump. IJA General Suzuki was forced to abandon his headquarters and communications equipment.

While 2<sup>nd</sup> Squadron moved out of the town to clear a hill southwest of the city, 1st Squadron spent the following day mopping up the town in search of the enemy. By the end of October 22<sup>nd</sup>, the capital of Leyte and its hill defenses were securely in American hands. The 7th Cavalry was one day ahead of schedule. On the morning of October 22<sup>nd</sup>, the 8th Cavalry made a "victory" march through liberated Tacloban and went into perimeter to the west of the 7th Cavalry on the hills overlooking the town. Troop C (Company C) went to Anibong Point in order to guard the brigade flank from a suspected Japanese barge landing through the San Juanico Strait. The next day, McArthur and Philippine President, Sergio Osmeña, established their headquarters in the city.

### Forces

This is an Attacker-Defender scenario; the Japanese player must buy their defenses with their point allotment.

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Platoon** selector (p4). The Japanese may use Forward Deployment.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** (as dismounted cavalry) and the **US Army Cavalry Reconnaissance Reinforced Platoon (Mechanized)** selectors (p2), and supplemental squads from the **Filipino Guerrilla Platoon** selector (p3).

Both sides may select air or artillery FO support.

## **Setup**

The 6'x4' game board is oriented along the 6' length. One short edge is the American friendly edge (north) and the other is Japanese (south). On the Japanese half of the board a city is setup in the southwest quadrant and a hill is placed in the southeast quadrant. The Japanese have dug-in on the hill with barbed wire trenches, foxholes, weapon pits, etc., with elements in the city. They may also be dug-in or placed in buildings. It is daytime.

## **Special Rules**

### Terrain Special Rules

*Buildings, City Fighting, Dense Terrain, Dug-in, Forests/Jungle, Palm Log Pillboxes, Roads.*

### 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, Suicide Anti-tank Teams, Suicide Snipers.*

## **Objectives**

The Japanese are attempting to block the American advance into Tacloban, the Capital City of Leyte. The Americans must defeat the Japanese in order to capture the city and continue their move up the coast.

## **First Turn**

Half the American units may be selected as the First Wave. The remainder are the reserve. Half the Japanese force may also be selected as the First Wave if desired. They may setup anywhere in the town, Hidden, and in Ambush and may activate beginning on game turn 2. The Reserve units are placed inside buildings: the Japanese player must write the unit identification on a piece of paper or card and place it face down in the building, with a few dummy cards to mislead the American player. They are not revealed until 'seen,' they take an action, or are hit by enemy or friendly fire.

Outflanking is allowed only by Filipino Guerrillas.

## **Game Duration**

This game will last 6 game turns.

## **Victory**

Each side adds up attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw.



### **Scenario 3 – Battle of Jaro, October 30, 1944**

The objective was the north coast city of Carigara which was held by elements of the IJA 102<sup>nd</sup> Division and the Independent Mixed Brigade (IMB). Opposing them, the US 1<sup>st</sup> Cavalry Division was to move west along the coast while the 24<sup>th</sup> Infantry Division approached from the south. Meanwhile the 34<sup>th</sup> US Infantry Regiment of the 24<sup>th</sup> Division was to attack Jaro, in the island's interior, and then advance the seven miles north to Carigara. The US 1<sup>st</sup> Cavalry advanced to Burago with little opposition and the 34<sup>th</sup> Infantry captured Jaro with tank support on the 29<sup>th</sup> of October but when they turned north the difficulties began. At first, snipers stalled the advance. The Americans responded by calling in artillery and armor support. The Japanese fell back, and the Americans advanced. Then the Japanese fired artillery and mortars to stop them again. The Americans responded in kind and the Japanese fell back again.

On October 30 at 0800 the 34<sup>th</sup> started moving north again, and encountered another barrage of enemy artillery, and mortars. The forward movement was stalled for a third time, and the infantry ordered artillery fire to open the way. The next day the Americans tried to flank the Japanese by moving northwest. They were stopped at the same hill as on the previous day and after a three-hour firefight they cleared the opposition and advanced again. Advancing northwest about 3km from Jaro they encountered an IJA palm log pillbox flanked by trenches on a knoll, defended by the IJA 41<sup>st</sup> Infantry. This was the hill from which the Japanese forward observers were directing fire on the Americans. The 34<sup>th</sup> brought up an M7 Priest to destroy the pillbox, activating more Japanese artillery fire which then disabled the Priest. When the Americans advanced again on the 31<sup>st</sup> patrols reported the Japanese had retreated.

