

HOB Buckeyes!

A Battle Pack with 10 brand new Pacific Theater Scenarios compatible with the ASL® Game System or any other tactical level wargames

\$ 20.00



Mark Pitcavage's Buckeyes!:

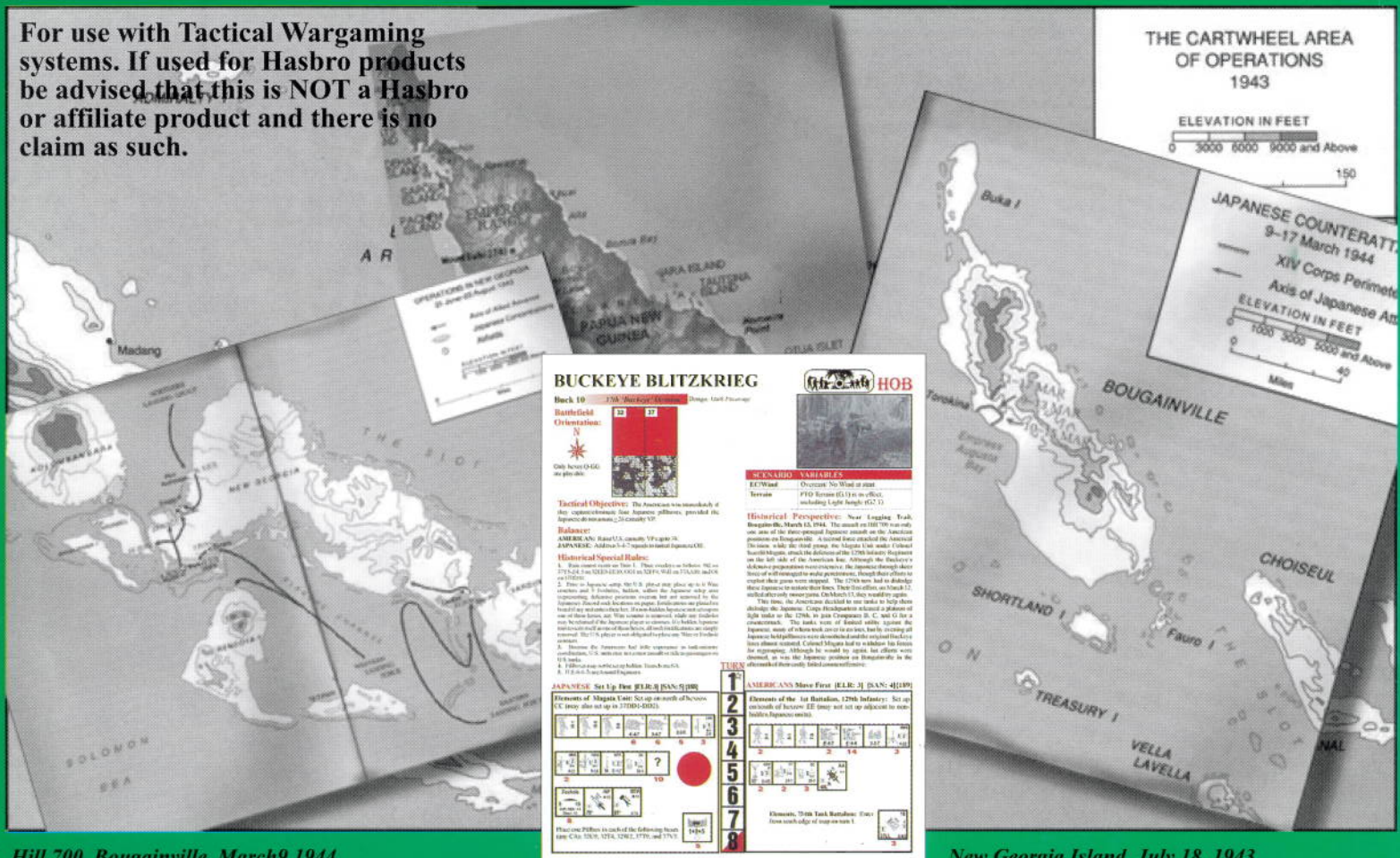
The 37th (Buckeye) Infantry Division on New Georgia and Bougainville in 1943-44
The Pacific Theater at its Best

For use with Tactical Wargaming systems. If used for Hasbro products be advised that this is NOT a Hasbro or affiliate product and there is no claim as such.



HOB Buckeyes!

For use with Tactical Wargaming systems. If used for Hasbro products be advised that this is NOT a Hasbro or affiliate product and there is no claim as such.



Hill 700, Bougainville, March 9, 1944.

The fanatic Japanese attack resulted in a slim but dangerous penetration. The Japanese 23rd Infantry Regiment had captured several strategic positions on the crest of Hill 700, including seven pillboxes, and had moved light and heavy machineguns into the American trenches and pillboxes. Now the Japanese were in position to put fire on the American supply routes beyond the hill. The Japanese would have to be thrown off the hill — the only question was how.

On the morning of March 9, the Buckeyes launched several scattered counterattacks with no results. At noon, the 145th Infantry made its first major effort, sending elements of two battalions up the hills with tank support. However, the tanks could not operate on the hill and the Buckeyes could only seize a few pillboxes. Air and artillery bombardment, including point blank fire, could not dislodge the Japanese. At 1700 on March 10, the two battalions attacked again, making some progress, but on March 11 the Japanese counterattacked, taking another pillbox at heavy expense. The 145th's commander, Colonel Whitcomb, was relieved for "extreme battlefatigue".

Credits:

Scenario Design: Mark Pitcavage.

Advice/Assistance/Proofreading: Evan Sherry, Steve Pleva, David Goldman, Kevin Kenneally, Mike Seningen, Burnie Hegdahl, Peter Rogneholt.

Playtesting: Steve Swann, Steve Dethlefsen, Todd Hively, James Maffei, Jeff Seiken, Kenn Monte, Scott Greenman, Geoff Morris, Joe Moro, John Haas, Don Holland, Bob Davis, David Reenstra, Bruce Rinehart, Xavier Vitry, Jean Devaux, Paul Ferraro, Zeke Crater, Jeff Wright, Matthew Ozvat, Ron Bonear, Jim Risher, Paul Hart, Bob Hagen, Russ Curry, Jeff Wentzell, Chuck Payne, Craig Hornish, Mike Faulkner, Dave Johnson, Joseph Celebuski.

Special Thanks: James Maffei.

©2003 Heat of Battle

New Georgia Island, July 18, 1943.

The American assault on New Georgia was spearheaded by the 43rd ID, with the Buckeyes of the 37th ID in reserve. The 43rd ID, as untried as the 37th, ran into difficulties in its drive towards Munda Airfield and began to fall apart. The 37th ID was committed in mid-July. However, in addition to stopping the American advance, Japanese General Noburo Sasaki sent infiltrating units to cut the Munda Trail, which served as the tenuous U.S. supply line from the far away beachhead. One group of Japanese hit the rear-echelon defenders of a supply and ammo dump at Parachute Drop, defended by the newly arrived Ammunition and Anti-Tank Platoons of the 1st Battalion, 145th Infantry.

Dear Designers,

This pack is the second time HOB has published a pack that came from outside our core team. As you see the care and devotion of the player/designer, in this case Mark Pitcavage, really shows through in the final offering. If you have a project that you would like to develop we stand ready to help. We really hope you enjoy these scenarios and please provide any feedback. We have a customer care area at www.heatofbattle.com



Visit us at <http://www.heatofbattle.com>

Buckeyes in Battle: The 37th Infantry Division on New Georgia and Bougainville

By Mark Pitcavage, Ph.D.

Heartland to Heart of Darkness

From Berdan's Sharpshooters to the 1st Marine Division, the United States has fielded many elite units that have been acclaimed for their battlefield exploits. Far less attention has been paid to units that distinguished themselves in combat without special equipment, recruits, or training. The 37th Infantry Division, known as the "Buckeye" Division due to its Ohio National Guard origins, is one unit that lifted itself up on its own bootstraps, becoming one of the best American divisions in the Pacific War. From Munda to Manila, the Buckeyes of the 37th ID contributed courage and blood to winning the war against Japan and in the process won a remarkable record for themselves.

The Buckeye's were a National Guard Division, formed in 1917 from Ohio troops who fought with distinction in World War I in the 1918 Meuse-Argonne offensive. In the interwar era, the 37th Division remained Ohio's key National Guard unit until it was federalized in September 1940.

The Buckeye Division would fare better in combat than many other National Guard divisions in World War II. It had an *esprit de corps* many other units lacked. From the beginning, the Buckeye Division had a distinct character. Most important was its commanding officer, Major General Robert S. Beightler, who was a National Guard, not a Regular Army, officer. A businessman from Columbus, he successfully defended his command despite the Army prejudices against the Guard. Not only did he hold a division command longer than any other National Guard division commander, but he was one of the longest serving division commanders in the war. After the war, his services were recognized when he was offered (and accepted) a Regular Army commission.

Beightler helped the 37th Division maintain a uniquely Ohioan character; so too did Selective Service, which used Ohio draftees exclusively to raise the division to wartime strength. As the war progressed, and replacements flooded the division, the percentage of Ohioans steadily dropped, but the character of the Buckeye Division had been established.

Originally, the 37th Division was a four-regiment "square" division, comprising the 166th, 145th, 147th, and 148th Infantry Regiments. In early 1942, it was converted into a "triangular" infantry division of three regiments; the 166th Regiment was broken up and its battalions served at various training and garrison establishments. The 37th was slated to be one of the first divisions sent to the Pacific. First to leave was the 147th Infantry Regiment, which would never return to its parent division it spent the war as an independent regiment, performing mopping up and garrison duties. The rest of the division shipped out in May 1942 to Fiji and New Zealand, where they protected those islands as they trained in jungle fighting. In April 1943 the two-regiment division moved to Guadalcanal for more training. The dark jungles of Guadalcanal were strange and soberingly different from the farmlands and factories of Ohio.

The Buckeye Division on New Georgia

The Buckeyes' stay on Guadalcanal was brief. The 37th Division was tasked to the invasion of New Georgia, an obscure but important island in the Solomons chain. From an airfield at Munda Point on New Georgia, Japanese fighters and bombers had extracted a heavy toll on Marines and GIs on Guadalcanal; with this same airfield, the United States could provide fighter cover for bombers attacking the Japanese stronghold of Rabaul and could provide air power to allow the invasion of Bougainville, further up the Solomons chain. New Georgia was only twenty-five miles wide and forty miles long, sparsely populated but densely jungled. Japanese defenses were concentrated around Munda at the southwest end of the island.

