

Campaign Peleliu

(September 15th to November 27th, 1944)

A Bolt Action Game Supplement



Marines landing on the beach at Peleliu Island.

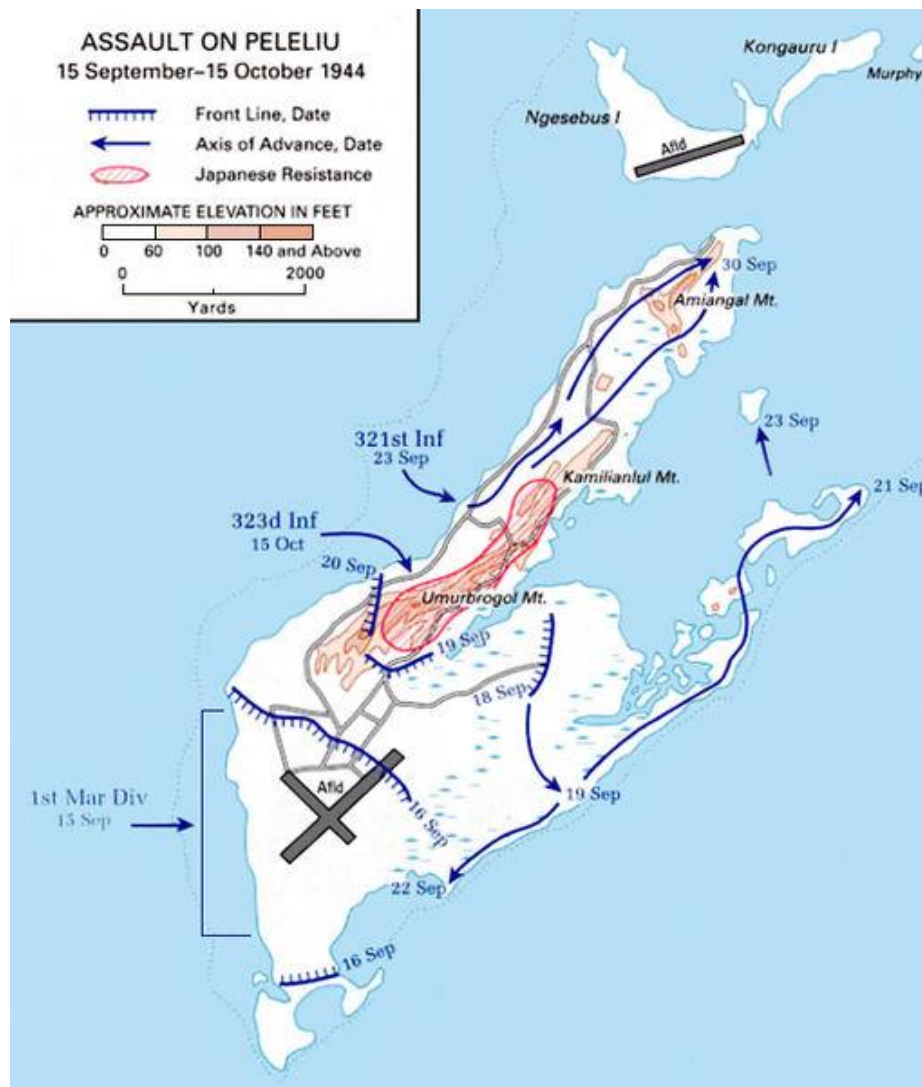
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The Battle of Peleliu

The Marine 1st Division was selected to make the amphibious landing. Major General William Rupertus, USMC—commander of 1st Marine Division—predicted the island would be secured within four days. All three regiments, the 1st, 5th, and 7th were to make simultaneous landings. The 1st was to land on the north beaches. Their objective was to take the ridge that dominated the landscape and stop any counter attacks on the Marines at the airfield. The 5th Regiment was assigned to land on the middle beaches and capture the airport. The 7th was to land on the south beaches and clear that area of resistance. The Japanese of the veteran 14th Infantry Division were commanded by Colonel Kunio Nakagawa. He had vowed to make the attack as bloody as possible. During the landing which had been slated for 0830 the Japanese opened up with their well-hidden artillery and anti-tank guns. In addition, the Japanese forces on Peleliu would not employ wasteful Banzai charges, they used disciplined fire from heavy cover instead. On the first day the Marines lost 200 dead and 900 wounded. The following are six scenarios for Bolt Action.



