

# LUZON FIRE!



**VICTORY CONDITIONS:** The American player wins upon gaining  $\geq 16$  VP. CVP are gained normally and 1 VP is awarded for each hut/building hex controlled at game end.

**Tanque, Luzon, July 15, 1944:** Upon the collapse of the American and Filipino forces in March and April 1942, not all Americans surrendered. Several of the Americans took to the hills to start a guerrilla war against the occupiers. One of these groups of soldiers was lead by the former cavalry Lieutenant Ed Ramsey. For two years, the guerrillas fought a difficult battle, not only against the Japanese but against the terrain in a basic effort just to stay alive. But for two years, the guerrillas trained and honed their skills against isolated Japanese units, waiting the date of their liberation. In mid-1944 Ramsey was ordered to step up sabotage efforts against the Japanese. Ramsey had fabricated a homemade demolition device using a couple of cylinders filled with black powder, a useful explosive device. On July 15, 1944, Ramsey and his guerrillas struck a number of strategic locations throughout northern Luzon. At the village of Tanque, a typical action occurred with the guerrillas attacking and eliminating an isolated garrison. The saboteurs were much more successful then they could have imagined. One bomb had actually been loaded on a tanker that blew up and sank in the harbor.

## BALANCE:

Add one 7-0 to the American OOB.

Replace the Japanese MMG with a HMG.

## BOARD CONFIGURATION:



Only hexrows T through GG are in play.

## TURN RECORD CHART

AMERICAN Moves First	1	2	3	4	5	6	END
JAPANESE Sets Up First							

## ORDER OF BATTLE

**Elements of the 29th Infantry Division:** set up in/adjacent to a building/hut hex:

[ELR: 3]

[SAN: 4]

347	228	127	9-1	MMG	?	Type 95 HA-GO	Type 89B CHI-RO
6		2			6		



**Elements of the Luzon Guerrilla Area Force:** enter on the west, north or south edge, with all units entering on one edge:

[ELR: 5]

[SAN: 3]

337	9-2	8-0	MMG	LMG	FT	DC
8						2

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. PTO Terrain is in effect, including Light Jungle (EXC: roads exist).
2. Kindling is NA. Japanese tanks start play abandoned. The vehicular crews begin play in hut hexes adjacent to the tanks.
3. All American MMC/SMC are Partisans. Americans are stealthy and not may not form multi-location firegroups.
4. American SW are considered not captured and have B# 1 less than normal. The DC is 16 FP.



# POTPOT POTSHOT



**VICTORY CONDITIONS:** The Japanese player wins immediately upon gaining  $\geq 14$  VP. CVP are gained normally and 4 VP are awarded for control of 38Z5.

## BALANCE:

- Remove one Baz from the American OOB.
- Replace the American 9-1 with a 9-2.

## TURN RECORD CHART

AMERICAN Sets Up First	1	2	3	4	5	END
● JAPANESE Moves First						

## ORDER OF BATTLE



[ELR: 3]

[SAN: 2]

**Elements of the 103rd Infantry Regiment:** set up  $\leq 3$  hexes from 38Z5:

667	227	9-1	8-0	MMG	Baz 45	37LL AT GUN	M8 Scout Car
4					2		

**Elements of the 7th Tank and 2nd Mounted Infantry Regiments:** enter on Turn 1 on the east board edge:

[ELR: 3]

[SAN: 3]

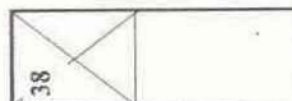
447	10-1	9-0	LMG	DC	Type 97A CHI-HA	Type 95 HA-GO
6			2	2	2	2