Initial U.S. plans called for Marines and the 43rd Infantry Division to land at Zanana beach, then drive overland to the west to secure Munda Point, some nine thousand yards away. Meanwhile, a provisional regiment ("Northern Landing Force") consisting of the 1st Marine Raider Battalion and two battalions of Buckeyes (the 3rd Battalion, 145th Infantry, and 3rd Battalion, 148th Infantry) would land on the northwest corner of the island at Bairoko Harbor to thwart Japanese attempts to reinforce or evacuate the garrison as they had done at Guadalcanal. The rest of the 37th Division would remain in reserve.

The Bairoko landings commenced on July 5, 1943. The Marines, together with Buckeyes of the 145th, set out to secure Enogai Inlet and Bairoko Harbor, while the 3rd Battalion, 148th Infantry moved south to establish a roadblock along the Munda-Bairoko trail. After a group of Japanese stumbled into the Buckeye position and were ambushed, the Japanese moved quickly to eliminate it. Initial attacks came from the north, but by July 10th, there were feeler attacks against the roadblock's entire perimeter. That afternoon, the Japanese launched an assault that broke through the perimeter to the battalion command post until a

counterattack by Captain Vernon McMillan drove them back (*BUCK 1, Welcome to the Jungle*). Other attacks failed and the Japanese pulled back, but U.S. supply difficulties made maintaining the roadblock impossible. The Marines were even less successful, being repulsed at Bairoko with heavy losses. In late August, the Japanese pulled out of Bairoko and the campaign of the Northern Landing Force was essentially over.

Meanwhile, the fight for Munda was taking place. From the beginning, the 43rd had a rough time. Its landing beaches were too far away from the objective, leading to supply difficulties and giving the Japanese time to react. Japanese troops repeatedly infiltrated units to disrupt supply lines and ambush rear area units. The 43rd's attack stalled and both battle and non-battle ("psychoneurotic") casualties mounted. In mid-July, the two regiments of the Buckeye Division were ordered to New Georgia to relieve the situation. Initially under the 43rd Division, by July 22 the Buckeyes were fighting as a division for the first time.

The Buckeyes experienced many of the same difficulties as the GIs of the 43rd Division. Constant Japanese raids and attacks made it seem as if there were no front lines, as if every place were vulnerable. On the night of July 18th, multiple Japanese attacks took place from the landing beaches to the supply dumps at Parachute Drop Clearing. At the latter, rear-area troops of the 1st Battalion, 145th Infantry, drove off several hundred Japanese raiders supported by 90mm mortar fire (*BUCK 2, Repple-Depples No More*).

With the 37th Division in action, a more coordinated assault could finally be launched. By July 24, the front was a short north-south line facing west towards Munda Point. The 43rd Division occupied a line only six hundred yards long, anchored between the shore and the 37th. The 37th had the northern end of the line, with its right flank (the 148th) dangling. With two battalions committed to the Northern Landing Force, the 37th was essentially a 4-battalion division, so it was given the 161st Infantry Regiment. After the campaign, these temporary Buckeyes were replaced with the 129th Infantry Regiment, which would return the 37th to full strength.

The Buckeyes attacked on July 25, encountering the extreme difficulties in rooting out Japanese defenders: excellent camouflage, skillfully prepared defensive positions, and a virtually unmatched ferocity in combat. Progress was slow as the Buckeyes approached the first significant Japanese defensive position a well dug-in battalion on a commanding ridge called Horseshoe Hill.

The first attack on this position, on July 27, was spearheaded by Captain Gardner Wing, commander of Company E, 2nd Battalion, 145th Infantry, who led his men on an attack on Horseshoe Hill's northern spur (*BUCK 3, Hell on Horseshoe Hill*). Wing was immediately killed, and his men had to withdraw with heavy casualties. The next day, a fresh battalion, with engineer support, was launched to attack. This attack was just as bloody as the first, but Buckeyes stepped forward to meet the challenge, including Private Frank Kordeleski, who used a flamethrower to destroy two Japanese pillboxes before being seriously wounded (*BUCK 4, Flamin' Frank*). Despite heavy casualties, the Buckeyes managed to gain a foothold on the hill, forcing a Japanese withdrawal in the night.

While the 145th, on the far left of the Buckeyes' line, struggled to take Horseshoe Hill, the 148th bounded forward against light opposition on the right. Its commander, Colonel Stuart Baxter, announced that he wanted to celebrate his wife's birthday at Munda Field. In fact, the 148th outran its neighbor to the left, the 161st, by some 1,500 yards, while on its right there was nothing but dark jungle. The 148th was 1,200 yards from its own ration dump. Baxter ignored requests by Beightler to reestablish contact. Such a situation was asking to be exploited by the Japanese. On July 28, a roving band of several hundred Japanese infiltrated from the north behind the 148th's lines, attacking the ration dump and cutting off the Buckeyes from all contact with the outside world.

With the 148th cut off, unable even to evacuate its growing number of wounded, General Beightler ordered Baxter to pull back to the ration dump, reestablish contact with the division, and eliminate the infiltrators. This was easier said than done. Baxter's regiment had become disorganized, and Baxter himself was still not particularly interested in making the effort. By the evening of July 29, the 148th had pulled back about 800 yards, but was running out of water, ammo, and supplies. Two days later, Baxter still had made little progress. In one of these actions, though, Private Rodger Young knocked out a Japanese machine gun position that had pinned down his whole platoon, at the cost of his own life, an action that would posthumously win him the Medal of Honor and immortalize him in song.

Finally, on August 1, Baxter ordered an attack by every man who could carry a rifle (*BUCK 5, Men Remembered Well*) against the high ground to the rear of the regiment. The Buckeyes launched a ferocious assault, breaking through the Japanese positions. The division rushed all available trucks and ambulances to help evacuate the many wounded. It was a humiliating setback for Beightler and his Buckeyes (Baxter would later be relieved for "health" reasons).

Still, the success of the 145th and 161st in reducing Horseshoe Hill and surrounding positions allowed the Buckeyes to advance to the last major obstacle before Munda: the entrenched Japanese position at Bibilo (sometimes spelled Bibolo) Hill. The Japanese had left a strong delaying force there, aided by 75mm anti-aircraft guns and twin-barrelled 25mm guns, as well as land mines and barbed wire. Beightler decided to meet firepower with firepower, pouring mortar and artillery fire down on the Japanese positions (one mortar round even brought down a Navy Corsair; the pilot survived). On August 4, the 145th launched assaults on Bibilo (*BUCK 6, Big Guns at Bibilo*) that took it to the crest, but could not overcome Japanese opposition. However, a flanking battalion managed to creep around Bibilo, forcing a Japanese withdrawal. The result was the collapse of Japanese defenses; by August 5, the Buckeyes had reached the ocean and the campaign was over.

The New Georgia campaign was a mixed bag. American efforts to prevent Japanese evacuation failed (thousands were successfully evacuated to Bougainville), just as at Guadalcanal. The 43rd Infantry Division performed poorly (its commander was relieved), putting the burden on the Buckeyes. Considering that it was their first action, they performed relatively well. The division lost 237 dead and 928 wounded. American planes started flying from Munda by August 13, and it proved a valuable airbase.

Buckeyes on Bougainville

The Buckeyes' next destination was Bougainville, a large island at the north end of the Solomons, one of the last positions needed to complete the isolation of the Japanese stronghold of Rabaul on New Britain. The Japanese 17th Army defended the island with over 37,000 troops.

Rather than commit to taking the entire island, the U.S. decided merely to seize part of the island, build airfields, and establish a defensive perimeter. The initial amphibious assault was carried out at Empress Augusta Bay by the 3rd Marine Division on November 1, 1943. The Buckeyes then joined the Marines, their last troops landing by November 19. By this time, work on the airfields was already well underway.

The Buckeyes and Marines expanded the perimeter and constructed an elaborate defensive line with foxholes, pillboxes, trenches, and barbed wire. In December, the Marines were replaced by the Americal Division. The Buckeyes held the left side of the perimeter (from left to right, the 148th, 129th, and 145th), while the Americal held the right.

The Japanese, under Lt. Gen. Haruyoshi Hyakutake, could not let the Americans go unchallenged. He assembled a large striking force (15,000-19,000 men and a large artillery concentration) to throw at the American perimeter, whose defenders he significantly underestimated in number. By January, the Japanese had begun moving towards Empress Augusta Bay in three task forces.

American intelligence was not unaware of these preparations. They aggressively patrolled the surrounding area to distances as great as 25 miles. One patrol, in mid-February, conducted by Buckeyes and two platoons of the Fiji Infantry Regiment, a New Zealand-trained outfit that supplied some of the best scouts and jungle fighters in the entire Pacific War, ran into one of the Japanese forces on the Numa Numa Trail (*BUCK 7, Up the Numa Numa Trail*). It was clear that the Japanese attack was imminent.

On March 8, it came, in the form of a heavy artillery bombardment. The Japanese goal was to break through the U.S. perimeter and either seize the

airfields or at least put them under artillery fire. One task force, the Muda Unit, would occupy the Americal Division on the east. The two others, the Magata Unit and the Iwasa Unit, would launch strong attacks on the Buckeyes. On the night of March 9, in heavy rain, they attacked. The Iwasa Unit struck hard at a key point in the Buckeye line, Hill 700, which had a commanding view of the entire beachhead. This hill was extremely steep and a challenge to any attacker. The Japanese launched two battalions against Hill 700 (*BUCK 8, Cut, Slash, and Mow them Down*), suffering heavy losses as they struggled through the barbed wire up the slopes of the hill. But they succeeded in carving out a salient on top of the hill.

Early counterattacks failed to dislodge the Japanese, so Beightler released a battalion from reserve. Attacks (*BUCK 9, To Take Back a Hill*) in the afternoon recovered a few pillboxes, but no more. Another attack with tank support also failed. March 10 saw both sides launching attacks on each other, attempting to expand or eliminate the position. A daylight banzai charge on March 11 was repulsed with heavy Japanese losses, but it was not until March 12 that the Buckeyes were finally able to eliminate the Japanese intrusion.

That same day, the Magata Unit began its attack on the 129th Infantry, which occupied the most vulnerable section of the front. Although the ground had few natural defensive positions, the Buckeyes used pillboxes, barbed wire, and mines to create an attacker's nightmare. The Japanese, led by their 45th Infantry Regiment, hit the 2nd Battalion of the 129th hard, and broke through in several places, capturing seven pillboxes. However, Japanese attempts to expand the penetration failed with heavy losses. On March 13, the Buckeyes, with tank support, counterattacked (*BUCK 10, Buckeye Blitzkrieg*). The gullies and streams, as well as the jungle, limited the power of the tanks, and the initial assaults were unsuccessful. A third assault, however, took back all of the pillboxes and restored the American line. In subsequent days, the Magata Unit launched further unsuccessful attacks, increasingly desperate as their casualties mounted.

Hyakutake marshaled his forces for a final attack, transferring survivors of the Iwasa and Muda Units to the Magata Unit's sector. Early on March 24, they launched an infiltration attack, taking several pillboxes. Buckeye counterattacks threw the Japanese back; Beightler then punished them even further by launching the largest U.S. artillery barrage to date in the PTO. Hyakutake had to withdraw in failure, and the U.S. positions on Bougainville were never threatened again.

