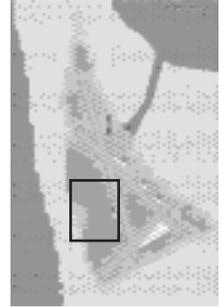


FIGHTING IN THE SKAVOLI



EASTERN ISLAND, Midway Atoll, 6 June 1942: The planning for the Marine defense of the islands included the use of D Company, 6th Raider Battalion, to counter-attack as soon as possible. As the Japanese attempted latter in the war, it was thought that the best time to destroy a seaborne assault was as soon as possible while confusion reigned. That had certainly been the case on Wake Island, where a company of Japanese had been wiped out after their initial success.



BOARD CONFIGURATION:

BALANCE:

● Add one Demo Charge to the Japanese Reinforcements

☆ Add one 5-5-8 to the Marine OB

(Only hexrows on/between O-U and numbered 32-42 are playable.)

VICTORY CONDITIONS: Provided they have not lost greater than 24 VP, the Japanese win at game end if there are less than 15 unbroken Marine VP with LOS to any hex in Hexrow O.

TURN RECORD CHART

● Sets Up First	☆	1	2	3	4	5 ●	6	END
☆ Moves First								

● Elements of the Ichiki Detachment [ELR:2] set up concealed on/south of hexrow S {SAN: 3}

							?
4-4-8	2-2-8	9-1	9-0	811 4-11	811 2-8	50* [1-18]*	7 morale
7	2			2	2	2	8

☆ Elements of the Ichiki Detachment [ELR:2] enter from the south edge on Turn 5

4-4-8	10-0	9-1	811 2-8
7			3

☆ Elements of D Company, 2nd Raider Battalion [ELR: 4] enter on turn 1 from the north board edge {SAN: 4}

5-5-8	9-2	9-1	8-1	811 2-8	m2 60mm
10				2	2

SPECIAL RULES:

1. See MW Special Rules.
2. Night Rules (E1.) are in effect. Base NVR is 4 with a Full Moon and no Cloud Cover. The Marines are the Scenario Attacker; however, the Japanese are not considered the Scenario Defender [EXC: Place No Move (E1.21) counters].
3. The Marines receive an 81mm OBA module (HE, WP and IR) directed by an off-board observer on a north map edge hex at level 1 secretly recorded prior to set up.
4. All Japanese Infantry units are Lax for the first three game turns.

AFTERMATH: Despite losing Major Benson to the air attack that day, the Marines did not become disorganized that night. The attackers left their underground bunkers and hit the Japanese that had managed a toehold onto Eastern Island. The Marines created mayhem amongst the confused Japanese in the area covered by scaevoli, known to the Marines as "skavoli." Once again though follow on troops were simply too much for the Raiders, whose survivors were forced to retreat to the edge of the airfield.