

# TROUBLE AT AGOO



**Agoo, Philippines, December 22, 1941:** The invasion of the Philippines was going very well for the Japanese. The tide and terrain were causing more difficulty than the sporadic American and Filipino defense. The untrained conscript Filipino forces frequently fled before the attackers. All that was left was a smattering of regular Philippine Army units. In the early afternoon General Wainwright received word of an enemy infantry force mounted on bicycles accompanied by armor approaching Damotis. To meet this probe, Wainwright requested a company of light tanks from Brigadier General James R.N. Weaver, the commander of the Provisional Tank company. Because of a shortage of gasoline, General Weaver could only furnish a platoon of 5 tanks from Co. B, 192nd Tank Battalion. These moved out to the threatened area and met a force of enemy armor in the village of Agoo. The command tank, maneuvering off the road, was hit by a 47mm shell and burst into flames. The other four returned fire but were hit by AT Gun fire from a hidden gun and were forced to retreat. They succeeded in retreating to Romino but were lost later that day in an aerial attack.

**VICTORY CONDITIONS:** The Americans win at game end if they have more VP than the Japanese. Each side gains CVP normally, while the American player gains EVP for exiting off the board between Y10 and GG6.

## BALANCE:

- Add an 8-1 AL to the Japanese reinforcements.
- 🇺🇸 Replace the 8-1 AL with a 9-2 AL in the American OOB.

## TURN RECORD CHART

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

## ORDER OF BATTLE

Elements of the 4th Tank Regiment and 47th Infantry Regiment setup/enter as indicated:

● Setup on between hexrows Z and T on north of hexes numbered 2:

[ELR: 4]	237 HS	228	47L AT Gun
[SAN: 0]	2		

Enter on Turn 1 on the north edge within 1 hex of Y1 having already expended 1/2 of its' available MP. (FRU):

Type	Type
97A	95
CHI-HA	HA-GO
2	2



Elements of Co. B, 192nd Tank Battalion, enter on Turn 1 on the western board edge within 2 hexes of Q5 having already expended 1/2 of its' available MP (FRU):

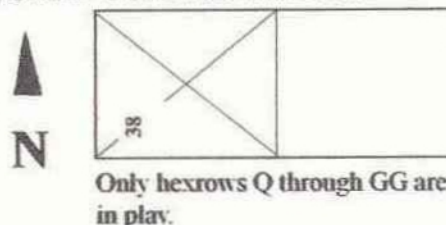
[SAN: 0]

8-1 AL	M3 LT
5	

## SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. PTO Terrain is in effect including Light Jungle (EXC: Roads exist). Vehicular Road Rate Movement is NA.
- The Japanese 237's are Half Squads. The M3 Light Tanks do not have Cannister.

## BOARD CONFIGURATION:



# PRECIOUS MINUTES



**Pio, Bataan, January 2, 1942:** On January 2nd, MacArthur began deploying his forces along the two roads leading to the neck of the Bataan Peninsula. 10 days of hard fighting had brought the Japanese to the gates of Bataan, and had left the defense in disarray. The Guagua-Porac Line was established as a temporary defensive line. The purpose of this position was to delay the attackers long enough for the Americans and Filipinos to establish themselves in the Main Line of Resistance at Abucay. During the afternoon of the 2nd, the lead elements of the Japanese 9th Infantry Regiment rolled down Route 74 and slammed into the Filipinos at Porac. The Filipinos were easily pushed back several kilometers, all the way southwest of the village of Pio. Here they made a stand before some artillery guns firing over open sights. Despite heavy casualties, a few precious minutes were purchased for the defenders of Bataan.

**VICTORY CONDITIONS:** The Japanese win at game end if they control all of the board 38 hut hexes.

## BALANCE:

- Add a 9-1 to the Japanese OOB.
- 🇺🇸 Remove one 447 and one LMG from the Philippine OOB.

