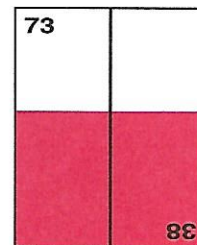


**PELELIU, PALAU ISLANDS, 15 September 1944:** The Palau operation (code-named STALEMATE) called for the invasion of Peleliu on 15 September. The 1st Battalion of the 5th Marine Regiment landed on Orange Beach 1 at 0832 hours, where it met only scattered resistance upon landing and as it moved inland. Instead of the unmapped coral ridges that confronted the 1st Marine Regiment, the 5th Marines were able to advance in the cover of coconut groves, reaching their first objective just in front of the airfield. At 1650 hours, the Japanese commenced an artillery barrage that was followed by a counterattack on Orange Beach.

## BOARD CONFIGURATION:

## BALANCE:

- ☆ Add one 9-1 armor leader to the American Turn 1 reinforcements.
- Add one 4-4-8 squad and one DC to the Japanese Turn 1 force.



(Only hexrows A-T on board 38 and N-GG on board 73 are playable)

**VICTORY CONDITIONS:** The Japanese win at game end provided the Americans have amassed  $\leq 59$  VP. The Americans earn CVP normally and Exit VP for units exited off the east edge. Japanese Exit VP for units exited off the west edge are subtracted from the American total.

## TURN RECORD CHART

☆ AMERICAN Sets Up First [183]	● 1	☆ 2	3	4	5	6	7	END
● JAPANESE Moves First [0]								

**Elements of 1st Battalion, 5th Marine Regiment, 1st Marine Division [ELR: 5] set up on board 73 in hexes numbered  $\geq 4$ : {SAN: 2}**

7-6-8	3-4-8	2-2-8	9-2	9-1	2-4-10	8-4	37LL
9	2	2	2	2	2	3	2

**Elements of Companies A and B, 1st Tank Battalion enter on Turn 1 along the west edge having already expended half their printed MP:**

14  
75  
2/4/4  
**4**

13  
75  
2/4/4  
**4**

**Elements of 1st Battalion, 2nd Infantry Regiment, 14th Division, and 14th Tank Company [ELR: 4] enter on Turn 1 along the east edge (see SSR 3): {SAN: 3}**

4-4-8	9-1	8-0	2-6	30-1	37
6					12

**Enter on Turn 2 along the east edge:**

4-4-7	2-2-8	10-2	8-0	2PP	2-6	2PP
12		2		2	2	2

## SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO terrain (G.1) is in effect, including Light Jungle (G2.1).
2. Bore Sighting (C6.4) is NA.
3. All Japanese Personnel that enter on Turn 1 must enter as Riders (D6.2) and may freely Deploy (A1.31) at setup.
4. Use Type 97B TE-KE Tt counters to represent the extra Type 95 HA-GO LTs.

**AFTERMATH:** The counterattack was of company strength and supported by tanks. Fifth Marines, aware of the presence of Japanese tanks on Peleliu, were prepared to meet them with the aid of 1st Tank Battalion. The Japanese came across the airfield "like bats outta hell." Their tanks, each with riders, moved ahead of the supporting infantry and were destroyed by bazooka, anti-tank, and Sherman fire. Although some of the Japanese tanks broke through, the counterattack was a failure. By the evening of D-Day, the Marines held a beachhead 3,200 yards wide and as deep as 700 yards inland and Company L had reached the eastern shore of Peleliu, cutting the island in half.