At 0800 on 30 October Colonel Newman ordered the 3d Battalion of the 34<sup>th</sup> Infantry to start for Carigara down the highway. As the battalion left the outskirts of Jaro, with Company L in the lead, it came under fire from Japanese who were dug in under shacks along the road. Upon a call from the commanding officer of Company L, the tanks came up in a column, fired under the shacks, and then retired. The leading platoon was drawn back so that artillery fire might be placed on the Japanese, but the enemy could not be located precisely enough to use the artillery. Colonel Newman then ordered a cautious movement forward without artillery support, a squad placed on each side of the road and two tanks in the center. The squads had advanced only fifty yards when Japanese fire again pinned them down.

When Colonel Newman came forward and discovered why the advance was held up he declared, "I'll get the men going okay." Upon hearing that the regimental commander was to lead them, the men started to move forward. The Japanese at once opened fire with artillery and mortars, and Colonel Newman was hit in the stomach. Although badly wounded he tried to devise some means of clearing the situation. After sending a runner back with orders to have Colonel Postlethwait fire on the Japanese position, he said, "Leave me here and get mortar fire on that enemy position." As soon as possible Colonel Newman was put on a poncho and dragged back to safety.

Meanwhile the troops, unable to move forward, broke contact with the Japanese in an orderly fashion. Lt. Col. Chester A. Dahlen, the regimental executive officer, assumed command and at 1209 ordered that the attack be resumed. The 3d Battalion was to move northwest along the road to Carigara for 3,000 yards and then set up a night perimeter. The 2d Battalion, in support astride the highway, was to secure the

high ground 500 yards northwest of Jaro, while the 1st Battalion was to move to the town of Jaro from its position at the Mainit River bridge.

The artillery concentrated its fire on the area to the front, and at 1230 the 3d Battalion renewed the attack with Company K on the left of the road and Company I on the right. After the troops had proceeded about 200 yards, heavy artillery, machine gun, mortar, and rifle fire pinned them down. Company L in the rear thereupon attempted a flanking movement to the left across an open field but came under heavy fire from a ridge that commanded the road. All the companies were forced to pull back. At the end of the day's action, the forward elements were still on the outskirts of Jaro.

## **Forces**

This scenario is an Attacker-Defender scenario; the Japanese player must purchase one Log Pillbox and other defensive emplacements.

The Japanese IJA forces must be taken from the **Pacific Island Reinforced Platoon** selector (p4). No vehicles may be taken.

The United States forces must be taken from the **US Army Infantry or Armored Reinforced Platoon** selector (p2). The American player may take 0-1 Filipino guerrilla squads from the **Filipino Guerrilla Platoon** selector (p3).

Neither side has access to 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 jungle hill rising towards the Japanese side. Trees and foliage give soft cover. The Japanese are Dug-in with a palm log pillbox and trenches or foxholes and redoubts fanning out to both sides. For the Americans, any movement up the slope is Rough Ground while movement across or downslope is normal. Outflanking is allowed. It is daytime.

## **Special Rules**

### Terrain Special Rules

*Dug-in, Forests/Jungle, Dense Terrain, Hills and Ridges, Log Pillbox.*

### 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, Suicide Anti-tank Teams, Suicide Snipers.*

## **Objectives**

The Japanese are attempting to block the American advance along the north coast of Leyte. The Americans must defeat the Japanese in order to continue their advance.

**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 12" of their board edge. They may use Forward Deployment.

Outflanking is not allowed.

**Game Duration**

This game will last 6 game turns.

**Victory**

Each side adds up attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw.