## TURN RECORD CHART

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

## ORDER OF BATTLE

Elements of the 9th Infantry Regiment enter on Turn 1 on the north board edge:



[ELR: 3]

[SAN: 4]

447	347	228	9-1	9-0	MMG dm	LMG	LT MTR dm
5	8			2		3	



[ELR: 2]

[SAN: 3]

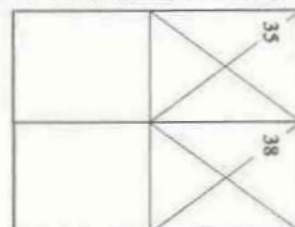
2nd & 3rd Battalions, 21st Infantry Regiment, 21st Philippine Division setup on board 35 on/south of hexes numbered 8:

447	8-1	7-0	MMG	LMG	Foxhole
12	2		4	6	

Setup within 3 hexes of 38BB3, inclusive:

227	75 ART
2	2

## BOARD CONFIGURATION:



Only hexrows R through GG are in play.

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. PTO Terrain is in effect including Light Jungle.
2. Boresighting and Kindling are NA.
3. The Filipino ART Guns and the Japanese MTR do not have WP.



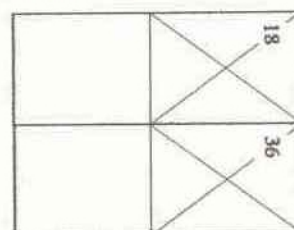
# THE BRAVEST THING I EVER SAW



Layac, Bataan, January 6, 1942: After the destruction of the Culo River Bridge one last position remained between the Japanese and main American defensive position at the village of Abucay. The Americans wanted to hold this delaying position, just south of Layac, long enough to force the forward elements of the Japanese Army to deploy. The 31st Infantry Regiment was the backbone of this defensive line, occupying the center of the line. At 10:30 AM the American artillery opened up on the advancing Japanese column, making effective fire on the exposed troops. The Japanese quickly rebounded and soon had their own artillery returning fire. The American and Japanese artillery exchanged shell for shell with each side taking and inflicting grievous casualties. This action was remembered by one medic as simply "The bravest thing I ever saw". The battle dragged on all day but the delaying action was successful, holding the Japanese long enough for the main defensive line to be manned.

**VICTORY CONDITIONS:** The side with the most VP wins. CVP are gained normally and 1 VP is awarded for each Level 2 hill hex controlled from your opponent's setup area.

## BOARD CONFIGURATION:



Only hexrows R through GG are in play.

## BALANCE:

- Replace the 8-1 with a 9-2 in the American OOB.
- Replace 2x 347 with 2x 447 in the Japanese OOB.

## TURN RECORD CHART

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

## ORDER OF BATTLE

Elements of the 3rd Infantry Regiment setup on board 18 on/north of hexes numbered 3:

[ELR: 3]

[SAN: 4]

447	347	228	9-1	9-0	MMG	LMG	LT MTR	DC	75 ART
6	9	4		2	2	3		2	2



[ELR: 2]

[SAN: 3]

B Company, 31st US Infantry Regiment sets up on board 36 on/south of hexes numbered 8:

666	8-1	8-0	MMG	LMG	Foxhole	Trench	Wire
9		2		2	4	3	2

1st Battalion, 23rd Artillery  
Regiment setup on level 2 hill  
hexes on board 36:

227	75 ART
2	2

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. PTO Terrain is in effect including Light Jungle.
2. All Streams are dry.
3. The Japanese Guns are Year 41 Type Mountain Guns. Neither side has WP.



# FIDGETY BRIDGET



**VICTORY CONDITIONS:** The side that controls the most level 4 hill hexes at game end wins.

## BALANCE:

- Add one LMG to the Japanese OOB.

- 🇺🇸 Replace one 8-0 with one 8-1 in the American OOB.

