

HS 5 – Restoration

My opponent wanting to take a dive into some Operation Watchtower scenarios selected this one because it seemed a quick and easy one. It is rated 43 to 25 pro Japanese by ROAR and a look at the map shows you nothing much but Jungle of the dense (darker shade) and light (lighter shade) type.



RESTORATION (HS5)

West of Lunga Ridge, Guadalcanal, 13 September 1942

ROAR (02/2015) Japanese 42 / US 25 / Ext.Rt. 6.51

created with VASL v6.2, 25 Feb. 2015

1	2	3	4	5	END	Moist EC: -1	No Wind	No Gusts
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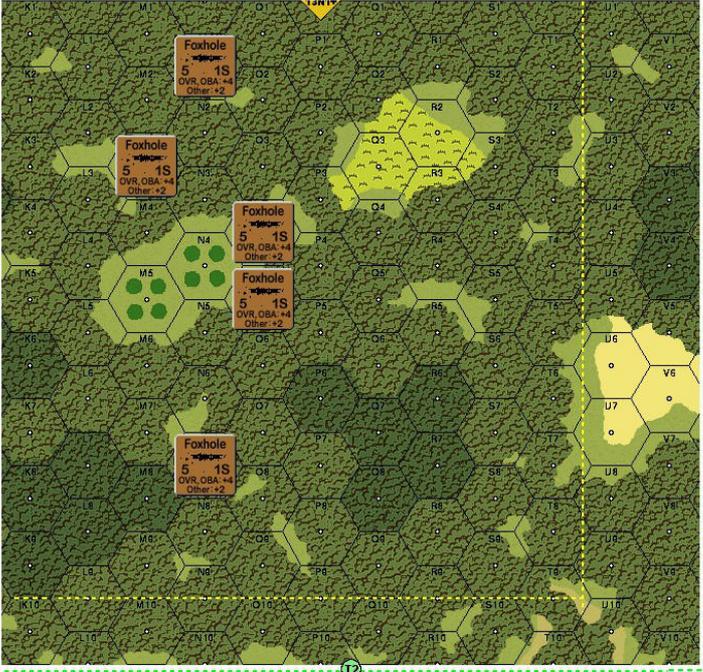
Info: MTR 4-2, IR: s7[3-10] WP6[1-5]ROF:1 HE Rng<3 ROF:1 50*[1-10]

Elements of III. Battalion, 124th Infantry Regiment [ELR: 4 / SAN: 5]
Set up on/south of hexrow T in hexes numbered less or equal than 9.



ELR: 4





Elements of A & D Companies, 1st Raider Battalion [ELR: 5 / SAN: 3]
Enter on turn 1 along the north edge.



ELR: 5

Elements of A Company, 1st Parmarine Battalion
Enter on turn 2 along the east edge.