Terrain Special Rules

Amphibious Assault Rules (*BE* p31, *DitS* p134, *EiF* p118)

Deep Water

Vehicles – deep water is impassible to all vehicles except those with that have the waterborne or amphibious rules. Immobilized vehicles will drift forward 6” 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/waterborne units must try to reach shallow water, or they are also destroyed.

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 craft, not the ramps.

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 in shallow water receives hard cover, and HE is halved.

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

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

Dirt-side Rules

Natural Terrain

Dense Cover – most of the ground provides scrub brush, trees, bomb craters, rocks, and ruined buildings that provide soft cover. There is too much destruction to give hard cover.

Ridges – the edges of the ridge are very rough ground for infantry (Advance, no shooting), and impassible for vehicles.

Jungle – provides soft cover.

Dug-in: (*EiF* p112) 2-3 man foxholes: 20 points/each; 3-4” sandbag, sangar, & trench sections: 25 points/each; 5-6” berm, redoubt, AT ditch sections: 40 points/each. These emplacements have the following features:

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

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles.

LOS – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS. Built-up works (barricades, berms, sangars, and sandbags) are built above ground level so they do block LOS.

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 instead of moving aside. 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.

Point Values – 2-3 man foxholes: 20 points/each; 3-4” barricades, sandbags, and trenches: 25 points/each; 5-6” berms, redoubts, and AT ditches: 40 points/each.

Debris – destroyed buildings create patches of rubble that count as hard cover when shooting at targets inside or on the other side. Treat debris as Rough Ground for infantry and tanks, impassable for other vehicles.

Barbed Wire – (*DitS* 54, 2 points/inch) barbed wire fences are obstacles to infantry and light vehicles. no impediment to half-tracked and tracked vehicles; remove a section when a

vehicle passes through. Infantry within 2" behind wire receives soft cover when targeted, but no penalty when shooting.

Bunkers – palm log, metal, coral, and concrete pillboxes provide varying degrees of cover and protection to defenders.

Palm Log Pillboxes – 80 points each, shooting at defenders: cover -3, damage +1; shooting at bunker: destroyed on penetration of 9+ armor, or 10 HE hits.

Steel Pillboxes – 100 points each, shooting at defenders: provide cover -4, damage +1; shooting at bunker: destroyed on penetration of 10+ armor, or 10 HE hits.

Coral Pillboxes – 90 points each, shooting at defenders: cover -3, damage on +1; shooting at bunker: destroyed on penetration of 10+ armor, or 11 HE hits.

Concrete Bunkers – (BE II p127) 150 points each, shooting at defenders: provide cover -4, damage on +1; shooting at bunker: destroyed by 12 HE hits only.

Note: at point-Blank range the difficulties of shooting at the defenders is nulled.

Land Mines – (EiF book p115) this scenario calls for three free landmine sections; they may be anti-personnel or anti-tank, but not mixed.

Anti-Personnel Minefields – as in Ambush, the opponent rolls one die if enemy is Advancing, three dice if Running. A result of 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 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.

Mixed Minefields – hit infantry and artillery as above with +2 penetration and vehicles with +5.

Clearing a Field – after scoring a hit roll a D6, on a '6' the field is cleared.

Engineers – friendly units and engineers force the opponent to re-roll any hits. Engineers may attempt to manually clear a minefield. Special equipment costs +1 point per figure. The unit rolls a die and the field is cleared on a 6+; DMs: veterans +1, Inexperienced -1, mine-clearing gear +2, per pin parker -1. To do this the unit must have at least five models inside the field. However, on an unmodified roll of '1' a mine is set off. Six HE hits with an indirect weapon will also clear a field. Target the center of the field using the normal Indirect Fire rules.

US Marine Special Rules

Fire and Maneuver – (AotUS p20) Late War units equipped with semi-automatic M1 rifles, carbines, and BARS do not receive a -1 to shoot when advancing and firing. Keep in mind that weapons with the Assault rule also have this benefit.

Gyro-stabilizers – (AotUS p20) do not suffer -1 penalty to Advance and Fire if the crews are veteran.

