

by Riccardo Affinati

# High Command



**the World War II Miniatures Games**  
**Pacific Theater, 1941 - 1945**

<http://it.geocities.com/accademiawargame/>

by Riccardo Affinati 2

*Life's but a walking shadow ...*

*It is a tale told by an idiot, full of sound and fury, signify nothing.*

**W. Shakespeare**

# HIGH COMMAND

*Grand tactical rules  
for the second World War*

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**Historical Background**

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Dedication:

HIGH COMMAND is dedicated as a token of remembrance to the soldiers  
of the Second World War.

*<http://it.geocities.com/accademiawargame/>*

# HIGH COMMAND

*Grand tactical rules  
for the second World War*

## GAME PHILOPHY

For many years we played Napoleonic battles in such a tactical way that wargamers would never allow us to field more than a couple of Division per side. Then we discovered methods that allowed us to simulate entire battles without them getting too complicated. However today that old destructive mentality still ruins our Second World War games, preventing us from recreating entire battles. At the most, expert wargamers put a few more tanks and platoons on immense tables and worry about tactical problems and the thickness of armour, without examining the strategic or gaming aspects that are implicit in combats between infantry division and armoured brigades. With HIGH COMMAND we can play the entire Normandy landings, or even the battles on the Russian Front or in Africa.

*Richard Affinati*

## HISTORICAL BACKGROUND

In the summer of 1941, the United States began an oil embargo against Japan, which was a protest of Japan's incursion into French Indo-China and the continued invasion of China. Japan planned an attack on Pearl Harbor to cripple the U.S. Pacific Fleet before consolidating oil fields in the Dutch East Indies. On December 7, a Japanese carrier fleet launched a surprise air attack on Pearl Harbor, Hawaii. The raid resulted in two U.S. battleships sunk, and six damaged but later repaired and returned to service. The raid failed to find any aircraft carriers and did not damage Pearl Harbor's usefulness as a naval base. The attack strongly united public opinion in the United States against Japan. The following day, December 8, the United States de-

clared war on Japan. On the same day, China officially declared war against Japan. Germany declared war on the United States on December 11, even though it was not obliged to do so under the Tripartite Pact. Hitler hoped that Japan would support Germany by attacking the Soviet Union. Japan did not oblige, and this diplomatic move by Hitler proved a catastrophic blunder which unified the American public's support for the war.

Japan soon invaded the Philippines and the British colonies of Hong Kong, Malaya, Borneo, and Burma, with the intention of seizing the oilfields of the Dutch East Indies. Despite fierce resistance by American, Philippine, British, Canadian, and Indian forces, all these territories capitulated to the Japanese in a matter of months. The British island fortress of Singapore was captured in what Churchill considered one of the most humiliating British defeats of all time.



*The American Battleships USS West Virginia and USS Tennessee under attack at Pearl Harbor.*

**Deadlock: 1942.** On February 19, 1942, Roosevelt signed United States Executive Order 9066, leading to the internment of approximately 110,000 Japanese-Americans for the duration of the war.

In April, the Doolittle Raid, the first U.S. air raid on Tokyo, boosted morale in the U.S. and caused Japan to shift resources to homeland defence, but did little actual damage.

In early May, a Japanese naval invasion of Port Moresby, New Guinea, was thwarted by Allied navies in the Battle of the Coral Sea. This was both the first successful opposition to a Japanese attack and the first battle fought between aircraft carriers.

A month later, on June 5, American carrier-based dive-bombers sank four of Japan's best aircraft carriers in the Battle of Midway. Historians mark this battle as a turning point and the end of Japanese expansion in the Pacific. Cryptography played an important part in the battle, as the United States had broken the Japanese naval codes and knew the Japanese plan of attack.

In July, a Japanese overland attack on Port Moresby was led along the rugged Kokoda Track. An outnumbered and untrained Australian battalion defeated the 5,000-strong Japanese force, the first land defeat of Japan in the war and one of the most significant victories in Australian military history.

On August 7, United States Marines began the Battle of Guadalcanal. For the next six months, U.S. forces fought Japanese forces for control of the island. Meanwhile, several naval encounters raged in the nearby waters, including the Battle of Savo Island, Battle of Cape Esperance, Naval Battle of Guadalcanal, and Battle of Tassafaronga.