**Potpot, Luzon, January 16, 1945:** The Luzon campaign enabled the Japanese commander, General Yamashita, the opportunity to employ Japanese armor in larger quantities than had previously been feasible. In making his dispositions, General Yamashita, fearing their swift loss, adamantly ruled out any concentration of armor. However, some local commanders successfully argued for limited counterattacks to keep the Americans on the defensive. One group, the Shigemi Detachment, launched an attack from San Manuel towards Binalonan. Just before midnight on January 16, Japanese tanks from this force surprised an outpost of the 103rd Infantry Regiment at the village of Potpot. So suddenly had the Japanese vehicles appeared, that the first two tanks were able to drive right through the perimeter before the American antitank gunners could react. After generously spraying the vicinity with machine gun fire, the tank disappeared down the road, further into the rear of the US forces. Another Japanese tank that approached the outpost was knocked out. A hotly disputed two-hour firefight developed, in which the rest of the tanks and their supporting infantry pressed home further attacks. But the Japanese achieved no further penetrations and at length fell back. The Japanese lost a total of 4 tanks against US losses including one 37mm AT Gun, one scout car destroyed and one tank damaged.

## BOARD CONFIGURATION:



N



Only hexrows Q through GG are in play.

## SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. PTO is in effect including Light Jungle (EXC: Roads exist).
2. This is a Night scenario, NVR is 3 with no moon and scattered clouds. The Americans are the Scenario Defender and are Normal and the Japanese are the Scenario Attacker and are Stealthy.
3. Vehicular Control is NA. Vehicular Crews may not volutarily abandon their vehicles.

## SPIRITED ACTION



**Binalonan, Luzon, January 17, 1945:** The Japanese realized that no significant holding positions could be held in front of the American beachhead at Lingayen Gulf. However, several of his subordinates pushed for active counterattacks. One such attack, lead by Major-General Shigemori, pushed towards the town of Binalonan, but by January 17th the Americans were also within a mile of the town. The Japanese forces holding Binalonan amounted to a company of motorized infantry, 8 medium tanks and a couple of SP Guns, totalling about 350 men. The tanks were placed in hastily built revetments, "hull down" for use as a makeshift pillbox. On the morning of the 17th, a battalion of the US 27th Infantry Regiment, while pushing into the northern end of the town, found itself stopped by small arms fire. Later in the afternoon, they were confronted by a single Japanese tank that drove along its front, letting loose a spirited fire with both its 57mm gun and its machine gun, but this tank was soon knocked out. This was followed by five more tanks that attacked through the streets with great enthusiasm, but little sense of direction, driving around at high speeds firing a great deal of poorly directed fire. All five were eventually put out of action and with the help of three Sherman tanks the remaining Japanese were cleared out of Binalonan. The Americans had destroyed 8 tanks, 2 large guns and 5 trucks against the loss of 19 men killed, 66 wounded and three trucks destroyed.

**VICTORY CONDITIONS:** The American player wins at game end if he controls a majority of buildings, provided the Japanese player does not gain  $\geq 35$  CVP.

**BALANCE:**

- Add 12 AP Mine Factors that cannot be exchanged.

Replace the American 9-1 with a 9-2.

**BOARD CONFIGURATION:****TURN RECORD CHART**

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	END
AMERICAN Moves First									

**ORDER OF BATTLE**

**Elements of the 7th Tank and 2nd Mounted Infantry Regiments:** set up on/south of hexrow Z:

[ELR: 4]

[SAN: 4]

447	228	10-0	9-1	?	MMG	LMG	DC	Type 97B CHI-HA	Type 1 HO-NI-I	Type 4 HO-RO
7				8		2	2	3	2	



**Elements of the 27th Infantry Regiment:**  
enter on/after Turn 1 on the north edge:

[ELR: 4]

[SAN: 2]

667	9-1	8-1	7-0	Baz 45	MMG	M4A1 MT
11				2	2	3

Enter on Turn 4  
on the north  
edge:

M4A1 MT
2

**SCENARIO SPECIFIC RULES:**

1. EC are Wet, with no wind at start. PTO is in effect with Light Jungle, [EXC: Roads exist].
2. The Japanese player must set up 2 AFV's dug-in.



