



BREAKING HEARTSTRINGS

PARRY ISLAND, ENIWETOK ATOLL, MARSHALL ISLANDS



Lone Canuck
Publishing

AMPHIBIOUS LANDING TACTICAL MISSION



ASL FOR FUN

What is ASL for Fun? Well some background; during the development of scenarios and Tactical Missions (Campaign Games) for Lone Canuck Publishing, there are some projects that just don't quite fit the mould for a scenario or campaign game - be they too big for a scenario, too little for a campaign game, or need a special map made for a scenario. Sometimes I just brainstorm up an idea and then design something for my local group of ASL enthusiasts to enjoy. For the most part, these scenarios are played once or twice and then are pack up and stored away in a closet, never to see the light of day again. A suggestion by an ASL player on social media was to VASLized the map and then put it out there for the greater ASL community to enjoy it. So that is what I am going to do.

Now I have tried to be historically accurate, while still allowing for some great scenarios to be played. The scenarios are designed with replayability in mind and are not perfectly play balanced. The variable force set up and random reinforcement entries ensure that the scenarios will seldom play the same way - even with the same players. I have also designed them for several players play on each side; this Team ASL concept helps foster camaraderie among players, helps to expand the players' rules knowledge, and also helps introduce new players to the game. All of which my own group of ASL players have found to be most useful and most importantly, fun.

The map has been VASLized (thank you very much Brian Kemp) and a PDF copy of the scenarios to be available to players to download. All I ask in return is that you say few words about the scenario on such social media as: Gamer Squad, or Facebook's Advanced Squad Leader Group, ASL Players Group, and the VASL Group.

If you would like to see more projects like this one please consider making a donation. You are not obligated to do so, I would much rather see players playing ASL and even better, getting new players, playing ASL by using the scenarios.

I have VASLized the map, which will allows for free distribution; but I ask that a gentleman's agreement be honoured, so that the material is be used for personal enjoyment only and that there will be no attempts to reproduce for sale, said material without my explicit permission.

George Kelln
The Lone Cauck



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Parry Island, Marshall Islands 22-23 February 1944



The Marshall Islands, along with the Caroline and the Mariana Islands, once possessions of Germany, were taken over by the Japanese in 1914. Granted a mandate to govern the islands by the League of Nations in 1920, the Japanese garrisoned and defended the newly formed Japanese Mandated Territory with South Seas Defence Force.

The Mandated Territory totalled some 1,458 islands, islets, and reefs, totalling some 860 square miles (1,376-kilometres) of land, spanning an area of some 3-million square miles (4.8 million-km) of ocean. Militarily, the Mandated Territory provided a barrier to Australia, British, American, and French possessions to the south and east. The outlying islands of the Mandated Territory could be used as a launching point for conquest of those same neighbouring possessions.

The Marshall Islands are roughly located 2,500 miles (4,000km) southwest of Hawaii, 2,500 miles (4,000km) southeast of Japan, and 1,000 miles (1,600km) northeast of New Guinea. The Marshall Islands contain: 29 atolls (with over 1,150 islets), five separate islands, and 867 reefs providing 70 square miles (112km) of land scattered over 7,500 square miles (12,000km) of ocean.

By the late 1930s, with the development of the local economic resources, Japanese settlers soon outnumbered the local Micronesians. In 1935, after serving the League of Nations with a two-year notice, Japan withdrew from the League and closed off the Mandated Territory to all Western Nations.

Japan activated the 4th Fleet in November 1939 to defend the Mandated Territory. Three independent defence groups were centred on the main islands of Jaluit, Truk, and Saipan. Each group of islands was defended by amphibious and light forces with a defence strategy to marshal, service, and supply the 4th Fleet's air and naval forces.

Eniwetok, the northwestern atoll, is 337 miles (540km) northwest of Kwajalein. The circular shaped atoll has 40 islets, measuring 21 miles (34km) across, northwest to southeast, and 17 miles (27km) across its centre. Located on the south side of the atoll is the five-mile wide main entrance known as the Wide-Passage, which provided passage into the lagoon for anchorage of 2,000 ships. Eniwetok Island, located on the east

side of the Wide Passage, is the atoll's largest island. Parry Island, the third largest island of the atoll, is located 2¼-miles (3.6km) northeast of Eniwetok Island. Prior to the war, the Japanese had no military establishment on the atoll. It wasn't until a year after the attack on Pearl Harbour that the first military establishment (an airfield at Engebi Island) was started and finished six months later but not used until November 1943.

Parry Island is a teardrop shaped island, two-miles long (3.2km) and 600 yards (549m) wide at its widest point, located near the north end. A road circumnavigates the island along its shoreline. Located on the northwest side of the island is a seaplane base as well as a direction-finding station supporting Truk Island. The island is covered in palm trees and brush, save for the north-western side that is fairly clear. A coral-reef surrounds all but the northwest side of the island.

OPERATION FLINTLOCK

The capture of the Marshall Islands in the Central Pacific had been considered a necessity in a war with Japan. At the May 1943 Trident Conference, US planners established that two thrusts towards the Japanese home islands would be required. The main thrust would be in the Central Pacific by Admiral Nimitz's Pacific Fleet and a secondary thrust in the Southwest Pacific by General MacArthur's forces in New Guinea and the Philippines.

American planners formulated that the Japanese would be able to concentrate their forces to meet one thrust and while MacArthur argued for a concentrated effort in Southwest Pacific, the Central Pacific route was more direct and would require fewer troops. The seizure of the Gilbert and the Marshall Islands were planned for late 1943.

In November 1943, the US Fifth Fleet captured the Gilbert Islands after the bloody battles for Makin and Tarawa. In New Guinea, General MacArthur's American and Australian forces were advancing. With Japanese forces spread across six atolls plus Kusaie and Wake Islands, a chief concern was which atolls in Marshall Islands to capture first.

On 1 September 1943, the decision to capture Eniwetok Atoll, Kusaie Island, and Wake Island had been made and the operation was codenamed "BANKRATE" but changed to "FLINTLOCK" soon after. The Marine V Amphibious Corps (VAC) comprised of the newly formed 4th Marine Division, the 7th Infantry Division, and the Separate 22nd Marine Regiment, was earmarked for operation with an assault date of 1 March 1944.

However planning for the operation was done prior to landings on Tarawa, and lessons learned from the assault on a heavily defended small atoll island forced a re-examination of FLINTLOCK. Supported by the experience of the Tarawa assault, forces allocated for FLINTLOCK may not be enough to secure all of its proposed objectives. As a result, the plan was modified and Kwajalein became the primary objective of "FLINTLOCK II".

Despite the concerns of the Central Pacific Forces and Fifth Pacific Fleet Commander Admiral Spruance about Kwajalein's location deep within the Japanese defences, Admiral Nimitz, on the US Joint Chiefs of Staff insistence of the end January 1944



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for the start of the operation, issued a target date of 31 January 1944.

On 4 December 1943, two American Carrier Groups attacked Kwajalein and Wotje Atolls. The American fighters and dive-bombers strafed the airfield and attacked shipping off the islands, while reconnaissance aircraft took detailed pictures of the islands, their lay out, and defences.

