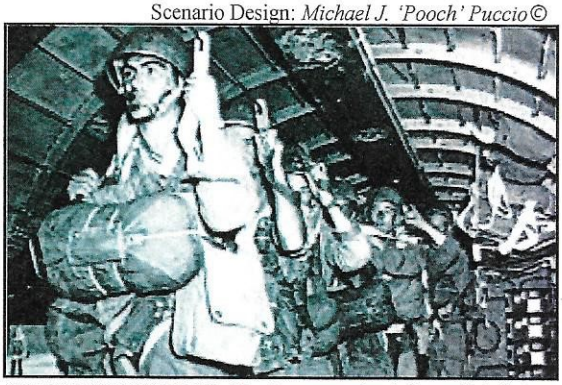
# DROPPING TOPSIDE

**Yankee ASL**

***Nor'easter 20th Anniversary Scenario Pack*** **~ YASL #10**

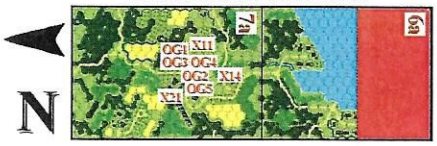
Scenario Design: *Michael J. 'Pooch' Puccio©*

**CORREGIDOR ISLAND, THE PHILLIPPINES February 16, 1945:** The island of Corregidor was a special place for Douglas MacArthur, for it was from that island he had departed the Philippines in the dark days of 1942. Upon the American invasion of Luzon in January 1945, Corregidor became a prime objective for MacArthur. Believing the island to be defended by less than 1,000 Japanese, the task of retaking the island was given to the Sixth Army. MacArthur instructed Lt. General Walter Krueger, commander of the Sixth, that Corregidor could be assaulted via an amphibious landing, air assault, or both. Believing that an amphibious assault would be too costly in of itself and that the Japanese would not be expecting an airborne assault, Krueger chose to do both.



**BATTLE OBJECTIVES:** The Japanese win at Game End if they have Good Order MMC with LOS (disregarding SMOKE) to hex 7aoH7 - provided those MMC (and their functioning non-DC weapons) can also apply a *total* of ≥ 8 FP to hypothetical attacks vs. hex 7aoH7, disregarding Leadership, Critical Hits, ROF, and all PBF/TPBF extra FP. The FP that can be applied is reduced by 1 FP for each +1 Hindrance DRM *[EXC: SMOKE]*. FP for mortars is calculated as follows: 2 FP for a Japanese 50*mm MTR, 4 FP for a Captured American 60*mm MTR, and 8 FP for a Captured American 81*mm MTR.

## BATTLE AREA:




On board 6a only hexes numbered ≥ 11 are playable.

## BATTLE MODIFIERS:

In the American OB, replace one 8-1 Leader with an 9-2.

In the Japanese OB, Battle Harden one SMC and add a DC to Group #3.

## BATTLE PARAMETERS

| AMERICAN Sets Up and Moves First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
|---|---|---|---|---|---|---|---|---|

**Elements of Company H, 503rd Parachute Infantry Regiment [ELR: 5]** set up within 5 hexes of 7aoH6; see Battle Order E: {SAN:4}

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| E 7³-4-7 | 2-2-7 | 9-1 | 8-1 | 8-0 | MMG 3PP [2] 4-10 | MTR B11 M19 [2] 4PP 60*[2-18] | BAZ45 X11 1PP WP6 8-5 | MTR [3] M1 M 11 81* [3-75] |
| 8 | | | | | | 2 | | |

**Elements of Company E, 503rd Parachute Infantry Regiment** enter via Air Drop (E9.) on Turns 1-3 per Battle Order D:

| | | | | | |
|---|---|---|---|---|---|
| E 7³-4-7 | 8-1 | 8-0 | dm MMG 2PP | dm MTR M19 60mm 2PP | BAZ45 X11 1PP WP6 8-5 |
| 6 | | | | | |

**Mixed elements of the Bay Entrance Defense Force [ELR:3]** set up as follows; see Battle Order E: {SAN:4}

**Group #1** set up on board 7a in hexes outside of the American setup area numbered ≥7 *or* ≤4:

| | | | | |
|---|---|---|---|---|
| E 4²-4-8 | 1 4¹-4-7 | 9-0 | LMG B11 1PP [1] 2-6 | MTR [2]* 4PP 50*[1-16]* |
| 2 | | | | |