Modern Communications – (AotUS p20) units do not have a -1 penalty to enter the board from reserve; use basic morale instead.

Napalm – when the scenario allows, napalm may be dropped by supporting aircraft; place a target marker. When an air strike scores a "Here it Comes!" on the Air Strike Chart, apply a Vehicle Flamethrower effect on each unit within a d6+6" area from the marker.

Landing Craft

Start – landing craft start at the Allied setup zone; at least 12" away from any edge. Crew may fire onboard weapons; transported units may not fire. Landing craft are soft-skins, armor 6+. The players should have three craft for their use.

Movement – landing craft are slow, Advance 6" (one turn), Run 12".

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

Capacity – for the purposes of our small-scale games landing craft may transport up to 12 infantry figures (count mortars and MMGs as figures), or one vehicle or artillery piece. The rules allow them to transport more but the game could most likely be over in the first turn.

Secondary Craft – before starting the following turn, any craft that has unloaded its units or has been destroyed is re-setup in the start zone and loaded with more units. Craft that still have units onboard remain in place.

Imperial Japanese Special Rules

Ambush Tactics – (AoJ 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! – (AoJ p14) if a unit is ordered to run towards or charge the closest visible enemy, the Order Test is automatically passed. When a unit runs in another direction it is an ordinary movement requiring an Order Test if the unit is pinned.

Death Before Dishonor – (AoJ 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).

Japanese Infiltrators – (EiF 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.

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

Suicide Snipers – (Dave's rule) these single figures may be setup in a Forward Position; not having a scope, they do not use the Sniper rule but fire as regular units. Due to excessive cover, they receive a -2 cover. Once setup they may not move.

General Special Rules

Air Superiority – Both sides are attempting to achieve air superiority. If two opposing air strikes have been ordered on the same turn, players roll-off; the winner attempts to fulfill the mission, the loser is shot down, damaged, or chased away.

Tank War – the rules on pages 11-13 and the "Command Bonuses" rule on page 74 are used for any force that has multiple armored vehicles. However, unit selections must be in conformance with the appropriate theater selectors.

Opposing Forces

The Japanese may be taken from **The Battle for Tarawa, 1943** Troop Selector on page 49 of the *Armies of Imperial Japan* book.

The Americans must use the **1944-45 – Iwo Jima** selector in the *Armies of the United States* on page 80.

Attrition Points: If the scenario allows, for each enemy unit destroyed the players receive:

- 1 point for a weapon team,
- 2 points for a command team, FO team, a Ha-Go tank, a Stuart tank, an armored car, a log or coral pillbox (captured or destroyed),
- 3 points for a rifle squad, a Chi-Ha tank, or a concrete pillbox (captured or destroyed),
- 4 points for a Sherman or Shin-Ho-To Chi-Ha tank.

Scenario 1 – Battle of the Point September 15, 1944

Background: This scenario portrays Captain George P. Hunt's K Company assault on "The Point," a ridge that dominated the north end (left flank) of the 1st Regiment's landing zone.

Opposing Forces: The Japanese player must purchase defenses including at least three bunkers, foxholes or trenchworks, or sandbag emplacements for each unit (no tanks). Air support x1 is available for both sides. The U.S. Marines may field one M4A2 Sherman tank. They must send their troops in landing craft to the beach; up to three craft per wave. The cost of the landing craft is free.

Setup: The 6'x4' table is oriented along the 6' sides. The US Marine half of the board is water: the first 24" are deep water and the next 12" are shallow water. The Japanese side has a 12" strip of a ridge and small hills where the defenses are set and open beach between. One portion on the left reaches up to 12" of the beach (see map). The pillboxes are supported by dug-in infantry.

Special Rules:

Terrain Special Rules

Barbed Wire – p3, Bunkers – p3, Deep Water – 2, Dug-in – p2, Ridges – p2, Landmines – p3, Shallow Water – p2.

US Infantry Special Rules

Fire and Maneuver – p4, Landing Craft – p4, Modern Communications – p3.

Japanese Special Rules

Death Before Dishonor – p3.