On 13 January 1944, the newly formed 4th Marine Division left San Diego, USA, on what would be up to that time, the longest shore-to-shore amphibious landing in history (some 4,300-mi/6,920-km)¹. On 22-23 January, Task Force 51 departed Hawaii while other attack elements departed Fiji, Samoa, and the Ellice Islands.

On 29 January, 700 aircraft from four carrier groups began attacking the islands; added to their weight of their attack were the 14", 8", and 5" guns of the battlegroup's battleships, cruisers, and destroyers; and the 105mm and 75mm howitzers of the US Army and Marine Artillery Battalions set up on the nearby captured Eniwetok and Japtan Islands.

Unexpected delays in the capture of Eniwetok Island and the added commitment of the 106th Infantry Division's 1st and 3d Battalions to clearance of the island caused a major change in the plan to seize Parry Island. This change postponed the attack until 22 February.

The delay allowed for a more thorough bombardment of Parry Island, something that was reported missing from the Eniwetok assault. For three days bombs and naval and artillery shells pounded Parry Island. This extra time allowed the assault troops aboard their landing ships more time to rest before the attack.

Despite the expeditionary force running low on ammunition and weapons, naval and artillery shells were carefully husbanded to ensure ample ammunition would be available for the assault.

The 22d Marine Regiment's attack plan on Parry Island was completed, approved on 21 February, and disseminated to the various commanders in time for a 09:00 hours attack the following morning.

TM VICTORY CONDITIONS: At the end of any Assault Period, determine the winner:



Win by capturing Parry Island. To capture the island the Marines must Control all Hinterland (including Pier) hexes at the end of any Assault Period.



Win by preventing the Marines' Victory Conditions.

DRAW

If Marines have captured Parry Island, but the Marines have suffered > 275 CVP[‡].

[‡] CVP are cumulated for all Assault Periods

TM BALANCE PROVISIONS



On each Beach, exchange half (FRU) the 3-4-7 Squads for 4-4-7 Squads



Replace all 5-5-8/2-3-8 MMC in the first wave with 6-6-8/3-4-8 MMC

TM SPECIAL RULES:

TM1. BREAKING HEARTSTRINGS (BHS) offers two or more players a series of interrelated scenarios covering the capture of Parry Island, located in the southern part of the Eniwetok Atoll, of the Marshall Islands, by the United States Marine Corps (USMC) on 22-23 February 1944. Using this system, four "Assault Periods" (each considered a scenario) are played, simulating crucial moments of the actual battle.

TM1.1 TEAM PLAY: The BHS Tactical Mission (TM) is easily adapted (and indeed, recommended) for play by teams. Each player may command one or more of the formations listed below (especially suitable for the Marines), an overall commander may be appointed for either side, so that final decisions regarding commitment of forces, allocation and resolution of air and NOBA support, placement of fortifications, and/or adjustments of friendly forces prior to each Assault Period (if allowed by TM4.5) rest with that player.

TM2. Unless noted otherwise, all BHS SSR are in effect.

TM3. The entire BHS map (see SSR BHS 1) is in play. Note that Control of a hex/Location is awarded to the last side to claim it, and is retained between Assault Periods. The Japanese Control all land (including Pier) hexes at the start of the 1st Assault Period.

TM4. ASSAULT PERIODS: The BHS TM will encompass four (8 to 10 turn) Assault Periods, with the Marine side moving first in each. Once begun, an Assault Period must be played to its conclusion. Unlike other HASL Campaigns, there is no full scale "Refit Phase" between Assault Periods; however, certain limited adjustments to forces and terrain are made per TM4.31.

TM4.1 Prior to the start of the 1st Assault Period, the Japanese player sets up. Japanese Units/Guns/Vehicles that do not set up are eliminated, with full CVP awarded to the Marine player. Every Japanese unit must set up on non-pier land hexes of Parry Island. Japanese SW/Guns must be possessed at start by personnel of military formation to which they have been allocated by the at-start OB.

TM4.2 Only the listed Battalion Landing Team (BLT) of the 22nd Marine Regiment, 6th Marine Division may enter play during the Assault Period. Once committed, a formation is no longer available for selection. All units of a selected formation must enter along the designated beach map entry area on its specific turn. [Note that for purpose of G14.2, the Marines are always considered conducting a Seaborne Assault (G14.), regardless of whether or not a new Marine formation actually enters play]. Marine units that do not enter play during their assigned Assault Period are eliminated, with full CVP awarded to the Japanese player.





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TM4.3 Starting at the conclusion of the eighth Game Turn of each Assault Period, the Marine player makes a scenario ending dr; if the dr is \leq the black circled number on the turn record chart the scenario ends and certain adjustments may/must be made. The order of resolution of these adjustments given below must be followed precisely. CVP are awarded for units/ guns eliminated below.

TM4.31 At the end of Assault Periods I, II, or III the following actions must be conducted in the following order to prepare for the Mini-Tactical Mission for the next Part:

- a) All units currently in Melee must undergo a (unlimited) number of CC rounds until no Melee exists (alternating Attacker, Marine first, each CC Round). Following the first round of such Melee resolution in a Location, each still-Concealed unit therein loses its “?” and each vehicle currently in Motion has its Motion counter removed;
- b) Each Encircled Unit [EXC. Prisoners] must take a separate ITC for Marine, and NTC for Japanese; a Leader’s DRM may apply:
 - If passed, remains in present location;
 - If failed, the unit is Eliminated with CVP awarded;
 - Each prisoner that an Eliminated Encircled unit was Guarding must if possible be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it is considered Rearmed (A20.551) and may automatically possess any equipment that an Eliminated Encircled unit left Unpossessed in the location; and
 - Removed Encircled Counter;
- c) Remove any onboard SR/FFE/SMOKE counters;
- d) Remove Sniper counters and return the SAN to the number printed on the Scenario Card for the beginning of the next Assault Period;
- e) Remove any “?”, CX, Disrupted, DM, Fanatic, Berserk, Labor status held by any units. However, all result of Battle-Harden/ELR Replacement/SMC Creation in effect at this time are retained for later Assault Periods;
- f) Remove Acquisition, CE/BU, Turret, and Motion counters;
- g) All currently-Broken units of both sides automatically Rally;
- h) All unpossessed SW/Gun in a hex with a unit may be automatically Recovered (A4.44) by the unit; any remaining unpossessed SW/Guns are removed from play and CVP awarded if applicable;