# NASTY LITTLE FIREFIGHT



**La Paz, Luzon, January 21, 1945:** General Douglas MacArthur's return to the Philippines occurred in October 1944. By early January the Americans were ready to invade the main Philippine island of Luzon. This was accomplished in early January. After the Americans had consolidated their beachhead, they began to expand outward more rapidly. The reconnaissance forces of the 161st Infantry Regiment reached the town of La Paz by the 21st of January, about 20 miles in advance of the main American line. The Japanese were able to attack this somewhat isolated force. There was a surprisingly vicious firefight on the night of the 21st, between a Japanese rifle platoon supported by a single tank and the American lead elements. The Japanese attacked an isolated American platoon, dug-in at a critical crossroad and were able to push the Americans out. However, the Japanese were not able to sustain even this limited resistance and soon were forced to fall back to their main defensive line.

**VICTORY CONDITIONS:** The Japanese player wins at game end if they control hexes 35P5 and 35R5 OR if they gain  $\geq 5$  CVP; for either VC they must not suffer  $\geq 9$  CVP or they lose.

## BALANCE:

- Add one 9-1 AL to the Japanese OOB.
- Replace two American squads with 666 squads.

## TURN RECORD CHART

AMERICAN Sets Up First	1	2	3	4	END
● JAPANESE Moves First					

## ORDER OF BATTLE



[ELR: 3]

[SAN: 4]

**Elements of the Shigemi Detachment:** enter on Turn 1 on any one board edge.

447	9-1	LMG	DC	Type 97A CHI-HA
4				



N



Only hexrows K through V are in play.



**2nd Battalion, 161st Infantry Regiment:** set up  $\leq 2$  hexes of 35P5:

[ELR: 3]

[SAN: 2]

667	8-1	HMG	BAZ 45	1 Squad Foxhole
3		3		

## SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start. PTO Terrain is in effect including Light Jungle, [EXC: Roads Exist]. Prisoners are not worth double VP.
- NVR is 3 hexes with no moon and scattered clouds. The Americans are the Scenario Defender and the Japanese are the Scenario Attacker, both sides are normal.

# SAN MANUEL #1



**San Manuel, Luzon, January 24, 1945:** After having pushed the Japanese out of Binalonan, the next objective for the US forces was the village of San Manuel. Here the Japanese armored forces, mainly from the Shigemi Detachment, were supported by some infantry. This force consisted of about 1,000 men and the remainder of Major-General Shigemi's 7th Tank Regiment, a total of twenty nine medium and four light tanks. The Japanese commander had dug in the majority of his tanks in revetments with only their turrets exposed to the enemy, keeping the rest as a mobile reserve. The US forces, primarily from the 161st Infantry Regiment, realized the strength of the defensive positions and took their time in closing up for a final assault on January 24th. In the 161st Regiment's 1st Battalion sector things did not go well, as Japanese anti tank guns knocked out one Sherman and damaged four others, while another was lost trying to cross a tree lined ditch. As a result of this strong defense, the Americans were forced to pull back.

**VICTORY CONDITIONS:** The American player wins at game end if he controls the majority of building locations onboard OR if there are no GO Japanese AFV in play with functioning MA.

## BALANCE:

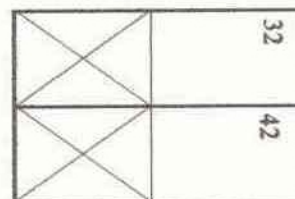
- Add one 228 MMG to the Japanese OOB.

The scenario is reduced to 7.5 Game Turns.

## TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	END
AMERICAN Moves First									

## BOARD CONFIGURATION:



Only hexrows A through P are in play.

## ORDER OF BATTLE



[ELR: 3]

[SAN: 4]

### Elements of the 7th Tank and 2nd Mounted

**Infantry Regiments:** set up on/east of hexrow M:

447	228	10-0	9-1	MMG	LMG	LT MTR	Type 1 CHI-HE	Type 97B CHI-HA	Type 95 HA-GO	105 ART GUN
										47L AT GUN
10	4					3		3	2	2



[ELR: 4]

[SAN: 2]

**1st Battalion, 161st Infantry Regiment:** enter on/after Turn 1 on the western edge:

667	9-2	8-1	8-0	MMG	BAZ 45	LT MTR dm	M4A1 MT	M5A1 LT
16			2	3	2		6	2

## SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. PTO is in effect including Light Jungle, [EXC: Roads exist].
- No hills exist, treat terrain as rising from Level 0. All buildings are wooden and have level 0 only. All streams are dry.
- The Japanese must set up 2 tanks Dug-In.