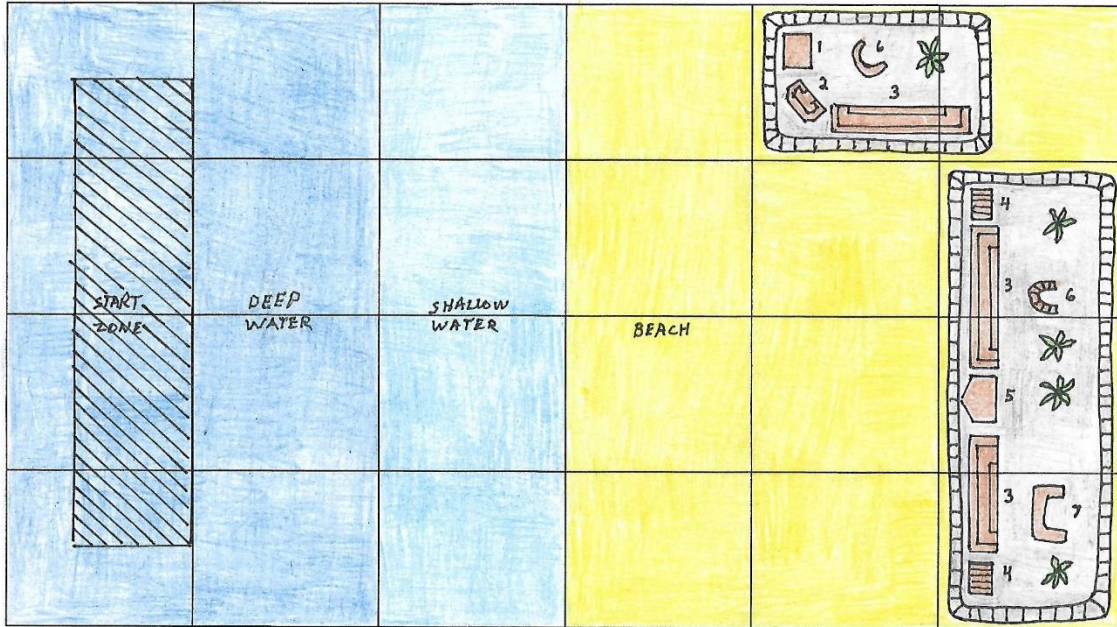
First Turn: The US Marines setup in their landing craft. The Japanese setup, anywhere in their setup zone, on the ridges. Before starting game turn one the US Navy inflicts a Preparatory Bombardment on the Japanese positions (*BA // p131*); and the same before starting game turn two.

Objective: The Marines are intent on gaining a foothold on the beaches. The Japanese must hold them back.

Game Duration: The battle is concluded at the end of game turn 9.

Victory Conditions: the American player scores 1 point or each enemy unit destroyed, and 1 point for each friendly unit that ends the game in the Japanese setup zone, and 2 points for each unit that moves off the Japanese edge. The Japanese player scores 1 point for each enemy unit destroyed (excluding landing craft).

Historically: The 1st Marine Regiment was stopped on the beaches after taking horrendous casualties. Captain Hunt's K Company on the left flank was cut off from the rest of their battalion and surround by the Japanese. However, using smoke grenades for cover, one platoon was able to advance to the ridge and take out one bunker after another. They destroyed six machine gun emplacements and one AT gun bunker located in a cave. At the first one, Corporal Henry W. Hahn threw a grenade into a bunker and set off the gun's ammunition. Then the Japanese counter-attacked and Company K was forced to repulse them, one attack after another. By the time reinforcements arrived they were reduced to 18 effective men and 157 wounded. Captain Hunt and Corporal Hahn were awarded Navy Crosses. Colonel Louis B. 'Chesty' Puller's First Regiment took 60% casualties in six days. By the 21st it was necessary to relieve them with a portion of the Army's 81st Infantry Division.



Map for D-Day Pelilieu. 1=concrete bunker, 2=redoubt, 3=trenches, 4=palm log pillboxes, 5=coral pillbox, 6=sandbag emplacements, 7=berm emplacement.



The first wave comes ashore.

Scenario 2 – Counterattack September 15, 1944

Background: this scenario represents the 5th U.S. Marine assault on the airfield on the first day of the landing. As soon as they reached the airfield, they were met by a Japanese counterattack with 12-17 tanks supported by infantry and artillery.

