

Panzer Leader Special Rules for Pelelieu

Reef hexes cost 2 movement points to enter.

Unnamed Island -treat as a single hex 4708

Allied Artillery may not be directed at any southern airstrip hex, or any hex that a miss result might hit a southern airstrip hex. The airfield on Ngesebus Island is already destroyed, and may be targeted.

Japanese artillery and mortars have been preregistered and will always hit their target hex, there is no miss chance.

No Banzai attacks are allowed

Caves:

Caves are single fortification counters that must be placed on a slope hex (not hill top).
Caves cannot be placed on a beach or coastal hex.

There is never a single cave, a cave must be adjacent to at least one other cave.

A cave hex may not be completely surrounded by other caves, at least one facing hex must exist.
Caves have multiple entrances - from 1 to 5.

When cave hexes share a ridge hex side, there is a tunnel connecting them.
Units may move from a cave to any number of adjacently connected caves as clear terrain by tunnel.

Only Japanese units are allowed in cave hexes. Vehicles and cavalry are not permitted in caves.

Each entrance faces a different hex side and that adjacent hex is declared for each entrance.
(a single hex side cave entrance represents several actual cave entrances)

Cave hexes have stacking limits related to their entrances - 4 counters per cave entrance

Artillery and Mortars have no effect on caves - (any (H) attack greater than 1 hex distance).

A Cave entrance (single hex side) is destroyed with an X result on the CRT.

DD and D only affect the defending units not the fortification counter.

Up to 3 units within a cave may defend/attack from each entrance, excess units are considered to be inaccessible in the back of the cave/tunnel system.

All entrances in a cave hex have access to the same area in the back of the cave/tunnel system - a reserve area.
Any units in the cave hex may move from an entrance to the rear reserve area, or vice-versa. This doesn't use any movement points. Units with movement points may enter a different entrance in the same cave or move to the reserve area of another cave. Units with a zero move take a full turn to move to and from the reserve area from an entrance, they may not leave the cave hex. Japanese dispersed units may retreat into the rear area of the cave but may not move any further. Japanese units may enter and leave cave hexes as part of normal movement.

Caves may only be attacked from a facing hex.

Allied units may enter a cave hex only after all its entrances have been destroyed and the fortification marker is removed.

Cave stacking is not counted as hex stacking. If a cave is 'full' there can still be 3 units in the hex outside the cave.
Some Caves have steel doors that the Japanese player can open and close at will. Flamethrower attacks are ineffective on cave entrances with steel doors. That includes USMC Infantry 8 H/I at 1 hex, Flamethrower Tanks, and Napalm. Entrances with steel doors are considered hard armored targets.

CAT attacks are not allowed from beach hexes. Units landing on beach hexes are considered pinned and have no maneuverability until they move inland.

Japanese tanks inside of a fortification are immobilized - these are a dug in position that has been filled in and only the turret remains exposed.

Anti-Tank ditch:

- Can only be constructed in a clear terrain hex

- Cannot be placed on an airstrip hex.

- H attacks have no effect on units in an anti-tank ditch hex, (H) attacks do.

USMC may stack 4 platoons per hex, 60mm mortars and sections (two dots) do not count against stacking limits.

The green water area between the reef and shore depth averages between 1-5ft deep. Movement is half for non-amphibious units.

LST's can land directly on a hex that contains both beach and reef.

Engineers are required to clear the hex before landing. Purple beach has 10 sites, Scarlet has 1.

LST's may not otherwise enter a green sea or reef hex, they must remain on the blue sea hexes.

There were no direct beach landings on Peleliu by LST's or other large landing craft. Since engineers and sea bees created a causeway by day 6 with pontoon bridging equipment, all the large craft unloaded directly onto the reef, and used bridging from the reef hex to the beach. There are two docks on the map that could be used, but were not due to being over watched by the Japanese units.

Engineer units can build causeways (pontoon bridges) from reef to beach for supply and off-loading LST's and cargo ships

These bridges must form a straight line from (and including) the beach hex to (and including) the reef hex.