# SAN MANUEL #2



**San Manuel, Luzon, January 24, 1945:** As the US forces pushed out of their bridgehead at Lingayen Gulf, one of their primary initial goals was to capture the key town of San Manuel. The 161st Infantry Regiment was tasked with this. Standing in their way were 1,000 Japanese infantry supported by 30 tanks. Early in the day, elements of the 2nd Battalion penetrated the town, but were driven back by a counterattack spearheaded by three of Major-Shigemitsu's tanks. Over the next three days, with the fire support of two full battalions of 105mm howitzers, the US troops managed to inch their way into part of San Manuel. Around 1AM on the 28th, the Japanese launched a strong counterattack against the center of the American forces, advancing 13 tanks in successive wedges of three or four abreast to lead the assault, with infantry following behind. The result was all too familiar. Ten of the Japanese tanks were knocked out, the supporting infantry was decimated and driven back, and in the remaining hours before dawn the surviving elements of the Shigemitsu Detachment abandoned San Manuel.

**VICTORY CONDITIONS:** The American player wins immediately if all three tanks are destroyed or under recall or have been recalled or are under a Shock or UK. Otherwise, the American player wins if he controls  $\geq 3$  multi hex buildings at game end.

## BALANCE:

● Add one 228 and one MMG to the Japanese OOB.

🇺🇸 Add one DC and one Hero to the American OOB.

## TURN RECORD CHART

🇺🇸 AMERICAN Moves First	1	2	3	4	5	6	END
● JAPANESE Sets Up First							

## BOARD CONFIGURATION:



Only hexrows I through Y are in play.

## ORDER OF BATTLE

**7th Tank and 2nd Mounted Infantry Regiments:** set up east of the stream:

●							Type
[ELR: 3]	447	228	9-1	9-0	MMG	LMG	97A
[SAN: 4]	7					2	CHI-HA



**2nd Battalion, 161st Infantry Regiment:** set up west of the stream:

[ELR: 4]	667	666	9-2	8-0	MMG	BAZ
[SAN: 2]	6	6		2	2	45

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. PTO Terrain is in effect including Light Jungle, [EXC. Roads Exist]. The stream is shallow.
2. The Japanese tanks must set up in road hexes  $\leq 6$  hexes from the stream and not within 2 hexes of another tank.
3. The Americans receive one module of 81mm Battalion MTR directed by an offboard observer at level 2 on the west board edge whose location is selected prior to all set up.

# 



**San Manuel, Luzon, January 28, 1945:** General Yamashita, the Japanese commander in the Philippines was well aware of the overwhelming might of the US forces that he faced. He realized that the Banzai actions previously used by the Japanese army were not working. He believed that the best chance for the Japanese was to draw out the struggle, causing as many casualties to the Americans as they could. However, many of his men believed it their duty to die honorably attacking the enemy. As the Americans pushed out of their Lingayen beachhead, they assaulted the strongly defended town of San Manuel. There the Japanese put up a strong defense. For four days, the Japanese held the 161st Infantry Regiment in check. Early on the morning of January 28th, 13 tanks and a strong Japanese force attacked the Americans. Very quickly the Americans decimated the attacking force. The Spirit of Bushido and the tactic of Banzai had failed again.

**VICTORY CONDITIONS:** The Japanese player wins upon gaining  $\geq 24$  VP. CVP are gained normally, as are EVP for exiting off the south board edge. For every 5 CVP (FRD) gained by the Americans increase the required VP total by 1.

### 

- Replace the HMG .50 cal HMG with a HMG.

- Add one 9-1 AL to the American OOB.

