

The Pacific War

had failed, and had strangled Japanese industry of the resources needed to wage a modern war. The heavy losses in shipping not only halted the production of arms and ammunition but also led to great difficulties in supplying the forces on the front lines.

The Marianas and the Philippines

The Allied forces were now advancing closer to the Japanese home islands. The Marianas were an important target and had the advantage of being able to support American bombers capable of reaching Japan. Saipan was the first to be attacked and here the fighting was as fierce as elsewhere. Casualties on both sides were high, but eventually the island was taken, less than 1,000 of the 30,000 strong Japanese garrison survived, many committing suicide rather than surrendering. Equally appalling were mass suicides amongst the civilian population, with over 20,000 killing themselves, many by jumping from cliffs overlooking the sea.

After Saipan the Americans captured other islands one by one, with Guam, Tinian and Peleliu all being taken after bitter fighting. Peleliu saw the Japanese change their tactics and with improved fire discipline and fortifications they inflicted an extremely high toll upon the invaders. The battle saw the highest losses, proportionately, amongst the American forces of any battle in the Pacific theatre; a third of the ground forces becoming casualties with almost 1,800 killed and over 8,000 wounded. These successful tactics were to be used again on both Iwo Jima and Okinawa.

In October 1944 US forces landed on Leyte and began the campaign to liberate the Philippines. Fighting would continue until the end of the war, but the American campaign saw ground being taken steadily and the Japanese forced into increasingly isolated pockets of resistance. General Douglas MacArthur was thus able to fulfil his 'I shall return' promise, made when he was forced to leave the islands in early 1942.

Battle for Iwo Jima

The island of Iwo Jima lies in a spot in the Pacific between the Japanese mainland and the Mariana islands. As such it was able to provide an early warning

of American air raids, endangering Allied airmen. If the island were to be in American hands then this early warning would be removed and the island could also provide a place for damaged bombers to land, saving even more lives in the process. The island was also close enough to allow P51 Mustangs to fly as escorts for the bomber raids, the value of Iwo Jima meant the decision to invade was inevitable.

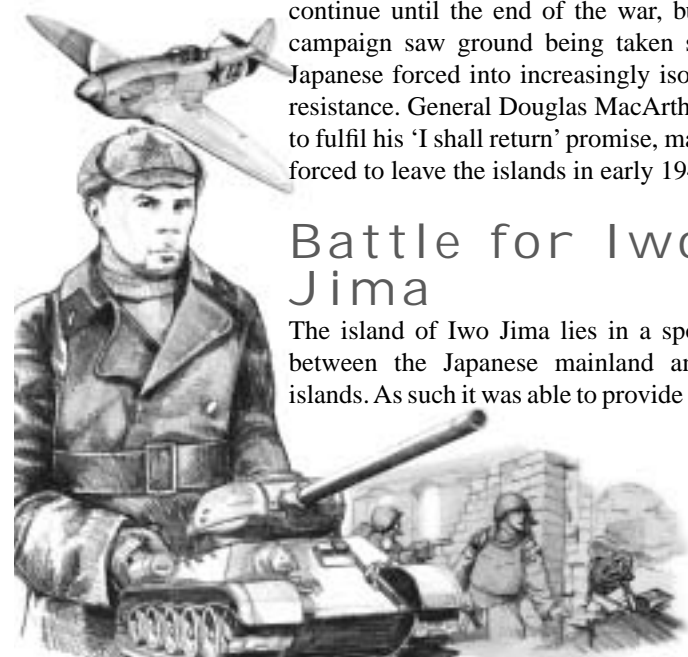
The Japanese defences were expertly prepared by Lieutenant General Tadamichi Kuribayashi. Although he had no illusions as to the nature of the forthcoming battle, he saw it as his duty to inflict the maximum number of casualties upon his American enemies. This was in line with the Japanese doctrine of trying to force the Americans into a more acceptable peace treaty with the threat of the horrendous casualties they would take by invading Japanese territory.

The bombardment of the island and its defences had very limited success, with only the beach defences weakened. The complex system of well built fortifications linked by a vast tunnel system was designed to defeat such attacks and it would be the marines who would have to clear the bunkers and prepared positions one by one.

The Japanese allowed the first wave of attackers to land without resistance, and the American patrols did not initially face any opposition. Kuribayashi had planned to allow as many Americans as possible to be vulnerable to his defences before they would come under attack, and his men held their fire until the last possible moment. These well prepared, disciplined defenders would inflict massive casualties amongst the marines.