Bougainville showed that American firepower was deadly on the defense. The Japanese suffered at least 6,300 killed in their March attacks, about 40 times the number of American dead. Buckeye losses included 184 killed and 1,304 wounded. After Bougainville, the Buckeyes had become intimately acquainted with Japanese tactics on both attack and defense. The 37th had turned into a brutally efficient Japanese-killing machine, which could be thrown against the best the Japanese had and expect to succeed.

The Buckeyes spent the remainder of 1944 on Bougainville, patrolling and training. They would need the rest and preparation, for in January 1945, they would take part in their last campaigns of the war, on the island of Luzon in the Philippines. There they would fight the Japanese from the rubble-strewn streets of Manila to the mountain bastions of northern Luzon. It would be the last stretch of the Buckeyes' "jungle road to Tokyo."

Further Reading:

Brian Altobello. *Into the Shadows Furious: The Brutal Battle for New Georgia*. Novato, California: Presidio, 2000.

Stanley A. Frankel. *The 37th Infantry Division in World War II*. Washington: Infantry Journal Press, 1948.

Harry A. Galey. *Bougainville: The Forgotten Campaign, 1943-1945*. Lexington, Kentucky: University Press of Kentucky, 1991.

Eric Hammel. *Munda Trail: The New Georgia Campaign*. New York: Orion Books, 1989.

John Miller, Jr. *Cartwheel: The Reduction of Rabaul*. Washington, D.C.: Center of Military History, 1959.

John Kennedy Ohl. *Minuteman: The Military Career of General Robert S. Beightler*. Boulder, Colorado: Lynne Rienner Publishers, 2001.

WELCOME TO THE JUNGLE



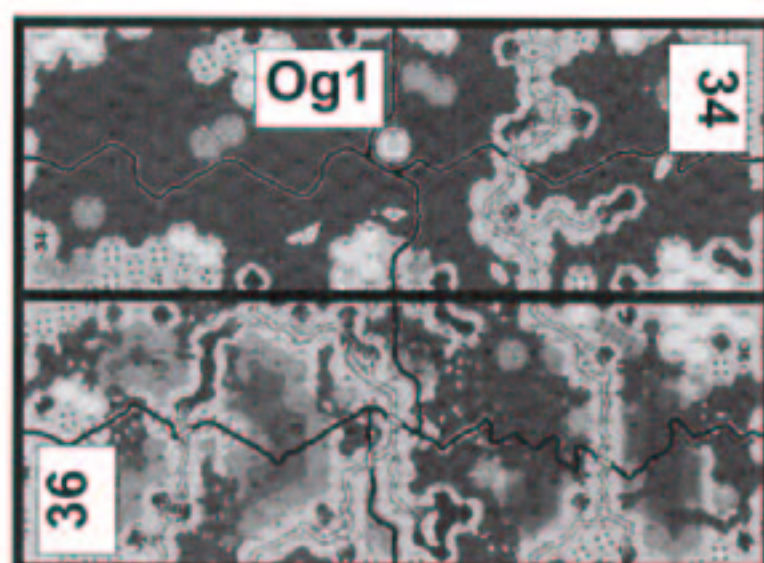
HOB

Buck 1 37th 'Buckeye' Division Design: Mark Pitcavage

Battlefield Orientation:



Place Overlay
OGI on 34Y1.



Tactical Objective: The Japanese win if they exit ≥ 10 VP from the south edge of the playing area on/between hexrows K and W by scenario end.

Balance:

AMERICAN: U.S. reinforcements arrive on turn 4.

JAPANESE: Add one 4-4-7 to Japanese OoB.

Historical Special Rules:

- The following trails do not exist; 36B5-F4, 36I5-O5, 36S6, 36BB6-CC6, 34FF5-W6, 34U5-R5, and 34B5-O5.
- Even though the Japanese set up on map, the American player may boresight (C6.4) full hexes on board 36.



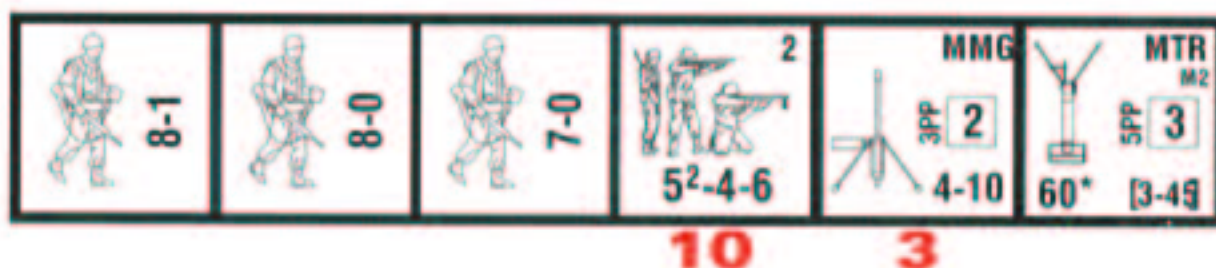
SCENARIO	VARIABLES
EC/Wind	Moist / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

Historical Perspective: South of Bairoko Harbor, New Georgia Island, July 10, 1943. With Guadalcanal finally secured, U.S. leaders looked towards their next target in the Solomons - the island of New Georgia, with its important airfield at Munda. For the unbloodied GIs of the Buckeye Division, this jungle-shrouded island would host their first encounter with the Japanese. While the main forces landed on the southern beaches of New Georgia, a makeshift regiment of Marine and Army battalions landed on the north side to prevent a repeat of the Guadalcanal campaign, where the Japanese were able to reinforce (and eventually evacuate) their forces there. The Marines went to capture Enogai Inlet, while the 3rd Battalion, 148th Infantry set up a roadblock between Bairoko and Munda on July 8. This was an irritant the Japanese could hardly ignore.

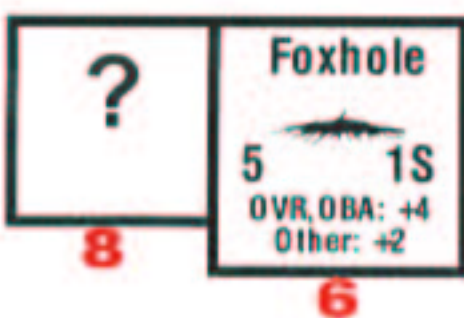
Almost immediately, the blocking force encountered Japanese counterattacks. The most serious assault came on July 10, when a detachment of the Kure 6th Special Naval Landing Force hit them from the north, launching a full-fledged banzai charge that broke through the perimeter all the way to the battalion command post. Eventually, a counterattack led by Captain Vernon McMillan restored most of the original American positions. The Japanese had failed to crack the roadblock, but unfortunately for the Americans, they had too few troops to cover all the routes into and out of Munda.

AMERICANS Set Up First [ELR: 3] [SAN: 3] {70} TURN

Elements of I and M Companies, 3rd Battalion, 148th Infantry: Set up on board 36 between hexrows F and Z.



10 3



8

6



HQ Company: Enter ≤ 3 hexes from 36Q10 on turn 5.



3

1
2
3
4
5
6
7

JAPANESE Move First [ELR: 4] [SAN: 2] {176}

Elements of the Kure 6th Special Naval Landing Force: Set up anywhere on board 34.



12 2



2 3 2



REPPLE DEPPLES NO MORE



HOB

Buck 2

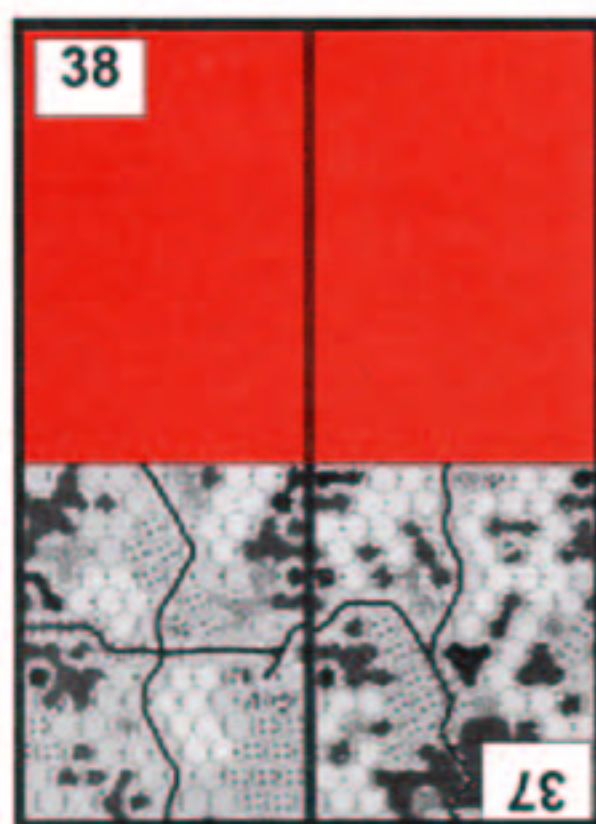
37th 'Buckeye' Division

Design: Mark Pitcavage

Battlefield Orientation:



Only hexes R-GG of board 38 and A-P of board 37 are playable.



Tactical Objective: The Japanese win if they control all building (hut) hexes on Board 38 at Game End.

Balance:

AMERICAN: Add one 5-4-6 squad to American OoB.

JAPANESE: Add one 4-4-7 to Japanese OoB.

Historical Special Rules:

1. Place overlays as follows: OG4 on 38CC2-CC1; OG5 on 37F2-E3.
2. The Japanese player receives one 80+mm OBA module directed by an offboard observer recorded at level two along the north edge of the playing area during set up.
3. Night Rules (E1.) are in effect. The initial base NVR is three hexes. The Japanese player is the Scenario Attacker; the American is the Scenario Defender. The majority squad type of the Americans is Normal; that of the Japanese is Stealthy.
4. Kindling is NA.
5. The concealment counters in the U.S. at start forces are in addition to those given by the Night rules.



SCENARIO	VARIABLES
EC/Wind	Moist / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

Historical Perspective: Parachute Drop Clearing, New Georgia Island, July 18, 1943. The American assault on New Georgia was spearheaded by the 43rd ID, with the Buckeyes of the 37th ID in reserve. The 43rd ID, as untried as the 37th, ran into difficulties in its drive towards Munda Airfield and began to fall apart. The 37th ID was committed in mid-July. However, in addition to stopping the American advance, Japanese General Noburo Sasaki sent infiltrating units to cut the Munda Trail, which served as the tenuous U.S. supply line from the far away beachhead. One group of Japanese hit the rear-echelon defenders of a supply and ammo dump at Parachute Drop, defended by the newly arrived Ammunition and Anti-Tank Platoons of the 1st Battalion, 145th Infantry.