### 

AMERICAN Sets Up First	1	2	3	4	5	6	END
● JAPANESE Moves First							

### 



**Elements of the 161st Infantry Regiment:** set up on/south of hexes numbered 5:

[ELR: 2]

[SAN: 5]

667	9-1	8-0	HMG .50 cal	MMG	BAZ 45	M4A1 MT	M36 GMC
8		2				2	



### 



Only hexrows I through Y are in play.

**7th Tank and 2nd Mounted Infantry Regiments:** enter on Turn 1 on the north edge:

[ELR: 2]

[SAN: 2]

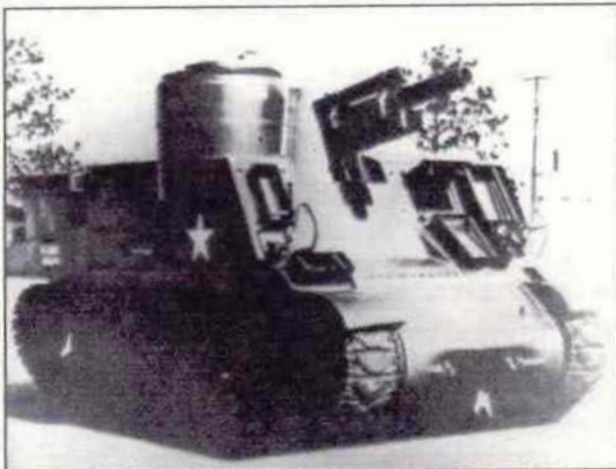
447	9-1	8-0	LMG	DC	Type I CHI-HE	Type 97A CHI-HA	Type 97B CHI-HA
11		2	2	2	2	2	2

### 

- EC are Moderate with no wind at start. PTO is in effect including Light Jungle [EXC. Roads exist]. Kindling is NA. Hills do not exist, treat terrain as rising from Level 0.
- This is a night scenario. Initial NVR is 4 hexes. The American is the Scenario Defender and is normal; the Japanese is the Scenario Attacker and is stealthy.
- Add Overlay **O3** on 3N1-N2.



# YANAGIMOTO



**VICTORY CONDITIONS:** The Japanese player wins at game end if he has  $\geq 32$  VP. CVP are gained normally as are EVP for exiting off the east board edge and 1 VP for each building location controlled.

## BALANCE:

- Add one 9-2 AL to the Japanese OOB.



- Add one M7 HMC to the American reinforcements.

## TURN RECORD CHART

● JAPANESE Moves First	1	2	3	4	5	6	7	8	9	10	END
🇺🇸 AMERICAN Sets Up First											

## ORDER OF BATTLE

### 3rd Battalion, 2nd Mobile Infantry Regiment, 2nd

"Geki" Division: set up  $\geq 3$  hexes west of a stream hex:

●	447	347	228	9-1	8-1	MMG dm	LMG	LT MTR	Type 97B CHI-HA	Type 97A CHI-HA	Type 1 CHI-HE
[ELR: 2]											
[SAN: 4]	6	10	2	2		2	3		4	2	2



Elements of 27th Infantry Division: set up on/east of the stream (including 32P9/Q10):

[ELR: 3]

[SAN: 2]

667	666	227	9-2	8-0	MMG	LT MTR	BAZ 45	AP	AT	37LL AT Gun	M7 HMC
3	7			2	2			12	6		

## SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. PTO is in effect including Light Jungle, [EXC: Roads and bridges exist].
- Place Overlay St1 on 44K5-K6. All buildings are wooden. There are Fords in 44K5 and 44K6.
- The American at start OOB also receives 8x 1-Squad Foxholes and 14x Panji Counters. The Americans also receive reinforcements on Turn 5, entering from the east edge, consisting of 2 M7 HMC and 2 M18 GMC.