Time required is 2 days per hex.

A single LST can carry 4 Sherman counters that may disembark on the landing turn, 5 non-armored vehicles and 4 additional units, may disembark on subsequent turns.

All the DUKW's at Peleliu were on loan from the Army, they also provided 10 Higgins landing craft counters (40).

LVT(A)'s were not available on D-Day, and were new to the unit.

1 counter of LVT-4 flame was available on D-Day

1 LSD ship carries 10 LVT's or 11 DUKW's

The invasion force was 30 LSD and 17 LST for Peleliu

LCI gunboats - can carry 4 infantry counters, can't pass the reefs, needs the causeway built by engineers

There is a photo of them on D-Day at Peleliu. They can land on beaches when there is no reef (used at Anzio)

LCI(L) were armed originally with four to five 20mm Oerlikon automatic cannons. Each gun was mounted inside of a round gun tub with an integral splinter shield. As the war progressed, several LCI(L) were modified into LCI Gunboats. These gunboats, called LCI(G) had three of their forward mounted 20mm Oerlikon cannons removed and replaced with heavier single barrel 40mm Bofors cannons. Also, several LCI(L) had various types of Rocket Launcher racks added in place of their side ramps and inside their well decks. These ships were sometimes designated as LCI(R) for Rocket Ships: Armament: 1 40mm, 4 20mm, 6 5" rocket launchers. Still other LCI(L) were modified to carry three 4.2 inch Heavy Mortars. These were designated as LCI(M)

Units that disembark from an LVT may not move that turn

LVT carry capacity: one counter is 4 LVT's and can transport 1 jeep counter, or 2 infantry platoon counters

Higgins Landing Craft is 4 boats, and can transport 1 infantry platoon each, so 4 infantry platoon counters can be transported by a single Higgins landing craft counter or 2 jeep counters.

DUKW's are 4 boats per counter and one DUKW counter can transport 3 infantry platoons, no vehicles (capacity about 20 men each).

PELELIU NO. 1
THE POINT

Sept 15, 1944: D-Day on Peleliu

The coral ridge didn't show up on the maps and the Japanese had tunneled into it. The anti-tank ditch they dug next to it kept the Marines pinned down for hours. Our flanking it was the only way they could destroy the fortified position.

MAPBOARD ORIENTATION



Nine playable land hexes in the purple box: 3815-17, 3914-17, 4015-16

AUTHOR:

Craig A. Johnson

USA										JAPAN									
8 14	3 2*	2 7	2 1	3 2*	2 2*	3 12	1 1	1 1	1 1	40	2 2*	3 4	4 10	2 4	1 2*	6 3	ANTITANK TRENCH		
10 1	4 1	3 1	1 1	2 0	1 1	1 18	3 1	3 1	3 1	Hex 3815	6 1	4 0	1 0	4 1	5 1	3 0			
M8	M3	M3				M3	M3			M5	3 12	4 0	1 0	4 1	1 1	3 0			
1 1	1 1	5 5	6 6	1 1	1 1	11 8	1 1	1 1	1 1	Hex 3513	3 1	Hex 3513	Hex 3513	60 16	20 25	2 0			
1 1	2 1	3 0	3 1	6 1	6 1	9 8	M4	2 1	5 2	Hex 3513	3 1	Hex 3513	Hex 3513	2 0	2 0				
3 2	2 2*	2 2*	5 8	20 10	20 11	10 17	20 11	LSD	10 10	M3	2 2	8 1	3 1	2 0	2 0				
10 1	2 8	2 8	4 8	20 11	20 11	10 17	20 11				1 1	1 1	1 1	1 1	1 1				

SET-UP

JAPAN: Any of these hexes 3815, 3816, 3817, 3914, 3915, 4015 unless already designated to hex 3513.

USA: Beach *White I*, LCI, LSD, LST any blue non reef hexes.