Forces: This scenario is played with equal points. The Japanese player may buy up to three Type 95 Ha-Go tanks from his point allotment forming a tank platoon; one tank may be a command tank. They may have a command team, artillery FO team, and rifle squads. The US Marine player may purchase up to one M4A2 Sherman tank and one bazooka team, no artillery or armored cars. Both sides may have either offboard artillery or air support; neither side has air superiority.

Setup: this scenario is played on a 6'x4' table oriented across the 4' sides. Both sides have a setup zone up to 12" from their friendly board edge that contains concrete rubble, craters, ruins, and scrub brush. This setup zones may have patches of rough ground, and ruins of small buildings. The combination of foliage and rubble provides soft cover for the infantry, but not for the tanks. In between place an airstrip in a cross. This area is open ground. Place two 12"x12" patches of rubble on both sides of the runways. Between the two setup zones the board is clear with airport runways forming an 'X' in the exact center of the table.

Special Rules:

Terrain Special Rules

Debris – p2.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-stabilizers – p3, Modern Communications – p3.

Imperial Japanese Special Rules

Death Before Dishonor – p3, Banzai! – p3.

First Turn: Divide the Japanese force in half. The first wave (one half) Japanese infantry and tanks are placed in their setup zone. They have been ordered to banzai charge the enemy. The second wave enters as reserves. They must also banzai.

The Marine infantry are the First Wave; they setup on board before starting. Their tank is the Reserve; it may enter the board beginning on game turn 3.

Objective: The Japanese are attempting to push the Marine force back to the beach while the Americans must hold the line, they need the airfield.

Duration: the game will last 6 turns.

Victory Conditions: Players receive attrition points for units destroyed. The Japanese player also receives two extra points for each unit that moves off the Marine friendly edge and 1 point for each unit that ends the game in the Marine setup zone. The Marine player receives two points for each Japanese unit that does not make it to the American setup zone or offboard. If a side scores 2 points more it is a clear victory, otherwise the game is a draw.

Historically: the Japanese tanks got out ahead of their supporting infantry and were left without cover against anti-tank infantry. Their own infantry was mowed down when they reached the open ground. Most of the tanks actually made it to the beach and were firing at rear echelon units including some medical stations. The Sherman tanks of the 1st Tank battalion arrived and finished them off. After that, the surviving Japanese infantry fell back and dug-in on their side of the airfield.



Our game was played with six players on a 8'x6' table.



A Japanese coral pillbox on Peleliu.

Scenario 3 – Battle for the Airfield September 16, 1944

Background: this scenario represents the 5th U.S. Marine assault on the airfield on the second day after landing. They had been ordered to cross it the same as the Japanese had tried the day before.

Forces: the Japanese player may only have infantry units. Since they are attacking the Marines may have up to 30% more points. The Japanese may have artillery support x2; the Americans can have air support x2.

Setup: this scenario is played on a 6'x4' table oriented along the 4' sides. Both forces have a setup zone up to 6" from their friendly board edge that contains concrete buildings, craters, ruins, and rubble. These setup zones are rough ground and provide soft cover for the infantry. Between the two sections the board is clear with airport runways.

Special Rules:

Terrain Special Rules

Dense Cover – p3.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-stabilizers – p3, Modern Communications – p3.

Imperial Japanese Special Rules

Death Before Dishonor – p3.

First Turn: both forces are setup in their start zones before the first turn; then play proceeds as normal.

Objective: The Marines are attempting to capture the airfield; the Japanese are attempting to hold them.

Duration: the game will last 6 turns.

Victory Conditions: If a side wins by 2 points it is a clear victory, otherwise the game is a draw. Players receive attrition points for units destroyed (p3). The Marine player also receives two points for each unit that moves off the Japanese friendly edge and 1 point for each unit that ends the game in the Japanese startup zone.

Historically: it was the Marine's turn to make a dash across the open field, which they did. They secured the airfield and the air units began using it on the following day. One Marine described the crossing as the most harrowing experience he ever had during the entire war. ". . . shells screeched and whistled, exploding all around us . . . it was more terrifying than the landing . . . we were exposed, running . . . through a veritable shower of deadly metal . . . tracers went by me on both sides at waist height . . . steel fragments spattered down on the hard rock like hail on a city street... The attack across Peleliu's airfield was the worst combat experience I had during the entire war. It surpassed all the subsequent horrifying ordeals on Peleliu and Okinawa." – **Maj Henry J. Donigan**

Scenario 4 – Battle in the Scrub, September 19-23, 1944

Background: This scenario represents the fighting conditions experienced by the 7th U.S. Marines on Peleliu after they had moved inland to secure the southeastern part of the island. They found it slow going and had to slug it out for every inch of ground they won.

