

# CORREGIDOR: Fall of a Fortress

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## 2.0 Introduction

CORREGIDOR: Fall of a Fortress is a game-type simulation of the two battles for the Fortified Islands at the entrance to Manila Bay during World War II. The battles began at the beginning of the Pacific war with Japanese air attacks and continued with mounting intensity until the first week of May, 1942, when the islands surrendered.

After General Douglas MacArthur's return to the Philippines, Corregidor became once again a target of invasion, both to avenge the loss three years before and to clear the mouth of Manila Bay to Allied shipping.

The first scenario recreates the Japanese bombardment and invasion in 1942 and the second allows the U.S. player to fight for Bataan as well, possibly altering the historical timetable of invasion or preventing Corregidor's conquest altogether. The third scenario simulates the American re-conquest in 1945.

## 3.0 Game Components

Each game contains the following:

One ?" x ?" Map of the Fortified Islands and one ?" x ?" map of the Bataan Peninsula and Cavite headland.

One Rulebook

4 sheets of counters for a total of 616 counters

Two Record Charts

Two six-sided dice

One set of Charts and Tables

### 3.1 The Maps

One map depicts Corregidor and the four other Fortified Islands (Caballo, Carabao, El Fraile, and Grande) while the other is a map of Bataan and the Cavite shore. A hexagonal grid has been superimposed on the map to regulate the placement and movement of units. The scale of the Fortified Islands map is roughly 250 yards per hex; the scale of the Bataan map is roughly 1.25 miles per hex.

### 3.2 The Playing Pieces

The die-cut cardboard counters represent the forces which participated in the two campaigns. The nationality and type of units are indicated by their color and the military type symbols printed on them. The American and Filipino units are white or black on green, the U.S. air units are black on green, the U.S. naval units are black and white on gray, the Japanese units are white on red and the Japanese air units are red on white.

## Examples of Counters:

### Coast Defense Artillery

#### Front of Battery Crockett

Center top is Unit Name (Crockett)  
Center top is unit size (I)  
Left side centered is caliber (12")  
Center is unit type symbol (CDA)  
Right side centered is range (8 hexes)  
Centered on bottom Attack – Defense – Movement (20-15-0)

#### Back of Battery Crockett

Center is unit type symbol (Infantry)  
Centered Attack – Defense – Movement (1-2-3)

### Heavy Anti-Aircraft

#### Front of Battery Chicago

Center top is Unit Name (Chicago)  
Center top is unit size (I)  
Left side centered is caliber (3")  
Center is unit type symbol (Hvy AA)  
Right side centered is range (3 hexes)  
Centered on bottom Attack – Defense – Movement (3-5-0)

#### Back of Battery Chicago

Center is unit type symbol (Infantry)  
Centered Attack – Defense – Movement (2-3-4)

### Light Anti-Aircraft

#### Front of Battery Indiana

Center top is Unit Name (Indiana)  
Center top is unit size (I)  
Left side centered is caliber (.50)  
Center is unit type symbol (Lt AA)  
Right side centered is range (0 hexes)  
Centered on bottom Attack – Defense – Movement (3-6-3)

#### Back of Battery Indiana

Center is unit type symbol (Infantry)  
Centered Attack – Defense – Movement (1-2-4)

### Artillery

#### Front of Battery Cushing

Center top is Unit Name (Cushing)  
Center top is unit size (I)  
Left side centered is caliber (155 mm)  
Center is unit type symbol (Art)  
Right side centered is range (5 hexes)  
Centered on bottom Attack – Defense – Movement (2-6-0)

#### Back of Battery Cushing

Center is unit type symbol (Infantry)  
Centered Attack – Defense – Movement (1-2-4)

### Infantry

#### Front of 1/A/2nd

Center top is unit size (\*\*\*)  
Center is unit type symbol (Infantry)  
Left side centered is platoon & company (1 A)  
Right side centered is battalion (2)  
Center bottom Attack/Defense/Movement (4-6-4)