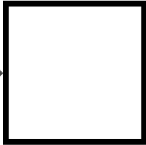
SPECIAL RULES

Units in the Coral Ridge fortification (3915) may only fire out of the hexsides facing the White I beach hexes. Japanese artillery (H) are pre-registered and do not miss their target hex (except the naval gun which is 20 (H) with 12 rnds of HE). Smoke has no effect on Japanese indirect fire artillery land hex targets. Four DUCW units are available as replacements for destroyed LVT's at any reef free blue sea hex.

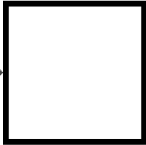
TURN RECORD TRACK

JAPAN moves first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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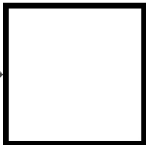
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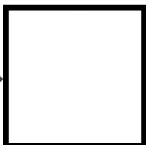
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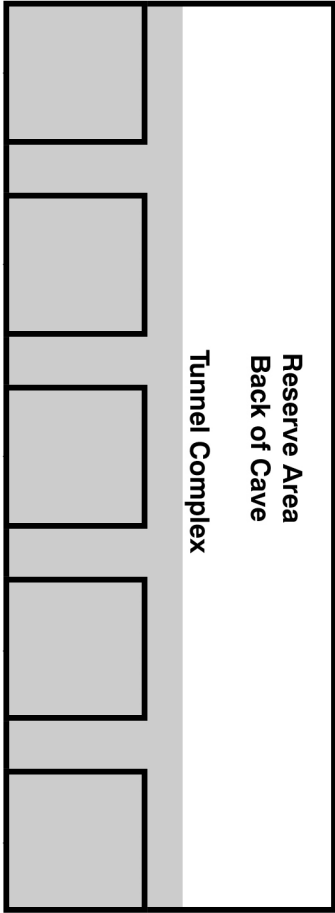
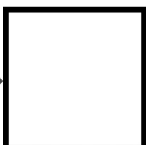
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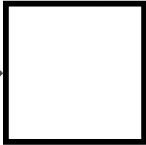


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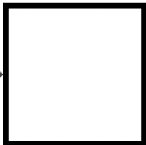


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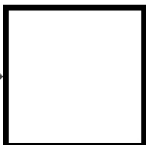
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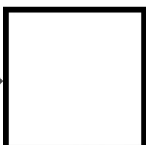
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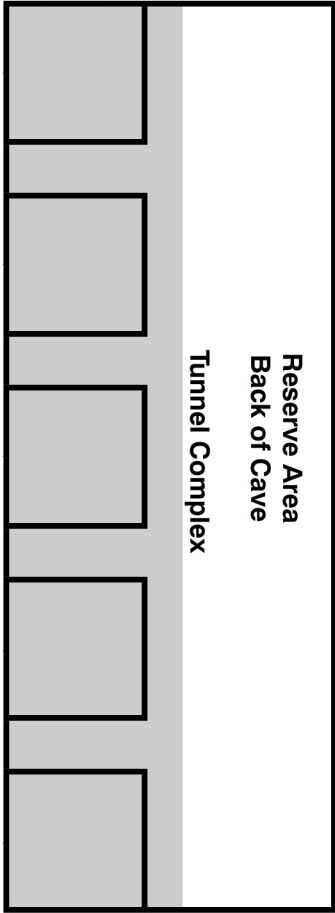
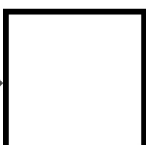
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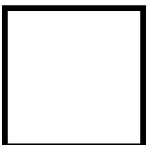


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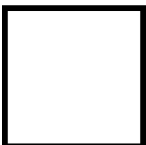