Opposing Forces: The Japanese player must buy defenses, if any, from his allotment; they may have up to two tanks and the Marines may have one M4A1 tank. Both off-board artillery and air support are available to both sides (x1), choose one.

Setup: the 6'x4' board is oriented along the 6' side; the entire board is Junglethick jungle. This scenario plays equally well as a daytime or nighttime battle.

Special Rules:

Terrain Special Rules

Dug-in – p2, Jungle – p2.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-stabilizers – p3, Modern Communications – p3.

Imperial Japanese Special Rules

Ambush Tactics – p3, Banzai! – p3, Death Before Dishonor – p3, Japanese Infiltrators (if night) – p3, Setting up Observers and Snipers – p3, Suicide AT Teams – p3, Suicide Snipers – p3.

First Turn: The Marines setup on a 12" strip on their short side of the board. The Japanese units may setup up to 12" from their short edge of the board. They may place special units per the Setting up Observers and Snipers rule. Play proceeds as normal.

Objective: each side must take the enemy's ground while holding on to their own.

Duration: The battle is concluded at the end of game turn 6.

Victory Conditions: If a side wins by 2 points it is a clear victory, otherwise the game is a draw. Players receive attrition points for destruction of enemy units (p3).

Historically: It took eight days to fully secure the southeastern half of the island. During the nights, the Japanese sent infiltrators into their lines...



U.S. Marines in their foxholes.



A view of a portion of the Umurbrogol Mountains showing a Marine F4U Corsair dropping napalm on enemy positions. Napalm was dropped on Peleliu beginning on October 12th. At first, the Corsairs were dropping 30 gallon tanks of napalm without igniters; then infantry mortars set the napalm ablaze with incendiary rounds. Later, ground crews fixed 165 gallon tanks fitted with igniters to the plane's centerline bomb shackles.

Scenario 5 – Battle of Bloody Nose Ridge September 20–November 27, 1944

Background: This scenario represents the fighting conditions experienced by the US Marines in the Umurbrogol Mountains - the last bastion of major Japanese resistance. Reduction of these mountain defenses would ensure the safety of the airfield. Nakagawa's defenses were based at Peleliu's highest point, Umurbrogol Mountain, a collection of hills and steep ridges located at the center of Peleliu overlooking a large portion of the island, including the crucial airfield. The Umurbrogol contained some 500 limestone caves, inter-connected by tunnels. Many of these were former mine shafts that were turned into defensive positions. Japanese engineers added sliding steel doors with multiple openings to serve both artillery and machine guns. The caves allowed the Japanese to evacuate or reoccupy positions as needed, and to take advantage of shrinking interior lines.

Opposing Forces: The Japanese player must buy defenses from his allotment. Neither side has vehicles. Off-board artillery support (x1) is available to both sides.

Setup: the game takes place on a 6'x4' table oriented along the 6' sides. The entire board is rough ground made up of rocky ridges that give soft cover. The Japanese are 'dug-in' with pillboxes, sandbag or sangar defenses, and reinforced trenches on a ridgeline at mid-board and another ridgeline 12" from their friendly edge.

Special Rules:

Terrain Special Rules

Dense Cover – p2, Dug-in – p2.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-stabilizers – p3, Modern Communications – p3.

Imperial Japanese Special Rules

Banzai! – p3, Death Before Dishonor – p3, Japanese Infiltrators (if night) – p3.

First Turn: The Marines setup on a 12" strip on their short side of the board. They may elect to place half their forces in reserve (no outflanking). The Japanese divide their forces between the two ridgelines; play then proceeds as normal.

Objective: the Americans must clean-out the Japanese defenses in order to make the airport safe to use; the Japanese want to stop them.

Duration: The battle is concluded at the end of game turn 9.

Victory Conditions: If a side wins by 2 points it is a clear victory, otherwise the game is a draw. Players receive attrition points for enemy units destroyed (p3).

