

TAMING TULAGI

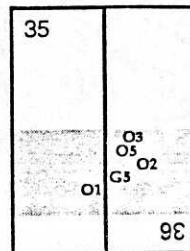
SCENARIO BB1



TULAGI, 8 August 1942: The invasion of Tulagi was one of the several small preliminary invasions planned to secure the flanks of the Guadalcanal attack. The units selected for the invasion of Tulagi were the highly trained 1st Raider Battalion and the 2nd Battalion, Fifth Marines. The landings at Blue Beach were unopposed, and according to plan the 2nd Battalion Marines moved northwest while the Raiders moved east to secure the island. Almost immediately, the Raiders encountered resistance, but managed to make slow, steady progress throughout the day until they dug in for the night. During the night, the Japanese launched four separate attacks against the Raider's positions, but each attack was repelled. At dawn on the 8th, under the protective cover of 60mm and 81mm mortar barrages, the Raiders advanced on Hill 280.

BOARD CONFIGURATION: HANDICAPS:

- J3: Use J2, and in lieu of the 80+mm FFE of SSR 4, add one Radio to the U.S. OB; the Raiders receive one module of 80+mm battalion mortar OBA (HE only), with one Pre-Registered hex. Use J1, and add two U.S. DC to the U.S. OB.
- J2: Use J1, and add two U.S. DC to the U.S. OB.
- J1: In SSR 3, replace "Up to two" with "One".
- U1: Replace one MMG with one Japanese HMG in the Japanese OB.
- U2: Use U1, and replace the 9-0 with one 9-1 in the Japanese OB.
- U3: Use U2, and add one Cave to the Japanese OB.



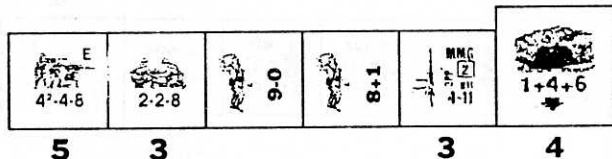
(Only hexrows F-P on board 36 and R-BB on 35 are playable)

VICTORY CONDITIONS: The U.S. win immediately at the end of any U.S. Player Turn in which they Control all existing caves, or at game end if all Locations [EXC: Cave Complex] that are at \geq Level 2 contain no unbroken Japanese MMC.

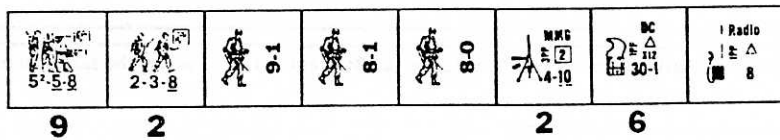
TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	END
☆ U.S. Moves First [127]									

Tulagi Garrison, detachment from the 3rd Kure SNLF [ELR: 5] set up on board 36 (see SSR 3): (SAN: 5)



Elements of A and C Companies, 1st Raider Battalion [ELR: 5] set up on board 35: (SAN: 3)



SPECIAL RULES:

1. EC are Moderate with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all Swamp/Marsh hexes are considered Palm Trees (G4.)]. Hills 601 and 490 on board 36 do not exist; other terrain in these hexes exists normally at ground level. The board 36 stream is Dry.
2. Place overlays as follows: O1 on 35W1; O2 on 36M4-N3; O3 on 36P2-P3; O5 on 36O1-P1; and G5 on 36J0-K1.
3. Up to two Japanese MMC (and all SMC/SW stacked with them) may use HIP. All Japanese MMC (and all SMC/SW stacked with them) in suitable terrain may set up entrenched.
4. The Raiders receive one FFE of 80+mm OBA (HE only) with one Pre-Registered hex (Barrage is NA); this hex must contain a base level Location that has a LOS to the ground Level of any whole hex on board 35. Radio Contact and Battery Access are NA, but an AR and FFE:1 must be placed, per C1.731, during the U.S. PFPh of Turn 1. This FFE:1

counter is removed at the end of the U.S. Turn 1 PFPh. The Raiders receive one Module of 60+mm OBA as per U.S. Ordnance Note 1.

5. The Raiders are Stealthy and may use Assault Fire.

AFTERMATH: The most intense fighting of the Tulagi invasion occurred on Hill 280. The Japanese were entrenched in a complicated system of concealed caves and tunnels, a tactic they would use again and again during the war. The Raiders isolated the position and, using improvised gasoline and TNT demolition charges, systematically cleared the hill of Japanese resistance. Tulagi was in U.S. hands by nightfall, although isolated pockets of Japanese resistance would continue to fight for several days.