**Tacando, Luzon, January 29, 1945:** As the Americans pushed south toward Clark Field and Manila, the Japanese in spite of their best efforts found wedges being driven into their initial holding positions surrounding the Lingayen landing sites. Some of their forces were prevented from any possible rejoining with the main Japanese defensive stronghold. One such isolated unit was the detachment under Captain Yanagimoto, who had under him 650 men of the third battalion of the 2nd Tank Division's 2nd Mobile Infantry Regiment, along with a company of medium tanks. The Yanagimoto Detachment launched a fierce counterattack on January 29th around the village of Tacando, near Fort Stotsenburg. Eight Japanese tanks drove into the positions of an American infantry battalion just as the supporting US tanks had left to replenish their fuel and ammunition. A single self-propelled howitzer was there to oppose them, but it was quickly destroyed and its crew killed. More American self-propelled howitzers arrived on the scene, along with some tank destroyers mounting 76mm guns. Four of the Japanese tanks were subsequently knocked out, but before withdrawing the Japanese had also accounted for two of the tank destroyers.



N

32
4



# AN ARMY TRAVELS ON IT'S STOMACH



**Munoz, Luzon, February 1, 1945:** The US drive toward San Jose began on the morning of February 1st. The main thrust was in the area of Munoz. Once again, the backbone of the Japanese defenses was formed by a number of tanks dug into a hull down positions so that only their turrets showed above ground level, supported by artillery and 47mm antitank guns in earth and sandbagged emplacements. All of this was screened by several infantry positions. The first attack was quickly driven to ground by fire from the Japanese tanks and artillery. But the Americans had resources and they were persistent. Progress remained slow, creeping from the cover of one irrigation ditch to the next across the fields. For three days the combined fire from the dug-in tanks, anti tank guns and artillery limited the advance to a crawl. This was exactly the sort of defensive use of armor General Yamashita, the Japanese commander, had in mind. After a while, wide flanking maneuvers were able to turn the position and the lack of a mobile reserve prevented any effective response. However, the delay allowed the rearguard forces time to occupy their defensive positions.


**VICTORY CONDITIONS:** The American player wins upon gaining  $\geq 16$  VP. CVP are awarded normally and EVP for exiting the east board edge.

## BALANCE:

● Add one LT MTR to the Japanese OOB.

 Add one Baz 45 to the American OOB.

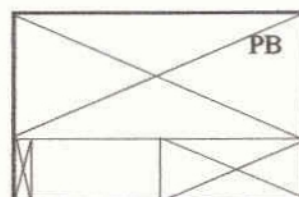
## TURN RECORD CHART

 AMERICAN Moves First	1	2	3	4	5	6	7	END
● JAPANESE Sets Up First								

## BOARD CONFIGURATION:



N



Only hexrows D through W and hexes numbered  $\geq 21$  are in play.

## ORDER OF BATTLE

**Elements of the 129th Infantry Regiment:** enter on/after Turn 1 on the west board edge:



[ELR: 3]

[SAN: 2]

667	9-1	8-0	7-0	HMG	MMG	M4A1 MT	M8 GMC
8						2	

**Elements of the 2nd Tank Division:** set up on/east of hexrow I:



[ELR: 2]

[SAN: 3]

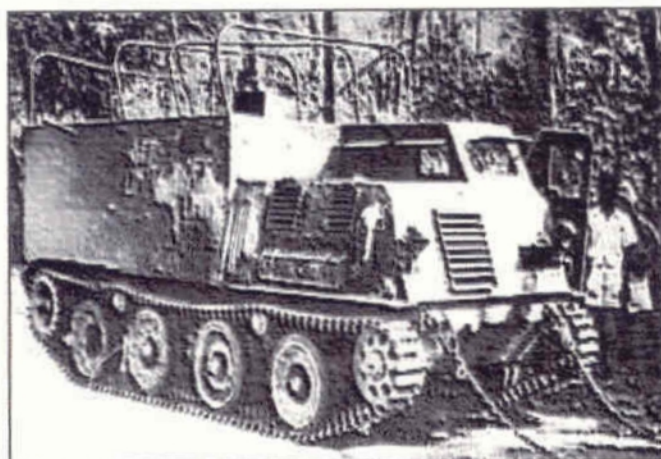
447	228	9-1	MMG	LMG	Type 97B CHI-HA	47L AT GUN
5	2					

## SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. PTO is NOT in effect. Irrigation Ditches (From Pegasus Bridge and Primosole Bridge) are in play. All buildings are wooden.
- Add Overlays O1 on L23, O2 on I25-J25, O4 on E26-F26, B3 on E25-F24, Wd4 on K23-K24, X6 on L22, X8 on I23. Use the Pegasus Bridge Map.
- The Japanese tank begins play Dug-In and may set up HIP and be revealed as if it were a Gun.