#### Back of 1/A/2nd

Center top is unit size (\*\*\*)  
Center is unit type symbol (Infantry)  
Left side centered is platoon & company (1 A)  
Right side centered is battalion (2)  
Center bottom Attack/Defense/Movement (1-3-4)

### Air Unit

#### Front of Sally

Left top is unit name (Sally)  
Center is unit type symbol (Sally Icon)  
Left side bottom is attack strength (20)  
Right side bottom is defense strength (2)

#### Back of Sally

Left top is unit name (Sally)  
Center is unit type symbol (Sally Icon)  
Left side bottom is attack strength (10)  
Right side bottom is defense strength (2)

### Naval Unit

#### Front of DD Claxton

Center top is unit name (Claxton)  
Center is unit type symbol (Warship Icon)  
Center bottom Attack/Defense/Movement (9-6-15)

#### Back of DD Claxton

Center top is unit name (Claxton)  
Center is unit type symbol (Warship Icon)  
Center bottom Attack/Defense/Movement (4-4-10)

## Unit Types:

Coast Defense Artillery  
Field Artillery  
Heavy Anti-Aircraft Artillery  
Light Anti-Aircraft Artillery  
Infantry  
Marines  
Tanks  
Self-Propelled Artillery

Parachute Artillery  
Parachute Infantry  
Parachute Engineers  
Garrison Units  
Scratch Units

## Unit Sizes:

\*\* Section  
\*\*\* Platoon  
I Company/Battery  
II Battalion  
III Regiment  
X Brigade  
XX Division

Unit name and artillery caliber information are mainly for set-up and historical interest. Range is the range a particular artillery unit is effective to ON THE BATAAN MAP. All artillery can reach any point on the Fortified Islands maps EXCEPT THAT 3" anti-aircraft batteries have a range of 21 hexes and .50 cal anti-aircraft batteries have a range of 7 hexes on these maps. Attack strength is the unit's basic strength when attacking while defense strength is its basic strength when defending. The movement allowance is the maximum number of points a unit may expend in the movement phase. Air units are placed, not moved, and thus have no movement allowance per se. Additionally, there are included markers to keep track of the date, the time, Japanese landing craft losses, American communications disruption, U.S. air and naval support points, disrupted units, and artillery units which have fired.

### 3.3 Charts and Tables

The game includes a 1942 and a 1945 record sheet. The 1942 sheet is used to keep track of the turn, the time, Japanese landing craft and U.S. communications losses as well as the aircraft altitude track. The 1945 sheet has tracks to record the turn and U.S. air and naval bombardment points.

### 4.0 Preparations for Play

Players refer to the scenario to be played (including any optional rules). Place "At Start" units on the map and put markers in their appropriate boxes.

### 5.0 Sequence of Play

CORREGIDOR is played in successive game turns composed of alternate player turns. During each player turn, the phasing player maneuvers his units and resolves combat in sequence, within the limits provided by the rules which follow. By mutual agreement, players may skip any daily or hourly turn in which neither player plans to execute any movement, combat, or bombardment. Following is an abbreviated Sequence of Play:

#### A - Administrative Phases:

- 1- Reinforcement Phase – Japanese units arrive and are placed on the appropriate hex or held aside. This occurs only at the beginning of each 0300 turn.
- 2- Disruption Removal Phase – All Phasing Player units not in an enemy zone of control are reduced one disruption level. This occurs at the beginning of each Player turn. All 'Fired' markers are removed from Phasing Player units.

#### B - Air Attack Phase:

- 1- Air Attack Phase (1942) – Japanese air units are placed at the appropriate altitude.
- 2- Air Attack Phase (1945) – U.S. Air Points may be used to suppress flak during an airborne assault.
- 3- Airborne Assault Phase (1945) – U.S. parachute units are placed on their drop hexes and undergo anti-aircraft fire.

