

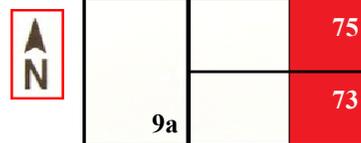
"Sake at Sunrise"



Mount Tenjo Road, Guam — July 26th, 1944

Following early successes in the landing at Guam, the Marines of the 3rd Division found their bridgehead under attack by units of the Japanese 29th Infantry Division. At about 0400, the Japanese troops poured down the slopes along the Mount Tenjo Road in a frenzied banzai attack, which struck the area of the 21st Marines. The human wave struck hard against the 3d Battalion which was holding a front of some 9,000 yards at the time, and it was thinnest from the right of the 21st Marines to the left of the 9th Marines. Much of that line was only out posted. Many of the Japanese got through the weakly manned gap between the battalions. They charged pell-mell into the tanks, artillery, and ammunition and supply dumps. The attack shattered the hastily erected Marine roadblock between the battalions and headed towards the Hospital and Battalion Command Tents near the beach.

Board Configuration:



VICTORY CONDITIONS: The Japanese Player wins immediately by controlling the Tent on Board 9a Hex G10. Otherwise, the side with the most CVP is declared the winner. Tent Hexes on Board 9a are worth 2 CVP. The CVP for captured guns is doubled.

US Player sets up first		1	2	3	4	5	6	7
Japanese Player moves first								

 **Elements of 29th Infantry (ELR 4) (SAN: 2) (Enter Turn 1 on the East edge of Board 75)**

					
2	20	2	4		

 **21st Marines, 3rd Division (Roadblock Detachment) (ELR 5) (SAN 3) (Setup: on Board 75 on or adjacent to Hex BB3)**

				
3				

21st Marine Wounded (setup: See SSR 7)

	
8	2

21st Marine Battalion HQ (ELR 5)(Setup: on Board 9a with SMC's in Tents/MMC's in Foxholes within 6 hexes of G10)

										
2			4					4	8	

21st Marine Support Elements (ELR 5) (Setup: See SSR 8)

						
3	3	3	3	2		

Special Rules/Notes:

- EC are Moist with a mild breeze from the NE. It is before dawn at game start. Therefore, the NVR for Turns 1 and 2 is 4 Hexes with normal vision beginning on Turn 3.
- PTO Terrain Rules (G1) are in effect. Night Rules (E1) are in effect for Turns 1 and 2. Japanese are the attacker. The Majority Squad Type of both sides is Normal.
- Only Hex Rows R-GG are playable on Boards 73 and 75.
- All buildings on Board 9a are large Tents. Tents can hold up to 2 full squads. Tents block LOS as one level obstacles. Tents have 0 TEM. Tents are not concealment terrain. Tents kindle as wooden building. Tents cost 1-1/2 MF to move into and can be bypassed.
- No quarter is in effect.
- The Japanese do not gain their normal Stealth as during this engagement many of the Japanese were drunk on Sake.
- The Marine wounded set up on unarmed squad in each of the following Hexes on Board 9a: E14, F13, F14, G17, H17, I16, J17, K15. (The trucks set up adjacent to any of these tent hexes. During each Rally Phase, the US Player may roll to see if the wounded arm themselves to participate in the Marine Defense. Each unarmed squad roll 1d6. On a 1 or a 2, the unarmed unit becomes a walking wounded US Marine 4-5-8. An unarmed unit which rolls a 6 is pinned for the duration of the turn. Unarmed squads, which do not attempt to arm themselves may move as walking wounded in Friendly Movement Phases.
- 21st Marine Support Elements represent Cooks, Clerks, Arty, and Construction troops. All crews and squads begin the scenario in one of these Board 9a Tent Hexes: I5, J2, J3. The 2-2-8 Crew is the Dozer Sherman Crew. The three 2-2-7's are the Artillery crewmen for the 105 Battery. The Vehicles set up as follows on Board 9a: Dozer Sherman in J5, Truck in K3, and K2. The Guns set up on Board 9a in Hexes F3, F4, and F5.



Aftermath: Some of the Japanese attackers penetrated the lines all along the front. A group of about 50 reached the division hospital. Doctors evacuated the badly wounded, but the walking wounded joined with cooks, bakers, stretcher bearers, and corpsmen to form the line that fought off the attackers. By mid-day, the Japanese assault had been completely eliminated.