

TOTAL PACIFIC THEATRE PACK 1



**Luzon '45
1941 Philippines Action
Aussies in the PTO
...and more!**



SQUADS & LEADERS



**8 INTERESTING PACIFIC THEATRE SCENARIOS
140 COLOR DIE-CUT COUNTERS**

X2007

CRITICAL HIT

THE O-PATCHERS!

PTO1 #1

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

Elements of Eguchi Detachment set up in hill hexes of board 9 (see SR #4):

1 4-4-7	2-2-8	9-1	9-0	FP: 8 Rng: 14 ROF: 2	FP: 4 Rng: 11 ROF: 2	FP: 2 Rng: 6 ROF: 1	MA: 50" Rng: 1-16" ROF: 2	7 morale	Type 97 MA: 90" Rng: 14-95 MP: 10	J4 MA: 90" Rng: 14-95 MP: 10	Type 98 MA: 90" Rng: 14-95 MP: 10	J21 MA: 90" Rng: 14-95 MP: 10	Type 93 Twin MA: 90" Rng: 14-95 MP: 10	J20
7	6					2	2	10	2					

Other Elements:

Foxhole	Trench	Cave	Cleared Fire Zone
3	3	3	6

[ELR: 3]
[SAN: 5]

Elements of 1st Battalion, 129th Infantry Regiment, 37th Division set up in any hex on board 18 numbered ≥ 3:

E 7-4-7	E 6-6-7	1 6-6-6	9-2	8-1	8-0	7-0	FP: 8 Rng: 12 ROF: 2	FP: 4 Rng: 10 ROF: 2	FP: 4 Rng: 10 ROF: 2	BAZ 45 MA: 60" Rng: 5-45 SA: WP6	MA: 60" Rng: 5-45 ROF: 2	FP: 30 Rng: 1	DC
2	4	8						2	2	2			

Other Elements:

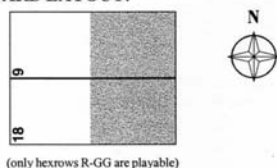
M7 HMG	M1 MG
2	2

[ELR: 4]
[SAN: 3]

HANDICAPPING PROVISIONS:

- Exchange the 9-1 leader for a 9-2.
- Add one FT to the American OB.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The Americans win if at Game End neither 90mm MTR is Possessed by a Good Order Japanese crew, provided the Japanese have not earned ≥ 30 CVP.

FORT STOTSBERG, LUZON, THE PHILIPPINES, 1 February 1945: Clark Field would not be entirely secure as long as the Japanese maintained artillery in the surrounding Zambales Mountains. One of the more ominous peaks was a grassy 1000-foot height known as 'Top of the World'. From here, the Kembu Group could, and would, shell Clark Field at will. The mountain was situated in the sector facing the 129th Infantry Regiment of the 'Buckeye' 37th Division. It would be up to General Beightler's Ohioans to wrest this strong-hold from the enemy. Although a National Guard unit before the war, by the Luzon campaign the 37th Infantry was one of the most experienced Army divisions in the PTO. Veterans of New Georgia and Bougainville, the 'Buckeyes' would fight their most extensive battle in the Clark Field - Manila area. Maneuvering cautiously up the grassy slopes of 'Top of the World', the 37th soldiers began taking fire from Japanese AA guns and mortars. The grenade became the weapon of choice as the GI's moved closer, with deadly exchanges often resembling games of 'catch'. By 1500, however, enemy guns were silenced. Only the heavy artillery, secreted deeper in the Zambales Mountains, could now threaten Clark Field.

SCENARIO RULES:

- EC are moderate, with no wind at start. PTO terrain (G.1) is in effect, including Light Jungle (G2.1). Buildings on board 9 do not exist; treat as the other terrain in the hex (open ground). The Japanese player may place up to six Cleared Fire Zone (CFZ) markers, with a maximum of one adjacent to any Foxhole/Trench/Cave counter in kunai/bamboo/Light Jungle terrain. The CFZ marker converts the terrain in its hex to open ground. Place the CFZ marker on board whenever an enemy unit moves adjacent to the CFZ hex or when its Foxhole/Trench/Cave counter is placed on board.
- The American 7-4-7 squads/HS are Assault Engineers (H1.22).
- The Japanese may declare H-t-H CC (J2.31) only following a successful friendly Ambush or if marked with a Banzai counter. Otherwise, H-t-H is CC is NA.
- The Japanese 90mm MTRs must be set up in Level 2 or 3 hexes.