## TURN RECORD CHART

🇺🇸 See SSR 2	1	2	3	4	5	6	7	END
●								

## ORDER OF BATTLE



Elements of the Naval Battalion enter on Turn 1 on the east board edge:

[ELR: 2]

458	447	9-1	8-0	HMG .50 cal	LMG
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[SAN: 2]

6 7 2 4



Elements of the 2nd Battalion, 20th Infantry Regiment enter on Turn 1 on the west board edge:

[ELR: 3]

447	347	9-1	9-0	LMG
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[SAN: 2]

8 4 2 3

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. There are scattered clouds and no moon. PTO Terrain is in effect including Light Jungle.
2. This is a Night scenario. The initial NVR is 3. Prior to all setup, use random selection to determine who goes first, both sides are considered Scenario Attackers. Both sides are Normal.
3. The ROF of the Philippine HMG .50 cal is reduced by 1 and has a B11.

Longoskawayan Point, January 23, 1942: In an attempt to outflank the American Main Line of Resistance, the Japanese attempted a seaborne assault on the western shore of Bataan. 300 Japanese troopers of the 20th Infantry Regiment landed at Longoskawayan Point on the night of January 22-23rd. The first American force to respond was the Naval Battalion under the command of Francis J. Bridget. The ramrod straight Bridget received the nickname Fidgety Bridget before the war when he told his men to "get war conscious". Upon hearing of the landing, the Naval Battalion along with an attached platoon of Marines, moved out to meet the Japanese. By the time the Naval Battalion got moving the Japanese were off the shore and moving inland. First contact was made when a small patrol of Japanese ran into a group of naval personnel atop Mount Picot. Elements of both sides marched to the sound of battle with the action swiftly growing in intensity. Despite taking heavy casualties, the Bluejackets contained the Japanese. The Japanese were stopped more by the surprise of finding Americans in the area and the unusual tactics of the naval personnel than from any actual strength in the defense.

## BOARD CONFIGURATION:



N





# RELUCTANT WARRIORS



**Quinauan Point, Bataan, January 24, 1942:** The largest portion of the Japanese seaborne assault had come ashore at Quinauan Point. This force was under the control of Lt. Colonel Tsunehiro. Approximately 600 Japanese soldiers had landed, scaled the seaside cliffs and established themselves in the surrounding jungle. The American defense quickly responded to the reports of the Japanese landing and sent to the area what forces were available, including grounded aviators, former naval men and Filipino Constabulary forces. These predominantly untrained forces had been tasked with defending the western coast of Bataan from attack. One of these forces was Captain Jose Tando's 1st Battalion, 1st Constabulary who received orders that night to move up and assist the beleaguered airmen who had met the initial attack. During one scouting action on the move to Quinauan Point, a patrol was accompanied by a Bren Gun Carrier. The Carrier was part of a shipment confiscated from a Canadian ship that had been on its way to Hong Kong when the war started. The crew of the Carrier agreed to rush a machine gun position discovered along the route of advance. The driver gunned the engine and rushed toward the Japanese position, firing away with his .50-caliber. He was immediately greeted by an AT Gun. The first round bounced off the front of the carrier but a second shot pierced the thin armor of the vehicle and exploded seriously wounding the passengers. The attack soon bogged down, primarily due to the Filipinos being "most reluctant" to return to the fight.

**VICTORY CONDITIONS:** The Filipino player wins immediately if either the Japanese HMG or AT Gun is captured or eliminated in any way or upon exiting the Bren Carrier with functioning MA off the west board edge.

## BALANCE:

Remove "... with functioning MA..." from the Victory Conditions.

The Japanese may setup 1 squad equivalent HIP along with any SMC/SW stacked with it.