### **C- Japanese Turn:**

- 1- Anti-aircraft fire and air attacks are resolved.
- 2- Invading units land, retreating units withdraw.
- 3- Ground Movement Phase.
- 4- Bombardment Phase.
- 5- Combat Phase

### **D- American Turn:**

- 1- Anti-aircraft fire and airlandings are resolved.
- 2- Invading units land, retreating units withdraw.
- 3- Ground Movement Phase.
- 4- Bombardment Phase.
- 5- Combat Phase.

Note: The American turn occurs prior to the Japanese turn in the 1945 scenario (i.e., C – American Turn, D – Japanese Turn).

## **6.0 Daily Phases**

### **6.1 Reinforcement Phase**

When Japanese reinforcing ground units become available in 1942, they are placed on the appropriate section of the inset map. Air units merely become available for placement. Reinforcements are only available until the next group is activated, i.e., No. 6 is available on every turn marked with it, on turns marked with No. 7, units of No. 6 are not available.

### **6.2 Disruption Removal Phase**

At the beginning of each Player's turn that Player may reduce the level of disruption of any unit(s) not in an enemy zone of control (EZOC) by one level (e.g., from "DD" to "D"). On the Bataan map, remove all "D" and "DD" markers from any units (of either side) that are not in an EZOC at the start of each turn.

## **7.0 Invasion/Evacuation Phase**

During the Invasion/Evacuation Phase the phasing player (Japanese and American players in 1942, American only in 1945) may land ground units, which the Phasing Player designates as moving by water this turn, on any available landing beach hex, within stacking limits. Units on full-water hexes have their defense strength halved. Invading units move up to four water hexes each, then the opposing Player may fire on any units within range and line-of-sight. This procedure is repeated (movement and then fire combat) until all waterborne units have been landed or eliminated.

Invading units attack at full strength from yellow beach hexes and at half strength from all-sea hexes. Units of the 2<sup>nd</sup> Sea Operations Unit fire at full strength during the Bombardment Phase, and may only enter all-water hexes. Japanese units moving by sea may only attack units defending yellow beach hexes. Exception: Units of the 2<sup>nd</sup> Sea Operations Unit may bombard any American unit(s). Japanese units must first enter such a hex before they may enter any other coastal or full land hex. U.S. units amphibiously assaulting in 1945 may stack three units per hex during the landing, Japanese may not stack when amphibiously assaulting. Armor units may freely join any stack (one per stack) once they are ashore.

Armor units generally may NOT automatically move off of a Corregidor beach hex (due to the nature of the Corregidor coast, which is very rocky in places and also has steep grades immediately behind most beaches). Armor units landed in hexes 2211, 2312, and 2411, and armor units landed on Caballo Island, do not have this restriction. Tank units may NOT be landed on Carabao or El Fraile Islands. Armor units must roll a 5 or 6 at the start of their movement phase in order to move from a beach hex and then they must stop in the first hex entered. If the hex has a road in it, the armor unit may, beginning with its next turn's movement phase, use road movement. Note: If a tank unit lands on a beach hex which has a road in it, the tank unit must still roll a 5 or 6 to be able to leave the beach hex (the road is above the beach and the steep terrain).

Paratroop units may move normally on the turn of landing, except for those landing on enemy units (which must attack those defending units, in concert with other U.S. units as are available and/or required to also attack). If defending units are not cleared from the hex in which a paratroop unit landed, the paratroop unit is retreated one hex, if possible, after combat resolution or it is eliminated.

Land units on any beach hex may use this phase to withdraw from the battle. A roll of 4, 5, or 6 is needed for

each unit to embark. Once a unit is embarked, it moves through water hexes in the same manner as described above, taking fire, until it is eliminated or moves off a map edge.