Original Design by Peter Shelling

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VOLCKMANN'S GUERRILLAS

PTO1 #2

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

Elements of 73rd Infantry Regiment, 19th Division set up in hill hexes of hills 615 and/or 604:

																																																																																																																																																																																																																																																																																																																																																									
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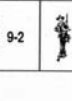
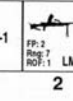
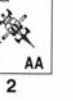
KOEPANG BANG

PTO1 #3

◉ ▽ AUSTRALIAN/DUTCH Sets Up First ● JAPANESE Moves First		1	2	3	4	5	6	7
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Coy C, 2/40 Australian Infantry Battalion and NEI Colonial Infantry Company set up within four hexes of any runway hex:

Coy C, 2/40 Australian Battalion [ELR: 3]:

											
10	2	2-2-8	9-2	8-1	FP: 2 Reg: 7 ROF: 1	LMG	FP: 4 Reg: 12 ROF: 2	MMG	MA: 17 Reg: 2-11 ROF: 2	MTR	MA: 40L Reg: 3 ROF: 3 MF: 8

2nd East Indies Colonial Infantry Company [ELR: 2]:

										
12	9-1	8-0	FP: 2 Reg: 8 ROF: 1	LMG	FP: 4 Reg: 11 ROF: 2	MMG				

[ELR: 2/3]
[SAN: 4]

Set up with either force:

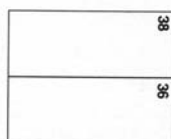
			
3	6	5	4

Elements, Yokosuka SNLF, IJN enter by Parachute [E9.] on turn one:

											
22	4	10-1	9-1	8-0	FP: 2 Reg: 8 ROF: 1	LMG	dm MMG 2PP	dm HMG 3PP	dm MTR 50 mm		

[ELR: 5]
[SAN: 3]

BOARD LAYOUT:



OBJECTIVES: The Japanese player must control the airfield to win. (*Control means that there is no good order Allied unit on/ADJACENT to any runway hex.*)

PENFUL AIRFIELD, KOEPANG, DUTCH TIMOR, 20 February 1942: After the fall of Sumatra, another combined sea-air assault was launched against the post of Koepang, located on the western end of the Dutch portion of Timor Island by the Yokosuka SNLF. Here 307 paratroopers descended on the Penful Airfield just south of Koepang. Allied resistance, a combined Australian-Dutch force known as Sparrow Force, was strong enough to prevent the Japanese from capturing the airfield in another easy conquest. Four hours after the seaborne assault by the Combined Sasebo Special Naval Landing Force was begun, elements of the battalion-sized Yokosuka SNLF were para-dropped at Menado Airfield south of the post. Taking the unprepared Dutch infantry by surprise, the airborne *samurai* of the Japanese Navy quickly secured the airfield.

Original Design by Steve Swann

HANDICAPPING PROVISIONS:

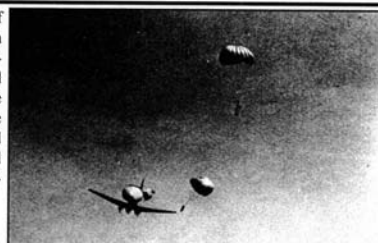
◉ ▽ Replace Two 4-3-7 squads with 4-5-7s.

● Only Dutch units may use HIP (No Australian).

 Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

- EC are Moderate with no Wind at Start.
- PTO terrain (G.1) is in effect, including Light Jungle (G2.1).
- Use Allied Minor counters for the Dutch and British counters for the Australians. Three Allied squads/equivalents (and any SW/SMC stacked with them) may set up utilizing HIP.
- Japanese MMC Morale Level is considered to be underlined (A1.23).
- The Allied player may place up to four Cleared Fire Zone (CFZ) markers, with a maximum of one adjacent to any Foxhole/Trench counter in kunai/bamboo/Light Jungle terrain. The CFZ marker converts the terrain in its to open ground. Place the CFZ marker on board whenever an enemy unit moves/lands in/adjacent to the CFZ hex or when its Foxhole/Trench/Cave counter is placed on board.