*U.S. Marines rest in the field on Guadalcanal, circa August-December 1942.*

In late August and early September, while battle raged on Guadalcanal, an amphibious Japanese attack on the eastern tip of New Guinea was met by Australian forces in the Battle of Milne Bay.

**War turns: 1943.** On January 2, 1943, Buna, New Guinea was captured by the Allies. This ended the threat to Port Moresby. By January 22, 1943, the Allied forces had achieved their objective of isolating Japanese forces in eastern New Guinea and cutting off their main line of supply.

American authorities declared Guadalcanal secure on February 9. Australian and U.S. forces undertook the prolonged campaign to retake the occupied parts of the Solomon Islands, New Guinea and the Dutch East Indies, experiencing some of the toughest resistance of the war. The rest of the Solomon Islands were retaken in 1943.

In November, U.S. Marines won the Battle of Tarawa. This was the first heavily opposed amphibious assault in the Pacific theater. The high casualties taken by the Marines sparked off a storm of protest in the United States, where the large losses could not be understood for such a tiny and seemingly unimportant island.

The Nationalist Kuomintang Army, under Chiang Kai-shek, and the Communist Chinese Army, under Mao Zedong, both opposed the Japanese occupation of China but never truly allied against the Japanese. Conflict between Nationalist and Communist forces emerged long before the war; it continued after and, to an extent, even during the war, though more implicitly. The Japanese and its auxiliary Indian National Army had captured most of Burma, severing the Burma Road by which the Western Allies had been supplying the Chinese Nationalists. This forced the Allies to create a large sustained airlift, known as "flying the Hump". U.S.-led and trained Chinese divisions, a British division and a few thousand U.S. ground troops cleared the Japanese forces from northern Burma so that the Ledo Road could be built to replace the Burma Road.

**Beginning of end: 1944.** The American advance continued in the southwest Pacific with the capture of the Marshall Islands before the end of February. 42,000 U.S. Army soldiers and U.S. Marines landed on Kwajalein atoll on January 31. Fierce fighting occurred, and the island was taken on February 6. U.S. Marines next defeated the Japanese in the Battle of Eniwetok.

The main objective was the Mariana Islands, especially Saipan and to a lesser extent, Guam. The Japanese in both places were strongly entrenched. On June 11, Saipan was bombarded from the sea and a landing was made four days later; it was captured by July 9. The Japanese committed much of their declining naval strength in the Battle of the Philippine Sea but suffered severe losses in both ships and aircraft. After the battle, the Japanese aircraft carrier force was no longer militarily effective. With the capture of Saipan, Japan was finally within range of B-29 bombers. Guam was invaded on July 21 and taken on August 10, but the Japanese fought fanatically. Mop-

ping up operations continued long after the Battle of Guam was officially over. The island of Tinian was invaded on July 24 and was conquered on August 1. This was the first use of napalm in the war.



*MacArthur coming ashore back to the Philippines.*

General MacArthur's troops invaded the Philippines, landing on the island of Leyte on October 20. The Japanese had prepared a rigorous defense and used the last of their naval forces in an attempt to destroy the invasion force in the Battle of Leyte Gulf, October 23 through October 26, 1944, arguably the largest naval battle in history. This was the first battle that had kamikaze attacks. Throughout 1944, American submarines and aircraft attacked Japanese merchant shipping and deprived Japan's industry of the raw materials it had gone to war to obtain. The effectiveness of this stranglehold increased as U.S. Marines captured islands closer to the Japanese mainland. In 1944, submarines sank three million tons of cargo, while the Japanese were only able to replace less than one million tons. In March 1944, the Japanese began their "march to Delhi" by crossing the border from Burma into India. On March 30, they attacked the town of Imphal which involved some of the most ferocious fighting of the war. The Japanese soon ran out of supplies and withdrew resulting in a loss of 85,000 men, one of the largest Japanese defeats of the war. The Anglo-Indian forces were constantly re-supplied by the RAF.

**End of war: 1945.** In January, the U.S. Sixth Army landed on Luzon, the main island of the Philippines. Manila was recaptured by March. U.S. capture of islands such as Iwo Jima in February and Okinawa (April through June) brought the Japanese homeland within easier range of naval and air attack. Amongst dozens of other cities, Tokyo was firebombed, and about 90,000 people died from the initial attack. The dense living conditions around production centres and the wooden residential constructions contributed to the large loss of life. In addition, the ports and major waterways of Japan were extensively mined by air in Operation Starvation, which seriously disrupted the logistics of the island nation.