The Japanese counteroffensive was skillfully planned, but not as skillfully executed. Colonel Satoshi Tomonari split up his forces into small groups of infiltrators and sent them behind American lines. These forces caused great havoc in the American rear - including attacking the command post of the unlucky 43rd ID at Zanana Beach - but they were uncoordinated and without real strength. The rear area troops of the 1st Battalion managed to fight off a Japanese force numbering perhaps two companies that night. The next morning, the battalion mustered its strength and counterattacked to throw the Japanese out of its own rear.

AMERICANS Set Up First [ELR: 3] [SAN: 3] {82}

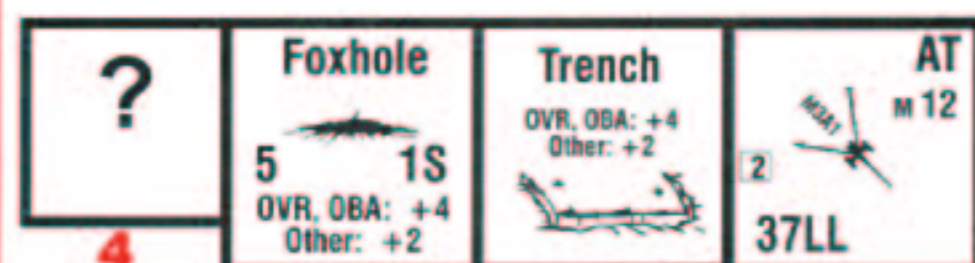
TURN

1
2
3
4
5
6
7

Ammunition and Anti-tank Platoons, 1st Battalion, 145th Infantry: Set up anywhere on boards 37 and 38 \geq 5 hexes from north edge.



2 6 3 4



4 2 2

JAPANESE Move First [ELR: 3] [SAN: 2]

Elements of the 13th Infantry Regiment: Enter on north edge of playing area on turn one.



8 2

HELL ON HORSESHOE HILL

Buck 3

37th 'Buckeye' Division

Design: Mark Pitcavage

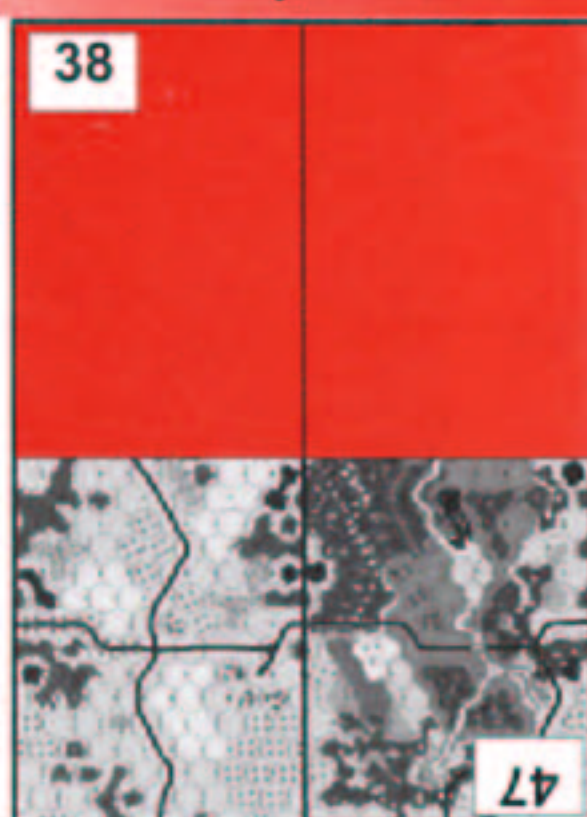


HOB

Battlefield Orientation:



Only hexes A-S of board 47 and O-GG of board 38 are playable



Tactical Objective: The Americans win if they control ≥ 5 level 2 hexes on board 38 at Game End.

Balance:

AMERICAN: Americans must control ≥ 4 level 2 hexes to win.

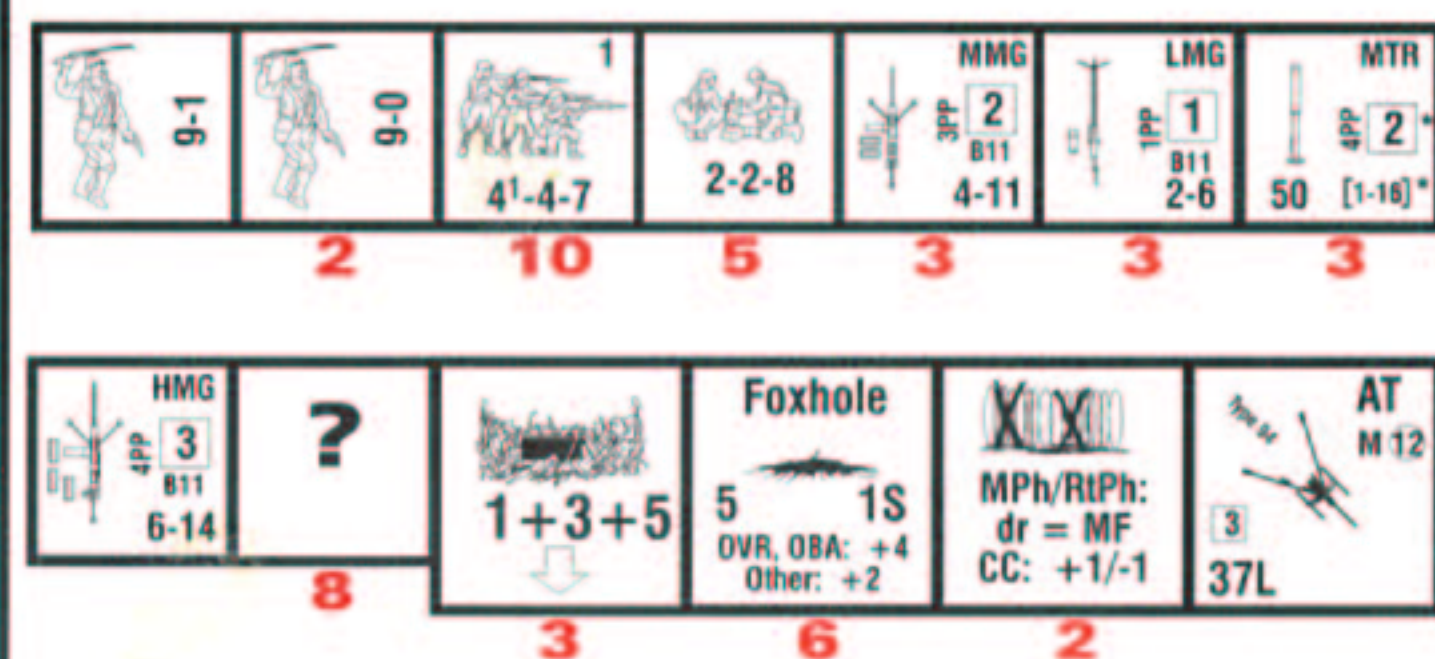
JAPANESE: Delete one mortar from initial U.S. OoB and one mortar from U.S. Reinforcements.

Historical Special Rules:

1. Place overlays as follows: Hi7 on 38U5-V4; Hi5 on 38R3-S3; O5 on 38BB2-AA3. Overlay Hi7 extends one hexrow past the map-edge; ignore the extra hexrow.
2. All brush-hill hexes on board 38 are considered to be light jungle (not bamboo); all open ground hill hexes on board 38 are considered to be kunai hexes. The kunai in the hex conforms to the hill crest line (when applicable).
3. To represent the pre-game artillery bombardment, which did little but denude the terrain, the American player makes a DR after all setup but before play starts. The result is the number of kunai hexes he may choose to be "cleared" by the bombardment. Such hexes are no longer considered kunai, but rather open ground (mark such hexes with any Trailbreak counter). Any fortifications or dummy counters in those hexes are immediately revealed. Non-dummy concealment counters are unaffected. HIP units in "cleared" hexes are placed onboard concealed. LOS may be traced along the hexside between a "cleared" kunai hex and an uncleared one.
4. The U.S. player may NOT trade its three reinforcement mortars for 60mm OBA.

JAPANESE Set Up First [ELR: 4] [SAN: 4]

Elements of the 229th Infantry Regiment: Set up anywhere on board 38.



TURN

1

2

3

4

5

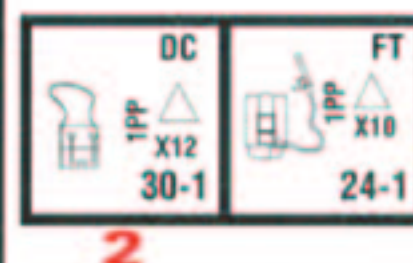
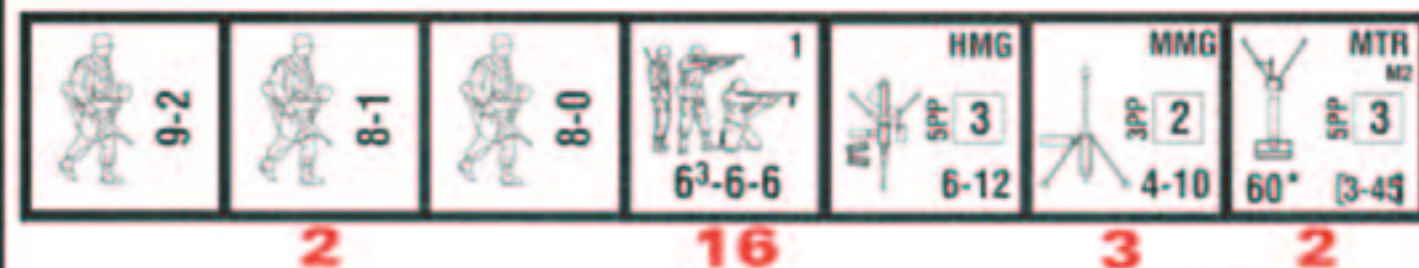
6

7

8

AMERICANS Move First [ELR: 3] [SAN: 3] {176}

Elements of E and F Companies, 2nd Battalion, 145th Infantry: Set up on any hill hexes of board 47.



Mortar Section, F Company: Enter on east board edge on turn 2.



SCENARIO	VARIABLES
EC/Wind	Moist / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

Historical Perspective: Horseshoe Hill, New Georgia Island, July 27, 1943. The Americans had erred in landing so far away from their objective, Munda Airfield; now they faced a grueling campaign against dug-in Japanese forces. The 37th ID was in place to fight alongside the 43rd ID as part of XIV Corps, but before XIV Corps launched its main offensive towards Munda on July 28, 37th ID commander General Robert Beightler wanted to erase a salient that developed between two of the division's regiments where the Japanese were dug in on Horseshoe Hill. Captain Gardner Wing's E Company, 2nd Battalion, 145th Infantry was chosen to lead the limited attack following a brief artillery bombardment. E Company, followed by F Company, reached an intermediate ridge in front of Horseshoe Hill - now it was time to attack.