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BATTLE AT BALIUAG

PTO1 #4

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

Elements of Company 'C', 192nd Tank Battalion enter on turn one on hex 40Q1:

M3 LT
 MP: 18
 MA: 37L
 ROF: 1
 MG: 6/62

9-1

6

[SAN: 0]

Elements of 7th Tank Regiment, plus supporting infantry set up on board 37 (see SR #4):

4-4-7

9-0

Type 97A CHI-HA 34
 MP: 14
 MA: 57
 MG: 3-R2
 ROF: 1

Type 89B CHI-RO 37
 MP: 18
 MA: 57*
 ROF: 1
 MG: 3/62

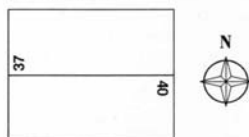
4 6 6

[ELR: 3]
[SAN: 2]

HANDICAPPING PROVISIONS:

- The US must earn 45 VP to win.
- ☆ The US must earn 36 VP to win.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The U.S. wins upon scoring 40 VP. Both CVP and Exit VP count. Exit VP are earned for American units exited off the south edge of board 40 after turn four.

SCENARIO RULES:

1. EC are dry with no wind.
2. PTO Terrain (G.1) is in effect (EXC: All Roads exist normally), including Light Jungle (G2.1). The river is Shallow with a Slow current flowing west. A two-lane bridge exists in 40Q2-40Q3. The hills on board 40 do not exist, treat as the other terrain in the hex. All non-Hut buildings are Wooden.
3. Place overlay 1 on 37T2-37T1.
4. Japanese AFV platoons may not set up within three hexes of each other. The Japanese infantry must set up in Hut Locations. Boresighting is NA.
5. Use an M3A1 for the sixth M3 LT but use M3 values.
6. The Type 89B CHI-RO 57* Gun has an 8 AP TK number (See vehicle note).

BALIUAG, LUZON, THE PHILIPPINES, 31 December, 1941: Since the Japanese invasion of the Philippines on December 10, U.S. forces had been retreating slowly towards the Bataan Peninsula. It was vital that the North Luzon Force hold the entrance of the peninsula open as long as possible so that the South Luzon Force could pass behind them and enter the peninsula. If the Japanese could move down Route 5, they could cut the southern group off from Bataan. Japanese forces started marshalling in Baliuag village to prepare for an attack that would pierce the weak American line. Elements of the 192d Tank Battalion were ordered to launch a spoiling attack to forestall the Japanese. The U.S. tanks attacked, unsupported by infantry. A brisk battle ensued in the village streets, with the Japanese infantry hiding in the village huts from the tanks. The U.S. tanks drove right through the grass huts in their pursuit of the enemy. After the battle, the American tanks retreated back across the river. Eight Japanese tanks were destroyed, with only minor damage to the US. This action was one of the few bright spots in an otherwise tragic campaign.

Original Design by Rick Troha



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OIL STRIKE!

PTO1 #5

▽ ALLIES Sets Up First ● JAPANESE Moves First	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

Elements, Australian/British/Dutch Garrison Units set up as directed below [SAN: 4/3 (SR 4)]:

Airfield Garrison set up within three hexes of the Airfield on board 38:

Allied Minor units

Australian/British Units

Oil Refinery Garrison set up within three hexes of the Oil Refinery (see SR #3) on board 35:

Allied Minor units

Australian/British Units

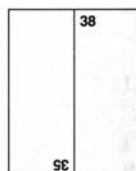
Elements, 1st Parachute Brigade enter by Parachute [E9.] on turn one.

[ELR: 5]
[SAN: 2]

HANDICAPPING PROVISIONS:

- ▽ Replace the Dutch 8-1 leader with a 9-2.
- Add 1 x dm HMG + 1 x 2-2-8 to the Japanese OOB.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: To win, the Japanese must control both the airfield and the refinery. (Control of the Refinery is the same as Building Control [A26.12], while control of the airfield means that there are no good order Allied units on/ADJACENT to any airfield hex.)

PALEMBANG, SUMATRA, 14 February 1942: The Japanese opened their offensive into the Dutch East Indies on January 11, 1942 using combined sea and airborne forces. This area had only an ad-hoc force made up of a few Dutch company groups, some British AA units and some RAF personnel armed as-infantry. With only a five month reserve of fuel oil, the Japanese Military machine desperately needed the Dutch oil production facilities to enable them to prosecute their war aims. The 1st Parachute Brigade was ordered to capture the oil refineries and the nearby airfield intact at Palembang, Sumatra. On February 14, just over a month later, the Japanese 1st Parachute Brigade made an air assault on the refinery. Somewhere between 460 and 700 Japanese paratroopers dropped at three locations near Palembang. Against weak defenses the airfield was rapidly captured the same day but a mixed force of Dutch, British, and Australian units successfully defended the oil refineries for two days until overwhelmed by the arrival of Japanese seaborne forces.

