

MEN OF STONE

DAGGER

ASL SCENARIO Z24



VICTORY CONDITIONS: The Japanese win at the end of any Game Turn when they have the only Good Order units on hill mass 18J2, providing they have lost <22 VP.

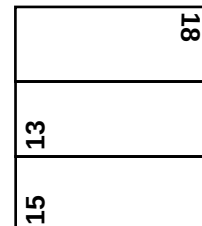
TANABARU, OKINAWA, May 4, 1945: The emperor's birthday had come and gone, and with it, much of the 32nd Army's hope for salvation on Okinawa. After a month of pounding from the Americans, no significant reinforcements had arrived, despite many promises. But day after day, they negated the incredible material wealth of the American attack with steadfast personal sacrifice. Still, many of attack-obsessed Japanese officers began to chafe at the cave-and-bunker strategy, despite its obvious success in exacting heavy penalties from a superior enemy force. And the hotheads finally got their way, extracting from Ushijima and his master strategist Yahara a promise for a grand counterattack. Passion for action and romantic self-sacrifice won out over rational economy of force and the carefully-husbanded Japanese 27th Tank Regiment and artillery was committed to support the infantry of the 24th Division as they emerged from their tunnels and bunkers to fight "above ground" for the first time in the Okinawa campaign.

(only hexrows R-GG on boards 13 and 15 and A-P on 18 are in play)

BOARD CONFIGURATION:

BALANCE:

- ☆ Add one 7-0 to US OB
- Exchange one Japanese MMG for a HMG



TURN RECORD CHART

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



Elements of the 4th Battalion, 17th Regiment [ELR: 4] Set up on board 18 including half hexes shared with board 13: {SAN: 4}

1 6-6-6	1-6	8-0	3 6-12	2 4-10	3 60-13-45	?	13 75 2/4/4	13 5 13 OVR. OGA: +4 Other: +2
7					2	12		9



Elements of 1 Battalion, 56th Regiment, 24th Division [ELR: 3] Set up concealed in any board 15 hexes: {SAN: 3}

E 4-4-8	2-2-8	10-2	10-1	10-0	9-0	2 4-11	1 2-6	2 50-1-10	2 30-1	70* [(3)*-70]
12	3				2	2	3	2	2	

SPECIAL RULES:

1. EC are Mud and Overcast, with a light breeze from the southwest at start. There is a +1 LV Hindrance in effect for turns 1 and 2 only. This is in addition to any Rain LV.
2. Place a wood rubble counter in each building hex during setup. The Stream is Shallow; the 13DD2 pond is an open ground valley (level -1).
3. All Japanese SMC that set up stacked with an MMC may be recorded on a side note and left off-board until they take a TC/MC, use their leadership for a fire attack, or are alone in a location.

AFTERMATH: Elaborate measures taken to conceal the mustering of the assault troops were largely successful, but as soon as the Japanese artillery began to hammer away before dawn, the Americans were alerted that something was up. And the slaughter began. Although the Japanese had dished out their heaviest bombardment of the war, the well dug-in Americans took few casualties, and responded with their usual incredible volume of air land and sea bombardment. Only in Ito's sector did the Japanese avoid annihilation. The Iron Captain took his 1st Battalion not only into the Army lines facing them, but beyond, forging a tiny breakthrough that actually reached its first day objectives. Reaching the Tanabaru escarpment that the Japanese had lost almost two weeks before, he signaled his success with a flare. But no one would be joining his advance, as the rest of the offensive was a disastrous failure, with even the bombardment causing less damage to the Americans than hoped, as it found them in entrenchments, rather than out in the open on the attack. Still, with no heavy weapons and no support, Ito's men destroyed many tanks and aircraft and caused heavy casualties among the Army units facing them. And their minor victory suggested what the Japanese might have done if properly led and equipped. On May 7, Ito and his survivors slinked back to their own lines.