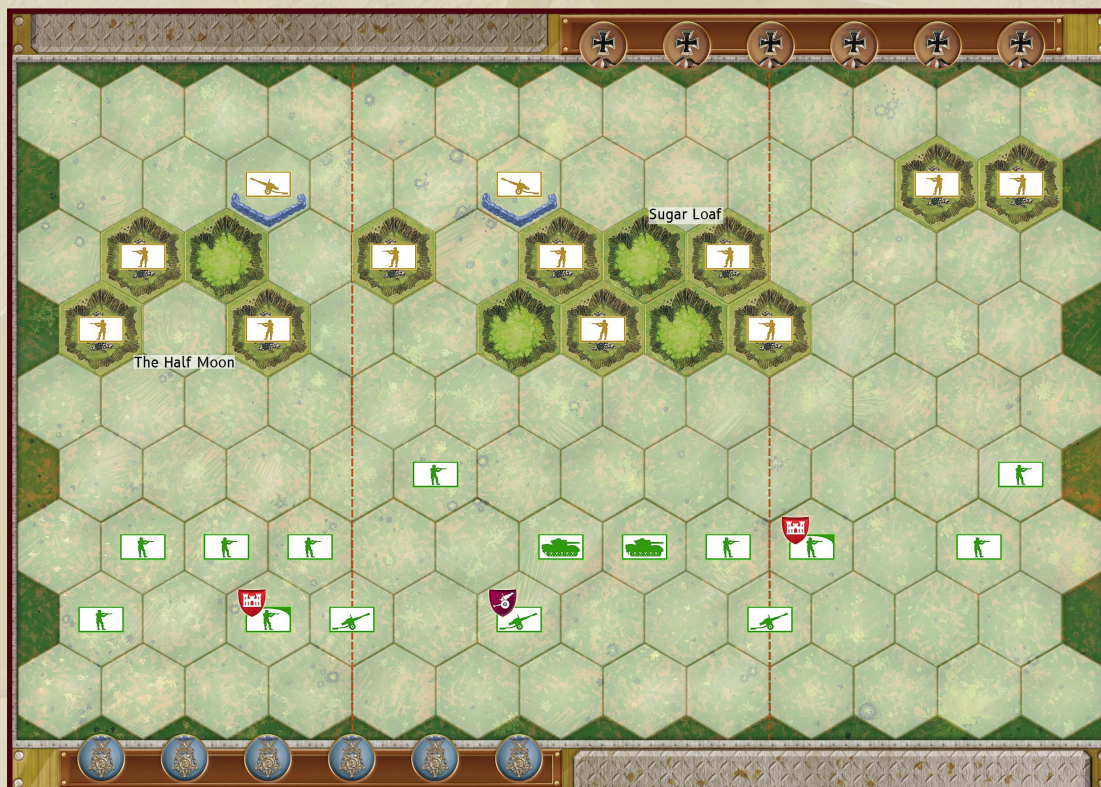







SUGAR LOAF AND HALF MOON

- BATTLE OF OKINAWA

MAY 13-19, 1945



Setup order

- 1  x10
- 2  x4
- 3  x2

Historical Background

The Japanese units defending the western flank of the Shuri line were in a strong defensive position. Entrenched in tunnels with interlocking fields of fire between Sugar Loaf, Half Moon and the surrounding hills, they were able to hold off the attacks of the 6th Marine Division.

At times, the Marines were able to secure a hill top position only to later be driven off by Japanese forces attacking from other caves and a maze of tunnels.

On May 19th, after seven days of fighting, the area was finally secured.

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

Briefing

Axis Player (Japan):

- Take 4 Command cards.

Allied Player (United States Marine Corps):

- Take 6 Command cards.
- You move first.

Conditions of Victory

6 Medals.

When all the Japanese units in a section of the battlefield (right, center or left) are eliminated, the Marines gain one Temporary Victory Medal, kept as long as no Japanese units move back into the section.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on US Marines engineer units (Troops 4 - Combat Engineers).

Place a badge on the US Marines Mobile Artillery unit (Troops 14 - Mobile Artillery).