Captain Wing ordered a frontal assault against the spur of Horseshoe Hill in front of him. Company E initially made progress, but fire from the flanks slowed them down. When Wing attempted to rally his riflemen for another try, a Japanese bullet found him, killing him immediately (an outcropping of Horseshoe Hill was later named after him). A 60mm mortar section from Company F was ordered up in support, but the Japanese fire was too great. Eventually, E and F Companies withdrew. The Buckeyes would have to try again a day later and a little wiser.



FLAMIN' FRANK

Buck 4

37th 'Buckeye' Division

Design: Mark Pitcavage

Battlefield Orientation:



Only hexes A-S of board 47 and O-GG of board 38 are playable



Balance:

AMERICAN: U.S. Reinforcements enter on turn 3.

JAPANESE: Ignore HSR 3.



HOB



Tactical Objective: The Americans win if they control or have eliminated ≥ 4 Japanese Pillboxes at Game End.

Historical Special Rules:

1. Place overlays as follows: Hi7 on 38U5-V4; Hi5 on 38R3-S3; O5 on 38BB2-AA3. Overlay Hi7 extends one hexrow past the map-edge; ignore the extra hexrow. All brush-hill hexes on board 38 are considered to be light jungle (not bamboo); all open ground hill hexes on board 38 are considered to be kunai hexes. The kunai in the hex conforms to the hill crest line (when applicable).
2. U.S. 6-6-7 squads are Assault Engineers.
3. After Japanese setup is complete, the Japanese player makes a secret dr for each MMC. On a result of 6, the MMC is step-reduced. If the unit in question is a half-squad, instead replace it with a half-squad of the next lower class of unit.
4. The American player makes a DR (with a +2 DRM) after all setup but before play starts. The result is the number of kunai hexes he may choose to be "cleared." Such hexes are no longer considered kunai, but rather open ground (mark such hexes with any Trailbreak counter). Any fortifications or dummy counters in those hexes are immediately revealed. Non-dummy concealment counters are unaffected. HIP units in "Cleared" hexes are placed in their location concealed. LOS may be traced along the hexside between a "cleared" kunai hex and an uncleared one.

JAPANESE Set Up First [ELR: 3] [SAN: 4] {184}

Elements of the 229th Infantry Regiment: Set up anywhere on board 38. Pillboxes must be set up on hill hexes.

10-0	9-1	4-4-7	3-4-7	2-2-8	3PP 2 B11 4-11	1PP 1 B11 2-6
2	8	4	4	2	3	
50 4PP 2 [1-16]*	3PP 3 B11 6-14	?	3PP 3 M 11 [3-75]	1+3+5	5 1S OVR, OBA: +4 Other: +2	
2	8		81*	6	3	
OVR, OBA: +4 Other: +2 3						

TURN

1
2
3
4
5
6
7
8

AMERICANS Move First [ELR: 3] [SAN: 3] {174}

Elements of the 1st Battalion, 145th Infantry: Set up on any hill hexes of board 47.

9-1	8-1	8-0	6-3-6-7	6-3-6-6	2-2-7	1-4-9
2	2	12	2			
3PP 2 4-10	1PP X12 30-1	1PP X10 24-1	3PP 3 M2 60+ [3-45]			
3	2	2	2			
Elements of the 1st Battalion: Enter on east board edge on turn 4.						
8-1	6-3-6-6	3PP 2 4-10				
	3					

MEN REMEMBERED WELL



HOB

Buck 5

37th 'Buckeye' Division

Design: Mark Pitcavage

Battlefield Orientation:



Only hexes R-GG of board 32 and A-P of board 47 are playable.



Tactical Objective: The Americans win immediately upon exiting ≥ 12 VP of "wounded" off east map edge.

Balance:

AMERICAN: Change VC to read ≥ 10 VP.

JAPANESE: Add one 3-4-7 squad to Japanese OoB.

Historical Special Rules:

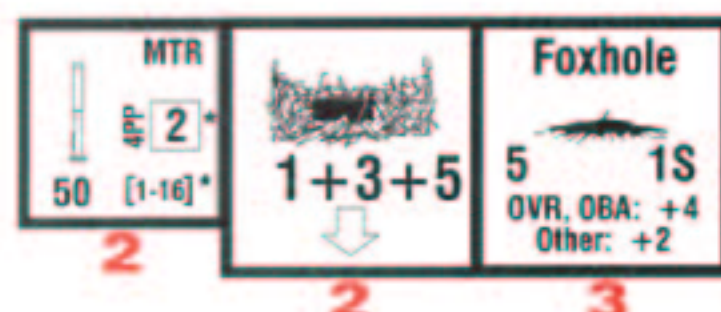
1. The valley on board 47 does not exist; treat it as level 0 terrain. The only road that exists is that which runs from 32Y10 to 47I10. This road is an unpaved road, but functions, in all respects, as a road despite the Mud conditions.
2. American 4-4-7 squads (and half-squads or conscripts formed from them) represent groups of walking wounded, stretcher bearers, and escorts. The inherent fire power of these MMCs is always halved as Area Fire. They add +1 to all CC die rolls, may not Double Time, and may not receive leader movement bonuses. They have no IPC when moving (i.e., they may use SW but may not move with them).
3. The Americans suffer from Ammunition Shortage (A19.131).

JAPANESE Set Up First [ELR: 4] [SAN: 4]

Elements of the 13th Infantry Regiment: Set up anywhere on/ east of line 32R3 to 32GG3. Pillboxes must be set up on board 47 in hexes numbered ≤ 5 .



4 5 2



2 2 3

TURN

1★

2

3

4

5

6

7

8

9

SCENARIO	VARIABLES
EC/Wind	Mud / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
Weather	Light Rain (E3.51) at start.

Historical Perspective: Northeast of Bibilo Hill, New Georgia Island, August 1, 1943. While the 145th and 161st Regiments assaulted Horseshoe Hill, the 37th Division's remaining regiment, the 148th, which guarded the open right flank of the U.S. positions, made a rapid advance westward. In fact, the regiment, under Col. Stuart Baxter, lost contact with the neighboring 161st and outran its supply lines. This was unfortunate, as the Japanese 13th Infantry Regiment had infiltrated a roving band of some 200-300 soldiers behind its open right flank. The first sign of trouble came when the 148th's ration dump was attacked. The situation quickly became more serious, but Baxter dithered rather than obey General Beightler's repeated orders to retreat. Water and ammo ran low, while the wounded remained unevacuated. Finally, on August 1, Baxter ordered an assault by every man who could carry a gun.

The Buckeyes of the 148th desperately attacked eastwards towards their own rear. The tenacity of their assault would later be rewarded by three Distinguished Service Crosses, as well as a posthumous Medal of Honor for Private Rodger Young, immortalized in song by Frank Loesser ("In the jungles of New Georgia, sleeps a man, sleeps a man, remembered well"). Led by Major Carl Bethers, the Buckeyes drove down their supply trail and eliminated the Japanese blockers. All available vehicles rushed to meet the 148th and evacuate the many wounded. The regiment went into reserve to lick its wounds.

AMERICANS Move First [ELR: 3] [SAN: 2] {202}

Elements of the 148th Infantry: Enter on turn 1 on west edge of map.



2 12 10 3



2 2 7



BIG GUNS AT BIBILO



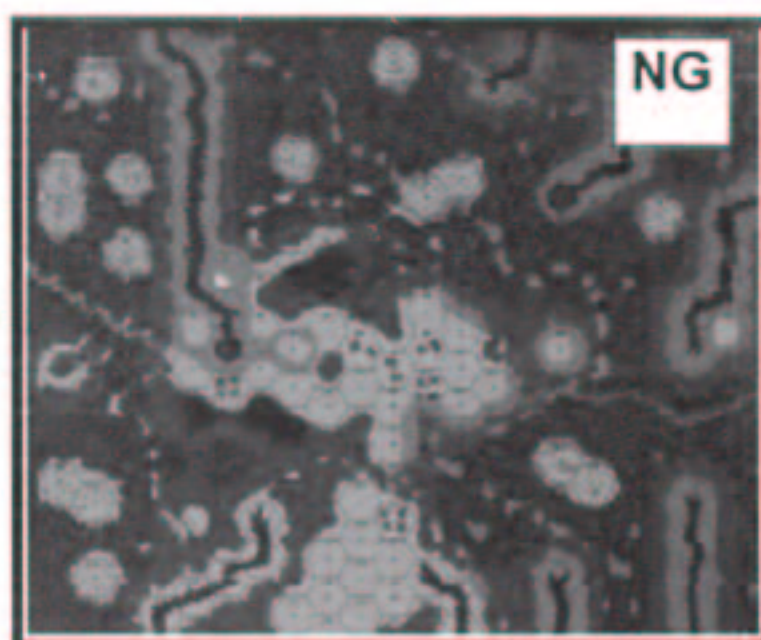
HOB

Buck 6

37th 'Buckeye' Division

Design: Mark Pitcavage

Battlefield Orientation:



Tactical Objective: The Americans win by controlling \geq seven level 5 hill hexes by game end.

Balance:

AMERICAN: Exchange 2 US 6-6-6 squads for 2 US 6-6-7 squads.

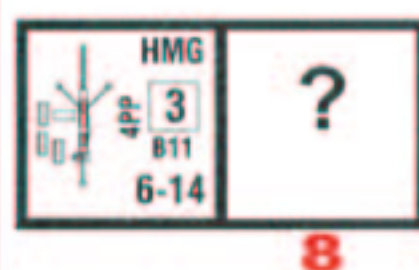
JAPANESE: No units need start step-reduced.

Historical Special Rules:

1. There is no Dense Jungle. The huts in K9, L9, and M9 do not exist. (Use Nhpum Ga map from Annual '97).
2. Only one Japanese gun may set up in a pillbox.
3. Japanese units may not deploy during setup.
4. American 1st Line/Elite units may use FT and DC without non-qualified use penalties.
5. The American radio can be used by any leader who, with a successful Radio Contact DR (C1.2), may direct 81* MTR fire as if he were an adjacent onboard spotter (C9.3). Outside of Radio Contact, no other OBA rules are in effect for this radio. Radio Maintenance DRs are made as if Battalion Mortar OBA.

JAPANESE Set Up First [ELR: 2] [SAN: 4]

Elements of the 229th Infantry Regiment: Set up on or within one hex of any level 3 or higher hill hex. (Number in parenthesis indicates the number of squads that must start step-reduced).



