



PELELIU LANDINGS OVERLORD

- PALAU ISLANDS



Historical Background

At 05.30 the morning of September 15, 1944, naval support ships began a massive pre-landing bombardment of Peleliu, in the Palau islands. Armored amphibious tanks came ashore ahead of the infantry waves of the 1st, 5th and 7th Marines. But the bombardment had failed to destroy Colonel Kunio Nakagawa's soldiers and artillery resistance on the island. Soon, their enfilading artillery and anti-boat gun fire inflicted severe vehicle losses on the LVTs.

On the far left, the 1st Marines, led by Guadalcanal veteran, Captain George P. Hunt, flushed out the Japanese troops holed up in the caves of the 'Point'. In the center the 5th Marines met scattered resistance and moved inland toward the airfield. Their advance, however, was soon halted because of the lack of progress on their left. On the far right, the 7th Marines drew heavy fire from nearby islands, before veering off to their left and causing confusion on the center landing beaches.

Around 16.30, a Japanese counter-attack of tanks and infantry across the airfield was repulsed and a second attack later in the day also thrown back.

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

Briefing

Japanese Player: Take 8 Command cards.

Allies (US Marines) Player: Take 11 Command cards.
You move first.

This pack requires two copy of the games and the Pacific Theater and Terrain Pack expansion

Conditions of Victory

13 Medals.

A Marine unit that exits off the Japanese side of the battlefield from the exit hex as indicated on the baseline, counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied Medal Stand.

If the Marine player captures and holds three of the four buildings around the Airfield, it counts as one Victory Medal. The medal once gained continues to count toward the Allied victory, even if the units move off of these hexes or is eliminated.

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.

The Japanese player is in control of the Bunker on the Japanese right and may claim it as a defensive position. The other bunkers are Field Bunkers (p. 9).

Airfields are explained on p. 4.

Jungles are explained on p. 5.

Minefields are explained on p. 8. The Japanese player will lay Minefields out.

Marshes are explained in the Terrain Pack p. 4.

Mountains are explained on p. 5.

A War Ship is described on p. 9.

Note that this Overlord scenario requires two Pacific Theatre expansions and the Terrain Pack expansion.

Setup order

1		x30
2		x11
3		x7
4		x5
5		x4
6		x4
7		x3
8		x2
9		x1
10		x1
11		x6
12		x10
13		x2
14		x7