- i) All possessed friendly malfunctioned SW/Gun/vehicular-weapons [EXC. Japanese HMG in Pillbox] must make a dr: if $dr \leq 3$ Repaired, if $dr \geq 4$ Eliminated – malfunctioned captured weapons are automatically removed from play;
- j) Depleted ammunition types/Ammo Shortage are replenished /removed on a $dr \leq 4$;
- k) All Bugged vehicles must make a dr; if $dr \leq 3$ Unbugged, if $dr 4-5$ Remains Bugged, and if $dr 6$ Immobilized;
- l) Resolve any Shock/UK as per C7.42, with CVP awarded if applicable;
- m) For each wounded leader/hero, the owning player makes a dr (with a +1 drm if Marine); on a Final $dr \leq 3$, that leader/ hero remains in play in its Wounded state; on a Final $dr \geq 4$, it is eliminated [EXC: half (FRU) CVP; LLMC NA].
- n) All Hidden units (/possessed weapons) are placed on map Concealed. Still Hidden Fortifications (/their contents) need not be revealed at this time unless desired by the owning player [EXC. Pillboxes and their contents behind enemy lines must be placed on the map];
- o) All on-map LC/Amphibians with a Passenger capability are evacuated [EXC: Wrecks that are beached or in Shallow Ocean], and may not be used in subsequent Assault Periods.
 - Marine Personnel still onboard a LC may be placed, at the Marine player’s option, in the nearest (in MF/MP) Marine-Controlled beach hex, even if such placement results in overstacking;
 - If unable (or unwilling) to do so, all such units are removed from play (with CVP awarded to the Japanese player); and
 - Likewise, any units (Marine or Japanese) currently in Shallow Ocean hexes must be placed in the nearest (in MF/MP) friendly-Controlled beach/pier hex; if unable to do so, they are eliminated.
- p) Each Japanese prisoner guarded by a Marine unit is eliminated (considered to have been evacuated), with double CVP (as per A26.222) awarded to the Marine immediately. The Japanese player may retain possession of any guarded Marine unit, or immediately eliminate them. If eliminated, Massacre (A20.4) will be in effect during the next Assault Period. If the Japanese player instead elects to retain possession, he may freely transfer guarded Marine prisoners among his MMC in that sector.
- q) Flip each Flame to Blaze and place PIN counter on it; each Location currently marked with a non-Pinned Blaze is fully consumed by the fire:
 - Mobile AFV and Personnel (along with any SW) therein must move to an unoccupied adjacent land hex, Japanese units first; if unable to leave, the units are eliminated;
 - Remove each Blaze individually and make any appropriate terrain alterations (which becomes “permanent” for all subsequent Assault Periods), as follows:
 - A Blaze in a wooden pier Location removes the terrain feature, leaving Open-Ground/Beach/Water as appropriate type;
 - Fortifications are unaffected;



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- Each abandoned AFV/Wreck in a Blaze location is replaced with a Burnt-Out Wreck. Such Wrecks will never spread to adjacent Burnable Terrain;
- Each burning wreck is replaced with a Burnt-Out Wreck. Such Wrecks will never spread to Burnable Terrain in location; and
- Remove Pins from Blazes.

TM4.32 The Marine player now places Perimeter markers, one at a time, in a series of Marine-Controlled ground level locations in an attempt to create one or more “loops”; each loop must begin and end at two adjacent Beach hexes. As each subsequent Perimeter marker is placed, it must be pointed towards a location containing another Perimeter marker, along a(n) (Alternate) Hex Grain that is devoid of any Armed Japanese units, Ocean hexes, or Japanese Controlled locations. Placement of the Perimeter markers must continue in this manner until the Marine player has formed one or more closed “loops” of connecting (Alternate) Hex Grains, which the Marine player is satisfied encloses the largest Perimeter legally possible. The Marine player is free to remove or re-adjust his previously-placed Perimeter markers until he is satisfied with his Perimeter, so long as all of the markers are legally positioned. Any hex that is part of the Marine Perimeter is a Marine Front Line Location (FLL). Any non-Ocean hex adjacent to, but not within the Marine Perimeter is a Japanese FLL.

TM4.33 Each Marine Perimeter defines a Marine Set up Area. The area not within the Marine Set up Area is the Japanese Set up Area [EXC: Ocean hexes]. The Japanese will have only one Set up Area unless the Marines have managed to split the Japanese defense. Each side should now record its Set up Area(s) on a new photocopy of the reduced-size map.

TM4.34 All on-map Marine units outside of, and Japanese units inside of, a Marine Setup Area are Isolated and remain on the map. Place an Encircled Counter on it (although their location may be recorded if map is to be taken down).

TM4.341 All Personnel, Equipment, and mobile vehicles (Dug-In tanks may be removed; see BHS 26) are now removed from the map and Retained by the side Controlling that Set up Area or Isolated Location. All Dug-In tanks (see BHS 26)/Immobile vehicles/75mm AA Guns are not removed from map (although their location maybe recorded if map is to be taken down).

TM4.342 All retained same-class HS with the same Strength Factors within the same Set up Area must now Recombine (A1.32) so that no more than one of each HS type is Retained in that area.



TM4.343 On each side, each Retained hero [EXC: leader] is Eliminated; however, each such Elimination enables that side to Battle-Harden (A15.3) one non-crew MMC of the owner's choice within the same Set up Area as that hero [EXC: if unable to Battle Harden an MMC in that Area, the hero is Retained].

TM4.344 On each side, each Retained heroic leader Battle Hardens and loses his heroic status [EXC: a heroic 10-3 loses his heroic status with no additional effect]. In addition, each side makes a dr; on (1) Battle-Harden one randomly determined non-Isolated leader; on (2-4) create one 8-0 leader, and on (5-6): Nil.

NEW ASSAULT PERIOD

The Japanese side sets up first in all Assault Periods and the Marines side moves first in Assault Periods.

TM4.4 Retained Japanese units and Equipment must Set up in eligible Locations within their allocated Sector Beach as listed on the Scenario Card for Assault Periods I, II, & III [EXC: If a Marine unit has entered a Japanese unit's Set up Sector (designated by red dash lines) then those Japanese units in that Set up Sector are free to set up on any Friendly Controlled non-pier land hex on the island]; in addition:

- Sets up Concealed in Concealment Terrain;
- Receives DR+6 “?” counters [EXC. 1st Assault Period];
- HIP Units may not set up in a FLL [EXC. unless it ended the last Assault Period in that hex];
- No 5/8” counter may set up in a FLL [EXC. unless it ended the last Assault Period in that hex]; and
- The Japanese may set up ≤ 25% (FRU) of its squad-equivalents (and any SW/SMC stacked with them) using HIP (in addition to any other HIP allotment [EXC: G1.631is NA] during this stage

TM4.41 The Marines side must now Set up all of its Retained units and Equipment within eligible Locations of the Set up Area each is Retained in [EXC. No 5/8” counter may set up in a FLL].

TM4.42 The Marines side sets up the listed Battalion Landing Teams for the Assault Period along the applicable map edge.

TM4.43 Finally, each player (Japanese first) now places its Sniper counter, within the limits of A14.2.

TM4.44 The Assault Period begins.

TM4.5 Following the conclusion of the 4th Assault Period, provided the Marine Victory Conditions have not been met (before adjustments as per TM4.31), only certain of the above steps are resolved. All units currently undergo an unlimited number of CC rounds (alternating Attacker each CC Round) until no Melee exists on the map; Withdrawal is NA. All Hidden units, weapons, and Fortifications are placed on the map. All units in a hex containing Blaze are eliminated. All hexes/Locations not actually occupied by Good Order Japanese MMC are now considered Marine-Controlled.