Original Design by Steven C. Swann

SCENARIO RULES:

- EC is Moderate with No Wind at start.
- PTO terrain (G.1) is in effect, including Light Jungle (G2.1). Place overlays as follows: X17 on 35K4-K5; X16 on 35H6-H5; and X14 on 35M7-M8. X14 is a normal European type building.
- Oil Refinery: Buildings X16 and X17 represent the Oil refinery. Stacking limit is three squads at ground level only, there are no upper levels. X16/X17 are level 3 obstacles to ground LOS, but any unit at ground level IN the refinery can see and shoot at any aerial target. TEM is +3. Neither side may fire a mortar into a refinery hex that does not have a Good Order in it as a target. An original mortar HE/WP K#KIA result in a refinery hex will immediately cause an 'oil fire', placing a Blaze counter in that hex. The Spreading Fire number is 5 and EC DRM do not apply within the refinery.
- Use Allied Minor counter for Dutch units. Allied SAN is 4 during the first three turns, dropping to three at the beginning of turn four. The Allied player may set up one squad/equivalent (and any SW/SMC stacked with it) from each garrison utilizing HIP.
- Japanese MMC Morale Level is considered to be underlined (A1.23).
- The '1' and '2' arrows are simply used to indicate the portions of the Allied OB that set up together.



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● AUSTRALIAN Sets Up First

● JAPANESE Moves First

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

[ELR: 4]
[SAN: 4]

B Company, 2/30 Australian Infantry Battalion set up using HIP in hexrows 37oK-37oO inclusive:

 E 6-4-8	 E 4-5-8	 E 2-4-8	 9-2	 8-1	 8-0	 FP: 4 Reg: 12 ROF: 2	 FP: 2 Reg: 7 ROF: 1	 MA: 51 Reg: 5-11 ROF: 2	 MTR	 FP: 30 Reg: 1	 DC	 Cred: 11 M: 12
12			3				2	2	2			

[ELR: 3]
[SAN: 2]

Elements, 42nd Infantry Regiment enter as directed:

Enter on road hex 37A5 on turn one using Column Movement *on Bicycles*:

 1 4-4-7	 2 3-4-7	 9-1	 9-0	 8-0	 FP: 2 Reg: 6 ROF: 1 Bk: 11	 LMG	 Cycles MP: 28
12	12		2	6	24		

Enter on turn five anywhere along the east edge.

 E 4-4-8	 1 4-4-7	 9-1	 8-0	 FP: 2 Reg: 6 ROF: 1 Bk: 11	 LMG	 MA: 107 Reg: 1-16 ROF: 2	 MTR
5	4			2	2		

HANDICAPPING PROVISIONS:

- Australians must inflict > 20 CVP.
- Australians must exit > 8 squads/equivalents.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: To win, the Australians must inflict > 25 CVP on the Japanese and exit > 6 squads/equivalents off the south edge.

SCENARIO RULES:

1. EC is Moist with no wind at start. Place overlay 5 on 3709-O10.
2. PTO terrain (G.1) is in effect, including Light Jungle (G2.1). Only the road running from A5 to G6S exists. Bridge is a single Lane Wood Bridge.
3. The DC in the OB may be placed during set up as a Set DC (A23.7). The Australian 6-4-8 is an Assault Engineer Squad and must control the Set DC. The Phone (Radio is NA) represents a 80+mm ART OBA with one Preregistered Hex and Normal Ammo.
4. The Japanese Bicycle Column (E11.5) must have 3 squads per hex and may not disband until fired upon. The Bicycle Column must travel (move) along the road each turn.
5. Beginning with Rally Phase of the second Player Turn and continuing every Player Turn afterwards, the Japanese player makes a DR. On a DR < 6, the Phone line has been cut and Australian Phone use (OBA) is NA. The Australian player then has the option to remove one squad MPM from the board and attempt a repair of the Phone Line (DR < 5) each RPH after loss of Phone use. Only if Phone usage is restored does the removed squad count as exited for Victory Conditions.

