



JAPANESE COUNTER-ATTACK

- BATTLE OF GUAM

JULY 25, 1944



Historical Background

Lieutenant General Takeshi's counter-attack plan called for a night attack on July 25/26. The goal was to split the 3rd Marines Division and target ammunition and supply dumps. The front-line of the 3rd Marines was stretched thin in the area and reserves were limited to a few engineer and tank units.

The fighting went on all night as the Japanese units penetrated almost to the beach and successfully destroyed supplies and equipment. At dawn, the Allied tanks and artillery could finally see their enemy and soon threw the Japanese back. Early on the 26th, General Obata was forced to report the results of his failed attack back to Headquarters in Tokyo.

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

Briefing

Axis Player (Japan):
- Take 5 Command cards.

Allied Player (United States Marine Corps):
- Take 6 Command cards.
- You move first.

Conditions of Victory

6 Medals.

The Labor Camp is a Permanent Medal Objective for the Allied forces.

The Hospital and the two HQ/Supply tents are Permanent Medal Objectives for the Japanese forces.

Special Rules

HQ/Supply Tent rules (Actions 17 - Capture HQ/Supply Tent), Hospital rules (Actions 18 - Hospital Recovery) and Night Attack (Actions 19 - Night Attacks) rules are in effect.

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).

The Asan River is a Fordable Stream (Terrain 41 - Fords & Fordable Rivers).

All Rice Paddy hexes are treated as Rice Paddies (Terrain 60 - Rice Paddies) and not as Fish Ponds!

Setup order

- 1  x14
- 2  x13
- 3  x12
- 4  x9
- 5  x4
- 6  x2
- 7  x2
- 8  x1
- 9  x1
- 10  x1
- 11  x3
- 12  x1
- 13  x3