TM5 BORE SIGHTING: Prior to the 1st Assault Period, the Japanese may Bore Sight (C6.4; note also G13.45) during his initial set up. Once the 1st Assault Period is completed, no weapon is considered to be Bore Sighted in subsequent Assault Periods.

TM6 NOBA: For each Assault Period, the Marines receive two modules of 127mm (HE Only) NOBA directed by a Shipboard Observer (G14.68) at Sea Level along ocean map edge of entry



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(see BHS 10). Each NOBA module immediately comes under control of its (2-2-7) SFCP (**G14.61-611**) when it lands (counter is placed on map). Provided the SFCP has not been eliminated, the NOBA module is controlled by the SFCP from that point onwards. If the SFCP has been eliminated, module will revert back to being directed by the Shipborne Observer the next Assault Period.

TM7 OBA²: Using OBA Rules (**C1**); for each Assault Period, the Marines receive one-module of 75mm (HE & Smoke) OBA with Plentiful Ammunition directed by an Observation Plane (OP) (**E7.6**) and one-module of 105mm (HE & Smoke) OBA with Plentiful Ammunition directed by an OP. Each OBA module immediately comes under control of its 2-2-7 Artillery Observation Team (AOT) (Army's version of a SFCP – use **G14.61** rules) when it lands (counter is placed on map). Provided the AOT has not been eliminated, the OBA module is controlled by the AOT from that point onwards. If the AOT has been eliminated, module will revert back to being directed by the OP the next Assault Period. A Damaged OP is not Recalled (**E7.266**), but must add +1 to any Accuracy dr (**C1.63**) and +2 to any Sighting TC DR (**E7.3**) – if damaged twice, an OP is Recalled. If an OP is shot down/Recalled, a new OP will be allotted to that OBA module at the start of the next Assault Period. Each module's chit allotment is replenished for each scenario.

TM8 CLOSE AIR SUPPORT: For the 1st Assault Period only, the Marines receive Close Air Support (**E7.**). At the beginning of each Marine Turn, the Marine side receives three 1944 FB with bombs. Each FB is automatically recalled at the end of the next Japanese player turn. This Close Air Support automatically changes when an LVT/Infantry unit has entered a Hinterland hex (**G14.262**) to: At the beginning of each Marine Turn, the Marine side makes a DR: on a $cdr \leq 3$ they receive 1944 FB with bombs and on the wdr (halved, FRU) is equal to the number FB received. Each FB is automatically recalled at the end of the next Japanese player turn.

TM9 MAP EXIT: Any unit, including possessed SW and/or Passengers, may exit the map area during any turn of an Assault Period. Such units are immediately eliminated from play; do not count as CVP to the opposing side.

TM10 MASSACRE: If invoked during an Assault Period, Massacre (**A20.4**) will remain in effect only for the duration of that Assault Period.

TM11 SELF-RALLY: Each side may attempt to Self-Rally (**A10.63**) two non-Disrupted MMC during each friendly RPh, provided (as per **A18.11**) all attempts are conducted before other friendly MMC Rally attempts.

TM12 FOXHOLE³: Foxholes may not be dug on the island during an Assault Period or during the interim Refit Phase.

BHS SSR: SPECIAL RULES for all BHS Scenarios

BHS 1. TERRAIN: All Hinterland hexes on the BHS map exist at level 0. The Beach slope is Slight (**G13.21**). Kindling attempts (**B25.11**) are NA. All water hexes with light blue shade are Shallow Ocean (EX: K12), while all water hexes with a dark blue shade are Deep Ocean EX: J12). Any Ocean hex covered in small black dots/circles (EX: H32) is a Submerged reef hex (**G13.431**).

BHS 2. EC, WIND, & WEATHER: EC are Moist, with no Wind at start. Weather is Clear.

BHS 3. BEACH & ISLAND SAND: Any golden yellow hex is a Beach hex (EX: J28). All Beach hexes are Hard Sand (**F7.**). All Hinterland hexes (EX: M28) are considered Soft Sand (**G13.3**).

- A Sand Bog DR (**G13.32**) is not required for each Hinterland Sand Location entered, but instead made only once per MPh upon entering a Soft Sand Location as if it was Mud (**D8.23**);
- All Bog Removal attempts in a land hex receives a -1 drm to the coloured dr. Movement penalties for Japanese Infantry units entering a Soft Sand Location (**F7.3**) are modified [*EXC. when Manhandling a Gun*] by adding ½ MF (+COT) instead of 1 MF;
- Sand MF/MP penalties, including **F7.3**, are NA for units entering a Pillbox, a building obstacle, a rubble Location, Trench, or using a road; and
- Fortification restrictions (**F7.42**) are NA [*EXC: a Trench/ Gun Pit has a +2 TEM vs OBA/Bombardment*], nor are ordnance or OBA attacks halved (**F7.4**) vs unarmored units in a building/pillbox, [*EXC: a pillbox (and any unit therein) does receive the F7.4 -2 DRM to its Bombardment MC*].

BHS 4. PALM TREES: Palm trees (**G4.**) are represented on the BHS map by four leafy symbols in a hex (EX: J34). The rules for palm trees are modified as follows: A palm tree hex is treated as out of season (**B1.42**) vs. LOS/LOF/Sighting-TC.

- Bombardment**: Palm Trees (including Palm Debris) have Morale Level of 8 with failure resulting in the placement of a Palm Debris counter in the affected hex.
- Palm Trees and Palm Debris are not burnable terrain.

BHS 5. PALM DEBRIS⁴: Palm Debris (EX: M32) is Inherent Terrain (**B.6**) and Concealment Terrain (**A.12.12**). It has a +1 TEM and is a half-level LOS Hindrance. Palm Debris provides a +1 DRM vs. a Sighting TC (**E.7.32**).

- Movement Cost**: Infantry must expend one MF+COT to enter a Palm Debris location. Only a fully tracked AFV may enter Palm Debris and does so by expending ¼ (FRU) of its MP allotment and taking a Bog Check with an additional +1 DRM. Dash (**A4.63**), Road Bonus (**B3.4**), and the ½ MP Road Rate are NA in a road hex covered by Palm Debris, except via a TB; and
- Fortifications**: Placement of Palm Debris counter removes all entrenchment counters in that hex (although not necessarily their contents) after resolving all attacks against their occupants. A Fortification may exist in a Palm Debris location unless other terrain/Fortification(s) therein prohibit it. Palm Debris may be Cleared as if the Location were Fallen Rubble (**B24.71**).

BHS 6. PRINTED RUBBLE: The BHS map depicts printed Rubble Locations (EX: L30), all of which are treated exactly as if a corresponding counter were in that Location. Ignore small portions of the artwork extending across a hexside into an adjacent non-Rubble Location.

BHS 7. CLOSE COMBAT: Hand-to-Hand CC (**J2.31**) may be initiated by the Marines. There is a +1 DRM for any CC attack vs a Japanese Crew in a pillbox.



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BHS 8. VEHICLE/GUNS: Captured vehicles/Guns do not count double for calculations of CVP totals.