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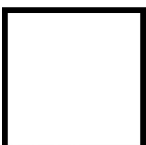
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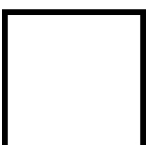
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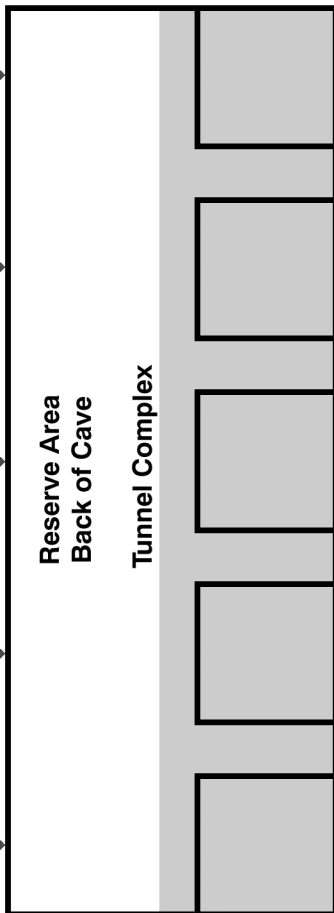
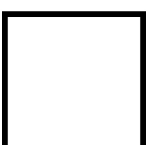
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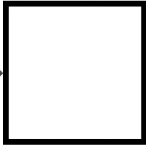


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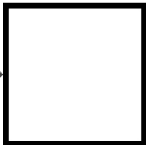


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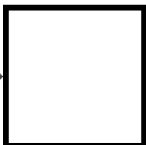
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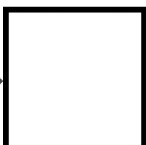
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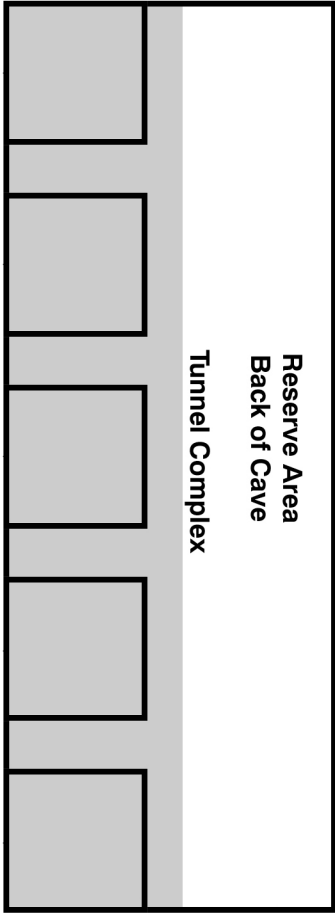
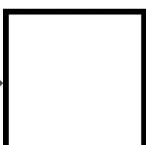
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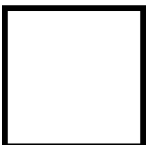


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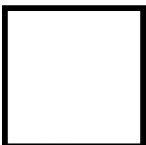


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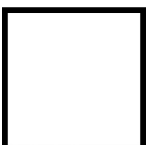
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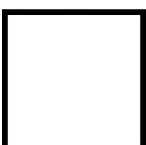
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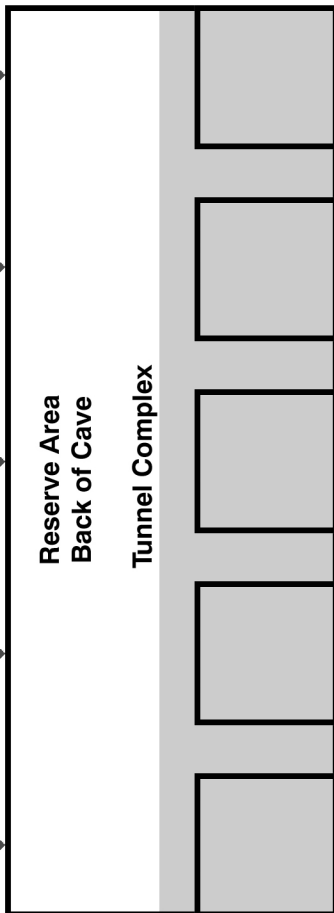
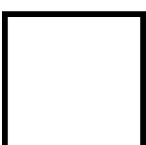
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