# RECKLESS BEHAVIOR



**Novaliches, Luzon, February 1, 1945:** As the Luzon campaign developed, the Japanese front lines began to disintegrate. Forward lines after fighting desperately for weeks began to fall apart under the relentless American attacks. As a result the Japanese and American forces were became intermingled during this turbulent time. On February 1, the 5th Cavalry Group ran into a group of Japanese soldiers from the Shobu Group fleeing west. The Japanese were fleeing in quite a reckless manner, replacing caution with speed. Trucks and APC's loaded with soldiers were travelling through the village of Novaliches, when the Americans sprang a deadly ambush. Bullets and shells flew at the convoy, swiftly knocking out a number of vehicles. American infantry followed this up with a violent volley of fire, killing many Japanese soldiers. A few Japanese were able to escape and even knock out a couple of scout cars, but this was not enough to stop the slaughter.

**VICTORY CONDITIONS:** The American player wins by gaining  $\geq 24$  CVP.

## BALANCE:

- Replace the Japanese 9-1 with a 10-1.

Change "24" to "22" in the Victory Conditions.

## TURN RECORD CHART

AMERICAN Moves First	1	2	3	4	5	6	END
● SIMULTANEOUS Set Up							

## BOARD CONFIGURATION:



Only hexrows I through Y are in play.

## ORDER OF BATTLE



**Elements of the Shobu Group:** set up in motion, on road hexes on/between 49I8 and 49O8:

[ELR: 3]

447	347	228	9-1	9-0	MMG dm	LMG	Type I HO-KI AT-Vehicle	Type 94 Truck	Type 95 Small Vehicle
7	3	2			2	3	3	3	

[SAN: 4]



**Elements of the 5th Cavalry:** set up east of hexrow Q:

[ELR: 4]

667	9-1	8-0	MMG	BAZ 45	M5A1 LT	M20 Scout Car	M3 Halftrack
5							

[SAN: 2]

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. PTO Terrain is in effect including Light Jungle, [EXC: Roads Exist].
2. All Japanese infantry must set up as passengers. The Japanese may deploy as needed.
3. Prisoners are worth 0 VP. The Japanese can exit off the east board edge without being eliminated.
4. Set up a board between the two set up areas to prevent the opponent from seeing the other setup. Remove the board and begin play.



# HERO IN OUR MIDST



**Munoz, Luzon, February 5, 1945:** A week of fighting in the area of Munoz had left the defenders whipped but not defeated. Despite the loss of 35 tanks the Japanese were holding on, attempting to slow down the Americans as much as possible. The tenacious defense had allowed the Japanese to establish their main defensive lines in the hills and mountains east of Manila. On February 4th, General Yamashita ordered a withdrawal of the blocking forces to the main defensive line. Faulty communications delayed notification to the Munoz area until the 6th. By that evening the Japanese lines were crumbling. On the 5th American sergeant Donald Rudolph of the 20th Infantry won the Medal of Honor. Displaying intrepid courage he crawled, under fire and knocked out 8 pillboxes, often by tearing the pillbox apart by hand or pick and tossing in hand grenades. Late in the afternoon, he leapt atop a tank and dispatched its crew with a phosphorus grenade tossed into the turret. This courageous action led to a breakout that resulted in a decisive American victory.

**VICTORY CONDITIONS:** The American player wins at game end if he controls the majority of multi-hex buildings.

## BALANCE:

● Add one 228 MMG to the Japanese OOB.

Add one Game Turn to the Scenario.

## TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	END
AMERICAN Moves First									

## ORDER OF BATTLE

### Elements of the 7th Tank and 2nd Mounted

**Infantry Regiments:** set up on/east of hexrow P:

● [ELR: 2]	447	347	228	9-1	9-0	MMG	LMG	LT MTR	Type 97B CHI-HA	120* ART GUN	47L AT GUN
[SAN: 5]	9	3	3					4	2		



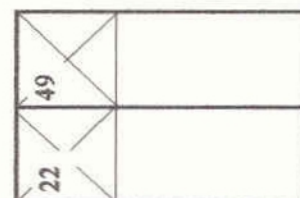
**E Company, 20th Infantry Regiment, 6th Division:** enter on/ after Turn 1 on the western edge:

[ELR: 3]	667	666	9-2	8-1	8-0	1-4-9	BAZ 45	MMG	Radio	M4A3 MT	M5A1 LT
[SAN: 2]	12	6		2	2		2	3		4	2

## SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. PTO is in effect including Light Jungle. [EXC: Roads exist but are unpaved].
2. All buildings are wooden and have one level only. The stream is dry.
3. The Japanese must set up the tanks Dug-In. The Japanese also receive 4x Trench, 12x Panjis, 12x 1-Squad Foxhole equivalents and 6x 1-3-5 Pillboxes.
4. The American player receives one module of 81mm Battalion MTR with HE and SMOKE.
5. Any US stack that includes the at start 149 hero may declare HTH and receives a -2 DRM to all CC attacks in addition to all other DRM. The American hero wounds like a leader.

## BOARD CONFIGURATION:



Only hexrows M through GG are in play.



# NORTON'S KNOB




**VICTORY CONDITIONS:** The American player wins at game end if they control the 50Q2 and 50V5 bridge locations and gain  $\geq 22$  CVP without losing  $\geq 50$  CVP.

## BALANCE:

- Delete SSR 3.

 Add one 227 and one 90L AA Gun to the American OOB

## TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10	END
 AMERICAN Moves First											

## ORDER OF BATTLE

**Elements of the 10th Infantry Division:** set up on hill hexes on board 50:

●	447	228	10-0	9-1	MMG	LMG	LT MTR	AP	Trench	Cave	1-5-7 Pillbox
[ELR: 3]											
[SAN: 4]	15	2		2	2	4	2	24	12	3	4

**161st Regimental Combat Team:** set up on board 17 on/south of hexes numbered 2:



	667	227	9-2	8-1	8-0	HMG	MMG	BAZ 45	DC	90L AA GUN
[ELR: 3]										
[SAN: 2]	24			2		2	2	3	4	

## SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. PTO is in effect including Light Jungle, [EXC. Roads and bridges exist].
2. All buildings are wooden and all streams are dry. There are no cave complexes.
3. Four American squads are secretly recorded as Assault Engineers.
4. The Japanese may setup any eligible unit in a foxhole of appropriate size, i.e. 1 squad in 1 squad foxhole, 2 squad in a 2 squad foxhole, etc.

**Kapinatalan, Luzon, March 21, 1945:** On March 2nd, General Douglas MacArthur declared the Philippine operation complete except for some mopping up. This came as no relief to the soldiers of the American 25th Division. Confronting the Americans was the Bambang Branch of the 14th Army set up in strong defensive positions along the key Balete Pass, the gateway to the Cagayan Valley and to the rear of the Imperial Japanese Army in the Philippines. For three weeks the Americans battled through tough hill top defenses, often fighting man to man in trenches, foxholes and blasting the defenders out of strong caves, taking casualties every step of the way. One of the most fiercely contested positions was known as Norton's Knob. On the 21st the 1st Battalion stormed the crest of the hill, surprising the defenders and for 24 hours, the two sides attacked and counterattacked the summit. The Americans who had been lacking artillery support so far in the campaign found two 90mm AA Guns idle and used them to devastating effect on the Japanese bunkers and caves. Soon the CRACK, WHAM of the heavy AA guns sounded across the valley, dislodging the tenacious defenders.



50
17