BHS 9. JAPANESE ELR ⁵: Due to the diversity of units, Japanese forces have two Experience Level Ratings (ELR). All Japanese Elite and First-Line units have an ELR of “4”; all Second-Line and Conscript units have an ELR of “2”. These ELR apply regardless of the unit’s original class.

BHS 10. SEABORNE ASSAULT ⁶: US Marine Corps forces are conducting a Seaborne Assault (G14.3). After Japanese Set up is complete, the Marines enter designated companies from each Battalion Landing Team (BLT) to land in each of the first three Assault Periods:

- a) Each BLT enters along either the west edge (Green Beaches) or the east edge (Blue Beaches) (not both) on designated entry area hexes, during the entire length of the Tactical Mission;

Entry		Entry	
Landing Beach	Hexes	Landing Beach	Hexes
Green Beach 2	A0-A11	Blue Beach 1	II23-II32
Green Beach 3	A12-22	Blue Beach 2	II9-II22

- b) Each BLT must attempt to land on beach hexes of their designated Zone (EX. The 1st BLT must land on Green Beach 3); and
- c) The effects of G14.32 also apply to Marine units on an Exposed Reef.

BHS 11. LVT: An Eliminated LVT(A)1 is worth 3 Casualty VP and gets a Crew Survival DR (D5.6) – if the crew survives it takes the form of a US 2-2-7 crew; if it does not survive, it is worth 2 Casualty VP. An Eliminated LVT(A)2 is always worth 1 Casualty VP and Crew Survival is NA; although Passenger Survival (D6.9) occurs normally. A crew that Abandons its LVT(A)2 is Eliminated, but does not count for CVP. A LVT(A)2 is immediately Recalled when its passengers have dismounted. No LVT/LVT-wreck may be scrounged (D10.5).

BHS 12. (N)OBA: A Deep Ocean hex (on the Landing Beach side) must be declared prior to any Assault Period for each Shipboard Observer (G14.68) as per G14.62 see TM 6:

- a) **Bombardment:** For the 1st Assault Period only, the Marines receive a Naval Bombardment (G14.7).
- b) **Battery Access:** 75mm/105mm OBA Battery Access (C1.21) is never lost permanently due to drawing two red chits (C1.211). If a red chit is drawn when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.

BHS 13. ASSAULT ENGINEERS ⁷: Marine 6-6-8/3-4-8 MMC are Assault Engineers (H1.22).

BHS 14. INTERROGATION: There are no civilians on the island; Civilian Interrogation (E2.4) is NA.

BHS 15. ROUT: If no suitable terrain exists, the Marine player may invoke G14.41 (routing to Beachhead LC only) for its units during the RtPh. The broken unit may then remain aboard until rallied; once returned to Good Order, G14.231 applies. Until vacant, the LC will remain Beached and is not subject to Recall as per G14.232.

BHS 16. HEROES: A Final Heat of Battle DR ≤ 7 results in Hero Generation for Marine units. The Japanese T-H Hero allotment (G1.421) is always 20% and is calculated based only on units on board at the start of an Assault Period.

BHS 17. SNIPERS: The Marine SAN is “6” at start, but is lowered to “3” the instant the first Marine unit enters any beach hex (G14.261). Both side’s SAN may never be < 2 ; any action which would reduce a side’s SAN to < 2 Pins that side’s snipers. The Japanese player may forfeit a “Sniper Activation” on a sniper attack dr result of 1 to instead increase its SAN by 1 – if the Japanese SAN is currently < 5 .

BHS 18. BOOBY TRAPS: Japanese forces always have a Level A Booby Trap capability over the entire BHS map (even against wading units).

BHS 19. STUN/RECALL: A LVT(A)1/M4A2 Sherman will not suffer “Recall” for any reason. If a vehicle suffers a result that causes it to be marked with a “+1 Recall” counter or would be subject to the recall provisions of D3.7, it is not recalled but is instead subject to the following penalties.

- a) Such a vehicle must always take a NTC in order to move as if it were Radioless and attempting to move without its Platoon;
- b) Additionally, the crew must take an Immobilization TC whenever hit by enemy fire as per the first sentence of D5.5; and
- c) The “+1 Recall” counter will remain on the vehicle (if MA Disabled) or on the crew (if it suffered a STUN result) for the remainder of the TM.

BHS 20. PILLBOX: During initial Set up a Pillbox (G1.632) [EXC. Command Bunker, Tunnel Exit] must be set up ≤ 3 hexes from an Ocean hex, with at least one Ocean hex of its designated Set up area in its CA. Every pillbox must be filled to capacity with a HMG/A-T Gun before any Japanese (non-mortar/AA) gun may set up in a non-Pillbox Location.

BHS 21. COMMAND BUNKER: The Command Bunker is the equivalent of a standard 2+5+7 Pillbox except as follows:



- a) Command Bunker has a 360° CA; and
- b) All units in a Command Bunker are Fanatic.

BHS 22. MG PILLBOX: During initial Set up; each Japanese MG Pillbox consists of: 1x 1+5+7 Pillbox, 1x HMG, & 1x 2-2-8 Crew. The 2-2-8 with the HMG must set up in the Pillbox.

- a) Repair: Because of the large amounts of ammunition, spare parts, and extra barrels located in a MG Bunker, a repair dr of 6 does not eliminate a malfunctioned Japanese HMG in a Pillbox;
- b) Removal: To remove a (dm) HMG from a MG Pillbox, make a dr; on a dr ≤ 4 the (dm) HMG is removed; if the dr is ≥ 5 , the (dm) HMG is removed, but suffers from Ammunition Shortage (A19.131) – mark with Low Ammo counter. There is a (cumulative) +1 drm if the removing MMC is Green, a +2 drm if the MMC is a Conscript, and a +2 if (dm) HMG is Captured; and
- c) Return: If a (dm) HMG is returned to a MG Pillbox by a Good Order Japanese unit, remove the Low Ammo counter if applicable.



BREAKING HEARTSTRINGS



BHS 23. BUNKERS: Japanese Crews are Fanatic (A10.8) in a Pillbox. Trench counters must be used to create Bunkers (B30.8) and are restricted to setting up in the same Set Up Area as that of the Pillbox(es) they come with.

BHS 24. GUNS: Guns may not set up Emplaced, although if in concealment terrain may set up using HIP.

BHS 25. GUN PIT ⁸: The Japanese made extensive use of open-topped positions for a variety of guns:



- a) A unit set up in a Gun Pit receives a +4 TEM vs OBA (and Bombardment) [EXC. In Sand the TEM is halved vs. OBA/ Bombardment] and a +2 TEM vs. other attacks [EXC: CC, FT];
- b) A Gun Pit cannot be created during play and no more than one Gun Pit may be placed per hex;
- c) Capacity of a Gun Pit Location is one Gun + HS/crew; a Good Order Infantry Squad that wishes to man a Gun in a Gun Pit must (automatically) Deploy while in/ADJACENT to the Gun Pit location; and
- d) Infantry in a Gun Pit may move/rout/advance/Withdraw-from-CC directly to any accessible Trench location without having first to exit the Gun Pit and vice-versa (in the same manner as a Bunker; see B30.8).