The last major offensive in the South West Pacific Area was the Borneo campaign of mid-1945, which was aimed at further isolating the remaining Japanese forces in South East Asia and securing the release of Allied prisoners of war.

In South-East Asia, from August to November 1944, the 14th Army pursued the Japanese to the Chindwin River in Burma after their failed attack on India. The British Commonwealth, mainly Indian forces, launched a series of offensive operations back into Burma during late 1944 and the first half of 1945. On May 2, 1945, Rangoon, the capital city of Myanmar (Burma), was taken in Operation Dracula. The planned amphibious assault on the western side of Malaya was cancelled after the dropping of the atomic bombs, and Japanese forces in South East Asia surrendered soon afterwards.

The U.S. military and political chiefs had decided to use their new super-weapon to bring the war to a speedy end. The battle for Okinawa had shown that an invasion of the Japanese mainland (planned for November), seen as an Okinawa-type operation on a far larger scale, would result in more casualties than the United States had suffered so far in all theatres since the war began.

On August 6, 1945, the B-29 Superfortress "*Enola Gay*", piloted by Colonel Paul Tibbets, dropped a nuclear weapon named "Little Boy" on Hiroshima, destroying the city. After the destruction of Hiroshima, the United States again called upon Japan to surrender. No response was made, and accordingly on August 9, the B-29 "BOCKS CAR", piloted by Major Charles Sweeney, dropped a second atomic bomb named "Fat Man" on Nagasaki.

The American use of atomic weapons against Japan prompted Hirohito to bypass the existing government and intervene to end the war. The entry of the Soviet Union into the war may have also played a part, but in his radio address to the nation, Emperor Hirohito did not mention it as a major reason for his country's surrender.

The Japanese surrendered on August 15, 1945 (V-J day), signing the Japanese Instrument of Surrender on September 2, 1945, aboard the USS Missouri (BB-63) anchored in Tokyo Bay. The Japanese troops in China formally surrendered to the Chinese on September 9, 1945. This did not fully end the war, however, as Japan and the Soviet Union never signed a peace agreement. In the last days of the war, the Soviet Union occupied the southern Kuril Islands, an area claimed by the Soviets and still contested by Japan.



*American Marines Raising the Flag on Iwo Jima.*

## BASING

We play with units (HQ, Artillery, Recon, Infantry, Tank, Motorised Infantry) on base (measuring 3cm x 3cm for 6mm miniatures; 3cm/6cm for 20mm or plastic 1/72), upon which we then place the right sort of soldier or vehicles. A base represents a battalion, more or less. If you have troops that are already based for another system you won't have to change the basing as they are all the same. If you have to start from scratch then try to create some small dioramas, using your creativity and modelling ability.

A truck and 3 or 4 soldiers will be enough to represent a Motorised Infantry unit, a Recon unit could be represented by an armoured car and a couple of motorbike; and for a tank unit, one tank will do.

### IRREGULAR MINIATURE

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## Using Battlefront Flames of War



*A Matilda tank, named "Clincher", from the Australian 4th Armoured Brigade, moves towards Japanese strong points near Finschhafen, on November 9, 1943.*



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## TURN SEQUENCE

1. The Japan player may replace a "Dispersed" unit (one for the entire army).
2. The Japan player may move his units (including the replacements) and place aircraft units.
3. The Japan units may fire.
4. The Allies player may replace a "Dispersed" unit (one for the entire army).
5. The Allies player may move his units (including the replacements) and place aircraft units.
6. The Allies units may fire.

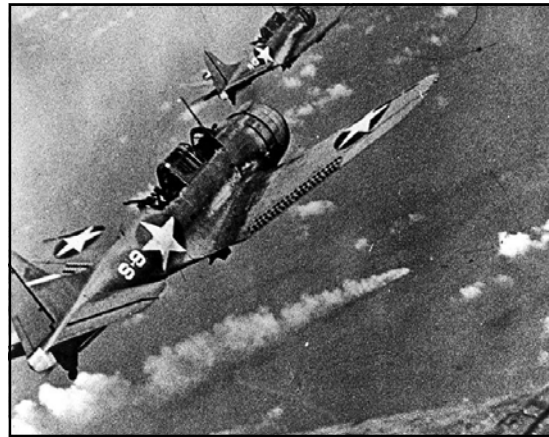
**There are 9 to 12 turns in a day.** Throw before each turn from 10 to 12 with a 5+ indicating the game has ended.