## Scenario 4 – The Battle of Breakneck Ridge, November 7 – December 2, 1944

The Japanese defenders had built a line of defenses ahead of the town of Limon in northwest Leyte, including heavy logs, interconnecting trenches and innumerable 'spider-holes'. To the Japanese it was known as the Yamashita Line. General Kreuger ordered the 1<sup>st</sup> Cavalry Division and the 24<sup>th</sup> Infantry Division to attack south. On the 8<sup>th</sup>, however, a typhoon hit, and it slowed the American advance. The bad weather caused falling trees and mud slides, but in spite of this they Americans pushed on. However, progress was also impeded by the fact that they often had to turn around and recapture hills they had already taken. Finally, the Americans were facing Hill 1525 forcing the Japanese to stretch their lines across Highway 2.

After 5 days of impossible advances with two nights of enemy counterattacks nothing had been gained. Irving decided on trying a double envelopment. On the east the 19<sup>th</sup> Regiment's 2<sup>nd</sup> Battalion under Lt. Col Robert B. Spragins moved east around the Japanese right flank and moved to the other side of Hill 1525, blocking the Japanese supply line. On the west the 34<sup>th</sup> Regiment's 1<sup>st</sup> Battalion in 18 LVTs under Lt. Col. Thomas E. Clifford, was moved over water from the Carigara area to a point west of the south turn of Highway 2 and moved inland. After crossing ridge line and the Leyte River they approached the enemy left flank on Kilay Ridge, the highest terrain in the area.

Despite heavy rains and enemy resistance both battalions reached locations about 1000 yards apart on both sides of the Highway by the 13<sup>th</sup>. The Americans were aided by the 1<sup>st</sup> Battalion, 96<sup>th</sup> Infantry Division, and a local guide. On December 2<sup>nd</sup> Clifford's Battalion finally cleared the heights overlooking the highway; they lost 26 killed and 101 wounded and 2 missing against 900 Japanese dead. Logistics had been a nightmare and Navy landing craft, tracked landing vehicles, airdrops, artillery tractors, trucks, carabao water buffalos, and hundreds of Filipino bearers had to be employed.

### Forces

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

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Platoon** selector (*p4*). No vehicles may be taken.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** selector (*p2*). No vehicles may be included.

Neither side has access to 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 jungle ridge rising towards the Japanese side. For the Americans, any movement up the slope is Rough Ground while movement across or downslope is normal. It is daytime, but the storm is severe, darkness with intermittent lightning, and deafening thunder.

## **Special Rules**

### Terrain Special Rules

*Dense Terrain, Dug-in, Forests/Jungle, Hills and Ridges, Limited Visibility, Monsoon Season.*

### American Special Rules

*Fire and Maneuver, Gyro-Stabilizers, Local Guide.*

### Japanese Special Rules

*Ambush Tactics, Banzai! Death Before Dishonor, Extra Defenses, Japanese Infiltrators, Show Your Loyalty, Suicide AT teams, Suicide Snipers.*

## **Objectives**

The Japanese are attempting to block the American advance along the north coast of Leyte. The Americans must defeat the Japanese in order to continue their advance.

## **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 12" of their board edge. They may use Forward Deployment.

Outflanking is not allowed.

## **Game Duration**

This game will last 6 game turns.

## **Victory**

Each side adds up attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw.

## Scenario 5 – The Battle of Shoestring Ridge, November 23-25, 1944

The American 2/37 battalion rounded the southern point of Leyte and began moving up the west coast towards Ormoc. Meeting Japanese resistance they dug-in on Shoestring Ridge. On November 23 at 1830 the IJA 26<sup>th</sup> Division began an attack on them. First, the Americans were pounded with artillery and mortar fire and they responded with the same. At 2100 troops from the IJA 13<sup>th</sup> Independent Infantry Regiment launched an attack against Company E which was pushed back towards the sea. Then both sides dug in for the night. The next day Company K arrived as reinforcements. At 1800 the IJA 13<sup>th</sup> Regiment launched a three-pronged attack at companies E, L, and K. Company L repulsed the attack with heavy losses, but K was forced back to the foot of the ridge. IJA probing attacks continued through the night. On the 25<sup>th</sup> both sides conducted daylight patrols and at 2200 the IJA 13<sup>th</sup> attempted another assault on the 32<sup>nd</sup> but was beaten back.

### Forces

This is an Attacker-Defender scenario. The American player must purchase defenses from his point allotment: Foxholes, Trench Works, Sandbags, and Redoubts.

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Platoon** selector (*p3*). No vehicles may be taken.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** selector (*p2*). No vehicles may be included.

