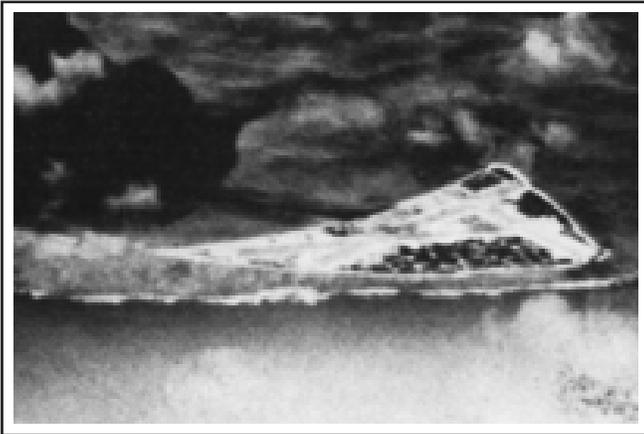
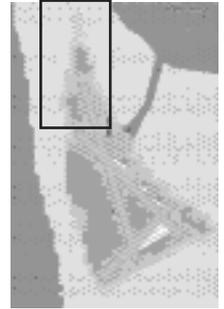


MW3

CLEARING BROOKS CHANNEL



EASTERN ISLAND, Midway Atoll, 6 June 1942: The Marines had installed two batteries of two 7" naval guns at the entrance to Brooks Channel, one on Eastern Island and the other on Sand Island. Planning on entering the harbor the following day, a company of the Ichiki detachment was tasked with destroying the naval guns, at any cost.



BOARD CONFIGURATION: BALANCE:

VICTORY CONDITIONS: The Japanese win if both 7" guns are eliminated.

☆ Add two Wire counters to the Marine OB

● Add a Flamethrower to the Japanese OB

(Only hexrows on/between G-S and numbered <21 are playable.)

TURN RECORD CHART

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

Elements of the 6th Defense Battalion [ELR:4] set up in Hinterland hexes (see SSR 5) {SAN: 3}

2

5

2

2

3

6

Elements of the Ichiki Detachment [ELR:3] set up in Ocean Location at least 5 hexes from any beach hex {SAN: 2}

10

2

2

2

3

6

2

2

M12
14PP

11

SPECIAL RULES:

1. See MW Special Rules.
2. The Japanese are conducting a Seaborne Assault.
3. Night Rules (E1.) are in effect. Base NVR is 5 with a Full Moon and no Cloud Cover.
4. E5.53 is modified as follows: any possessed SW in a Boat counter that is eliminated while in Shallow Water will only be eliminated on a Final dr6. This dr is modified by the number of PP of the SW.
5. All AA guns must setup within two hexes of a runway hex; no AA guns may setup adjacent or in the same hex as another. The 7" guns must setup unconcealed in Beach-Hinterland hexes on the south side of the island.

AFTERMATH: Despite the plethora of heavy weapons the Marines once again proved infantry short. There were simply too many Japanese. The 7" gun batteries were unable to fire at the small boats, and nearby AA guns were unable to sway the tide of battle.