## TURN RECORD CHART

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

## ORDER OF BATTLE

Elements of the 2nd Battalion, 20th Infantry Regiment setup on/west of hexrow BB:

[ELR: 3]

[SAN: 5]

447	228	9-1	HMG	LMG	47L AT Gun	Roadblock
4	2					



A Company, 1st Battalion, 1st Constabulary enter on Turn 1 on the east board edge:

[ELR: 2]

[SAN: 4]

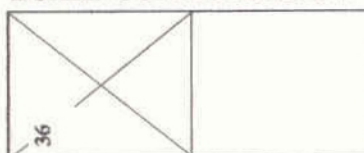
447	8-0	LMG	BREN CARRIER
8	2	3	

## SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. PTO Terrain is in effect including Light Jungle (EXC: Roads exist). Vehicular Road Movement Rate and vehicular entrance of a woods/jungle hex [EXC: Bypass] is NA. No hills exist, treat terrain as rising from Level 0. The Stream is dry. Boresighting is NA. The Japanese player may not setup any units (including the roadblock) HIP [EXC: AT Gun and it's crew]. Add Overlay O1 on 35Y5.

2. The Bren Carrier is a British Carrier A (British Vehicle Note 64). [EXC: it is manned by an American 237 HS and is equipped with an American .50 cal HMG with B11 in place of the BMG, the BMG/AAMG repairs on a dr of 1-3]. The Bren Carrier has a BMG FP value equal to 5. The BMG may be repositioned as an AAMG per the vehicle note but with a FP of 4 and a ROF of 2.

## BOARD CONFIGURATION:



Only hexrows R through GG are in play.



# TRAIL # 2



**Trail # 2, Bataan, January 27, 1942:** After forcing the Americans out of the Abucay Line, General Nara launched his 65th Brigade at the newly established Orion-Bagac Line. Towards the end of January three major battles were fought including a major attack on Trail #2. Trail # 2 was one of the many north-south trails situated throughout Bataan, with this one being especially important due to its capacity and critical geographic position. General Nara did not have adequate maps of the area and did not know the location of the American lines. Thusly, his men walked right into the American Main Line of Resistance. However, the Americans were having troubles of their own. The trail was supposed to be defended by the capable 33rd Infantry Regiment. Command confusion resulted in the 33rd relocating, leaving a huge hole in the center of the American line. General Blumel belatedly called up the 2nd Battalion, 32nd Infantry into the abandoned positions, arriving minutes before the Japanese attack. Fortunately for the Americans the attack occurred late in the day and little headway could be made. This left a small force directly in front of the American lines. The next morning the Japanese attacked in force with the Japanese 9th Infantry Regiment pushing straight up the trail. The Japanese attacked in waves trying to overwhelm the entrenched defenders, but to no avail. In front on one Filipino foxhole a pile of empty cartridges grew until it was 36 inches wide and 8 inches high. After this bloody assault all General Nara could claim was the capture of a short section of barbed wire.

**VICTORY CONDITIONS:** The Japanese win immediately upon gaining 45 VP. CVP are awarded normally as are EVP for exiting off the south board edge.

## BALANCE:

Change the required VP total to 50.

Change the required VP total to 40.

## BOARD CONFIGURATION:



43
44

## TURN RECORD CHART

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

## ORDER OF BATTLE



[ELR: 3]

[SAN: 3]

2nd Battalion, 32nd Infantry Regiment setup on board 44 ≥ 3 hexes from a board 43 bamboo hex but not south of hexes numbered 6 on board 44:

666	447	9-1	8-0	7-0	MMG	LMG	Trench	Foxhole	Wire	Enter on Turn 5 on the south board edge:	M3 GMC
6	10				2	5	5	8	11		2

Elements of the 9th Infantry Regiment sets up first HIP in Bamboo hexes on board 43, [ELR 4]:

[ELR: 4/2]

[SAN: 3]

447	10-0	LMG	DC
3			

Enter on Turn 1 on north board edge, west of 43Q1, [ELR 2]:

347	228	9-0	8+1	MMG dm	LMG	LT MTR dm
15	2	2	2	2	4	2

## SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind in effect. PTO Terrain is in effect including Light Jungle. All buildings are wooden.
- Add overlays B2 on 43 M7-N6, B1 on 43Q9, B4 on 43M8-M9, B3 on 43 N9-O10, B5 on 43 O8-O7, RP5 on 44S7-S8, RP4 on 44T4-T5, RP3 on 44T6-U6 and RP2 on 44U5-V5. Rice Paddies are In-Season. No walls exist.
- The Japanese MTR's do not have WP. The Japanese receive one module of 75mm OBA directed by an offboard observer at level 3 on the north board edge whose location is selected before all setup.