BHS 26. DUG-IN AFV: A Japanese Type 95 HA-GO tank may set up Dug-In (D9.54) during Assault Period 1. If repositioned after Assault Period 1, the tank may not be set up Dug-In again.

BHS 27. HEAVY AA FIRE: A Japanese Type 88 75mm AA Gun may use Heavy AA (E7.52); with the fire results modified as follows (must designate FB or Observation Plane as target):

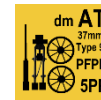
DR Results	
2	Prevents (shoots down) all FB from attacking that player turn. Observation Plane is shot down.
3	Prevents (shoots down) one FB from attacking that player turn. Observation Plane is shot down
4	Damages one FB (E7.226) from the Flight attacking that player turn. Observation Plane is Damaged.
≥ 5	No Effect

BHS 28. US LIGHT MORTARS: Marine M2 60mm Mortars may not be exchanged for OBA (G17.5).

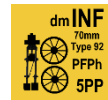
BHS 29. JAPANESE GUNS: The following Japanese guns may be dm as if it were an 81mm MTR (A9.8) [EXC. must be assembled/dismantled only in the PFPPh]:



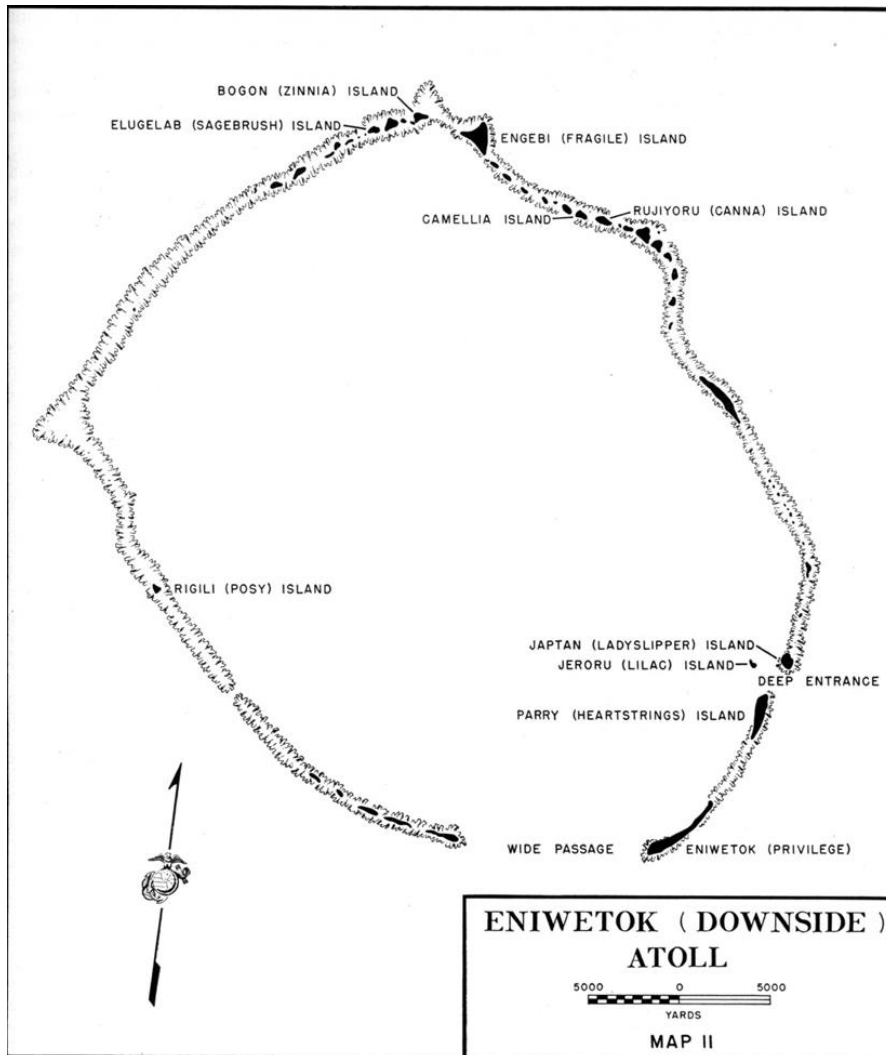
Type 98 20mm AA



Type 94 37mm AT



Type 92 70mm INF





BREAKING HEARTSTRINGS















Elements 1st Amphibious Brigade, Imperial Japanese Navy

[ELR: 4/2]












(SAN: 5)






Headquarters sets up in any single Sector Beach set up area

 4-4-7 9	 2-2-8 6	 10-1	 9-0	 2-6 1PP	 4-11 3PP	 6-14 4PP	 50* 4PP	 20L 1-12	 2+5+7	 OVR/OBA +4 OTHER +2	 MPh/RtPh dr = MF CC: +1/-1
---	---	---	--	---	--	--	---	--	---	---	---











NORTHERN SECTOR DEFENCES set up on any Beach/Hinterland hex numbered ≤ 17

West Beach set up on any Beach/Hinterland hex ≤ 5 hexes from the K17-O7 Ocean hexes:

 3-4-7 6	 2-2-8 4	 9-1	 2-6 1PP	 6-14 4PP	 50* 4PP	 ?	 24 factors	 20L[4] M(11)	 37L M(12)
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



 1+3+5 2	 1+5+7 4	 1S or Gun OBA +4 OTHER +2 2	 OVR/OBA +4 OTHER +2 4	 MPh/RtPh dr = MF CC: +1/-1 4
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

North Beach set up on any Beach/Hinterland hex ≤ 5 hexes from the P7-CC5 Ocean hexes:

 3-4-7 6	 2-2-8 4	 9-0	 2-6 1PP	 6-14 4PP	 50* 4PP	 ?	 24 factors	 75 M(6)	 81* [3-75]
---	---	--	---	--	---	--	---	---	---

 1+5+7 4	 1S or Gun OBA +4 OTHER +2 4	 MPh/RtPh dr = MF CC: +1/-1 4
---	--	--

East Beach set up on any Beach/Hinterland hex ≤ 5 hexes from the EE6-DD17 Ocean hexes:

 3-4-7 6	 2-2-8 4	 8-0	 2-6 1PP	 6-14 4PP	 50* 4PP	 ?	 24 factors	 20L[4] M(11)	 37L M(12)
---	---	--	---	--	---	--	---	--	--

 1+3+5 2	 1+5+7 4	 1S or Gun OBA +4 OTHER +2 2	 OVR/OBA +4 OTHER +2 4	 MPh/RtPh dr = MF CC: +1/-1 4
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BREAKING HEARTSTRINGS



CENTRAL SECTOR DEFENCES set up on any Beach/Hinterland hex number 18 to 39:

West Beach set up on any Beach/Hinterland hex ≤ 3 hexes from the L18-H39 Ocean hexes:

2 3-4-7	2-2-8	Chu-I 9-0	LMG 2-6 1PP	HMG 6-14 4PP	MTR [1-16]* 4PP [2]* 50*	7 Morale ?	Minefield
6	6		2	2		dr+3	24 factors