## 8.0 Movement Phase

During the Movement Phase the phasing player may move some, all, or none of his land or naval units. They may be moved in any direction or combination of directions. Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex it pays the appropriate number of movement points from its movement allowance. If a Japanese unit(s) finds its entry hex occupied by a Fil-American (F/A) unit, it may attack from a theoretical off-map hex into its entry hex or any adjacent hex. Units may always move at least one hex within the following restrictions:

- not from an EZOC to EZOC of the same enemy unit (U.S., F/A only)
- not across prohibited terrain
- not if the unit(s) Movement Allowance is '0'

A unit may expend any portion of its movement allowance but unused movement points may not be accumulated or transferred to other units.

## 8.1 Terrain Effects

Units may not enter all-water hexes unless they are using their sea movement ability as part of an invasion or evacuation. Units landing in the invasion segment must stop in the first partial or full land hex they enter and may not move in the following movement segment.

- Units are always considered to be defending in the highest and/or most advantageous terrain in their hex.
- U.S. naval units spend one movement point per hex entered and may not enter full or partial land hexes.

Clear	- 1 Movement Point	
Road	- 1 Movement Point	If moving through a road hexside. Main Map
Rough	- 2 Movement Points - Defender DOUBLED	Main map only <b>Mechanized units use all of their MPs (conflicts with below)</b>
Cliff	- All of an Infantry unit's MPs - +1 if attacking DOWN - -2 if attacking UP	Movement across PROHIBITED to all other units unless there is a road crossing the cliff.
Elevation Change	- +1 Movement Point going UP - +1 if attacking DOWN - -1 if attacking UP	This applies to units using Road movement as well.
Tunnel	- 1 Movement Point - Defender TRIPLED	Main map only. Units inside a tunnel only project ZOC into and through the hex(es) the tunnel faces. Units in tunnels are not required to attack units which project a ZOC into their hex.
Town	- 1 Movement Point - Defender DOUBLED	Bataan Map, on Main Map, hexes 2211, 2311, 2410, 2411, and 2312. Units pay the road movement rate if entering along a road.
Battery Hexes	- Other Terrain in Hex - Defender DOUBLED	Main map only
Road	- 1/2 Movement Point (1/3 for Armor units) if moving along	Bataan map only
Jungle	- 2 movement points	Bataan map only
Rough	- 3 movement points - Defender DOUBLED	Bataan map only

Mountain	- 4 movement points - Defender DOUBLED	Bataan map only
Elevation Change	- +1 if attacking DOWN - -1 if attacking UP Units using road movement only pay the elevation change cost if the road actually enters higher ground in that hex.	Bataan map only
River	- +1 Movement Point - -2 if all attackers attacking into a river hex from non-river hexes Units pay the +1 cost when leaving a river hex in a direction other than the direction they entered the hex. Roads negate rivers for movement purposes only.	Bataan map only
Battery Crofton	- - 1 if attacking into	These apply to all three designated batteries
Battery Craighill	- Defender TRIPLED	
El Fraile Island	- Crofton may only be attacked from Hex 2931.	

## 8.2 Movement Restrictions and Stacking

The six hexes adjacent to an undisrupted land unit constitute that unit's Zone of Control (ZOC). ZOCs are exerted throughout the game turn, regardless of the phase or player-turn, and are never negated by units. Naval, air, and disrupted land units DO NOT have ZOCs. A unit must stop upon entering an enemy ZOC (EZOC).

Units which begin a phase in an EZOC may spend two movement points to leave that EZOC but may not move directly to another EZOC hex controlled by that same enemy unit, but MAY enter the ZOC of another enemy unit.

EXCEPTION – Japanese units only on Bataan or in Cavite province may move directly from one EZOC to another at a cost of +1 movement point without regard to which unit or units are exerting the EZOC. The unit must still stop when first entering an EZOC; this exception only applies to Japanese units on the inset map which begin the turn in an EZOC.

Units may not move through or into any hex containing any disrupted or undisrupted enemy unit. There is no limit to the number of friendly units which may pass through a single hex in one movement phase but the stacking limit at the end of any movement phase is one company or its equivalent on the main island maps and one division or its equivalent on the inset map plus one armor, cavalry, or artillery unit.