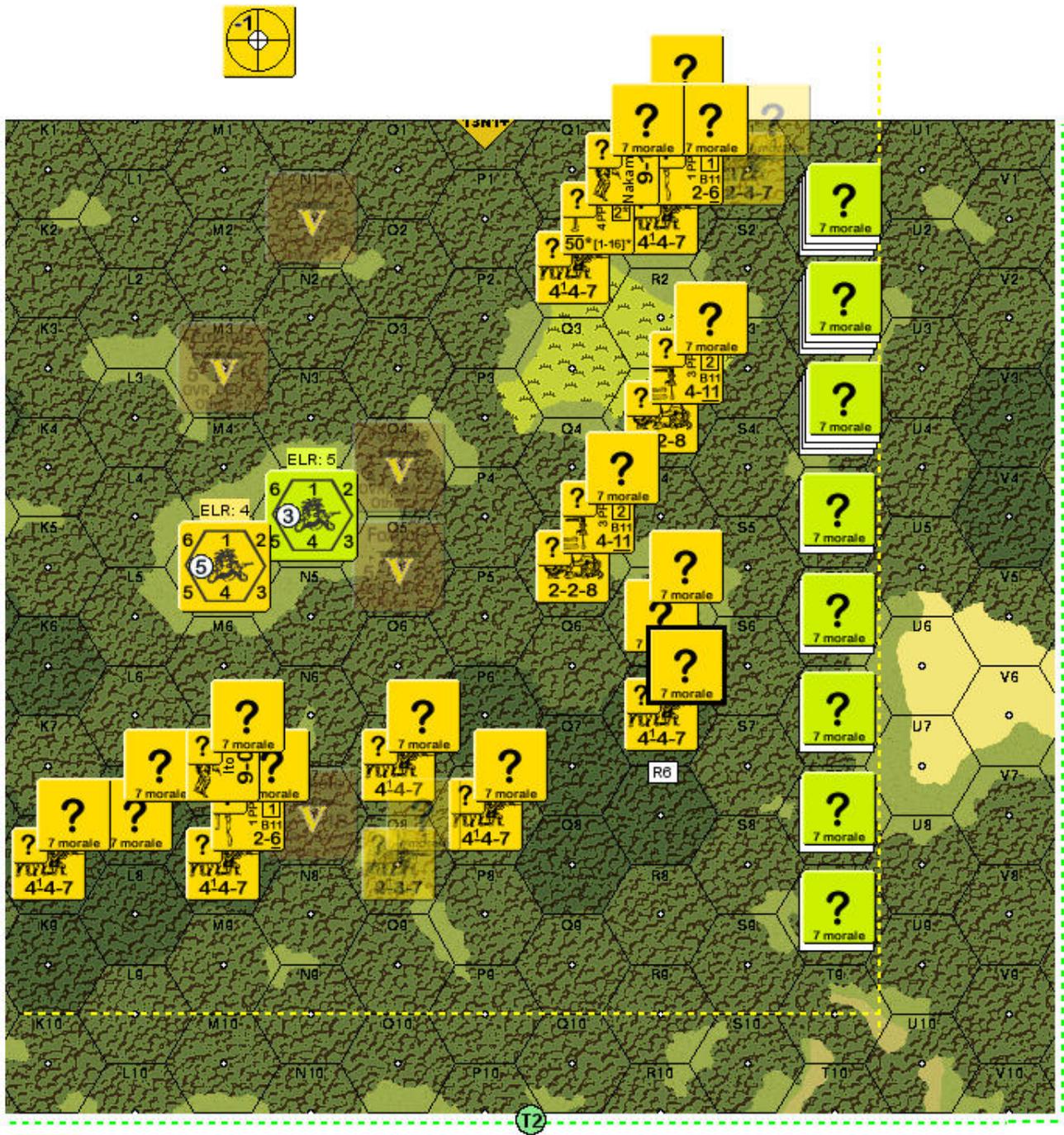
What looked to be rather inconspicuous was still fun to play (and it is rated at ROAR at 6.5 by 90 players despite apparently being pro Japanese).

It is obvious, that the Japanese plan must be to delay the USMC as much as possible, while the USMC may not has any time to lose at all. At the same time, there is not much space to fall back to.

So basically, this scenario revolves around when to let the Americans move ADJACENT without firing to retain concealment, when to fire, when to dare to go into CC and when to avoid it – maybe even breaking to do so. As the Japanese, you must do your best to be in the way and not to allow the