Neither side may have 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 jungle ridge with the American side, which is relatively flat, being the top. For the Japanese, any movement up the slope is Rough Ground while movement across or downslope is normal. Both sides may use outflanking. This is a night scenario.

### Special Rules

#### Terrain Special Rules

Dense Terrain, Dug-in, Forest/Jungle, Hills and Ridges, Limited Visibility.

#### American Special Rules

Fire and Maneuver.

#### Japanese Special Rules

Banzai! Death Before Dishonor, Forward Deployment, Japanese Infiltrators.

### Objectives

The Japanese are attempting to block the American advance along the north coast of Leyte. The Americans must defeat the Japanese in order to continue their advance.

### First Turn

Before starting, both sides are hit by Preparatory Bombardments. The American units are divided in half. The First Wave (round down) is deployed in the American

setup zone within 12" from their friendly board edge. The remainder are the reserve.  
The entire Japanese force sets up within 12" of their board edge.  
Outflanking is not allowed.

**Game Duration**

This game will last 6 game turns.

**Victory**

Each side adds up attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw.

## **Scenario 6 – Battle of the Bloody Bamboo Thicket, October 29, 1944**

On the 26<sup>th</sup> of October both sides rested on Shoestring Ridge until 2100 when the IJA made repeated attacks on the 32<sup>nd</sup> with the main assault hitting Company G, especially on the right flank. The Japanese were again forced to withdraw but held ground to the left of Company G. At 0600 on the 27<sup>th</sup> the US 1<sup>st</sup> Battalion, 184<sup>th</sup> Infantry Regiment moved into line beside Companies E and L, which now faced to the north, forming an 'L' with the 32<sup>nd</sup>. At 1300 the 1<sup>st</sup> Battalion pushed north and retook the ground lost the night before. Minor IJA probing continued through the night all along the front. On the 28<sup>th</sup> the 1<sup>st</sup> Battalion, 184<sup>th</sup> relieved Company F of the 32<sup>nd</sup> while the 2<sup>nd</sup> Battalion relieved companies G and E in preparation of an attack on the Japanese line. The 3<sup>rd</sup> Battalion/184 was held in reserve in San Agustan. The entire 32<sup>nd</sup> fell back to Tinagan to rest. At 1945 the IJA attacked the right flank of the 184<sup>th</sup> pushing it back a short distance. At 0900 the next morning Company A of the 1<sup>st</sup> Battalion and Company F of the 2<sup>nd</sup> attacked to retake the lost ground. Fighting continued all day in what became known as "the Bloody Bamboo Thicket." By the following morning the US troops had regained control of Shoestring Ridge.

### **Forces**

This scenario is designed as an equal point meeting engagement.

The Japanese IJA forces must be taken from the **IJA Pacific Island Reinforced Platoon** selector (p3). No vehicles or artillery may be taken.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** selector (p2). No vehicles or artillery may be included.

Both sides may have artillery support (no air 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 entire board represents a jungle bamboo thicket. Some areas may be impassable. This is a daytime scenario, but LOS is so reduced by the thickets that the Impaired Visibility rules must be used. However, because there is some light, muzzle-flashes have limited effect, giving only an additional 3" to sight rolls.

### **Special Rules**

#### Terrain Special Rules

Dense Terrain, Forests/Jungle, Limited Visibility (modified).

#### American Special Rules

*Fire and Maneuver, Modern Communications.*

#### Japanese Special Rules

Banzai! Death Before Dishonor.



**Objectives**

The Japanese are attempting to block the American northward advance along the west coast of Leyte. The Americans must defeat the Japanese in order to continue their advance to Ormoc.

**First Turn**

Both sides may choose 50% of their force to be the first wave; the remainder are the reserve. The American player's First Wave (round down) is deployed within 12" from their friendly board edge. The Japanese player sets up the First Wave within 12" of his board edge; the remainder are the reserve. This is a meeting engagement so no forward deployment for either side.

Outflanking is allowed.

**Game Duration**

This game will last 6 game turns.