# PLENTY OF TIME TO REST WHEN YOU'RE DEAD



**Quinauan Point, Bataan, February 2, 1942:** The Japanese assault landing on the western shore of Bataan, was quickly becoming a debacle. Elements of the 2nd Battalion, 20th Infantry Regiment landed at Quinauan Point far from where they were supposed to land. Instead of being aggressive and pushing inland, the Japanese stayed near the beach, allowing the Americans time to bring up troops to confront them. What could have been a easy push to the main road on the western side of Bataan soon became a very untenable position for the Japanese. For several days the Americans brought up a rag tag assortment of units to contain the Japanese assault force holed up in the woods and caves along the shoreline. On February 2nd, the Americans made a concerted push against the dug in Japanese, including the use of tanks in very tight quarters. The going was very difficult against determined defenders entrenched in inhospitable terrain. Gains during this attack were measured in yards. One officer looked out across a field of kunai at some prone men and asked why the men were resting while the assault was under way. It turns out the men were dead. The assault would drag on for days as the Americans annihilated the Japanese in a fight to the death in a sergeant's war across some of the worst terrain on earth.

**VICTORY CONDITIONS:** The Filipinos win at game end if they control hexes P5, Q6 and R6.

## BALANCE



Add a LMG to the American OOB.



Replace the MMG with a HMG in the Japanese OOB.



## BOARD CONFIGURATION:



N



## TURN RECORD CHART

 <b>PHILIPPINE Moves First</b>	1	2	3	4	5	6	7	END
 <b>JAPANESE Sets Up First</b>								

## ORDER OF BATTLE



L Company, 3rd Battalion, 45th Infantry (Philippine Scouts) and elements of the 192nd Tank Battalion enter on Turn 1 on east board edge:

[ELR: 2]

[SAN: 3]

667	666	9-1	8-0	7-0	MMG	LMG	M3 LT
4	6					3	3



2nd Battalion, 141st Infantry Regiment setup on/west of hexrow G:

[ELR: 3]

[SAN: 4]

447	347	228	10-1	9-0	MMG	LMG	LT MTR	Foxhole	Trench	47L AT GUN
6	4	2				3		4	4	

## SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind in effect. PTO Terrain is in effect including Light Jungle (EXC: Roads exist, but are one lane). No level 2 or 3 hexes exist, treat these hexes as level 1 hill hexes with other terrain therein rising normally from Level 1.
- The M3 tanks do not have Cannister. The Japanese MTR does not have WP. The Japanese player may create up to three Tank Hunter Heroes.



# GET TO THE POINT



**Silaim Point, Bataan, February 3, 1942:** Although the main assault force along the Bataan western shore (at Quinauan Point) was in trouble, the Japanese still hoped to achieve decisive results in this area. Therefore, the 1st Battalion, 20th Infantry Regiment was ordered to reinforce the Quinauan landings. This was accomplished on the night of January 27th, however the location selected for the landing only looked like Quinauan Point, it was in fact Silaim Point, approximately 1500 yards to the north. Again the Japanese lacked their usual aggressiveness, did not push inland and were soon contained by elements of the Naval Battalion, the Constabulary and the 45th Infantry Regiment. By the 30th the Filipinos were pushing back and fighting continued over the next few days. Although the Japanese reinforced this landing on the 2nd, the Filipinos continued to contain them. For several days the fighting was at close quarters, each side only yards apart. The attack on February 3rd was typical of this period, and incorporated elements of the 192nd Tank Battalion. The Japanese equipped with daisy chain AT mines would jump out in front of oncoming tanks limited to traveling on the road. The Filipinos fought back with homemade dynamite bundles. The tanks proved invaluable frequently firing up to 10,000 rounds of machine gun bullets per day. However, it was still an infantryman's fight relying on rifles, bayonet and grenades. For another two weeks the Filipinos learned the art of war, combined arms warfare, jungle fighting and hand to hand combat. Finally, on February 12th the Filipinos reached the cliffs overlooking the bay and by this time they had cleared out and annihilated an entire Japanese battalion.