Progress for the attackers was slow and came at great loss. Even when bunkers were cleared of enemy troops they were still a threat, as more Japanese troops would sneak back into position, using their tunnel system, and engage the Marines once more, often from an advantageous position. With little cover (the sands on the island making the construction of even simple foxholes next to impossible) the fighting inflicted a terrible toll.

The Japanese position became desperate towards the end of the battle as they began to run out of food and supplies. Kuribayashi, who had refused requests for



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banzai attacks at the beginning of the battle, realized his forces' defeat was not far away and the Marine positions began to suffer from reckless night attacks. When these banzai charges were not dealt with quickly enough the Americans had to engage in bitter hand-to-hand fighting with Japanese soldiers with little left to lose.

The battle was eventually won by the 26th of March, but the losses inflicted upon the American personnel was heavy. Almost 7,000 of their number lay dead and another 19,000 were wounded.

Battle for Okinawa

Operation Iceberg was fought on the Ryukyu Islands of Okinawa and was the single largest amphibious assault in the Pacific theatre of World War II. It was 82 days of hellish fighting on land, sea and air that stretched from late March into June of 1945. Okinawa was a vital part of the strategic plan to take the war to Japan's shores and would be a perfect base for the planned invasion of Japan's homeland islands.

One major feature of the battle was the heavy use of kamikaze tactics. In other battles in the Pacific this act of desperation was used sparingly, at Okinawa it was a cornerstone of the defence. There were seven major kamikaze attacks as the invasion force attempted to

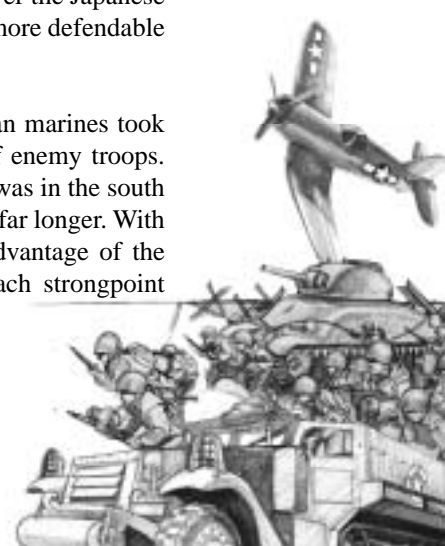
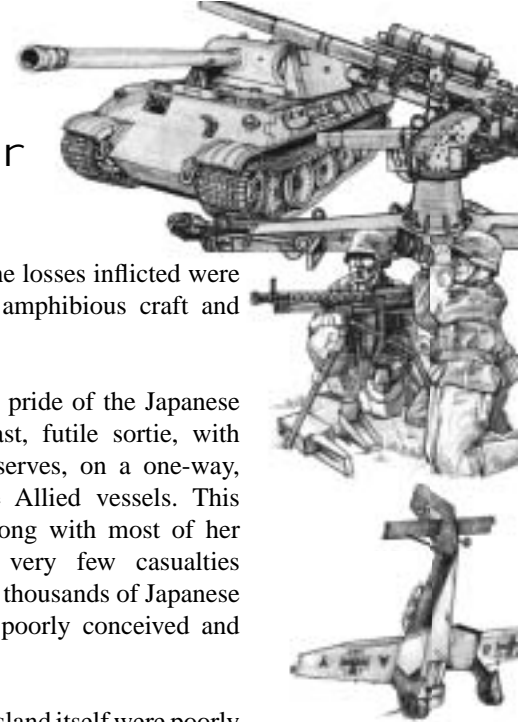
land troops on the island and the losses inflicted were severe, especially among the amphibious craft and destroyer escorts.

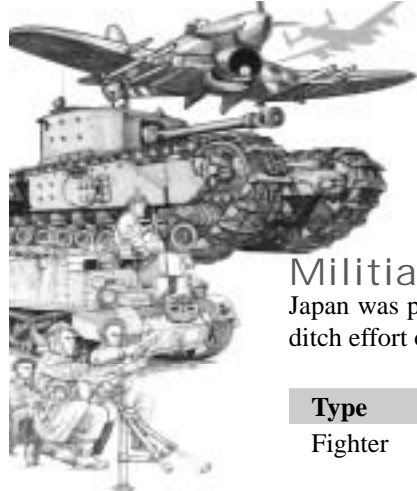
The mighty battleship Yamato, pride of the Japanese fleet, was sent out on one last, futile sortie, with the last of the navy's fuel reserves, on a one-way, suicide mission to attack the Allied vessels. This mighty battleship was lost, along with most of her accompanying vessels, with very few casualties inflicted on the Americans, and thousands of Japanese sailors lost their lives in this poorly conceived and wasteful action.

