

SEA OF TRANQUILITY

Adaptation from José Pereira

Peleliu, 7 October 1944

Although Peleliu had been declared secure on September 30th, about a thousand Japanese remained undefeated in an area some 900 yards long by 400 yards wide. This area, known to the Americans as the Umurbrogol Pocket, had been prepared by the Japanese as their final defensive position, from within which they determined to extract from their enemy the maximum in blood before being destroyed.

In some of the fiercest fighting of the entire Pacific campaign they repelled in succession the 1st Marines, the 7th Marines, the 321st Infantry, and the 7th Marines again.

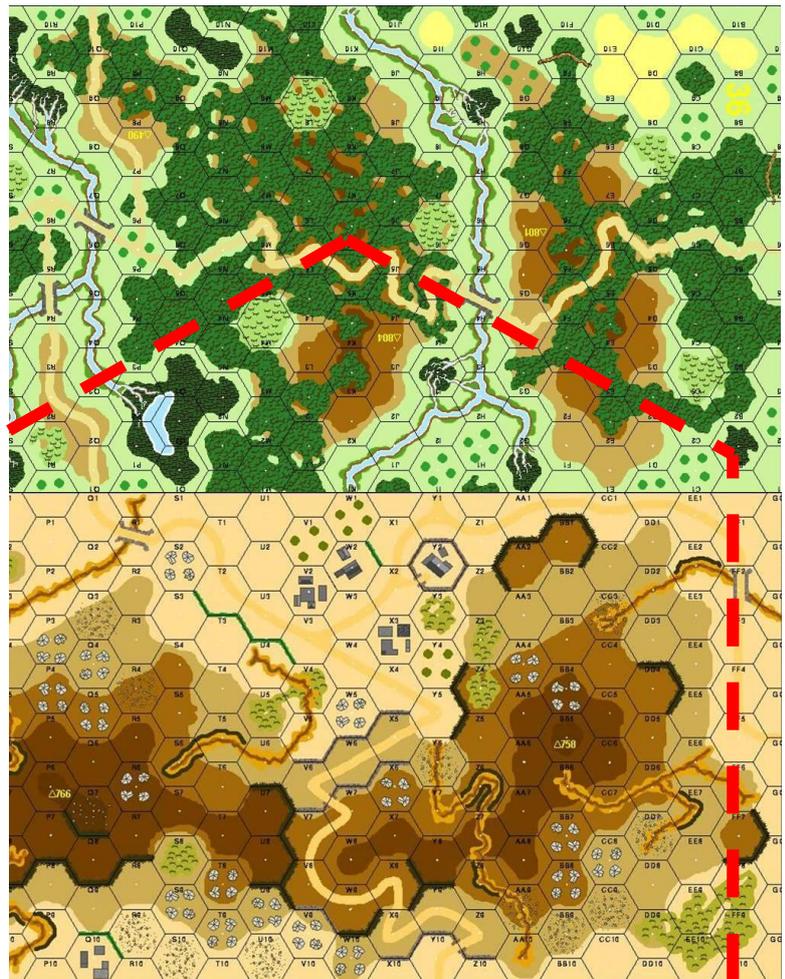
The terrain in the pocket comprised jagged coral ridges and outcroppings, cut through by natural and man-made caves, and covered originally by dens jungle and undergrowth.

Weeks of aerial and naval bombardment had stripped away most of the vegetation, until what remained bore a resemblance to the surface of the moon.

When the 7th Marines withdrew for the last time, the fresh 5th Marines were called upon to finish the job. On October 7th, its two assaulting battalions pushed into the pocket on the heels of an hour-long artillery preparation. Company L, supported by four Shermans, was assigned the task of probing into the valley known as the Wildcat Bowl.

The leading Sherman struck a large mine and was disabled, but the other three bypassed it and began firing 75mm shells at likely enemy positions. A hundred yards farther into the valley, one of the other Shermans was hit by anti-tank fire several times in rapid succession and had to retire with its main armament jammed. Marines reached the southern edge of water-filled sinkhole before being pinned down by heavy fire, but demolition teams ignored the machine gun bullets flying in all directions and managed to destroyed several cave entrances. When a third Sherman was damaged by concealed ant-tank gun, the marines grudgingly conceded the defences of the Wildcat Bowl to be too strong for a single company to overcome. Covered by white phosphorus fired from the remaining Shermans, they withdrew.

It would be a week before another attack would be made into the valley; and four months before the last Japanese would be flushed out of the Umurbrogol Pocket.



Game length: 14 turns

Weather: Wet with a mild breeze from the southeast

Special rules:

- Japanese placement:
 - o Japanese set up first.
 - o All Japanese units set up north and west of the red line.
 - o Units can set up in foxholes.
 - o Ambush is allowed for the Japanese.
- American placement:
 - o American infantry can set up on board 36 east of the red line or enter on turn 1 along the south edge of board 25/36.
 - o However, at least one Rifle Platoon must set up onboard.
 - o All US teams starting the game set-up on the map must begin the game more than 40 cm from any Japanese team.
 - o The Shermans enter on turn 2 along the south edge of boards 25/36 or the east edge of board 36.
- Treat all US Rifle team as Rifle/MG teams.
- Terrain:
 - o All cave entrances are connected each over by tunnels.
 - o A unit in a cave entrance can only be attacked via the front of this entrance.
 - o All building hexes are crag hexes.
 - o Only the road 25GG5-25Q1 and all roads on board 36 exist.
 - o All streams are dry.
 - o A player making a Firepower test against a unit in a log bunker or a cave subtracts 1 to his die roll.

Victory Conditions:

The Americans win at game end if they controlled / have eliminated more than half of the caves or if they control hill location 25BB5 and at least one more Level 4 Location.

Japanese OB: *(Unofficial Intelligence Briefing on the Japanese Army)*

(985 Pts)

*Elements of the 1st Battalion, 2nd Infantry Regiment, 14th Infantry Division:**Rifle Company: Fearless Trained*

- 1 X Company HQ:
 - o Full strength
 - o Upgrade 2 Rifle Team to sniper
 - o 1 X 81mm Mortar team
 - o 1 X 75mm model 41 gun team
- 1 X Rifle Platoon:
 - o Full strength
 - o Convert 3 Rifle teams to Tank Hunter
- 1 X Rifle Platoon:
 - o 2 Rifle squads
 - o Convert 2 Rifle teams to Tank Hunter
- 1 X MG Platoon:
 - o 1 section
- 1 X Anti-tank Platoon:
 - o 1 X anti-tank section
 - o Upgrade to Type 1
- Fortifications:
 - o 4 X Log Bunkers
 - o 14 X Cave entrances
 - o 36 X Minefields

American OB: *(Unofficial Intelligence Briefing on the USMC)*

(1180 Pts)

*Company L of the 5th Marines Regiment, 1st Marine Division and elements of Company A, 710th Tank Battalion:**USMC Company (landed): Fearless Trained*

- 1 X Company HQ:
 - o Full strength
 - o Add one Bazooka team
- 2 X Rifle Platoons:
 - o 2 Rifle squads
- 1 X Heavy Platoon:
 - o Full strength
- 1 X Light Anti-aircraft Platoon:
 - o 1 section
- 1 X Demolitions Platoon:
 - o 1 Demo squad
 - o Add one Flamethrower team
- 1 X Tank Platoon:
 - o 4 X M4A1 Sherman