GEMENCHEH BRIDGE, MALAYA, 14 January 1942: In Malaysia, intensive Japanese air attacks on Commonwealth troops added to the pressure of the Japanese advance down the western part of the peninsula. The British Command planned a series of delaying actions as the men of the III Indian Corps slowly retreated southwards into and through the lines established by the newly arrived Australians. Bridges along the road would be left intact to heighten the effect of disorganized flight by the Indian troops, but were actually meant to lull the Japanese into becoming over-confident and careless. Meanwhile an ambush was set up by the veteran 2/30th Battalion AIF, at a small wooded bridge over the Gemencheh River about seven miles west of Gemas. Shortly before 1600 on January 14, Japanese soldiers on bicycles passed through the ambush position while the Australians waited for the motorized transport section. Just a few minutes later another bicycle column began crossing the bridge, and the Australians decided that the ambush would be triggered by setting off the demolition charge under the bridge. The charge hurled timber, bicycles and bodies skyward in a very deadly and satisfying blast. Almost simultaneously, the three platoons of 'B' Company hurled grenades among the enemy while sweeping the open area with fire from Bren guns, Tommy Guns and rifles. While attempting to call up artillery fire on the Japanese, the Australians realized that their field phone wire had been cut in some frustrating place, there wasn't much need of it, as the Japanese had been caught completely off-guard. The Command withdrew eastwards into the battalions positions at Gemas. During the withdrawal, some of the Australians's first bicycle unit that had been left through. Small individual skirmishes flared up and died down just as quick the battalion that evening and night.

Original Design by Steven C. Swann



THE SOUTH SIDE OF GREEN

PTO1 #8

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8
⊙ NEW ZEALANDER Moves First								

Nissan Island Garrison, Japanese 17th Army set up using HIP (EXC: Shohatsu not HIP) on/between hexrows H to Y on board 37:

	 4-4-7	 1 2-3-7	 2-2-8	 9-1	 8-0	 FP: 4 Rng: 11 ROF: 2 Bk: 11	 FP: 2 Rng: 6 ROF: 1 Bk: 11	 MA: 50" Rng: 1-14" ROF: 2"	 Type 98 J21 Shohatsu LCR	 MA: 20LH Rng: 3 Mx: 11	 MP: 4 PP: 39" MG: 5" ROF: 1	 1+3+5	
	6	4	2	2	2	2	2	3					

[ELR: 4]
[SAN: 5]

Elements, 30th and 35th N.Z. Battalions enter as directed:

30th Battalion enter on any land hex along the west edge:

	 4-5-7	 1 2-4-7	 9-1	 8-0	 7-0	 FP: 4 Rng: 12 ROF: 2	 FP: 2 Rng: 7 ROF: 1	 LMG	 dm MTR 20p 51mm
	9	2			2			2	

35th Battalion enter on any hex along the east edge:

 4-5-7	 1 2-4-7	 9-2	 8-1	 6+1	 FP: 4 Rng: 12 ROF: 2	 FP: 2 Rng: 7 ROF: 1	 LMG	 dm MTR 20p 51mm
	9	2			2		2	

[ELR: 4]
[SAN: 2]

HANDICAPPING PROVISIONS:

- ⊙ Add a 4-5-7 squad to each N.Z. Battalion.
- Remove a 4-5-7 squad from each N.Z. Battalion.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The New Zealand player must control every hut on the Overlay (Hut) without losing more CVP than the Japanese.

SCENARIO RULES:

- EC are Moderate with a Mild Wind from the northeast at start.
- PTO terrain (G.1) is in effect, including Dense Jungle (G2.2). Roads are Paths. All Ocean hexes are Shallow (G13.4). Land/Ocean hexes are treated as OCEAN-Hinterland as per G13.41.
- Place overlays in the following order: 1 on 37V8-V9; Oc1 with 1001 on 37A10 and 1014 on 37B9; Oc2 with 2001 on 1145 and 2002 on 1146; and Oc3 with 3001 on 2144 and 3002 on 2145.
- Shohatsu LC are Stopped and Beached (E5.23) and have a +2 TEM (+1 vs Indirect Fire) for any unit IN the LC.

