











WAKE ISLAND

- PACIFIC THEATER



Setup order

- 1  x4
- 2  x4
- 3  x2
- 4  x1
- 5  x1
- 6  x1
- 7  x12
- 8  x1

Historical Background

A coral atoll lost in the vast expanse of the North Pacific, Wake Island was home to "PAAville", a small stop-over on Pan American Airways' U.S.-China route during the 1930s. In the military build-up to the war, the US Navy began building an aero-naval base. By August of 1941, a small garrison composed of elements of the 1st Marine Defense Battalion was in place, although armed inadequately with old 5" cannons and 3" AA guns.

On December 8, 1941, a day after Pearl Harbor, a flight of medium Japanese bombers took off from the Marshall islands, rapidly bombing the bulk of the Marine Corps VMF-211 fighter squadron located on Wake into the ground. Three days later, the garrison repulsed a first Japanese landing attempt by the South Seas Force. On December 23, a second Japanese attack wave, augmented with 1,500 Japanese Marines from the Special Naval Landing Forces, landed in the predawn darkness. Following the late night and morning of ferocious fighting the garrison was forced to surrender.

For their heroic defense, the men who defended Wake Island during those fateful two weeks would receive the Wake Island Device, a campaign clasp to the Marine Corps and Navy Expeditionary Medals.

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

Briefing

US Marine Player: Take 5 Command cards.

Japanese Player: Take 5 Command cards.
You move first.

Conditions of Victory

6 Medals.

Place a Japanese Objective Medal on the Airfield hex as indicated. A Japanese unit that captures any Field Bunker, Bunker or Town hex, or the Airfield hex marked on the board, to gain a Victory Medal. The Medal remains yours as long as you occupy the corresponding hex.

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 Allied player is in control of the Bunker and may claim it as a defensive position.

Airfields are explained on p. 4.

Field Bunkers are explained on p. 9.