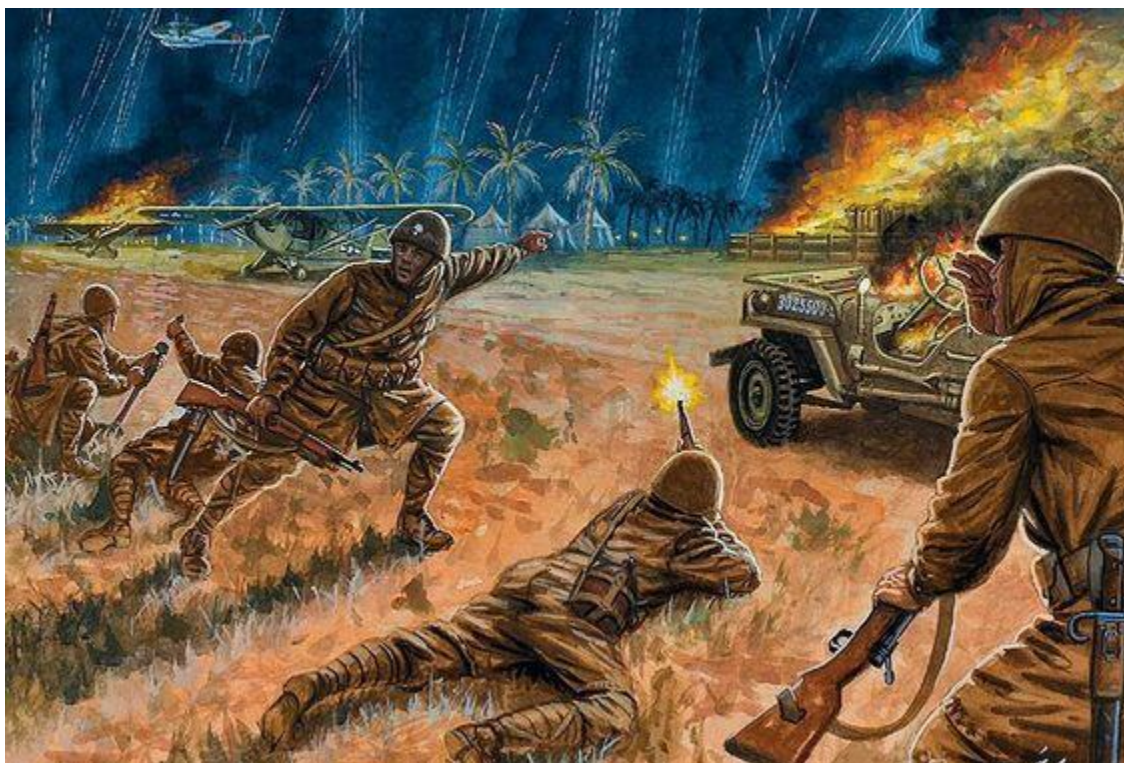
**Victory**

Each side adds up attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw.

## Scenario 7 – Operation Te-Go, December 7, 1944

After the American landing on the island of Leyte in the Philippines and the capture of the coastal airfields, Japanese General Yamashita ordered the 3<sup>rd</sup> Parachute Regiment (Katori Shimei, SNLF Paratroopers) commanded by Lieutenant Colonel Tsunehiro Shirai to jump on San Pablo and Buri airfields to recapture them. This was to be a coordinated attack in conjunction with the IJA's 26<sup>th</sup> Infantry Division who would move west during the night, over the mountains from Ormoc. Their plan was to be across the mountains and attack before dawn. Four hundred and nine paratroopers boarded K-49 Helen and Ki-Topsy transports.

At 1800 hours on December 6, a flight of Japanese bombers approached San Pablo airport dropping bombs. The transports came in next at about seven hundred feet. Approximately 300 paratroopers landed and began attacking in all directions. Surprise was complete but the paratroopers seemed confused. Many were killed in the first few minutes. However, those that managed to pull themselves together were doing quite well. They inflicted heavy damage by setting fire to planes and fuel dumps and then dug-in on the airstrip. They also attacked a supply installation. The only American troops present were the 127<sup>th</sup> Engineers, a Signal Company, and the HQ Battery of artillery, many of whom were at mess. Cooks, supply men, engineers, and even pilot joined in the fight. The Japanese captured American 50cal. MGs and turned them on the defenders. Another group Banzai'd the mess hall.