## HEADQUARTERS (HQ)

Once per turn for the whole army the Headquarters (HQ) can bring back to the battlefield any unit from its own Division that was previously "Dispersed" (i.e. placed in the "Replacements" box). This means that the player must decide which Headquarters (HQ) will use the available replacement that turn. If a unit that comes back into play is "Dispersed" again it can be replaced afterwards. The HQ is one of the most important units as it can bring "Dispersed" units removed from the game back into play. You can move units to anywhere on the battlefield but they may be "Destroyed" and not "Dispersed" if they are too far from the HQ.

It is also assumed that the HQ is where the batteries of light artillery and anti-aircraft units are located. The HQ cannot be "Destroyed", unless there are no other units in its Division left on the table. In this case it is considered "Destroyed". The "Dispersed" HQ is not removed from the battlefield, but in the next turn it replaces itself, without being able to replace other units in its Division. The unit that is replaced is placed next to its Headquarters (HQ).

The "Dispersed" HQ immediately moves 15cm/6" directly to its rear (distant by enemy), and it cannot move or fire and no unit in its Division can be replaced until the HQ is back in action. In any case a "Dispersed" HQ has a command radius of 30cm for its Division, impeding the Destruction of units in the Division within 30cm if they are hit during combat, but not their Dispersion. If the HQ is shot again must go back 15cm/6".



*U.S. Douglas SBD Dauntless dive bombers about to attack the burning cruiser Mikuma for the third time.*

## MOVEMENT

Units have a 360° front and their movement is always straight in any direction. They may not move closer than 5cm from an enemy unit. Units can only leave the battlefield from their set-up side. They are considered "Dispersed". You can measure anything during the game.

## FIRING

You can only fire on a unit that is within firing range and sighting range. If a unit in the Division manages to see an enemy unit, it is assumed that the whole Division can see it. A Division may not spot on behalf of other Divisions. You may fire at one unit at a time and you need to roll a 5+. Units will fire at the closest enemy unit except for artillery that can fire at any target. Units do not block line of sight.

## SAVING THROW

Every time a unit is hit it must make a saving throw or be removed as Dispersed (removed from the battlefield and put in a box labelled "Replacements"), and then may be return later during the battle (see HQ). Those units that are not within 30 cm or 12" of their Division HQ are classified as Destroyed and removed from the battle (without the possibility of being replaced).



## TERRAIN

Only Artillery can fire over hills, woods or villages. If a unit is on top of a hill or within woods or villages the spotting range for enemies that want to sight them is reduced by 8cm, and units in woods, hills or villages get a +1 modifier on their Saving Throw (except for tanks). Villages, woods and hills have a standard size of 12cm x 12 cm. The movement in Jungle/Woods is 5cm/2".

## JAPAN AIR FORCE & ALLIES AIR FORCE OR NAVAL ARTILLERY

Each side is allowed up to three air-strikes per turn that can be used against any enemy unit. Roll a dice:

5 – 6 = the target must make a saving Throw or become Dispersed (Destroyed if not within 30cm from the HQ).

2 – 4 = no effect.

1 = if the attack is within 30cm of an enemy HQ, the attacking aircraft is Destroyed. From that moment onwards you have one less air attack per turn for the rest of the battle.

Allies is allowed up to one naval artillery per turn that can be used against any enemy unit "spotting".

*January 7, 1943. Australian forces attack Japanese positions near Buna. Members of the 2/12th Infantry Battalion advance as Stuart tanks from the 2/6th Armoured Regiment attack Japanese pillboxes. An upward-firing machine gun on the tank spray treetops to clear them of snipers. (Photographer: George Silk).*

## VICTORY CONDITIONS

Each player gets 3 Victory Point (VPs) for every Tank unit destroyed; 2 Victory Points for each Light Tank or Artillery destroyed; each Supply base destroyed counts as five VP's; and one Victory Point for every other type of enemy unit destroyed. If there are less than 5 VP difference between the totals then the game is a DRAW; between 5 and 9 is a VICTORY and a difference greater than 10 is a DECISIVE VICTORY. All the Dispersed units that were waiting to come back as Replacements are considered automatically Destroyed, i.e. all units that have not been replaced at the end of the established number of turns and are still Dispersed are considered Destroyed.