The Japanese defenders on the island itself were poorly equipped, with some 40,000 hastily raised militia from the local population making up a third of the total force, and another 9,000 naval personnel, almost all of whom had been neither trained nor equipped for ground combat. The regular army divisions on the island were short on supplies and equipment themselves, partly due to the lack of ships with which to send materiel to them and partly because the best equipment was being reserved for the defence of the Japanese mainland. Although the nominal strength was well over 100,000 they were heavily outnumbered with more than half a million marine, army and navy personnel arrayed against them. In addition the quality of the American troops and equipment was far superior, with Japanese commanders believing a single American division had greater firepower than all three of their regular divisions combined.

The weakness of the Japanese defenders did not prevent a very capable effort in defence of the island. Using the natural terrain and multiple fortified positions the Japanese were able to inflict very heavy casualties against their foes. The initial stages of the invasion went well, with the landing force able to quickly achieve its objectives in securing the middle of the island with little resistance. However the Japanese had concentrated their strength in far more defensible terrain.

In the north of the island the American marines took over two weeks to clear the ridges of enemy troops. Whilst the fighting there was fierce it was in the south where the fighting would continue for far longer. With Japanese troops dug in and taking advantage of the terrain the Americans had to take each strongpoint





Imperial Japanese Army

Militia Squad – 50 points

Japan was prepared to resist an invasion with every resource they had available. The Militia squads were a last ditch effort of Imperial Japan, the able bodied were armed with rifles but were poorly trained.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Fighter	1	5"	D6-1	3+	-	5+	-

Unit: 10 Fighters with Type 38 rifles.

Lunge Mine: Use the Lunge Mine like a shooting attack with a very short range. Any model of Size 2 or greater may be attacked, ignoring all cover or blocked line of sight. The soldier using the Lunge Mine is removed from the battlefield after the attack on a D6 roll of 3+.

Mob: Any model in this unit may be nominated as unit leader at the start of every action. This model may act as unit leader for any mob members, including those not part of its original unit – they just have to be within 6" of the unit leader.

Untrained: This unit will always count cover as obscurement and Artillery weapons gains a +1 bonus on all Damage Dice allocated to models in this unit.

Options: Up to two Fighters may be equipped with a Lunge Mine for free.



Support Assets

The following are all the Support Assets available to an Imperial Japanese Army Rifle Platoon.

Imperial Japanese Teishin Shudan Paratrooper Squad – 210 points

Late in the war the glory days of the Teishin Shudan were gone but they still fought as bravely as every other Imperial Japanese soldier.

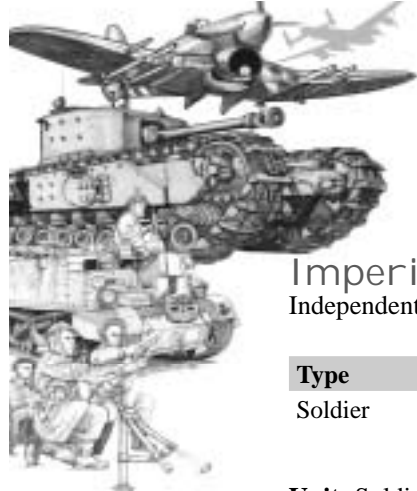
Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Sergeant	1	5"	D6+1	4+	6+/6+	6+	-
Corporal	1	5"	D6+1	4+	6+	6+	-
Soldier	1	5"	D6+1	4+	6+	6+	-

Team 1: Sergeant (unit leader) with Type 14 Pistol and Shin Gunto or Type 100 SMG, Soldier with Type 96 LMG, 2 Soldiers with Type 38 rifles.

Team 2: Corporal with Type 100 SMG, 6 Soldiers with Type 38 rifles.

Teams: The Corporal may act as unit leader to Team 2, splitting off to act as a separate unit.





Imperial Japanese Army

Imperial Japanese SNLF Sniper – 35 points

Independent Sniper teams could hide in the jungle and disrupt an enemy's plans.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Soldier	1	5"	D6+1	4+	6+	6+	-

Unit: Soldier (unit leader) with Type 97 Sniper Rifle.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three or be counted as destroyed.

Fanatic: This unit automatically discards all Suppression dice.

Jungle Craft: Some SNLF units received expert-level training in all the skills needed to operate in trackless jungle. Imperial Japanese SNLF snipers do not have their Fire Zones reduced to 3" when engaging in light jungle terrain.

Stealthy: If this unit is in Cover and did not make a Shoot action or reaction in the last turn, enemy models more than 20" away may not draw Line of Sight to it.