Historically: One particularly bloody battle on Bloody Nose came when the 1st Battalion, 1st Marines, under the command of Major Raymond Davis, attacked Hill 100. In six days of fighting, the battalion suffered 71% casualties. Captain Everett Pope and his company of 90 remaining men managed to penetrate deep into the area to assault what he thought was Hill 100. After a day of fighting Pope's company reached the crest, behind which, was in fact another ridge, occupied by more Japanese defenders. Trapped at the base of that ridge, Pope's unit was attacked relentlessly by the Japanese throughout the night. His men ran out of ammunition, and had to fight with knives and fists, and even resorted to throwing coral rock and empty ammunition boxes. They held out until dawn which only brought on more deadly fire. When they finally evacuated the position, only nine men remained. Pope received the Medal of Honor for the action. The Army infantry divisions had to take over for them on the 15th of October.

Scenario 6 – Battle of The Horseshoe October 7 – 1944

Background: the 1st Marine Tank Battalion had been relieved by Army armor on the 1st of October. The 5th Regiment began to relieve the 7th, who were being pulled back into reserve. The 5th Marines were ordered to attack the southwest part of the Umurbrogols. On the 7th of October, the 3/5 battalion was ordered to clear out a valley known as “The Horseshoe.” A series of ridges bordered this valley on the west, north, and east, which contained heavy guns in caves and on top of the ridges. They were supported by a platoon of six Army tanks. The attack was preceded by a tremendous two-and-a-half-hour barrage which was “surprisingly successful.” Then tanks moved out surrounded by infantry “like a dog with its fleas.” The tanks drove up to the cave openings and fired their main guns and machineguns directly into the openings. The Marines had no complaints about the Army tankers’ performance. (*comments by E. B. Sledge*)

Opposing Forces: The Japanese player must buy defenses from his allotment. Caves count as concrete bunkers. Off-board artillery support (x1) is available to both sides. The Marines may have up to two M4A2 Sherman tanks and may have air support (napalm, one strike).

Setup: the game takes place on a 6’x4’ table oriented along the 4’ sides. The entire board is dense cover surrounded by rocky ridges. The Japanese are ‘dug-in’ with pillboxes, sandbag or sangar defenses, and reinforced trenches on the cliffs and ridges, beginning at the board centerline and wrapping around the Japanese side of the board in the shape of a ‘U’ or ‘horseshoe.’

Special Rules:

Terrain Special Rules

Dense Cover – p2, Dug-in – p2, Ridges – p2.

U.S. Marine Special Rules

Fire and Maneuver – p3, Gyro-stabilizers – p3, Modern Communications – p3, Napalm – p3.

Imperial Japanese Special Rules

Banzai! – p3, Death Before Dishonor – p3, Japanese Infiltrators (if night) – p3.

First Turn: Before beginning, apply a Preliminary Bombardment, but since this time it was effective, whenever a ‘6’ is rolled for a target unit, apply a heavy howitzer hit, even on bunkers. The Marines enter from offboard on their friendly long side (no outflanking). The Japanese forces setup anywhere along the ridgelines. Play then proceeds as normal.

Objective: the Americans must clean-out the Japanese defenses; the Japanese are fighting for their lives.

Duration: The battle is concluded at the end of game turn 6.

Victory Conditions: If a side wins by 2 points it is a clear victory, otherwise the game is a draw. Players receive attrition points for enemy units destroyed (p3).

Historically: the battle for the Umurbrogols continued until the 27th of November, when the island was finally declared secure, thus ending the 73-day-long battle for the island. It was considered by many to have been the most difficult battle of the war.

Aftermath

“The Battle of Peleliu resulted in the highest casualty rate of any amphibious assault in American military history: Of the approximately 28,000 Marines and infantry troops involved, a full 40 percent died or were wounded, for a total of some 9,800 men (1,800 killed in action and 8,000 wounded). The high cost of the battle was later attributed to several factors, including typical Allied overconfidence in the efficacy of the pre-landing naval bombardment, a poor understanding of Peleliu's unique terrain, and overconfidence on the part of Marine commanders, who refused to admit their need for support earlier at Bloody Nose Ridge” – Battle of Peleliu: A Controversial Attack.

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Map of the island from http://ww2db.com/image.php?image_id=12217

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