If you destroy all three enemy Supply Bases you may opt to end the game and claim an immediate Major Victory!

## MINEFIELDS

Each side can have up to 60cm or 24" of minefields (a base depth deep). To cross an enemy minefield dice per unit that tries:

5-6 = Get through OK, stopping on other side;  
2-4 = unit stopped in front of minefield;  
1 = the unit is Scattered (or Destroyed if not near the HQ)!

To clear a one base wide Gap (allowing up to six units to pass through each turn), get an infantry unit adjacent to the minefield and throw with a 5 or 6 to create a Gap. Note that only one infantry unit per Division may try this per turn (representing the Divisional engineers / pioneers; count the Special "Brigade" as a Division for this rule).



An Australian soldier, Private George "Dick" Whittington, is aided by Papuan orderly Raphael Oimbari, near Buna on December 25, 1942. Whittington died in February 1943 from the effects of bush typhus. (Picture by George Silk)

## DUG IN

Up to 16 units may begin as Dug-in (in substantial trenches, protected by barbed wire, suitable model bases being required).

Infantry, artillery, and HQ's improve their saving throw to 4+ and allows them to Spot 7,5cm or 3" further, as well as allowing them shooting in the Dug-in phase. Note: troops Dug-in on a Hilltop only increase Spotting by 7,5cm or 3" maximum. Tanks and Recon can be "in" the trenches but get no benefit from them. Troops in captured positions do not get the Spotting bonus as the trenches probably face the wrong way! Alternatively you may simply remove captured positions.

## JAPAN PROBLEMS

Count the Japan HQ distance as 22,5cm or 9" rather than 30cm or 12". Japan Foot Infantry is short of AT weapons, so require a 6 to hit Tanks.



Aitape, New Guinea, 1943. An Australian soldier, Sgt Leonard Siffleet, about to be beheaded with a katana sword. Many Allied prisoners of war (POWs) were summarily executed by Japanese forces during the Pacific War.

## ORGANIZATION

Force	Division	HQ	Recon	Tank	Motorised Infantry	Foot Infantry	Artillery
<b>Japan</b>	Tank or Special	1	-	2	2	-	1
	Motorised	1	-	-	4	-	1
	Infantry	1	-	-	-	6	2
	Tactical group, amphibious landing ecc.	1	-	0/1	-	12	-
<b>Allies</b>	Armoured	1	1	3	4	-	2
	Detachment	1	1	-	-	3	1
	Infantry or Marines	1	1	-	-	9	2
	Australian or Neozeland Brigade	1	-	-	-	3	1
	Tactical group, amphibious landing ecc.	1	1	0/2	-	12	2
	Armoured Brigade	-	-	3*	-	-	-

\*These have no HQ but can be attached out to another HQ for the battle.

**FOR ANOTHER SCENARIOS USE “MEMOIR ‘44—PACIFIC THEATER”:**  
<http://www.daysofwonder.com/>



*September 4, 1943. The Australian 9th Division makes its amphibious landing east of Lae. LSTs can be seen completing their unloading. A tug is in the foreground and the Saruwaged Range is in the distance.*



*Lt Gen Arthur Percival, led by a Japanese officer (center), marches under a flag of truce to negotiate the capitulation of Allied forces during the Battle of Singapore, on February 15, 1942.*

*July 29, 1943. Commandos from the Australian 2/3rd Independent Company take up position in weapon pits during attack on Timbered Knoll, north of Orodubi, between Mubo and Salamaua. (A still from the film Assault on Salamaua by Damien Parer).*