For the purposes of this rule, manned batteries do not count against stacking. Battery crews operating as infantry are equivalent to a platoon or section. A company normally consists of three platoons and this is the general limit, however, some units have four platoons per company and in such cases all four may be stacked in a given hex.

When retreating, a unit may retreat into a hex in violation of the stacking limits, however, units already in the hex must immediately retreat to bring the stack back within stacking limits.

**Armor and mechanized units may only enter non-clear hexes by using road movement (conflicts with red above).**

## 9.0 Bombardment Phase

During the Bombardment Phase the phasing player executes any bombardment attacks he wishes. All bombardment attacks are resolved using the Bombardment Results Table. No more than three aircraft or three artillery counters may combine to attack a given target, although that target may be bombarded as many times a turn as possible. Exception: in the 1945 scenario, any number of available U.S. naval and/or air support points may be used in a given bombardment.

On the 0300 turn of 1942 scenarios, any U.S. battery not in an EZOC may roll for recovery. On a 6 the battery regains one lost step. Some batteries have only one step and an infantry/crew on the back. Other batteries have two or even three steps. A battery may "recover" from infantry status all the way up to full strength. Exception: a battery which has been spiked may **never** recover. The Japanese may use this rule for ONE battery of EACH caliber each turn (before the malaria roll if using that option).

Ground units other than artillery, anti-aircraft, and tank units can be reduced but NOT eliminated by bombardment except that battery crew infantry CAN be destroyed in this manner. NO unit may be destroyed by an additional D or DD result from bombardment causing a step loss (see 10.1 Combat Restrictions).

## 9.1 Bombardment Procedure

The general procedure for bombardment is as follows:

1. Compare the combined attack strengths of the bombarding units to the defense strength of each defending

unit individually. This comparison is expressed as a ratio of attack strengths vs. defense strength. This ratio is simplified by rounding off to one of the ratios listed on the Bombardment CRT. Infantry and battery crews are doubled against bombardment attacks.

2. For each unit in the target hex, a die is rolled, any modifiers are applied, and the die is cross-indexed with the odds ratio, yielding a bombardment result.
3. This result is applied immediately to the target unit.
4. Repeat steps 1 through 3 until all units in the target hex have had bombardment against them resolved.

Note: Air points cannot be used during night turns; airborne artillery and naval points MAY be used at night.

## 9.2 Japanese Bombardment

Japanese artillery may fire on the Fortified Islands or any other target hex from any hex within range of the target. The 240mm Howitzers get a special +1 modifier when firing at the U.S. batteries because of the power and trajectory of the guns and the fact that most U.S. batteries (except for Fort Drum) were open to attack by aircraft and high-angle guns. In 1945, Japanese artillery is treated just as U.S. artillery is governed in 1942.

Japanese artillery fire against U.S. batteries has a -1 modifier against U.S. batteries unless the U.S. unit fired during the previous turn. Japanese artillery fire during night turns has a -1 modifier unless firing on a U.S. unit which fired during the previous turn, in which case the Japanese artillery has a +1 modifier.

Japanese aircraft have bonuses or subtractions based upon the altitude at which they attack. The U.S. Anti-aircraft batteries fire at whatever planes or groups of planes are at the separate altitude levels prior to the Japanese resolving their bombardment attack. Bombing from higher altitudes decreases the probability both of being hit by U.S. anti-aircraft fire and of hitting the target. Japanese air units may only attack once per day, in the 1200, 0500, or 1800 turn until March 25, when they may attack on any three non-consecutive turns per day or night. Not all aircraft need to fly on a given turn, so there CAN be raids every turn but not two consecutive turns by any given air unit.