**VICTORY CONDITIONS:** The side with the most VP at game end wins. CVP are gained normally and 1 VP is awarded for each OOB given fortification and 4 VP for each road intersection controlled at game end.

## BALANCE:

Add one 9-1 AL to the Philippine OOB.

Add one 228 and one 70\* INF Gun to the Japanese OOB.

## BOARD CONFIGURATION:



34
37

## TURN RECORD CHART

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

## ORDER OF BATTLE

1st Battalion, 20th Infantry Regiment setup on/between of hexrows 37F/34BB and 37O/34S:



447	347	228	10-1	9-1	MMG	LMG	LT MTR	DC	AT Mines	Foxhole	Trench	1-3-5 Pillbox
10	6	3			3	4	2	3	6	3	6	2

[ELR: 2]

[SAN: 5]



3rd Battalion, 57th Infantry Regiment and C Co. 192nd Tank Battalion enter on the east board edge on/after Turn 1:

[ELR: 3]

[SAN: 4]

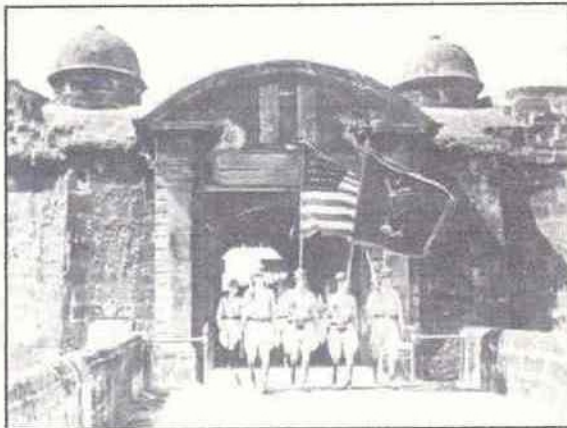
667	666	9-2	8-1	8-0	MMG dm	LMG	DC	M3 LT
8	14		2		2	4	3	3

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind in effect. PTO Terrain is in effect including Light Jungle (EXC: Roads exist, but are one lane in woods/jungle hexes).
2. The Japanese AT mines may be exchanged for Daisy Chains but not for AP mines nor Booby Traps. Philippine DC have 16 FP.
3. The Japanese may setup 2 Squad Equivalents HIP along with any SW SMC setup with them in addition to their normal HIP allotment.
4. The Philippine player [EXC: Berserker] can voluntarily add 4 FP to an infantry PBF or TPBF attack by declaring such prior to resolution but will have to take a 1 FP attack for a PBF attack and 2 FP attack for a TPBF attack on their own hex after all other effects for that attack are resolved. The 1 or 2 FP attack is made with a different DR by the Philippine player. Only one unit in a firegroup need be firing with PBF or TPBF to receive the bonus, however each applicable hex may receive the bonus FP, but each hex to receive the bonus FP is subjected to a separate 1 or 2 FP attack as applicable. Only one attack bonus is received per hexper attack regardless of the number of units in the hex.
5. The Japanese MTR does not have WP. The Japanese control all of the road intersections at game start and may create ≤ 4 Tank Hunter Heroes.