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## UNITS

Nationality	Battalion type	Spotting	Range	Saving throw	Speed
<b>All nations</b>	Head Quarters (HQ)	15cm or 6"	15cm or 6"	6	15cm or 6"
	Reconnaissance (Recon)	22,5cm or 9"	15cm or 6"	5+	22,5cm or 9"
	Foot Infantry	15cm or 6"	15cm or 6"	6	7,5cm or 3"
	Motorised Infantry	15cm or 6"	15cm or 6"	6	15cm or 6"
	Artillery	15cm or 6"	45cm or 18"	6	15cm or 6"
	Supply Base	-	-	6	-
	Anti-tank gun	15cm or 6"	15cm or 6"	6	15cm or 6"
<b>Allies</b>	Tanks	15cm or 6"	15cm or 6"	4+	15cm or 6"
	Naval Artillery	22,5cm or 9"	45cm or 18"	Automatic saved	No
	Australian Infantry	15cm or 6"	22,5cm or 9"	5+	7,5cm or 4"
<b>Japan</b>	Tanks	15cm or 6"	15cm or 6"	5+	15cm or 6"
	Light Tank	15cm or 6"	15cm or 6"	6	15cm or 6"
	"Banzai" Infantry only two units	15cm or 6"	15cm or 6"	3+	15cm or 6"
<b>Marines USA</b>	Infantry	15cm or 6"	15cm or 6"	4+	7,5cm or 4"