Japanese air losses may be replaced starting with the 0300 turn of each day. If a unit is destroyed, the F/A Player receives victory points even if a successful replacement roll is made. Units having lost a step are flipped to their full-strength side on a roll of 1 or 6; eliminated units return at half strength on a roll of 1 or 6. Reduced units may be rolled for in this manner each day; eliminated units are removed from play EXCEPT THAT all eliminated air units are returned at full strength, and all reduced air units are returned to full strength at the 0300 turn of March 30. Two reduced Japanese air units may be combined into one full-strength unit at the start of the Air Attack Phase; in this event, the second counter is eliminated and counts for F/A victory points.

Note: Japanese air units have their bombardment strength halved (rounded up) on the Bataan map.

Note: Japanese artillery may not fire into a hex on the Main Map that is within two hexes of a Japanese unit. Japanese artillery on Bataan can not target Batteries Cushing and Hamilton. Japanese bombardment (air and artillery) against Fort Drum and Battery Monja has a -2 modifier.

## 9.3 American Bombardment

Most American batteries in 1942 may only fire through certain specific hexsides, as detailed on the Battery Deployment Tables.

American artillery units may only fire at Japanese batteries which fired in their own Bombardment Phase (indicated by a 'Fired' marker on the target unit). If the Japanese unit fired during a night turn, the U.S. receives a +1 die roll modifier. U.S. mortar fire against targets on the Fortified Islands is resolved against all units in the target hex and in each adjacent hex. U.S. mortar units have a minimum range of 11 hexes on the Fortified Islands maps, i.e., they cannot fire at units closer than 11 hexes to their location.

In 1945, the U.S. is allotted air and naval bombardment points which can target any of the Fortified Islands. The U.S. Player may use these points for bombardment OR to support ground attacks. When used in support, the total number of air and naval points (as a group) may not total more than twice the unmodified attack strength of U.S. units involved in that particular combat. The U.S. Player, for flavor, may use air and naval counters whose total value does not exceed 100 points each turn. There is less flexibility this way, because each unit's strength is unitary. B-24 units may NOT be used for bombardment of any island once American forces have landed there.

## 10.0 Combat Phase

During the Combat Phase the phasing player is termed the attacker and the non-phasing player the defender. All phasing units which end their movement phase in an EZOC must attack during the ensuing combat phase. EXCEPTION: Units in Tunnels are not required to attack units which project a ZOC into their hex.

The general combat procedure is as follows:

1. Compare the attack strengths of the attacking units to the defense strengths of the defending units. When halving is required, total the pertinent strength (attack or defense) of all units to be halved and then divide that total by two, rounding off the result. This comparison is expressed as a ratio of attack strengths to defense strengths. This ratio is simplified by rounding off to one of the ratios listed on the Ground Combat Results Table (CRT).
2. A die is rolled and the modified result is cross-indexed with the odds ratio, yielding a combat result.
3. This result is immediately applied to the units involved.
4. If the hex is cleared of defending units, the attacker may advance into the hex with any or all units which participated in the combat up to the stacking limit. If the defender retreats two or three hexes, the attacker may also advance two or three hexes, however, the first hex entered must be the first hex vacated by the defender. Defending units may likewise advance if attacking units are required to retreat; in this case, the advance may be into any hex or hexes vacated by the attacker.

## 10.1 Combat Restrictions

No unit may attack more than once per combat phase, and no unit may be attacked more than once per combat phase. An enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes and close-supporting U.S. air and naval units, if desired (the Japanese did not use their aircraft in ground support in 1942).

All of the phasing player's units which end their movement phase in an EZOC must attack some enemy unit during the ensuing combat phase. The attacker may choose which attacking units will attack each defending unit(s), as long as all adjacent phasing player units participate in an attack. Note: Units in tunnel hexes are not required to make such attacks although they may if desired. Note: No such attacks are required during night turns, although units may attack per the normal combat rules if the owning player desires.

The defender must defend with all units in a hex; different units in a hex may not be attacked separately. However, different attacking units which are stacked together may participate in different attacks. Units in two or more hexes may combine their attack strengths and attack a single hex.