Imperial Japanese SNLF ATR Company Support Team – 55 points

The presence of ATR teams on the battlefield was a prime concern to crews of lighter armoured vehicles.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Soldier	1	5"	D6+1	4+	6+	6+	-

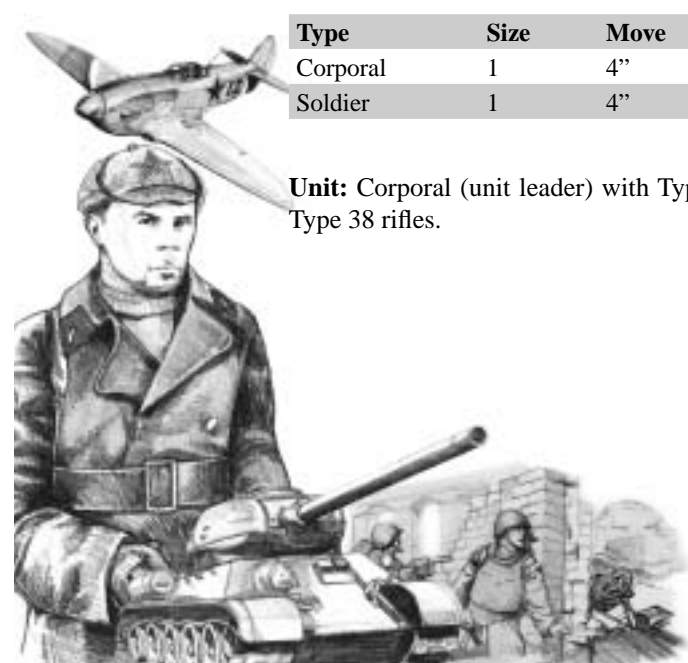
Unit: Soldier (unit leader) with Type 97 ATR, Soldier with Type 38 rifle.

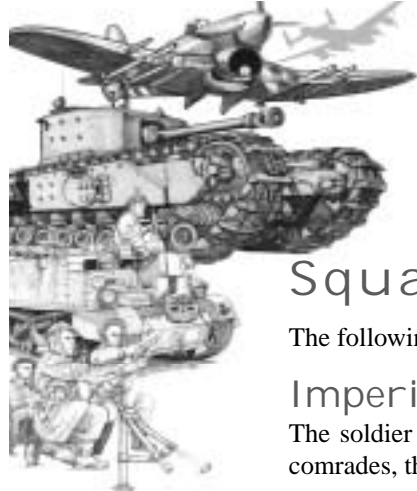
Imperial Japanese SNLF HMG Company Support Team – 110 points

Imperial Japanese SNLF HMG teams provided crucial sustained fire support.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Corporal	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Corporal (unit leader) with Type 14 Pistol and Shin Gunto, Soldier with Type 92 HMG, 2 Soldiers with Type 38 rifles.





Imperial Japanese Army

Squad Assets

The following are all the Squad Assets available to an Imperial Japanese SNLF Platoon.

Imperial Japanese SNLF Rifle Squad – 200 points

The soldier of the Imperial Japanese SNLF was well drilled and tough. Even more dedicated than their army comrades, the SNLF fought bravely until the end.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Sergeant	1	5"	D6+1	4+	6+/6+	6+	-
Corporal	1	5"	D6+1	4+	6+	6+	-
Soldier	1	5"	D6+1	4+	6+	6+	-

Team 1: Sergeant (unit leader) with Type 100 SMG and Shin Gunto, Soldier with Type 96 LMG, 2 Soldiers with Type 38 rifles.

Team 2: Corporal with Type 38 rifle and Shin Gunto, 6 Soldiers with Type 38 rifles.

Teams: The Corporal may act as unit leader to Team 2, splitting off to act as a separate unit.

Tank Assault: Infantry in this period used a variety of grenades or mines to assault armoured vehicles. All members of the unit are assumed to carry Anti-Tank Explosives. These may be placed on any model of Size 2 or greater with a Charge action. They will explode at the end of the charging unit's next turn.



Lunge Mine: Use the Lunge Mine like a shooting attack with a very short range. Any model of Size 2 or greater may be attacked, any benefits the target would have received for being obscured or in cover are ignored. The soldier using the Lunge Mine is removed from the battlefield after the attack on a D6 roll of 3+.

Options: Up to two Soldiers may be equipped with a Lunge Mine for free.

Options: The Rifle squad may be upgraded to the use of the Jungle Craft rule for +30 points per squad.

Jungle Craft (if purchased): Some units received expert-level training in all the skills needed to operate in trackless jungle. Imperial Japanese SNLF rifle squads do not have their Fire Zones reduced to 3" when engaging in light jungle terrain.

