












# GUAM LANDINGS

## - BATTLE OF GUAM



### Setup order

- 1  x14
- 2  x11
- 3  x10
- 4  x9
- 5  x2
- 6  x2
- 7  x1
- 8  x11
- 9  x1

## Historical Background

On July 21st, the first wave to hit the northern landing beaches off the island of Guam in the Marianas, were amphibious tank units. Most of the Japanese infantry had pulled back from their beach defenses during the heavy naval bombardment that preceded.

But the rough terrain and broad rice paddies slowed the tanks' advance. The 21st Marines cleared Asan Town and made some progress on the Japanese-infested ridges and jungle that overlooked the rice fields. Difficulties getting their artillery ashore and limited armor support placed the burden of establishing a beachhead squarely on the shoulders of the men of the 3rd Marine division.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

Japanese Player: Take 5 Command cards.

US Marine Player: Take 6 Command cards.  
You move first.

## Conditions of Victory

6 Medals.

The Hill hex marked with an Allied medal counts as a Victory Medal for the Marines. Place an Objective Medal on this hex. As long as a Marine unit occupies this hex, it counts as a Victory Medal for the Allies. If the unit moves off or is eliminated, this Medal is back in play.

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

Jungles are explained on p. 5.

Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.