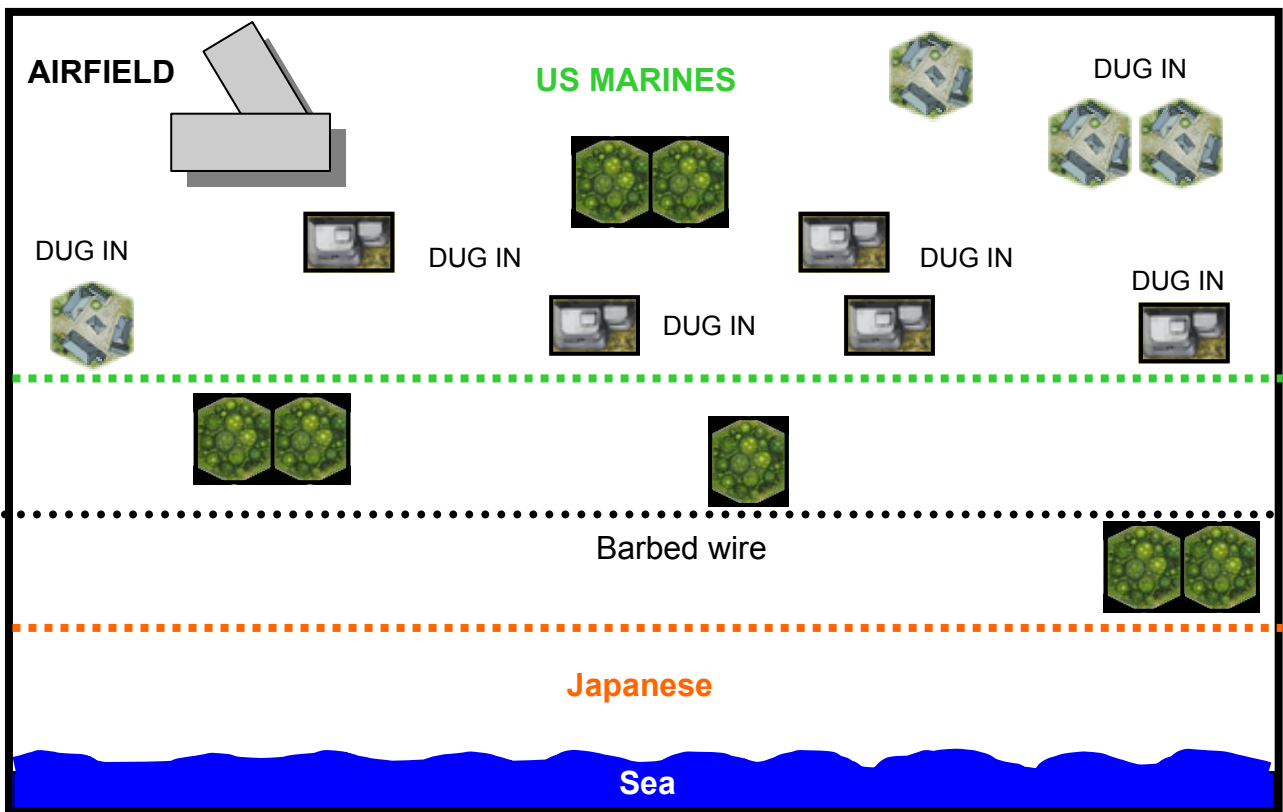


**Hitoshi Imamura** (28 June 1886 - 4 October 1968) was a general in the Imperial Japanese Army in World War II. Imamura became the commander of the 16th Army in November 1941, and was directed to lead that army in the invasion of the Netherlands East Indies. As his fleet approached Java, during the invasion, his transport, the *Ryujo-maru* was sunk by torpedoes (most probably by friendly fire in the Battle of Sunda Strait and he was forced to swim to shore. He subsequently assumed command of the new 8th Area Army - responsible for 17th Army (in the Solomon Islands campaign) and 18th Army (New Guinea campaign) - in late 1942. Imamura was based at Rabaul, New Britain. Imamura adopted an unusually lenient policy towards the local population of the former Netherlands East Indies, often in conflict with senior staff of the Southern Army and Imperial General Headquarters. However, his policies won some support from the population and reduced the difficulties of the occupation. Imamura was promoted to full General in 1943. Along with the naval commander at Rabaul, Vice Admiral Jinichi Kusaka, Imamura surrendered the Japanese forces in New Guinea and the southern Pacific Islands to Australian forces, representing the Allies, in September 1945. At the end of the war, Imamura was detained at Rabaul by the Australian Army, as he and troops under his command were accused of war crimes, including the execution of Allied prisoners of war, and were to be held for a military tribunal.

**1) WAKE ISLAND: DECEMBER 23, 1941.**

On December 7, 1941 the same day as the attack on Pearl Harbor (Wake being on the opposite side of the International Date Line), sixteen Japanese medium bombers flown from bases on the Marshall Islands attacked Wake Island, destroying eight of the twelve F4F Wildcat fighter aircraft belonging to Marine Corps fighter squadron VMF-211 on the ground. All of the Marine garrison's defensive emplacements were left intact by the raid, which primarily targeted the naval aircraft. With this equipment, the garrison - supplemented by civilian volunteers - repelled several Japanese landing attempts. After the initial Japanese amphibious assault was beaten back with heavy losses, the American commander was asked by his superiors if he needed anything; the commander was reported (erroneously) as having quipped "Send us more Japs!" Despite this defiant spirit, the garrison was eventually overwhelmed by the determined and numerically superior Japanese invasion force. American casualties were fifty-two military personnel killed, along with approximately seventy civilians. Japanese losses exceeded 700 killed, with some estimates ranging as high as 900; in addition, the Japanese lost four destroyers and twenty aircraft.

The game table is approx 60" (150cm) x 36" (90cm).



**WAKE ISLAND: December, 1941.**



**THE FORCE**

**US Marines**

1 HQ, 5 Marines USA, 1 Artillery.

Battalion type	Spotting	Range	Saving throw	Speed
Head Quarters (Japan)*	15cm or 6"	15cm or 6"	6	15cm or 6"
Japanaese Infantry	15cm or 6"	15cm or 6"	6	7,5cm or 3"
Japanese "Banzai" Infantry	15cm or 6"	15cm or 6"	3+	15cm or 6"
Marines USA	15cm or 6"	15cm or 6"	4+	15cm or 6"
Artillery USA	15cm or 6"	45cm or 18"	6	15cm or 6"
Head Quarters (USA)	15cm or 6"	15cm or 6"	5+	15cm or 6"

**Japanese**

1 HQ, 10 Foot Infantry, 2 "Banzai" Infantry.

\* Count the Japanese HQ distance as 22,5cm or 9" rather than 30cm or 12".

**Victory Conditions**

The Italian win if they can exit the equivalent of six units (stands), off the eastern edge of the board. The game ends when all Italian stands are off table or destroyed.

