

DAWN'S EARLY LIGHT



VICTORY CONDITIONS: The Japanese win at game end if they control all buildings; and if all guns in two of the three Battery groupings are either destroyed or captured.

EASTERN ISLAND, Midway Atoll, 7 June 1942: The Japanese had established their beachhead. The Marines chief deficiency, a lack of mobile reserves, became clear. As the sun rose, the Japanese began preparations for the final assault, one they had not thought necessary, assuming that the Marines would surrender quickly. The remainder of the Marines and Navy men on the island braced for a regimental assault.



(The entire map area is in play)

BOARD CONFIGURATION:

BALANCE:

☆ Add six M3 Light Tanks to the American OB

● Add another 120 NOBA module with a Shipboard Observer

TURN RECORD CHART

☆ Sets Up First	1	2	3	4	5	6	7	8	9	10	11	END
● Moves First												



Elements of the 6th Defense Battalion; D Company, 2nd Raider Battalion; and Marine Air Group 22 [ELR:5] set up in Hinterland hexes outside of the Japanese set up area {SAN: 4}

5-5-8	4-5-8	3-3-6	2-2-8	10-2	9-2	8-1	8-1	8-0	50 cal 8-16	8-12	4-10
5	10	5	23			2			2	3	2

AA M12 20L[6]	AA M7 37L[8]	MTR M11 81*	Trench OVR_OBA:+4 Other:+2	CELLAR Fortified	MPh/RtPh: dr=MF CC:+1/-1
8	5	2	12	5	30

Battery E Set up within 2 hexes of W47

M3 AA 76L	AA M3 Trench OVR_OBA:+4 Other:+2
3	3

Battery F Set up within 2 hexes of JJ38

M3 AA 76L	AA M3 Trench OVR_OBA:+4 Other:+2
3	3

Battery B Set up within 1 hex of NN40

AT E 11 128L	M Trench OVR_OBA:+4 Other:+2
2	

SPECIAL RULES:

- See MW Special Rules [EXC: Americans have Booby Trap Level A].
- Beginning on turn 4 the Japanese have two NOBA (G14.6) modules, 200mm and 120mm. Each is directed by its own Shipboard Observer (G14.68), which are recorded before set up on the south board edge. Add one red chit for each Good Order 128mm gun and remove one black chit to the Japanese draw pile for every two [FRU] Good Order 76mm guns controlled by the Americans. This is not per NOBA module, but American's choice of distribution affecting either/both draw piles.
- All building locations are fortified. Early Morning Sun Blindness (F11.611) is in effect for the first 4 game turns.
- The Japanese receive Air Support (E7.). If, after receiving Air Support, all Aircraft are destroyed/recalled, the Japanese may again roll for Air Support. Air Support may only be received twice.

- After the American set up the Japanese player may place 10 unarmed truck wreck counters, one each on non-adjacent Airfield hexes.
- All non-HIP American units by setup concealed.

AFTERMATH: The Japanese attacked in a uncoordinated fashion, convinced that the Americans would surrender at any minute. However, the Marines and Navy men knew what the fate of prisoners were in the hands of the Japanese, and it bred a fanaticism not yet seen by the Japanese. Slowly the Americans were ground down by naval gunfire, ariel attack, and Japanese infantrymen. Around noon it was over: Eastern Island was in enemy hands.

DAWN'S EARLY LIGHT (cont.)

Elements of the Ichiki Detachment [ELR:3] set up on and/or within the area bounded by hexes L27-T30-T34-V34-V44-L49-L27 {SAN:4}



E 4-4-8	2-2-8	10-2	10-1	10-0	9-1	9-0	HMG APP 3 B11 6-14	MMG APP 2 B11 4-11	LMG APP 1 B11 2-8	MTR APP 2 50* [1-16]*	FT APP X10 24-1	DC APP X12 30-1
35	11			2	2	2	3	4	10	7	2	10

INF M12 1 70*	Foxhole 5 15 OVR, OBR: +4 Other: +2
4	12

Set up on non-Ocean hexes west of hexline M23-U19

E 4-4-8	9-1	8-0	LMG APP 1 B11 2-8	MTR APP 2 50* [1-16]*
9			2	2