The Katori Shimei assault on San Pablo Airfield

An American staff conversation during the battle:

*At 1930 the Japanese launched their final concentrated attack against the airfields. They began to fire at the administration buildings of the Fifth Air Force,*

*and some of the bullets went through the plywood walls of the house of Major General Ennis C. Whitehead. "The General ducked a bullet, ordered someone to find out who the [blankety-blank] was responsible and that he'd [blankety-blank] better stop or think up a [blankety-blank] good reason."*

*A staff officer immediately started to investigate the situation. He got Lt. Colonel Paul V. Kaessner of the 8th Aviation Signal Battalion on the telephone. The following conversation is reported to have ensued:*

*"Colonel," he said sternly, "you've got to stop that promiscuous firing down there immediately!"*

*"Like to, sir," answered the colonel, "but the Japs . . ."*

*"Japs," shouted the staff officer, "that can't be Japs. That fire is coming from our fifties."*

*"That's right . . . and the Japs are doing the shooting!"*

*"Where in the hell did the Japs get our machine guns?"*

*"How in hell should I know, sir?"*

*"The bullets are coming right through the general's quarters."*

*"Tell the general to get down on the floor. Incidentally, that yelling you hear is a Banzai raid on our mess hall."*

The Air Force and Engineer personnel were pushed back until they reached the hospital, where they halted and held.

Meanwhile, the 647<sup>th</sup> Parachute Field Artillery was ordered to leave its guns on Bito Beach, move to the airstrip and fight as infantry. The defenders at the airport were about to counterattack when Colonel Hosak arrived with the 'dis-mounted' artillerymen. The 647<sup>th</sup> forced their way across the runway and into a coconut grove seven hundred yards north. Then they dug-in for the night. The next day, American Colonel Hildebrand arrived with the 187<sup>'s</sup> 1<sup>st</sup> Battalion; they made their way 300 yards up the airstrip, clearing out the flanks as they went. The Katori Shimei were wiped out. The 1/187 Battalion dug-in with the other defenders around the hospital. The overland attack also failed to penetrate American defenses. Only one battalion of the 26<sup>th</sup> Infantry Division had reached the airfield and they were very disorganized after cutting their way through the jungle. The rest of the troops had been rerouted to counter the American 77<sup>th</sup> Division's landing on the east coast of Ormoc Bay. The following day the 1/187 advanced again and destroyed the remnants of the IJA 26<sup>th</sup> Division.

## **Opposing Forces**

This scenario represents the initial attack on the airfield. The Japanese may have 30% more points and must be taken from **The Yokosuka 1<sup>st</sup> SNLF Paratroopers at Menado, 1942** selector on p48 of the *AIJ* book. For the rifle squads use Taishin Shudan on page 24.

The United States forces must be taken from the **US Army Infantry Reinforced Platoon** selector (p2). The American force is a hodge-podge platoon of engineers, cooks, supply men, airmen, and pressed artillerymen. The First Wave of half the force is Regular (engineers AUS p24); the Reserve is Inexperienced (artillerymen AUS p23). No artillery or vehicles.

Neither side has air or artillery support.

## **Setup**

The 6'x4' game board is oriented N-S along the long sides. A dirt road runs along the full width of the south side, 6-8" from the table edge. Several buildings, tents, and a supply dump are located along the south side of the road. A three-foot airplane runway runs along the centerline on the east-west axis. It is flanked by forest beside the road and surrounding the airfield. Place one or two US planes (softskins) of any type by the airfield. The field is guarded by two redoubts with 50cal HMG teams; place them anywhere on the board. Since the Japanese attacked in the evening this is a Longest Day scenario.

## **Special Rules**

### Terrain Special Rules

*Forest/Jungle, Longest Day, Southeast Asian Buildings, Redoubts (Dug-in), Supply Dumps.*

### American Special Rules

*Fire and Maneuver, Modern Communications.*

### Japanese Special Rules

*Banzai! Death Before Dishonor, Parachute Jump Rules, Preparatory Bombardment (BA II p132, Japanese bombers try to soften the airfield defenses; also roll for the two planes and the supply dump; if a direct hit is made (unless a 1 is rolled to damage) they are destroyed.*

## **Objectives**

The Japanese are attempting to capture the airfield in preparation for a major ground assault; the Americans are trying to hold onto it.