**Group #2** set up on board 7a in hexes outside of the American setup area numbered ≥7 *or* ≤4 that Group #1 is *not* set up in:

| | | | | |
|---|---|---|---|---|
| E 4²-4-8 | 1 4¹-4-7 | 9-1 | LMG B11 1PP [1] 2-6 | MTR [2]* 4PP 50*[1-16]* |
| 2 | | | | |

**Group #3** set up with either Group #1 and/or Group #2:

| | | | | | |
|---|---|---|---|---|---|
| 1 4¹-4-7 | 2-2-8 | 8-0 | HMG .50cal 5PP [3] 8-16 | ? | Foxhole 5 1S OVR, OBA: +4 Other: +2 |
| 2 | 2 | | 2 | 12 | 3 |

**Group #4** set up on board 7a in hexes outside of the American setup area numbered ≤ 4:

| | |
|---|---|
| 2-2-8 | AA Type 96 [3] M * 25LL(6) |

## BATTLE ORDERS:

**A.** EC are Dry with a Mild Breeze from the northeast at start. PTO Terrain (G.1) is in effect, including Light Jungle *[EXC: Brush remains Brush, all roads and bridges exist]*.

**B.** Place overlays as follows: **OG2** on 7aI7-H7, **OG5** on 7aJ6-I6, **OG4** on 7aH5-H6, **OG3** on 7aH8-H9, **OG1** on 7aG10, **X21** on 7aL9-K10, **X11** on 7aF6-F7, and **X14** on 7aJ3-I4. No hills exist. The pond is dry and level –1 terrain. Huts are NA, all buildings are Single Story Houses *[EXC: Building 7aoM9]*. Building 7aoM9 is a non-Rowhouse (consider the black bars to be part of the building depiction) Multi-Story Building (B23.23) with an inherent stairwell in each hex. All terrain south of the river is considered to be Water Obstacle; Islands do not exist.

**C.** Prior to all setup make a dr for each building hex, on a result ≤ 4 place an appropriate rubble counter at ground level in that hex; Falling Rubble (B24.12) can occur. Next place three shellhole counters and one Wire counter each in hexes 7aI12, 7aoI7 and 7aI2. Make a Random Direction/Extent of Error DR (C1.31) for each counter. If the selected hex contains a building, rubble, shellhole or Wire counter then make another Random Direction/Extent of Error DR from ***that*** hex until a hex not containing a building, rubble, shellhole or Wire is the result. Any shellhole/Wire that lands in a Stream, Water Obstacle, or off board, is removed from play. Shellholes replace all non-hexside terrain.

**D.** Contrary to E9.11, each Wing must consist of two Sticks. Only one Wing may drop per turn. The Drop Point is hex 7aoH7. Contrary to E9.12, the Drop Point is used on a dr of 1-4. Instead of using the Drift Placement procedure (E9.12), if the Drop Point is inaccurate (i.e., on a dr 5-6), use the C1.31 Direction/Extent of Error method to determine the final Drop Point, using hex 7aoH7 as the starting point. Offboard Landing (E9.41) is NA, if a unit lands offboard, it is instead placed in the closest onboard open ground hex (American player's choice if > one hex is equidistant).

**E.** Hidden Initial Placement is NA for the Japanese. All Japanese units that set up in Concealment Terrain may do so concealed. The Japanese player may substitute a Japanese .50 cal HMG for each American .50 cal HMG until it is revealed, at which time it is replaced with an American .50 cal HMG. Japanese use of American .50 cal HMG incurs Captured Equipment Penalties (A21). The American 81* MTR suffers from Ammunition Shortages (A19.131) and may set up Emplaced, but may not set up using HIP

**Battle Results:** The 503rd Parachute Infantry Regiment and the 3rd Battalion, 34th Regiment of the 24th Infantry Division were chosen for the attack. Issues arose regarding a suitable drop zone; the Japanese were not expecting an airborne attack as conventional wisdom said there were no suitable DZs on the island. However the pre-war parade ground and the nine-hole golf course on the area known as 'Topside' could be utilized if each C47 transport plane made three passes over them and dropped 5-6 paratroopers on each pass. Unfortunately for the Americans, while the Japanese had not erected defenses against a paradrop, the massive shelling and bombing by American forces had turned Topside into a shattered landscape, providing the Japanese with eminently defendable terrain. When Company H of the 503rd's 3rd Battalion jumped over the parade ground they found this out first hand, but luckily the Japanese were indeed caught by surprise. The follow up drop by the 2nd Battalion's E Company was met with stiffer resistance.