

# PELELIU



## INTRODUCTION

The Battle of Peleliu, code-named Operation Stalemate II by the US military, was fought between the United States and Japan during the Mariana and Palau Campaign of World War II, from September 15 to November 27, 1944, on the island of Peleliu. US Marines of the 1st Marine Division and later soldiers of the US Army's 81st Infantry Division's 321st Regiment Combat Team, fought to capture an airstrip on the small coral island of Peleliu. The battle was part of a larger offensive campaign known as Operation Forager, which ran from June to November 1944 in the Pacific

Japan had developed new island-defense tactics and well-crafted fortifications, which allowed stiff resistance and extended the battle to more than two months.

In the US, it was a controversial battle because of the island's negligible strategic value and the high casualty rate, which exceeded that of all other amphibious operations during the Pacific War. The National Museum of the Marine Corps called it 'the bitterest battle of the war for the Marines'.

One player represents the United States of America's land and naval forces, the other has Japan's land forces.

The Japanese have built extensive fortification, tunnels, and other defensive positions. The Americans, United States Marines, US Army and Naval Air, are well equipped and trained,

- The **Americans** must advance, conquer the airfield and capture all objectives.
- The **Japanese** must hold desperately against the onslaught of their enemy, hoping to inflict enough casualties to force the Americans to cease operations.

Be careful with the supply lines for the Americans, as Japanese counterattacks could cut units off from the beach-head supply sources. Japanese units are always in supply, reflecting their preparation of extensive supply caches.

## DURATION

Duration: 18h+

Favored Side: Americans

Most Difficult Side to Play: Japanese

The Peleliu campaign lasts 30 turns, from 15<sup>th</sup> September till 30<sup>th</sup> September 1944, each representing half a day,

The **Americans** always plays first.



# FORCES

The **American forces** include **United States Marines Corps (1<sup>st</sup> USMC)**, **United States Army (321<sup>st</sup> RCT / 81<sup>st</sup> Division)** and **United States Navy** units.

The **Japanese forces** include **Japanese Army** and **Japanese Navy Land (equivalent of Marines)** units.

## MAPBOARD

The map represents the southeastern part of the island of Peleliu, and “landing areas” where USA land units arrive.

Naval Air and Fire Support icons and units are placed in two “Off Map” Boxes representing the US Navy fleet offshore supporting the invasion.

There are objectives on the main map that yield Victory Points

**AIR STACKING:** in this scenario it is limited to 4 points of stacking in all regions except off-map boxes, where it is unlimited. Most air units have a 1 point stacking value (the Naval Fire support units are classified as ‘air’ units for purpose of movement and action but are worth 0 stacking points).



## VICTORY ★★★★★

### IMMEDIATE VICTORY

The **American player** wins if he conquers all of the Airfield, all villages, and the “Last Redoubt” (Bloody Nose, Umurbogol, Kamiltiantuk).

The **Japanese player** wins if a preset level of Victory Points is reached, those VP being earned when US Marine units are eliminated in combat. He also wins automatically if his opponent does not control all the regions of the Airfield by the end of Turn 8.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

### BONUS VP

Many regions and structures give VP when captured, and may cause loss of VP if lost. All of those are shown by the VP stars on map and in the region navigator. *Right click on any owned region and examine the “Regions” tab and the “Structures” tab to see locations that award VP.*

Elimination of any **US** Armor or Mobile Infantry gives **Japan** +3 VP each, and **USA** -2VP each.

Elimination of and **Japanese** Armor or Mobile Infantry gives **USA** +1VP each.

# REINFORCEMENTS

## AMERICANS

[Turn 1] September 15, 1944, AM

1<sup>st</sup> Marine Division : 1<sup>st</sup>, 5<sup>th</sup>, 7<sup>th</sup> Regiments each with 3 Infantry battalions, 11<sup>th</sup> Artillery regiment with 4 battalions, 3 Companies of USMC Tanks

2<sup>nd</sup> Marine Division : 2<sup>nd</sup>, 6<sup>th</sup>, 8<sup>th</sup> Regiments each with 3 Infantry battalions, 10<sup>th</sup> Artillery regiment with 4 battalions.

[Turn 16] September 23, 1944, AM (if not delayed by card play, see below)

321<sup>st</sup> Regiment Combat Team: 3 Infantry Battalions, 321<sup>st</sup> Artillery battalion

## JAPAN

Peleliu Sector Unit (Lt. Col. Kunio Nakagawa)

Starts with 14<sup>th</sup> Infantry Division, composed of 2<sup>nd</sup> Infantry Regiment, Reinforced (2 battalions), 3<sup>rd</sup> Bttn. / 15<sup>th</sup> Infantry Regiment, 346<sup>th</sup> Bttn. / 53<sup>rd</sup> Independent Mixed Brigade

No reinforcements in this scenario, but cards allow for the rebuild of some previously destroyed units.

# SPECIAL RULES

## WEATHER

At the time of this scenario some storms may occur in this part of the Pacific Ocean. This is handled via the play of cards or events. Bad weather will usually 'ground' all air forces and limit the movement ability of land forces.

## REPLACEMENTS

USA receives 1 replacement every turn, beginning Turn 2.

Japan receives 1 replacement every turn, beginning Turn 2.

Additional replacements and constructions for both sides are handled by cards.

## CARDS

One card is drawn each turn in this game, and players may keep up to 7 of them in hands.

## FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those that are nearby to friendly units) until they enter in battle with those.

# SPECIAL RULES

## SUPPLY SOURCES

Supply affects **American** units only. Their supply sources ( the landing beaches) are identified by the supply icon.



## BREAKTHROUGHS

In this game, breakthrough are possible if Armor units (i.e. Tanks) are present.

## START OPTIONS

The game offers to both sides an array of different starting options, each at a cost in victory points.



The other side will not be aware of your choice, thereby creating new situations at each start of the game.

- The **Americans** may stay with the historical setup, request more Air Support or request more replacements.
- The **Japanese** may choose to stay with the Historical setup, build more bunkers, receive a small number of air units, or ask for more replacements.

All those options and gambles are yours to discover. The game's event and cards allow full replay ability thanks to the numerous various situations that they create.

## NO ARMOR TERRAIN

Several regions do not allow Armor units to enter. There are indicated by display of the "No Armor" icon.



# DESIGN NOTES

This game is dedicated to all United States Marines past, present and future. Thank you for your service.

- The outcome of the game is inevitable: USA will eventually clear the island of Japanese forces. To make the game interesting without losing sight of the history, “milestones” are set that award Victory Points to Japan if not met.

*[Hint: Every Marine unit **eliminated** in combat gives Japan 3 Victory Points. Be careful!]*

- The defenses of Peleliu are formidable. Additionally, the “Bloody Nose” and regions on the ridges nearby are extremely well fortified.
- Although the historical campaign lasted until November, most of the time after the end of September was a protracted Siege of Bloody Nose and the nearby ridges. Game play therefore focuses on the early portion of the siege, although the modeled defenses of the ridge are difficult but perhaps not “impossible”.
- The modeling of Naval gunfire from Battleships and Cruisers posed interesting problems. Most SGS games are at a scale where artillery support is carried in units that are present in the same region as the battle [as they are also in Iwo Jima]. The naval “heavies” however have range that can reach every region on the map. Attempts to place units representing the gunfire each turn via reinforcements was getting very code intense and subject to errors and endless “bugs”. The solution is the “pseudo-Air” units that appear every turn. They have the same “infinite range” as the Carrier Air Groups, but cannot be intercepted or fired on in battle.