## **First Turn**

The American units are divided in half. The First Wave (round down) is deployed anywhere on the board as desired, but they may not be activated until a Japanese unit arrives on the board. The reserve enters from the south side.

The entire Japanese force attempts to land onboard. Before starting the Japanese inflict a Preparatory Bombardment on the American units. Up to three paratroopers can separate from their unit to fire a 50mm heavy machinegun if one is captured.

Outflanking is not allowed except by offboard Japanese paratroopers.

## **Game Duration**

This game will last 6 game turns.

## **Victory**

Each side counts attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw. The Japanese also receive 5 additional points for each airplane and supply dump destroyed (treat as soft skins).



## Scenario 8 – Last Stand at Palompon, December 30, 1944

General Yamashita realized the Leyte was a lost cause and he told General Suzuki that no more reinforcements and supplies would be coming. Yamashita had received orders to hold three divisions for the defense of Luzon. Suzuki's orders were to delay the Americans, no retreat. Conditions were now dire for the surviving Japanese. Low on food and ammunition, they knew what was coming. One soldier wrote a letter to his wife and son saying, "This is a repetition of what happened in the Solomons, New Georgia, and other islands." Suzuki withdrew what men he could to the port of Palompon on December 19. Meanwhile American General Kreuger's 77<sup>th</sup> Infantry and 1<sup>st</sup> Cavalry Divisions met on Highway 2. Now, they could deal with the last few Japanese strongholds along the northwestern coast. One battalion of the 305<sup>th</sup> Regiment would advance along the road from Highway 2 to Palompon. It was a narrow, winding road with steep cliffs, many bridges, and highly defensible terrain. Also, two battalions would be sent by LVTs from Ormoc to Palompon, arriving on Christmas Day. Kreuger caught the Japanese between the two forces when the 305<sup>th</sup> had finally cleared the Palompon road.

### Forces

This scenario is designed as an Attacker-Defender last stand engagement; the Japanese player must purchase any defenses out of his point allotment.

The Japanese IJA forces must be taken from the **Pacific Island Reinforced Platoon** selector (p4).

The United States forces must be taken from the **US Army Infantry or Armored Reinforced Platoon** selector (p2) and supplemental squads from the **Filipino Guerrilla Platoon** selector (p3).

The Americans may have either Air or Artillery support.

### Setup

The 6'x4' game board is oriented across the short side of the table. A dirt road runs along the full width of the short side, at the center of the long table edge. The terrain is hilly with wooded patches, breaking up line of sight, except along the road. There may be a few native huts spaced randomly and farm fields near the houses. In addition, there may be some yard walls and livestock pens. This is a daytime scenario.

### Special Rules

#### Terrain Special Rules

*Barbed Wire (loose), Dense Terrain, Dug-in, Fences, Forests/Jungle, Hills and Ridges, Southeast Asian Buildings.*

#### American Special Rules

*Air Superiority, Fire and Maneuver, Gyro-Stabilizers, Local Guide, Modern Communications, Preparatory Bombardment (BA II p132).*

#### Japanese Special Rules

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

**Objectives**

The Japanese are attempting to hold the American forces on Leyte as long as possible while General Yamashita builds up the defenses on the island of Luzon; the Americans are trying to finish mopping up, so they can continue on to Luzon.

**First Turn**

The entire Japanese force is set up in the center of the board, no closer than 12" from any board edge. They may start the game Dug-in, Hidden, and/or in Ambush.

Both long edges of the board are American friendly edges. The American units are divided in half with one wave entering on either friendly edge from offboard. Before starting the Americans inflict a Preparatory Bombardment on the Japanese units.

The Americans may use outflanking; the Japanese cannot.

**Game Duration**

This game will last 6 game turns.

**Victory**

Each side counts attrition points for enemy units destroyed. If one side scores two more points than the other they win; otherwise the game is a draw.

**Aftermath**

The Leyte Campaign had involved 257,766 US Army personnel, of which 3,504 had been killed and 11,991 were wounded. Japanese sources indicate they had 60-70,000 men defending the island. Tomochika, the 35<sup>th</sup> IJA Army chief of staff put the losses at 59,400. Only a few hundred were captured, some escaped to other islands.

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