Variable Elements: The Japanese player makes a secret dr and adds the result to above forces.

dr 1-2: 2 x 75mm AA guns (Type 88), 1 x 25mm AA gun (Type 96 twin-mount), 3 x 1-3-5 pillboxes, 4 x foxholes, 12 AP mine factors, 3 Wire counters, 3 x 2-2-8 crews.

dr 3-4: 3 x 75mm AA guns (Type 88), 2 x 1-3-5 pillboxes, 24 AP mine factors, 3 Wire counters, 3 x foxholes, 3 x 2-2-8 crews.

dr 5: 3 x 25mm AA guns (Type 96 twin-mount), 2 x 1-3-5 pillboxes, 18 AP mine factors, 2 Wire counters, 4 x foxholes, 3 x 2-2-8 crews.

dr 6: 1 x 75mm AA gun (Type 88), 2 x 25mm AA guns (Type 96 twin-mount), 40 AP mine factors, 1 x 1-3-5 pillboxes, 4 Wire counters, 3 x foxholes, 3 x 2-2-8 crews.

TURN

1
2
3
4
5
6
7
8

SCENARIO	VARIABLES
EC/Wind	Moist / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

Historical Perspective: Bibilo Hill, New Georgia Island, August 3, 1943. After taking a pounding at Horseshoe Hill, Japanese General Sasaki decided his situation was untenable. Munda Airfield could not be defended. Moreover, the Americans threatened to cut off his escape route through Bairoko. Consequently, he decided to retreat northwards while a delaying force held off the Americans at Bibilo Hill, the last hill in front of Munda. This was no mere screen. Sasaki had festooned Bibilo Hill with 75mm and 25mm guns, land mines, and wire. When the Buckeyes reached Bibilo Hill on August 2, the 75mm guns stopped the division's advance dead in its tracks. The next day, the 1st Battalion, 145th Infantry, resumed the advance against Bibilo Hill.

The Buckeyes decided to meet firepower with firepower, knocking out the 75s with mortar and artillery fire so intense that planes could not fly support missions. One mortar round even brought down a low-flying Navy Corsair (the pilot bailed out safely). Company E followed up the barrage with an assault up the southern side of the hill, while Companies A and C followed. On August 4, the 2nd Battalion fought all day to take the right and center arms of the three pronged hill, but failed; the battalion had to withdraw. The Japanese retreated only after the 1st Battalion cut around the hill to the north to cut their escape route. Bibilo Hill finally fell on August 5 and Munda was in the hands of the Americans.

AMERICANS Move First [ELR: 3] [SAN: 3] {186}

Elements of the 2nd Battalion, 145th Infantry: Set up on/east of hexrow R.



UP THE NUMA NUMA TRAIL



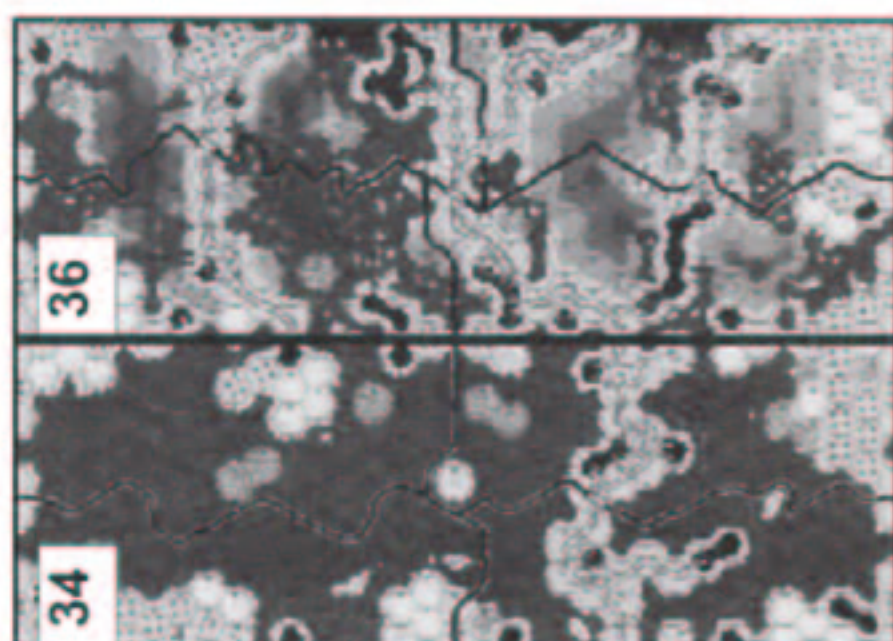
HOB

Buck 7

37th 'Buckeye' Division

Design: Mark Pitcavage

Battlefield Orientation:



Tactical Objective: The side with the highest number of VPs at game end is the winner. Additionally, to win the Japanese must control ≥ 4 victory hexes (failure means a Japanese loss). Both sides gain CVP normally. In addition, control of each of the following hexes is worth 1 VP: 34Q1, 34Q10, 34P5, 36T10, 34U5. 34Q6 is worth 2 VP. See also *Historical Special Rule 2*.

Balance:

AMERICAN/FIJI: Carrier squads are worth only 1/2 CVP each to the Japanese.

JAPANESE: Streams are shallow.

Historical Special Rules:

1. Use British counters to represent the Fiji troops; treat them as British in all respects. Fiji units are stealthy. Concealment counters may be either U.S. or Fiji (British). One Fiji squad equivalent, and any SMC/SW stacked with it, may set up HIP.
2. The unarmed units in the American OB represent native carriers toting equipment and supplies. Carrier units may never become armed, nor may they move adjacent to a Japanese unit (known or unknown) or advance into close combat. They defend in close combat normally. They may not be used as spotters for mortars. The Japanese player gets 1 CVP for each carrier squad equivalent eliminated, but no VP for capturing them.

AMERICANS Set Up First [ELR: 3] [SAN: 4] {107}

Elements of A Company, 129th Infantry and Fiji Infantry Regiment: Set up on whole hexes of board 34 west of the stream 34W1 - 34W10 and within five hexes of 34Q5.



3

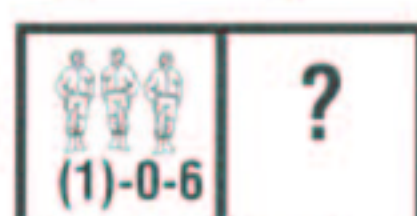
Fiji Infantry



7 2



(HSR 2)



8 7

TURN JAPANESE Move First [ELR: 4] [SAN: 4] {163}

1

Forward Elements of the Magata Unit: Set up anywhere on board 36 in hexes numbered ≤ 8 , and/or anywhere on board 34 east of the stream 34W1-34I0.

2

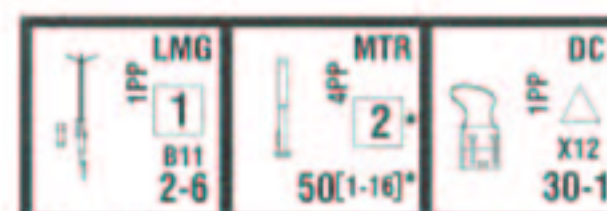
3



2 11 2

4

5



2 2

6



SCENARIO	VARIABLES
EC/Wind	Wet / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All streams are DEEP.

Historical Perspective: Numa Numa Trail, Central Bougainville, February 14, 1944. The jungle on Bougainville looked the same as the jungle on New Georgia, but for the Buckeyes of the 37th ID, the situation was quite different. Instead of occupying the whole island, Army and Marine troops seized just enough territory on which to establish airbases from which they could dominate the surrounding area on their road to Rabaul. By early 1944, the 37th ID and the Americal ID occupied a fortified perimeter around several airfields, but the Japanese were massing their forces for a counterattack to throw the Americans off the island. On February 14, the 145th Infantry sent a reinforced platoon of Buckeyes and two platoons from the colorful Fiji Infantry Regiment into the jungle to collect intelligence on Japanese preparations. Six miles outside the perimeter, the patrol found what they were looking for.

Fiji scouts found the Japanese first: the forward elements of the Magata Unit, one of the main Japanese counterattack groupings. The Americans and Fijians established a perimeter along a river bank with their native carriers in the middle. The Japanese force, several platoons strong, occupied the ridge line on the other side of the riverbank and blanketed the perimeter with rifle and mortar fire. Eventually the patrol had to abandon its position and retreat a mile and a half so the wounded could be evacuated. Although initially the Americans reinforced the patrol, by February 17 they had withdrawn back into the perimeter, wondering when the big Japanese attack would be launched.

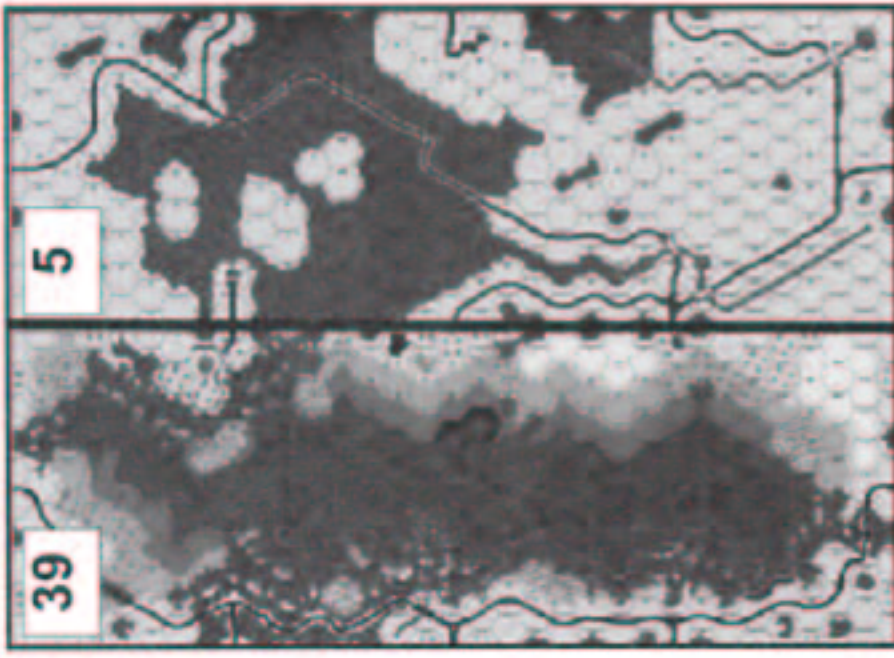
CUT, SLASH, AND MOW THEM DOWN



HOB

Buck 8 37th 'Buckeye' Division Design: Mark Pitcavage

Battlefield Orientation:



Tactical Objective: The Japanese win at game end if they have Good Order units with functioning MG on Level 4 Hill hexes that can apply a total of ≥ 16 MG FP to hypothetical attacks vs. any reverse slope hexes of the Board 39 hill, disregarding ROF and all PBF/TPBF extra FP. (A reverse slope [RS] location is a level 3 or 2 or 1 hill hex DIRECTLY south of the southern most level 4 hill hex of each HEXROW. RS apply only between hexrow F and BB for VC determination. In Hexrow I; I6 - I8 are considered RS).

Balance:

AMERICAN: Add one 6-6-6 squad to initial U.S. forces.
JAPANESE: Japanese need apply only ≥ 12 MG FP to win.