Units with a "DD" result that receive additional disruption results lose a step. No unit (of any type) may lose its last step in this manner through bombardment (see 9.0 Bombardment).

A unit's attack and defense strengths are unitary and may not be divided among different combats either in defending or attacking.

If a phasing player's unit(s) is in the ZOC of more than one enemy unit(s), it must attack all those undisrupted adjacent enemy units which are not being attacked by some other unit.

If a parachute unit lands on an enemy unit and the defender remains in the hex at the end of combat, surviving parachute units retreat at the end of the combat into any allowable adjacent hex or they are eliminated.

Amphibiously assaulting units which do not clear the defending unit(s) from the beach hex in which they are attempting to land may continue attacking in the same combat phase if they are not DD. If they are DD, or if the phasing player chooses not to continue attacking, move the unit or stack four hexes away from the defending hex and into an all-sea hex (they are done for this turn). When re-attacking, recalculate odds if units (attacker or defender) are reduced by previous combat results however use the same amount of air and naval support (if any) applied to the original combat.

## 10.2 Terrain Effects

Terrain may double or triple the defense strength of a unit defending in it or add to or subtract from the combat die roll.

Units may not retreat through an EZOC unharmed. For each EZOC hex entered a unit increases its Disruption level. From Undisrupted it becomes 'D', from 'D' it becomes 'DD', from 'DD' it loses a step, from reduced the unit is destroyed.

### 10.3 Disruption

Units are marked with a 'D' or 'DD' marker if they are disrupted or double disrupted. Disrupted units defend at full strength but attack at half strength (rounded up) and exert no ZOC. Double disrupted units may not attack and defend at half strength (rounded up). Disrupted units need not be attacked if in an EZOC and do not have to attack when in an EZOC.

Units with a "DD" result that receive additional disruption results lose a step. A unit (other than a battery crew) may not lose its last step in this manner through bombardment.

At the beginning of each Player's turn that Player may reduce the level of disruption of any unit(s) not in an enemy zone of control (EZOC) by one level (e.g., from "DD" to "D"). On the Bataan map, remove all "D" and "DD" markers from any units (of either side) that are not in an EZOC at the start of each turn

### 10.4 Banzai Rule

Japanese units in all scenarios may elect to make Banzai attacks. A Banzai attack doubles the unit's attack factor. The unit is automatically increased two disruption levels in addition to any disruptions already assessed against it.

In 1945, the Japanese Player rolls two dice at the start of each movement phase, before rotating moved units back to their upright position (see Rule 11.3), beginning on the night turn of February 16. On a roll of 3, 4, or 11 the Japanese Player must make a banzai attack, using as many units as he wishes with a minimum of one. Beginning on the 0600 turn of February 18, on a 2 or 12 the Japanese Player must select one unit which did not move in the previous turn and have it conduct a suicide demolition. The unit is eliminated and each adjacent hex is attacked on the 3-1 column of the Bombardment CRT against all units of both sides in those hexes.

### 11.0 Scenarios

The following scenarios allow the players to recreate the 1942 Japanese conquest of The Rock, the 1945 American reconquest, and a variant in which both sides battle over Bataan, either to speed up or slow down the 1942 assault on The Rock.

#### 11.1 The Fall of Corregidor, 1942

This scenario recreates in historical sequence the air and artillery pounding of Corregidor by the Japanese and their ultimate invasion of the island.

##### Set Up:

Units listed as appearing in Cavite may be placed anywhere in Cavite. Units listed as appearing in Bataan may be placed anywhere in Bataan. Batteries may stack up to three per hex on the Bataan map. All bombardment attacks on the Bataan map are resolved individually against each unit in the hex, i.e., bombardment attacks are made against a unit of the attacker's choice in a given hex, using up to the maximum of three artillery and/or air units. Other units in the defending hex may also be attacked, on an individual basis, and not using air or artillery units used previously this turn.