# BATTLIN' BASTARDS OF BATAAN



**VICTORY CONDITIONS:** The Japanese win at game end if they have  $\geq 41$  VP. CVP are gained normally as are EVP for exiting off the south board edge.

## BALANCE:

Replace one 8-1 with a 9-2 in the American OOB.

Add 1/2 Turn to the Game.

## BOARD CONFIGURATION:



N



Only hexrows A through BB are in play.

## TURN RECORD CHART

PHILIPPINE Sets Up First	1	2	3	4	5	6	7	8	9	END
JAPANESE Moves First										

## ORDER OF BATTLE

Elements of the 43rd Infantry Regiment, 21st Philippine Army Division setup on/between hexrows E and M:



[ELR: 2]

[SAN: 3]

666	447	227	8-1	7-0	MMG	LMG	1 Squad Foxhole	Trench	Wire	37LL AT GUN
6	8	2	2	2	3	4	6	4	6	2

Elements of the 8th Infantry Regiment and 7th Tank Battalion enter on the North board edge on/after Turn 1:

[ELR: 3]

[SAN: 4]

447	228	10-0	9-1	MMG dm	LMG	LT MTR dm
12	2			2	3	

Enter on Turn  
3 on the north  
board edge:

447	9-1	LMG	Type 97B CHI-HA	Type 95 HA-GO
6	2	2	2	2

## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind in effect. PTO Terrain is in effect including Light Jungle. The valley does not exist, treat all terrain therein as rising from Level 0. The Stream is shallow. All paths are woods-roads.
2. The Japanese MTR's do not have WP. The Japanese tanks are considered to have radios. Prisoners and captured equipment are worth 0 VP.
3. No more than one OOB given foxhole can setup per hexrow.



# GO DOWN FIGHTING



**Trail #2, Bataan, April 5, 1942:** The Japanese had begun their final assault on Bataan on April 3rd. Following two days of heavy fighting the Japanese troops stopped to regroup and resupply. The weight of the Japanese attack was shifted to the east and on Easter Sunday, they prepared to push down Trail #2 and outflank Mount Samat, the key high ground in the American main line of resistance. If the high ground could be taken the American line could be rolled up and the defenders pushed into Manila Bay. At first light the Japanese opened up a heavy barrage on the American line. The heavy weight of shell began to tell and the Filipino soldiers began to break and run. The headquarters of the 51st Combat Team was subjected to an aerial bombardment that was soon followed by an infantry/tank attack. When the first of four Japanese tanks pushed out of the underbrush it was met by an old 37mm AT Gun. The tank was hit and forced to retire. The other tanks quickly put the gun out of action. A second gun shifted into position and joined the fray. This was too much for the Filipinos though who soon began a general retreat that ended three days later in surrender.

**VICTORY CONDITIONS:** The Japanese win if they control all of the board 38 hut hexes and exit  $\geq 2$  tanks with functioning MA off the south board edge.

## BALANCE:

Add one LMG to the American OOB.

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

## BOARD CONFIGURATION:



Only hexrows R through GG are in play.

## TURN RECORD CHART

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

## ORDER OF BATTLE

Elements of the 8th Infantry Regiment and 7th Tank Battalion enter on Turn 1 on the north board edge:

[ELR: 3]

[SAN: 4]

447	228	9-1	9-0	MMG dm	LMG	Type 95 HA-GO	Type 89B CHI-RO
7					2	2	2



Headquarters Company, 51st Combat Team setup on/south of hexrow W:

[ELR: 2]

[SAN: 3]

447	227	9-2	8-0	MMG	LMG	37* INF
8						

Enter on Turn 4 on the south board edge:

227	37* INF
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## SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. PTO Terrain is in effect, including Light Jungle (EXC: roads exist).
2. Boresighting and kindling are NA. Japanese tanks are considered to have radios.
3. Use the French canon de 37 mle 16 TR (French Ordinance Note 8) to represent the US 37\* INF Gun. This gun may setup HIP along with it's crew.