Historical Special Rules:

- 1. Place overlays as follows: Wd1 on 39B7; O5 on 39H1-H2; O1 on 39Y1; OW1 on 5J8-K9; B1 on 5FF6.
- 2. Night Rules (E1.) are in effect. Base NVR is four hexes. There is no Scenario Attacker or Scenario Defender. All units may set up concealed. No Japanese units may use HIP. Despite not being the Scenario Defender, American SMC/SW may still set up HIP per E1.12. For straying purposes, the Japanese Majority Squad Type is Stealthy; the American Majority Squad Type is Normal.
- 3. All Jungle hexes on the board 39 hill are treated as Palm Trees instead.
- 4. The Americans receive one module of 100+mm OBA (HE and IR). During setup, the American player may record ≤ 2 pre-registered hexes. The radio may be exchanged for a field phone.
- 5. The Americans may deploy any of their at-start forces. The Americans may spend mine points on boobytrap capability. Despite the fact that the Japanese set up on-board, American SW can boresight. American Wire counters do not set up HIP.
- 6. To represent Japanese wire cutters active before the assault, after American setup the Japanese player may make a dr and remove that many Wire counters.

SCENARIO	VARIABLES
EC/Wind	Wet / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
Rain	Heavy Rain (E3.51) is falling.

Historical Perspective: Hill 700, Bougainville, March 9, 1944. The Buckeyes sat in their foxholes, trenches, and pillboxes on Bougainville, waiting for the inevitable Japanese counterattack. Signs of its imminence could be seen daily, straining the nerves of the GIs who would have to face it. On the night of March 8-9, covered by rain, mist, and darkness, the soldiers of the Iwasa Unit charged the key U.S. defensive positions on the high ground overlooking the American airfields. Defending the steep slopes was the 2nd Battalion, 145th Infantry. The Japanese goal, in the words of 17th Army Commander Lt. Gen. Hyakutake, was to "cut, slash, and mow them down."

Iwasa Unit, led by a battalion of the 23rd Infantry, repeatedly attacked up Hill 700, ignoring the heavy toll taken by the Buckeye's machine guns, which did more slashing and mowing than Hyakutake's troops. Although American artillery tore up the Japanese reinforcements, through sheer force of effort the Japanese made a breach in the strong U.S. defenses, seizing a number of pillboxes and bringing up machine guns to man them. Now the Buckeyes would have to counterattack if they wanted to maintain their perimeter and protect the airfields.

AMERICANS Set Up First [ELR: 3] [SAN: 4] {182}

Elements of the 2nd Battalion, 145th Infantry: Set up on any board 39 Hill hex.

9-2

9-1

8-0

6-6-6

2-2-7

HMG
8-16

HMG
6-12

2 2 14 4 2 2

MTR
3-45

MMG
4-10

Radio
1PP

Minefield
50

2 4 50

Factors

AT
37LL

Trench
6

MPH/RtPh
14

Foxhole
6

2 6 14 6 6

Elements, Company F, 2nd Battalion: Enter from south edge on turn 3.

8-1

6-6-6

MMG
4-10

2 6 2

TURN

1

2

3

4

5

6

7

JAPANESE Moves First [ELR: 3] [SAN: 3] {326}

Elements of Iwasa Unit: Set up on board 5 in hexes numbered < 6 .

10-1

9-1

9-0

4-4-7

3-4-7

2-2-8

LMG
1 B11
2-6

2 2 12 12 5 4

MMG
4-11

HMG
6-14

MTR
50 [1-16]

DC
30-1

3 2 3 4

Elements, Iwasa Unit: Enter on turn 3 between 5AA1 and 5GG3.

9-0

8-1

3-4-7

2-2-8

MMG
4-11

DC
30-1

8 2 2

TO TAKE BACK A HILL



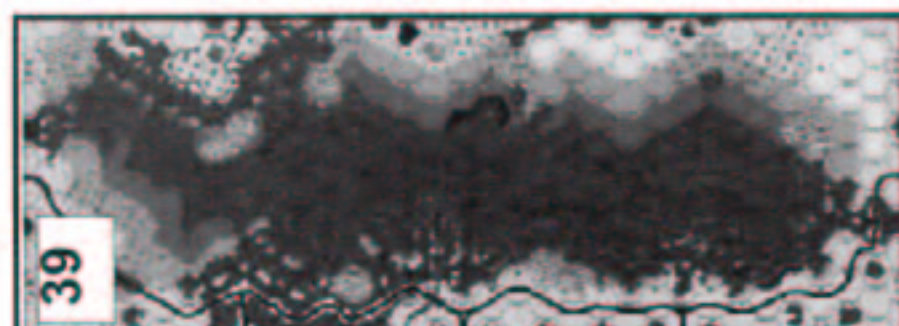
HOB

Buck 9

37th 'Buckeye' Division

Design: Mark Pitcavage

Battlefield Orientation:



Tactical Objective: Victory conditions vary according to the attack option chosen by the American player. Before setup, he must declare that he is launching a hasty attack, a delayed attack, or a prepared attack. To win a hasty attack, the American must capture/eliminate ≥ 2 Japanese pillboxes by scenario end. To win a delayed attack, the American must capture/eliminate every Japanese pillbox. The American player wins a prepared attack if there are no non-hidden Good Order Japanese MMC on any hill hex.

Balance:

AMERICAN: Add one 6-6-6 squad to initial U.S. forces.

JAPANESE: Add two 3-4-7 squads to initial Japanese forces.

Historical Special Rules:

- Place overlays as follows: Wd1 on 39B7; O5 on 39H1-H2; O1 on 39Y1. All Jungle hexes on the hill are treated as Palm Trees instead.
- No Japanese unit may enter any hexes on/east of hexrow Z or on/west of hexrow L. Any Japanese unit forced to do so is eliminated instead, due to U.S. forces not represented in the scenario.
- Prior to setup, the U.S. player must declare that he is conducting a hasty, delayed, or prepared attack. His decision will affect scenario length, victory conditions, both players' orders of battle, and other rules:

Effect	Hasty	Delayed	Prepared
Japanese Boresight	NO	YES	YES
US Ammo Shortage	NO	YES	NO
US 100+ OBA, HE & WP	NO	YES	YES
US Pre game Bombardment	NO	NO	Yes
Forces Japanese	Group(s) 1	Group(s) 1, 2	Group(s) 1, 2, 3
Forces US	Group(s) 1	Group(s) 1, 2	Group(s) 1, 3
Game ends	End of 7	End of 8	After U.S. 9

- The US 100+ OBA is directed by an offboard observer at level 1 in any south edge hex (secretly recorded prior to set up). The U.S. player may exchange three 60mm mortars for a 60mm OBA module per U.S. Ordnance Note 1. This module must be directed by an offboard observer at Level 1 in any south edge hex secretly recorded prior to Japanese setup. If the U.S. player chooses this option, he must deduct 1 1/2 squads from his at start forces.

- Japanese pillboxes may not be set up hidden. Tunnels are NA.



SCENARIO

VARIABLES

EC/Wind	Overcast / No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

Historical Perspective: Hill 700, Bougainville, March 9, 1944. The fanatic Japanese attack resulted in a slim but dangerous penetration. The Japanese 23rd Infantry Regiment had captured several strategic positions on the crest of Hill 700, including seven pillboxes, and had moved light and heavy machine guns into the American trenches and pillboxes. Now the Japanese were in position to put fire on the American supply routes beyond the hill. The Japanese would have to be thrown off the hill the only question was how.

On the morning of March 9, the Buckeyes launched several scattered counterattacks with no results. At noon, the 145th Infantry made its first major effort, sending elements of two battalions up the hills with tank support. However, the tanks could not operate on the hill and the Buckeyes could only seize a few pillboxes. Air and artillery bombardment, including point blank fire, could not dislodge the Japanese. At 1700 on March 10, the two battalions attacked again, making some progress, but on March 11 the Japanese counterattacked, taking another pillbox at heavy expense. The 145th's commander, Colonel Whitcomb, was relieved for "extreme battle fatigue." After another unsuccessful attempt, a major assault on March 12 by the 2nd Battalion, 148th Infantry, supported by flamethrowers, bazookas, DCs, and smoke seized the hill by late afternoon. The Buckeyes had lost hundreds dead and wounded; the Japanese more than 1500 dead.

TO TAKE BACK A HILL



HOB

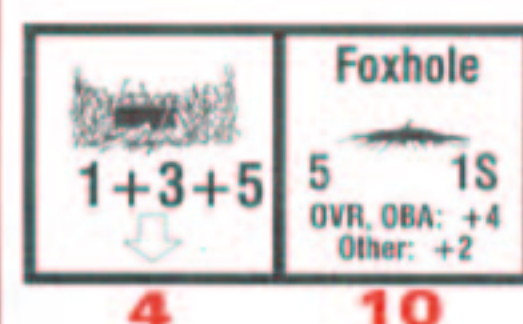
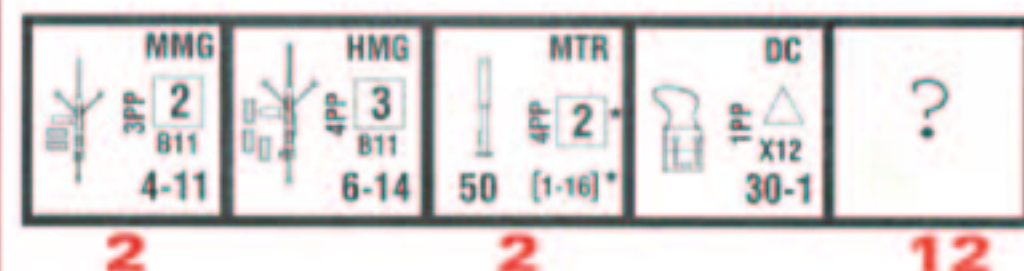
Buck 9

37th 'Buckeye' Division

Design: Mark Pitcavage

JAPANESE Sets Up First [ELR: 3] [SAN: 5] {168/40}

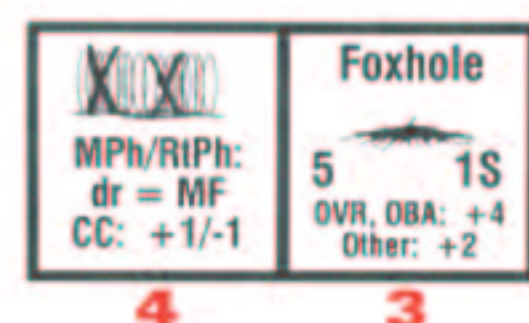
Elements of Iwasa Unit: Set up on/north of any level 4 hill hex on/between hexrows M - Y. [EXC: Cannot set up units in hexes V7 or W8.] Pillboxes must be set up in hill hexes. (Group 1):



Delayed Attack Additions: Enter on turn 4 on north edge of map. (Group 2):

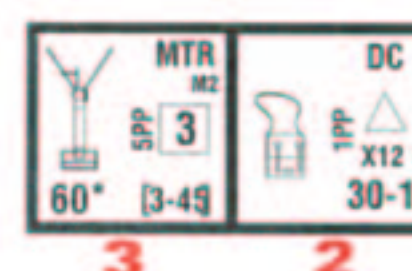


Prepared Attack Additions: As Delayed attack plus the following additions to at start forces. (Group 3):



AMERICANS Moves First [ELR: 3] [SAN: 3] {154/ 33/89}

Elements of the 145th Infantry, 148th Infantry and/or 754th Tank Battalion: Enter from south edge of board on turn 1. (Group 1):



Delayed Attack Additions: Add the following units to at start forces. (Group 2):



Prepared Attack Additions: Add the following units to at start forces. (Do NOT add Delayed Attack additions as well.) (Group 3):



U.S. 6-6-7 squads are Assault Engineers.