**FOR ANOTHER SCENARIOS USE "MEMOIR '44 - PACIFIC THEATER":**

<http://www.daysofwonder.com/>

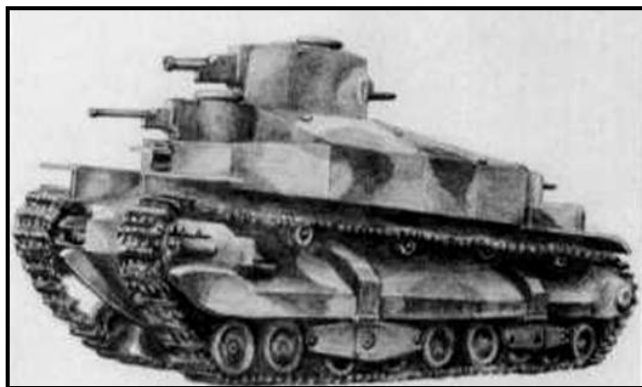
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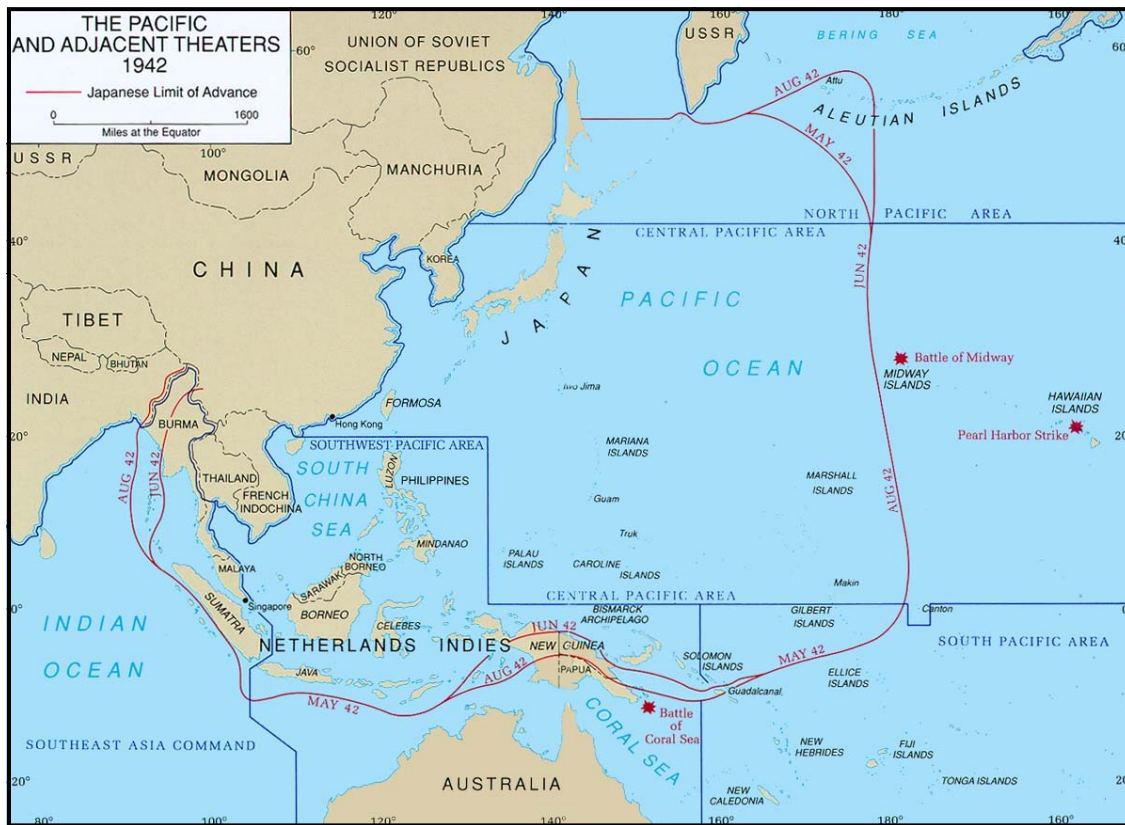
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*The **Type 95 Heavy Tank** was the final version of the Japanese multi-turreted designs in commission during the time periods of World War I and World War II. Modeled from Axis German and Italian tank design, this tank featured 2 turrets, the main armament being a 1x 70mm shell, and its secondary turret featuring 1x 37mm, 2x 6.5mm rounds.<sup>[1]</sup> Only the prototype was ever produced,*



**DESERT WAR, 1940 - 1943.**

**EASTERN FRONT, 1941 - 1945.**

**ITALIAN FRONT, 1943 - 1945.** *Italian language.*

**NORMANDY FRONT, 1944 - 1945.** *Italian language.*

**BALKAN FRONT, 1940—1941.** *Italian language.*

**PACIFIC, 1941 - 1945.**

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