AA M11 20L[4]	MTR M11 81*	GUN PIT 1S or Gun OBA +4 OTHER +2	TRENCH OVR/OBA +4 OTHER +2	WIRE MPh/RtPh dr = MF CC: +1/-1	1+5+7 ↓
2	2	4	4	4	2

Central Island set up on any Hinterland hex ≥ 4 hexes from an Ocean hex:

1 4-4-7	2-2-8	Tai-I 9-1	Gunso 8-0	LMG 2-6 1PP	MMG 4-11 3PP	HMG 6-14 4PP	MTR [1-16]* 4PP [2]* 50*	ATR Type 97 5PP 20L 1-12	7 Morale ?
9	8			3	2	2	3	2	dr+3

INF M12 70* [(3)*-70]	15 Type 95 HA-GO 37	GUN PIT 1S or Gun OBA +4 OTHER +2	TRENCH OVR/OBA +4 OTHER +2
2	3	2	9

East Beach set up on any Beach/Hinterland hex ≤ 3 hexes from the BB18-U39 Ocean hexes:

2 3-4-7	2-2-8	Gunso 8-0	LMG 2-6 1PP	HMG 6-14 4PP	MTR [1-16]* 4PP [2]* 50*	7 Morale ?	Minefield	AA M11 20L[4]	AT Type 94 37L M12	MTR M11 81*
6	6		2	2		dr+3	24 factors	2		2

GUN PIT 1S or Gun OBA +4 OTHER +2	TRENCH OVR/OBA +4 OTHER +2	WIRE MPh/RtPh dr = MF CC: +1/-1	1+3+5 ↓	1+5+7 ↓
4	4	4		



BREAKING HEARTSTRINGS



SOUTHERN SECTOR DEFENCES set up on any Beach/Hinterland hex numbered ≥ 40

West Beach set up on any Beach/Hinterland hex ≤ 3 hexes from the G40-G48 Ocean hexes

2 3-4-7 6	2 2-2-8 5	Tai-I 9-1 2	LMG B11 2-6 1PP	HMG B11 6-14 4PP	MTR [1-16] 4P 2 50*	7 Morale ?	Minefield	AA M11 2 Type 98 20L[4]	AT 3 Type 94 37L M12	MTR M11 3 Type 97 81* [3-75]
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dr+3 24 factors 2

GUN PIT 1S or Gun OBA +4 OTHER +2 3	TRENCH OVR/OBA +4 OTHER +2 4	WIRE MPh/RtPh dr = MF CC: +1/-1 4	1+3+5 ↓	1+5+7 ↓
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South Beach set up on any Beach/Hinterland hex ≤ 3 hexes from the F49-A65-N53 Ocean hexes:

1 4-4-7 6	2 3-4-7 4	2 2-2-8 8	Gunso 8-0 2	LMG B11 2-6 1PP	MMG B11 4-11 3PP	HMG B11 6-14 4PP	MTR [1-16] 4P 2 50*	7 Morale ?	Minefield	AA M11 2 Type 88 75 M6	MTR M11 3 Type 97 81* [3-75]
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dr+3 24 factors 2

GUN PIT 1S or Gun OBA +4 OTHER +2 4	TRENCH OVR/OBA +4 OTHER +2 10	WIRE MPh/RtPh dr = MF CC: +1/-1 4	1+5+7 ↓
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East Beach set up on any Beach/Hinterland hex ≤ 3 hexes from the O52-U40 Ocean hexes

2 3-4-7 6	2 2-2-8 5	Chu-I 9-0 2	LMG B11 2-6 1PP	HMG B11 6-14 4PP	MTR [1-16] 4P 2 50*	7 Morale ?	Minefield	AA M11 2 Type 98 20L[4]	AT 3 Type 94 37L M12	MTR M11 3 Type 97 81* [3-75]
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dr+3 24 factors 2

GUN PIT 1S or Gun OBA +4 OTHER +2 3	TRENCH OVR/OBA +4 OTHER +2 4	WIRE MPh/RtPh dr = MF CC: +1/-1 4	1+3+5 ↓	1+5+7 ↓
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BREAKING HEARTSTRINGS



Elements 22nd Marine Regiment, 6th Marine Division

[ELR: 5]

(SAN: 6/3)



1st Battalion Landing Team enters on Green Beach 3 or Blue Beach 1 entry area (see BHS 10a)

Marine Rifle Company A enters on Scenario 1

6 ³ 6-8	5 ³ 5-8	2-3-8	2-2-8	10-2 Major	1st Sergeant 8-1	Sergeant 8-0	MMG (dm) 2PP	HMG (dm) 3PP	MTR 60mm (dm) 3PP	Baz44 X11 8-4	FT X10 24-1	DC X12 30-1
6	2	4	2				2	2	2	2	2	6

12 ³ LVT(A)2 1 2, 19PP T3 0 *AAMG -/14*	12 ³ LVT(A)1 1 1 37LL -/18*
8	3

Marine Rifle Company B enters on Scenario 1

6 ³ 6-8	5 ³ 5-8	2-3-8	2-2-8	9-1 Lieutenant	1st Sergeant 8-1	Sergeant 8-0	MMG (dm) 2PP	HMG (dm) 3PP	MTR 60mm (dm) 3PP	Baz44 X11 8-4	FT X10 24-1	DC X12 30-1
6	2	4	2				2	2	2	2	2	6

12 ³ LVT(A)2 1 2, 19PP T3 0 *AAMG -/14*	12 ³ LVT(A)1 1 1 37LL -/18*
8	3

Marine Rifle Company C enters on Scenario 2

6 ³ 6-8	5 ³ 5-8	2-3-8	2-2-8	SFCP 2-2-7	9-1 Lieutenant	Sergeant 8-0	MMG (dm) 2PP	MTR 81mm (dm) 5PP	Baz44 X11 8-4	FT X10 24-1	DC X12 30-1	+2 5 LCVP 1 39PP AAMG -/18*
3	9	4	2	127mm			4	2	1	1	3	5

Naval Gun Fire and Air Support

NOBA A



See TM6

NOBA B



See TM6

OBA C

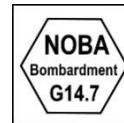


See TM 7

OBA D



See TM 7



BHS 12A

Air Support



See TM8



BREAKING HEARTSTRINGS



2d Battalion Landing Team enters on Green Beach 2 or Blue Beach 2 entry area (see BHS 10a)

Marine Rifle Company E enters on Scenario 1

6 ³ 6-8	5 ³ 5-8	2-3-8	2-2-8	9-2 Captain	1st Sergeant 8-1	Sergeant 8-0	MMG (dm) 2PP	HMG (dm) 3PP	MTR 60mm (dm) 3PP	Baz44 X11 1PP 8-4	FT X10 1PP 24-1	DC X12 1PP 30-1
6	2	4	2				2	2	2	2	2	6