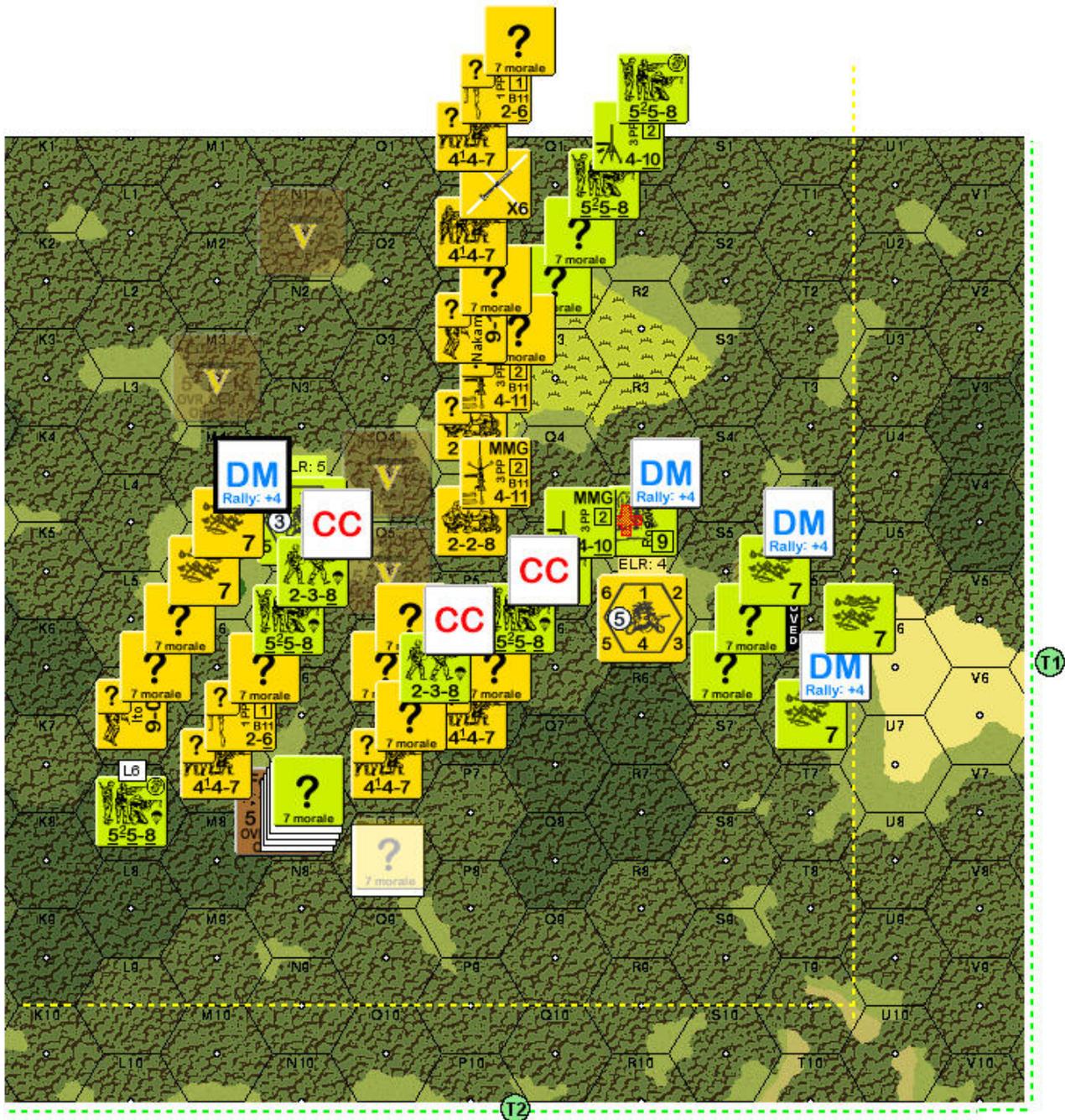
Americans to get in your rear anywhere as you cannot afford to hunt him and would have unfavorable odds to take him out on top of that. The Japanese has to be very aware, that if the US goes into CC, it will not be H-t-H unless he gets ambushed. As the Marine Raiders are stealthy, this is not as easy to pull off as the Japanese would like.

After US Turn 1:



The Japanese set up little traps in S1 and O7, hoping either to catch some Marines at unawares that advanced in the presumably „empty“ Jungle or, especially in case of O8, maybe let themselves be bypassed to be a PITA late in the game.

Start Japanese Turn 3:



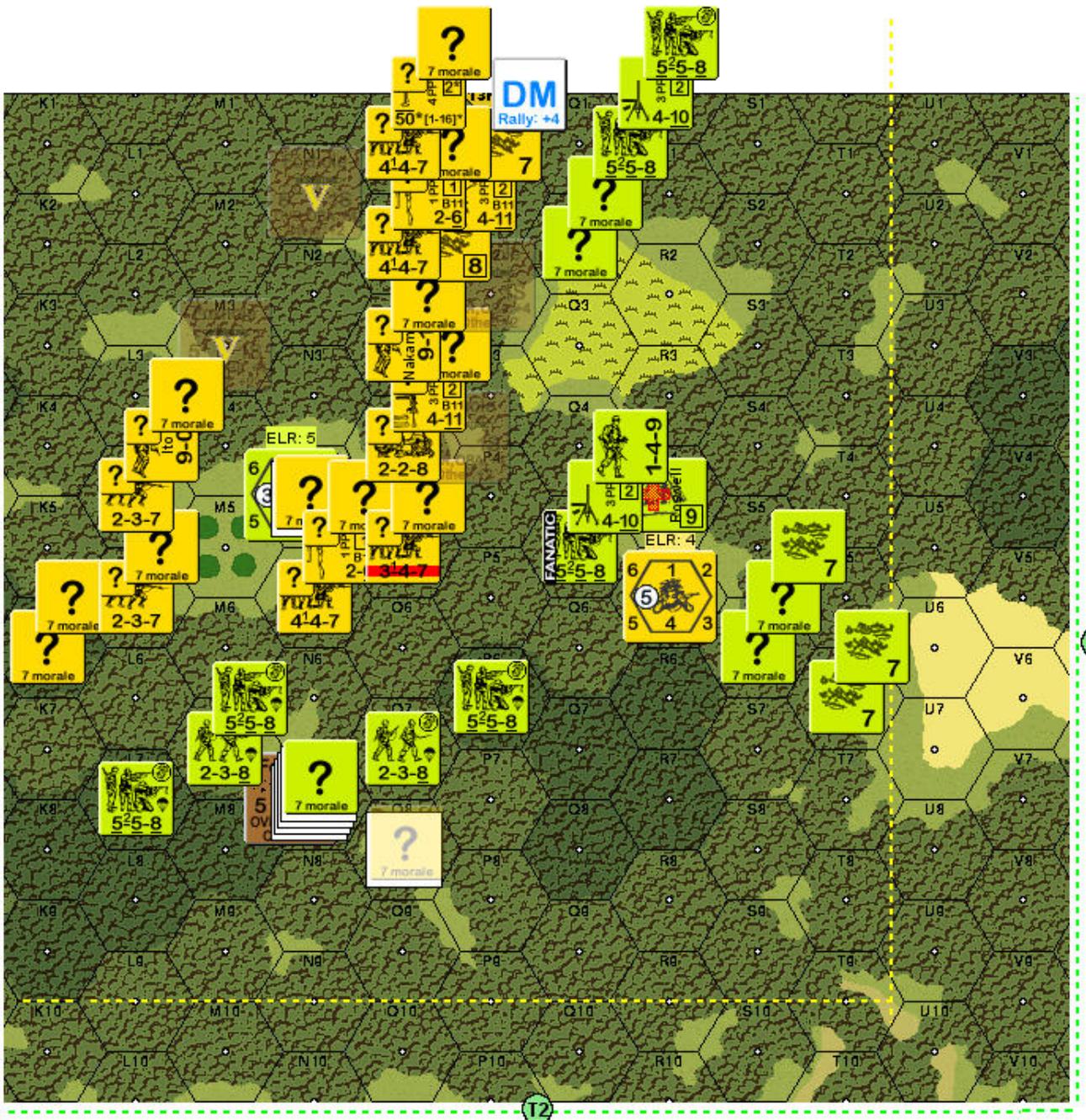
Elements of A & D Companies, 1st Raider Battalion [ELR: 5 / SAN: 3]

Enter on turn 1 along the north

					
2-3-8	2-3-8	2-3-8	5-5-8	5-5-8	2-3-8

The Japanese Sniper led his own war in the Jungle. The Paramarines did push strongly during their turn while the Japanese slowly fell back. In the previous CC-phase, none of the Japanese attacked the Paramarines in CC and all were able to avoid being ambushed thus retaining Concealment vs. the superior firepower. They would assault move back during this turn taking some casualties while doing so. However, the Marines could not get a grip on them.

Start US Turn 4:



Running into the fire of a Japanese MMG, the US that created a hero and a fanatic squad meanwhile. Japanese HS become more numerous after full squads voluntarily broke and were subsequently rallied by the Japanese leaders. The Japanese plan is to build the „Alamo“ around M3 and to hope that the yet undetected hidden HS in O7 would be able to advance into N7 during its last APh.

After Prep Fire Phase US Turn 5 – US concedes:

Elements of A & D Companies, 1st Raider Battalion [ELR: 5 / SAN: 3]

Enter on turn 1 along the north

- Fate 2-3-8
- Fate 2-3-8
- Dbl Bnk 2-3-8
- FTR 5²5-8
- CC 5²5-8
- K/2 FANATIC 2-3-8
- K/2 FANATIC 2-3-8
- Sniper 2-3-8
- Dead for unknown causes 2-3-8

The Japanese voluntarily broke and fell back out of LOS in Japanese T4, and spread out all around M3 which held a „death-star“ of a 9-1 led 2x MMG and a HS. The HIP Japanese HS advanced into N7. All Japanese brookies were rallied. US Prep Fire failed to kill the concealed Japanese HS „in the way“, so there was no way to reach M3 and to hope taking it out in CC. US conceded at this point.