TURN

1

2

3

4

5

6

7

8

9

BUCKEYE BLITZKRIEG



HOB

Buck 10 37th 'Buckeye' Division Design: Mark Pitcavage

Battlefield Orientation:



Only hexes Q-GG are playable.



Tactical Objective: The Americans win immediately if they capture/eliminate four Japanese pillboxes, provided the Japanese do not amass ≥ 26 casualty VP.

Balance:

AMERICAN: Raise U.S. casualty VP cap to 30.

JAPANESE: Add two 3-4-7 squads to initial Japanese OB.

Historical Special Rules:

1. Rain cannot occur on Turn 1. Place overlays as follows: St2 on 37Y5-Z4; 5 on 32EE9-EE10; OG1 on 32FF4; Wd1 on 37AA10; and O1 on 37DD10.
2. Prior to Japanese setup, the U.S. player may place up to 6 Wire counters and 3 Foxholes, hidden, within the Japanese setup area (representing defensive positions overrun but not removed by the Japanese). Record such locations on paper; fortifications are placed on board if any unit enters their hex. If a non-hidden Japanese unit sets up on one of these hexes, any Wire counter is removed, while any foxholes may be retained if the Japanese player so chooses. If a hidden Japanese unit reveals itself in one of these hexes, all such fortifications are simply removed. The U.S. player is not obligated to place any Wire or Foxhole counters.
3. Because the Americans had little experience in tank-infantry coordination, U.S. units may not armor assault or ride as passengers on U.S. tanks.
4. Pillboxes may not be set up hidden. Tunnels are NA.
5. U.S. 6-6-7s are Assault Engineers.



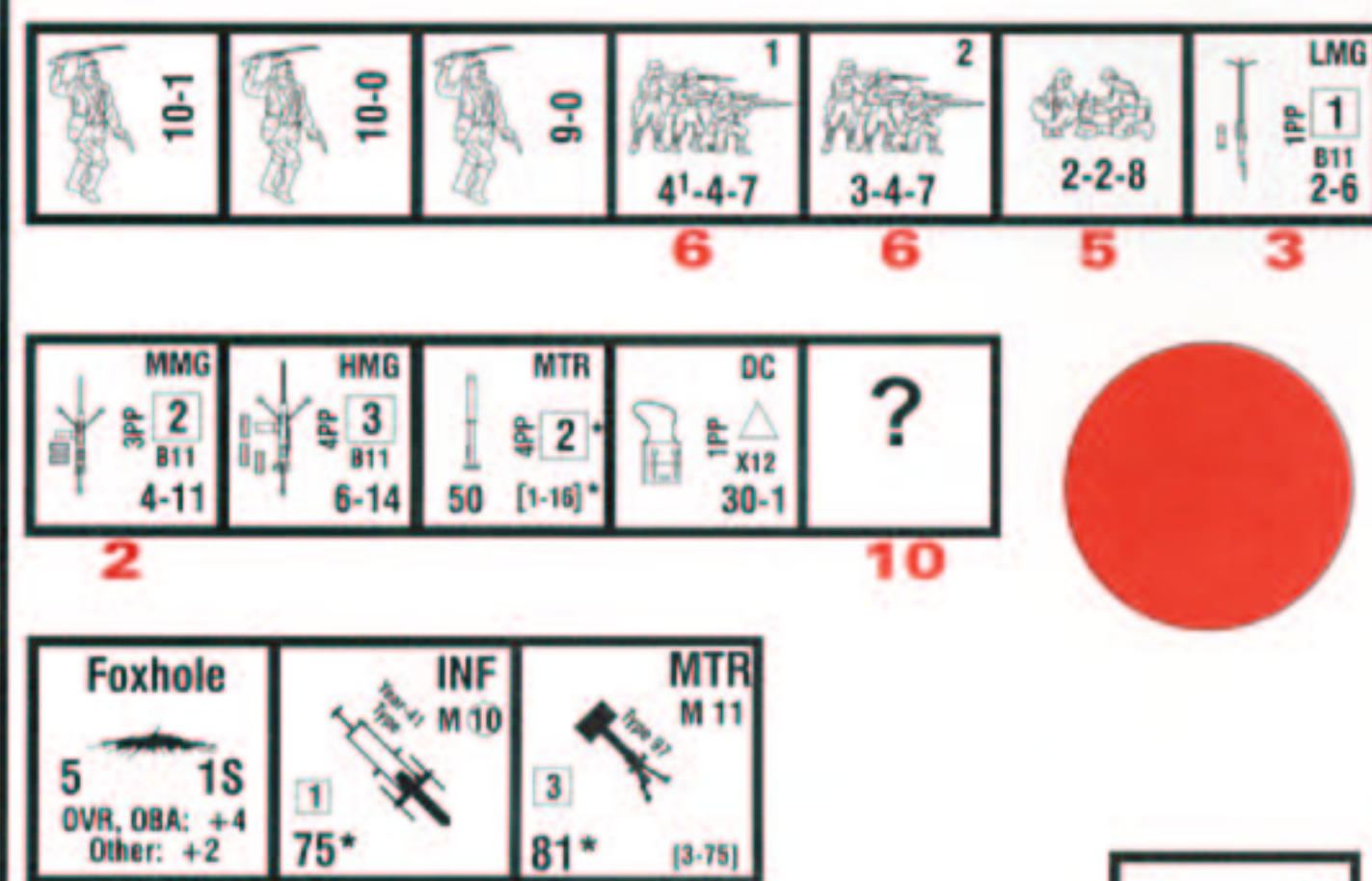
SCENARIO	VARIABLES
EC/Wind	Overcast/ No Wind at start
Terrain	PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

Historical Perspective: Near Logging Trail, Bougainville, March 13, 1944. The assault on Hill 700 was only one arm of the three-pronged Japanese assault on the American positions on Bougainville. A second force attacked the Americal Division, while the third group, the Magata Unit under Colonel Isaoshi Magata, struck the defenses of the 129th Infantry Regiment on the left side of the American line. Although the Buckeye's defensive preparations were extensive, the Japanese through sheer force of will managed to make penetrations, though their efforts to exploit their gains were stopped. The 129th now had to dislodge these Japanese to restore their lines. Their first effort, on March 12, stalled after only minor gains. On March 13, they would try again.

This time, the Americans decided to use tanks to help them dislodge the Japanese. Corps Headquarters released a platoon of light tanks to the 129th, to join Companies B, C, and G for a counterattack. The tanks were of limited utility against the Japanese, many of whom took cover in ravines, but by evening all Japanese held pillboxes were demolished and the original Buckeye lines almost restored. Colonel Magata had to withdraw his forces for regrouping. Although he would try again, his efforts were doomed, as was the Japanese position on Bougainville in the aftermath of their costly failed counteroffensive.

JAPANESE Set Up First [ELR: 3] [SAN: 5] {188}

Elements of Magata Unit: Set up on/north of hexrow CC (may also set up in 37DD1-DD2).



Place one Pillbox in each of the following hexes (any CA); 32U9, 32T4, 32W2, 37T9, and 37V3.

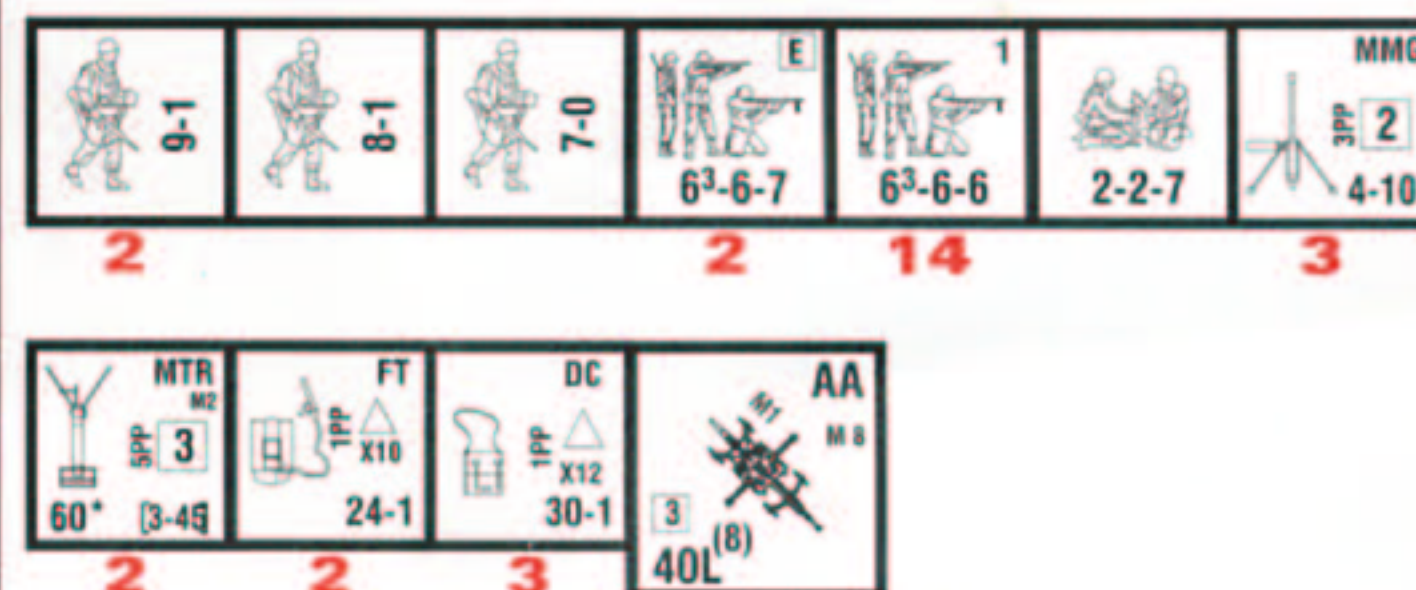


TURN



AMERICANS Move First [ELR: 3] [SAN: 4] {189}

Elements of the 1st Battalion, 129th Infantry: Set up on/south of hexrow EE (may not set up adjacent to non-hidden Japanese units).



Elements, 754th Tank Battalion: Enter from south edge of map on turn 1.