NISSAN ISLAND, GREEN ISLANDS GROUP, NORTHERN SOLOMONS 16 February 1944:

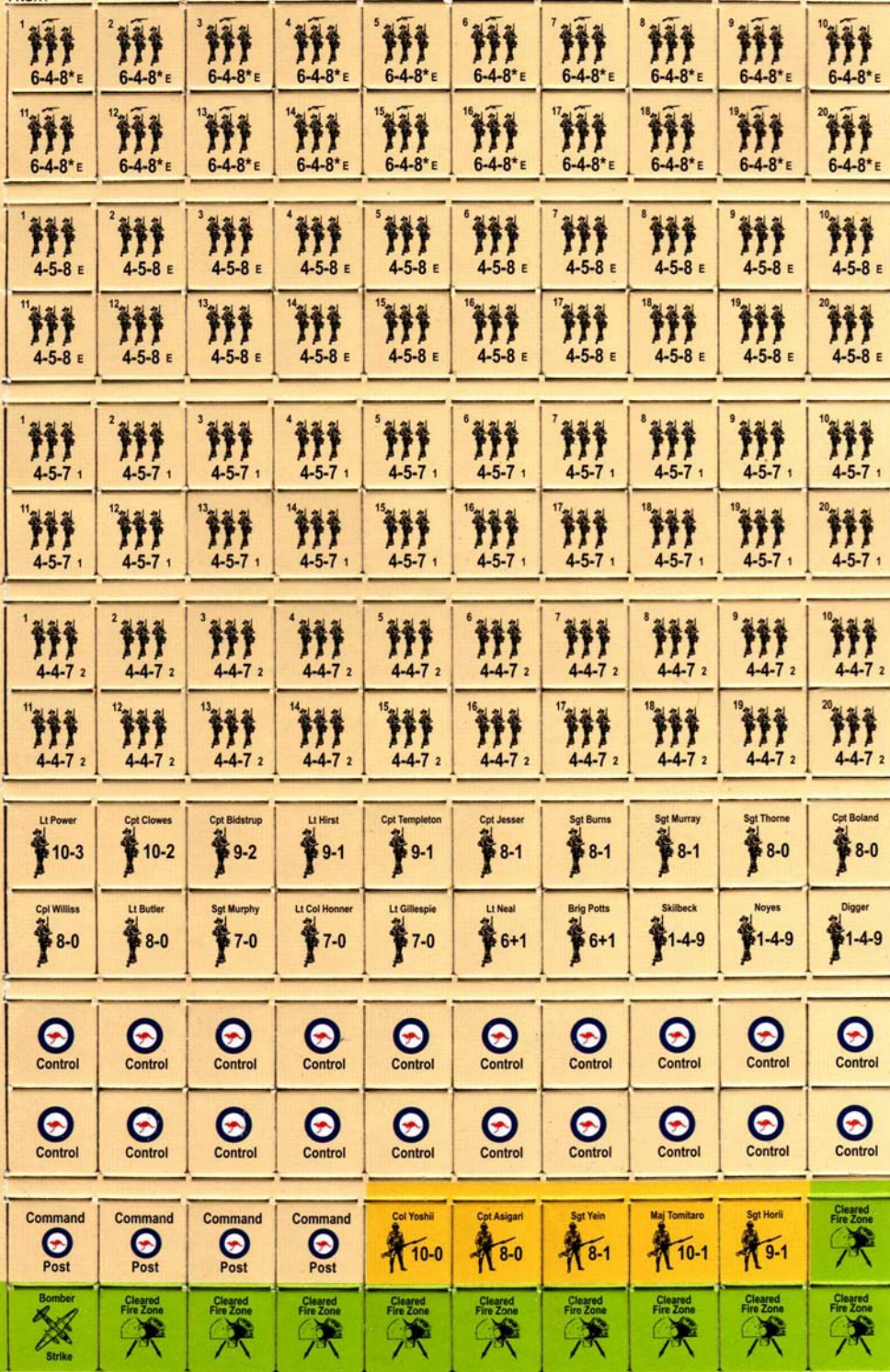
After establishing the beachhead on Bougainville, Admiral Halsey (USN) began looking at the next step needed to complete the occupation of the Northern Solomons Islands and the containment of the massive Japanese naval base at Rabaul. At a conference in December 1943, General MacArthur suggested that the Green Islands Group be taken with the forces available. Admiral Halsey selected a brigade of the 3rd New Zealand Division as both the assault and occupation force in January. Although attacked by Japanese air units during the approach, an unopposed landing was made by the New Zealand and the 30th, 35th battalions began a pincer move to flush out any Japanese garrison that may have occupied the island. Later that morning the New Zealanders were approaching the Mission at the south end of Nissan Island when they came under fire. An immediate attack was made on the Mission compound by both battalions, each approaching the Mission from a different direction. In a swift assault, 62 Japanese were killed and several 20mm guns, machine-guns and mortars were captured. During the next few days New Zealand combat patrols hunted down the few Japanese survivors. Nissan Island was declared secure on February 19, 1944.

Original Design by Steven C. Swann



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BACK