12 ³ LVT(A)2 1 2-19PP T3 0 *AAMG -J-14*	12 ³ LVT(A)1 1 1-37LL -J4/8*
8	3

Marine Rifle Company F enters on Scenario 1

6 ³ 6-8	5 ³ 5-8	2-3-8	2-2-8	9-2 Captain	1st Sergeant 8-1	Sergeant 8-0	MMG (dm) 2PP	MTR 60mm (dm) 3PP	MTR 81mm (dm) 5PP	Baz44 X11 1PP 8-4	FT X10 1PP 24-1	DC X12 1PP 30-1
6	2	4	2				6	2	2	2	2	6

12 ³ LVT(A)2 1 2-19PP T3 0 *AAMG -J-14*	12 ³ LVT(A)1 1 1-37LL -J4/8*
8	3

Marine Rifle Company G enters on Scenario 2

6 ³ 6-8	5 ³ 5-8	2-2-8	SFCP 2-2-7	9-1 Lieutenant	1st Sergeant 8-1	MMG (dm) 2PP	HMG (dm) 3PP	MTR 60mm (dm) 3PP	Baz44 X11 1PP 8-4	FT X10 1PP 24-1	DC X12 1PP 30-1	+2 5 LCVP 1-39PP 0 0 AAMG -J-18*
3	10	2	127mm			2	2	2			3	5

Notes:

- 1- A distance only surpassed by the British Falkland Islands Task Force's (8,000-mi/12,875-km) landings in 1982.
- 2- In light of the stiff resistance encountered on the other islands, the naval bombardment plan was increased in weight. The 104th Field Artillery Battalion on Eniwetok Island and the 2d Separate Pack Howitzer Battalion on Japtan Island would provide additional fire support for the assault on Parry Island.
- 3- Due to the sand, in order for entrenchments (such as foxholes) to be effective they had to reinforced with logs, sandbags, or corrugated metal sheets or else they just would fill in with sand. Gun Pits and Trenches represent such reinforced entrenchments.
- 4- The Debris on the Parry Island map represents the blasted vegetation that littered the ground. The American shelling in the preceding days had stripped the trees on the island of most of their branches and covered the ground to a depth of several feet with broken branches and blasted trees. It was virtually impassable to armour and offered the Japanese perfect concealment.
- 5- The Japanese 4th Fleet assigned units (including base forces, guard forces, Special Naval Landing Forces (SNLF), naval base units, and air units without aircraft) based throughout the Mandate. The relatively inexperienced 1st Amphibious Brigade had been organized in Manchuria from the 3rd Independent Garrison Unit (a former railroad security unit) and arrived at Eniwetok and Parry Islands on 4 January 1944.
- 6- During initial planning the Americans looked at a seaborne landing from the ocean side of the island, but a shortage of amphibious tractors and experiences from previously landing on other atolls convinced them to attack from the lagoon side. The Japanese also expected that the Americans would land from the ocean side as they had previously done. This option is provided to prevent the Japanese player(s) from loading up one side of the island with defences.
- 7- Due to the shortages of grenades, Demolition Charges, and BAR's the Marines of the 22nd Regiment had to scrounge these weapons from other units in the division. Unfortunately, they were not able to find enough to equip all squads, so only about half the squads of the first two Assault waves were equipped.
- 8- Defensive stores were not delivered to Eniwetok Atoll until the start of January, giving them less than two months to construct their defences. The soft sand of the atolls made digging entrenchments difficult. As a result, the Japanese made extensive use of open-topped positions for a variety of guns. These Gun Pits were made of log walls, corrugated metal sheet, and were sometimes reinforced with sandbags, and typically reserved for medium and heavy mortars, anti-aircraft guns, and artillery pieces.



BREAKING HEARTSTRINGS



3d Battalion Landing Team enters on Green Beach 2/3 or Blue Beach 1/2 entry area (see BHS 10a)

Marine Rifle Company H enters on Scenario 3

5 ³ 5-8	2-3-8	2-2-8	2-2-7	9-2	8-1	8-0	2PP	3PP	3PP	14 1 M4A2 75 2/4/4	+2 5 1 39PP AAMG -/18+	+3 4 2 69PP AAMG -/12+
10	2	2	75mm				2	2	2		4	

Marine Rifle Company I enters on Scenario 3

5 ³ 5-8	2-3-8	2-2-8	9-1	8-1	2PP	3PP	AT 2 M3A1 37LL M12	14 1 M4A2 75 2/4/4	+2 5 1 39PP AAMG -/18+	+3 4 2 69PP AAMG -/12+
9	2	2			4	2	2		6	

Marine Rifle Company J enters on Scenario 3

5 ³ 5-8	2-3-8	2-2-7	9-1	8-1	2PP	3PP	14 1 M4A2 75 2/4/4	+2 5 1 39PP AAMG -/18+	+3 4 2 69PP AAMG -/12+
10	2	105mm			6	2		4	

Aftermath: The first wave of LVTs landed on Green Beach 2 and 3 at 09:00 hours and was abruptly greeted by a hail of heavy machine-gun and mortar fire. As the Marines poured out of their LVTs and tried to form an assault line, they came under murderous enfilading machine-gun fire from concealed positions near the pier on the right flank. The Marines, supported by amphibious tanks that engaged the machine-gun positions and silenced them, advanced inland where they encountered Japanese positions in the dune line that had survived the initial bombardment, overcoming them in stiff hand-to-hand fighting.

The Japanese defences on Parry Island were comprised of strongpoints centered on a machine-gun bunker or gun emplacements with radial trenches lined with palm tree logs, sandbags, or corrugated metal sheets and connect by covered communication tunnels made from emptied oil drums with the two ends removed and placed end to end and covered with sand.

By 10:00 hours, the Marines had gained a beachhead and were rapidly expanding it eastwards across the island. As they pushed forward, they encountered sporadic Japanese resistance to their front. The Japanese would rather wait for the lead Marine units to pass them by and then spring up from their concealed positions and attack them from behind.

By 13:30 hours, the 2d Battalion, 22d Marines had cleared the northern end of Parry Island and were in final stages of mopping up while the 1st and 3d Battalions had moved into position along the right flank and were preparing to begin their main attack to the south. A combined attack of Marines and tanks advanced south; with the destroyer USS Hailey bringing down fire about 100 yards ahead of the lead units. The Marines encounter considerable resistance, overrunning a series of trenches and gun emplacements, forcing them to eliminate the Japanese defenders in bloody hand-to-hand combat. The advance picked momentum until, at 19:30 hours, with end of the island in sight, resistance had ceased and the island was reported secured.

The Marines dug in for the night, prepared to mop up in the morning. To forestall Japanese infiltrations or counterattacks during the night, the island was continuously illuminated with starshells and searchlights from a cruiser and three destroyers throughout the night. Any Japanese movement or counterattack attempt was quickly detected and suppressed. The following morning, the 3d Battalion, 106th Infantry who landed that morning, supported by tanks, scoured the island clearing out any pockets of left over Japanese resistance.

In total the Americans suffered 1,096 casualties (262 killed, 757 wounded, and 77 missing in action). Of the nearly 1,200 Japanese defending Parry Island, only 66 were taken prisoner; the remainder were killed. With the capture of Parry Island, the Eniwetok Atoll was now completely under American control.