

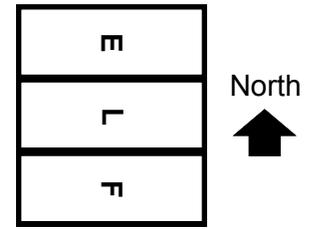
Situation GS-2

Japanese Counterattack

March, 1946 Hypothetical

Scenario created by Greg Moore and posted for free at gregpanzerblitz.com. Counters and maps may be found at imaginative-strategist.layfigures.com.

After a bloody but successful initial landing on the home island of Japan, south of Tokyo, troops of the 1st Marine Division, driving inland from the beach-head, suddenly find themselves caught in a trap and must fight their way out.



AVAILABLE FORCES

U.S. Marines

Elements of the 1st Marine Division

5 I 2* 10 USMC 1	3 M 12 3 81 mm 1	12 A 10 2 76 mm 0	40 (H) 32 2 105 mm 0	8 H 12 2 40 mm 0	11 A 8 9 M-42 9	14 A 10 6 M-10 9
x 12	x 3	x 2	x 1	x 1	x 6	x 1
2 C(I) 2* 2 LVT(A)-2 8	5 C(A) 5 2 LVT(A)-1 8	2 C(I) 2* 1 M-8 Jeep 18	0 C 0 1 Truck 14	2 C(I) 2 3 M-3 10		
x 3	x 2	x 4	x 8	x 2		

20 (H) 3 Cannon Bombs	15 (A) 4 Cannon Rockets	Enter on Turn 5
x 3	x 3	

Japanese

Mixed Japanese Force

2 I 2 6 RIFLE 1	1 I 2 5 RIFLE 1	2 I 4 4 M-G 1	3 M 12 3 81 mm 1	6 A 3 3 47 mm 0	2 H 12 2 76 mm 0	4 H 10 1 20 mm 0	20 (H) 25 2 75 mm 0
x 6	x 6	x 3	x 3	x 3	x 2	x 3	x 2
60 M 16 2 150 mm 0	0 C 0 1 Wagon 3						
x 1	x 3						

2 I 2 8 SNJ 1	3 M 12 3 81 mm 1	5 A 2 2 Ho-Ga 8	5 H 8 3 Chi-Ho 8	6 A 3 5 Chi-Ho 9	11 A 8 5 Chi-Ho 8	14 A 10 8 Chi-Ia 9	0 C 0 1 Truck 12
x 6	x 2	x 3	x 3	x 4	x 5	x 3	x 8

X x 5	MINES 2-1 x 5
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SET-UP

MARINES : Set up first on the 26 road hexes in the center of the board between the two long rivers. All passengers must be loaded and there can only be one unit (plus passenger) per hex. Aircraft enter on turn 5.

JAPANESE : Set up second. Group A sets up anywhere on boards E and L but at least five hexes away from any Marine unit. Group B sets up in any of the six wooded hexes in the east end of board F and the three hexes of the two nearby towns.

VICTORY CONDITIONS

MARINES: exit 30 units off the southern edge of the board for a major victory. Exit 10 units for a minor victory.

JAPANESE: destroy 25 Marine units for a major victory. Destroy 15 for a minor victory.

Length of game 12 turns.

Japanese move first

1	2	3	4	5	6	7	8	9	10	11	12
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SPECIAL RULES

Blocks & Mines : May be placed anywhere during setup except Bucey town hexes on board F or any road hexes heading south from Bucey. Also they may not be placed on bridge hexes.

Rivers : Rivers may not be crossed except at bridges.

Amtraks : Amtraks (the 5 LVT's) may move onto a river hex and stop. On the next turn, they may move one hex and end their movement. Amtrak defense while on a river hex is 8. Amtraks may only transport Marine infantry units and the 81mm mortar units.

Jeeps : Jeeps may not be used to transport 76mm AT or 105mm How.

Half-Hexes : The half-hexes on the edges of the board are playable as per the normal rules.