

'Hanson's Bridge'



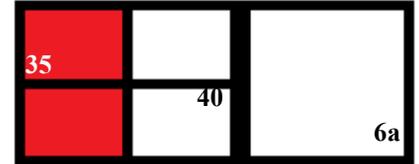
Bago River, Negros, The Philippines — March 29th, 1945

As the fighting to reclaim the Philippines continued, the US 40th Division sent elements to Negros, a rich island of sugar plantations between Panay and Cebu. The 14,000 Japanese defenders had pulled back in to the mountain jungles. Small parties of Japanese held the few bridges leading into the mountains. One such bridge, a 650 ft. span crossed the Bago River. The Japanese had mined the bridge with two 1000 lb. aerial bombs. The bridge, crossing the deep ravine of the Bago River was the only bridge leading to the main objective on Negros, the city of Bacolod. The Americans were determined to seize the bridge before the Japanese destroyed it. On March 29th, 2nd Lt. Aaron Hanson led a reinforced platoon of the US 185th Regimental Combat Team to take the bridge.

VICTORY CONDITIONS: The Japanese Player wins immediately if the aerial bomb on the bridge is successfully detonated. Otherwise the Player controlling Hexes M13 and H10 at game end is declared the winner. Any other result is a draw.

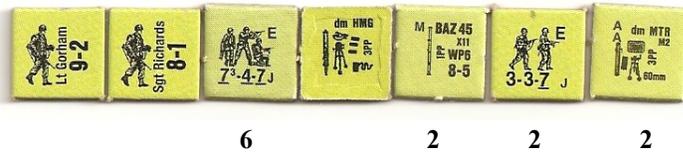


Board Configuration:



Japanese Sets up First		1	2	3	4	5	6	7	8
American Moves First									

Reinforced Platoon of 185th Regimental Combat Team (ELR 5) (SAN 4) Setup: Enter Turn 1 on West edge of Board 35



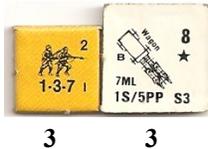
6 2 2 2

Elements 102nd Infantry Regiment (ELR 3) (SAN 3) Setup: (1 MMC & Foxhole in Hexes M13 and H10 on BD 6a)



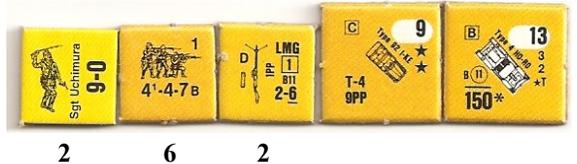
2 2

Setup: on a Board 35 Road hex between R5 & Z4



3 3

Setup: Enter on Turn 5 via Hex A6 on BD 6a



2 6 2

Special Rules/Notes:

- EC are moderate with no wind at start. PTO Terrain is in effect. [EXC: all roads exist normally]
- All buildings are huts. All bridges are fords. All woods are dense jungle. All orchards are palm trees. All brush is bamboo. All grain is kunai.
- The river is deep with a heavy current.
- Place 2 lane Steel Truss Bridge counters in Hexes L12, K12, J11, & H11 on Board 6a.
- The black dot chit counter represents the 2 x 1000 lb. bombs. The Japanese Player secretly records which bridge hex contains the bomb.
- Beginning on Turn 4, during Rally Phase, the Japanese player may attempt to create one Hero/Tank Killer from any squad adjacent to or 1 hex away from a bridge hex. The Japanese Player rolls 1d6 with a 1 or a 2 resulting in a successful creation. Only 1 Hero/Tank Killer may be created during the scenario. Once created, the Hero/Tank Killer moves immediately to the bridge hex containing the bomb. Once there, the Hero/Tank Killer may attempt to successfully detonate the bomb during the Close Combat Phase by rolling 1-4 on one die. A roll of 6 results in the bomb charge being a dud and inactive for the remainder of the game.
- On Board 35 only Rows R-GG are playable. On Board 40 only Rows P-A are playable.
- The Japanese wagons represent Ox Carts and must move along the road until they reach the hut complex on BD 6a at Hexes O10, O11, & O12.
- Japanese are LAX and Americans are Stealthy. Japanese do not set up concealed due to being under observation by Filipino Guerrillas. As a result, the Japanese may not gain concealment normally. The high American SAN number is also due to the presence of Filipino Guerrillas.



Scenario GJ023

Aftermath:

Hanson's platoon was led to the bridge through the jungle by Filipino guerrillas. During the approach to the bridge, Hanson's men encountered Japanese forces with three ox carts of supplies heading to the bridge. A brief firefight erupted. The electronic detonator for the aerial bombs was in the center of the bridge. A single Japanese sentry ran towards it and was shot dead. Hanson's men secured both ends and successfully held off an afternoon counter-attack by 60 Japanese. The way to Bacolod was open.