Invading Japanese units start on the north edge of the Corregidor map. The initial amphibious assault is placed at 2400 hours on May 5 and consists of any two battalions of the 4<sup>th</sup> Division plus the six units of the 2<sup>nd</sup> Sea Operations Unit. 2nd Sea Operations units may only enter all-water hexes. One landing craft is lost for each step of assaulting units lost on the water. The follow-up assault is placed at 2400 hours on May 6 and again consists of any two battalions of the 4<sup>th</sup> Division. The remaining two battalions are available for sea movement two turns after the second amphibious assault. Before the first May 6 assault roll one die; the result is the number of lost landing craft replaced.

Note: If additional optional units are used, the landing craft replacement roll is one die +3.

**Fort Mills (Corregidor)** - The U.S. 1<sup>st</sup> Battalion deploys all nine platoons from Malinta Hill to East Point (the end of the tail).

The U.S. 2<sup>nd</sup> and 3<sup>rd</sup> Battalions deploy 14 platoons in Cheney, James, and Ramsay ravines. The remaining four platoons may be deployed anywhere west of San Jose.

The U.S. 4<sup>th</sup> Battalion and Reserves – 18 platoons deployed in Government Ravine and any adjacent hexes (Government Ravine hexes must all be stacked to the maximum). These units may not be moved until after the first invasion.

Cheney Ravine is Hexes 0713, 0812, 0813, 0913, and 1013.

James Ravine is Hexes 1207, 1208, 1209, 1210, 1308, 1309, 1408, and 1409.

Ramsay Ravine is Hexes 1812, 1913, and 2012.

Government Ravine is 1415, 1416, and 1417.

Named batteries are placed on their battery positions (refer to Battery Deployment Table).

Battery Globe appears at the golf course (Hex 1516) on April 8.

Battery Way appears at Hex 1312 on April 28.

If additional forces are used, 1<sup>st</sup> Battalion is considered part of the reserves and must be placed away from beach hexes. All other units may be deployed anywhere.

Note: No more than five units may set up on the beach hexes on the north of the tail and no more than four units on the beach hexes at South Dock.

**Fort Frank** – Refer to Battery Deployment Table.

**Fort Hughes** – Refer to Battery Deployment Table.

**Fort Drum** – Refer to Battery Deployment Table.

**Fort Wint** – Refer to Battery Deployment Table

Note: A player may send any number of units to assault the smaller islands at any time, but they may not later return to Corregidor.

## 11.2 The Bataan Campaign, 1942

This scenario allows players to battle for control of the Bataan Peninsula before the Japanese player can launch an amphibious assault with the 4<sup>th</sup> Division.

The F/A units begin with a pre-turn movement phase by entering along the road at Hex 3801 using double their normal movement allowance. The 4<sup>th</sup> Marines begin at Olongapo and may move by sea to any coastal town or to Grande Island or Corregidor but may not land in an EZOC. F/A At-Start units are as follows:

192<sup>nd</sup> Armor, 194<sup>th</sup> Armor, 1<sup>st</sup>, 2<sup>nd</sup>, 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup>, 41<sup>st</sup>, 51<sup>st</sup>, and 91<sup>st</sup> Divs., 45<sup>th</sup> and 57<sup>th</sup> Regiments, 23<sup>rd</sup>, 24<sup>th</sup>, 86, 88<sup>th</sup>, and 301<sup>st</sup> Field Art., and 200<sup>th</sup> and 515<sup>th</sup> Anti-Aircraft, Saysain Point and Ogonbolo batteries.

On Turn One, the remaining F/A units arrive through Hex 3801 (this is the covering force from Layac - 26<sup>th</sup> Cavalry Regt., 31<sup>st</sup> Regt., and 71<sup>st</sup> Div.). There is no Japanese movement phase on Turn One.

The 4<sup>th</sup> Marines At-Start consist of companies A through F of the 1<sup>st</sup> and 2<sup>nd</sup> Battalions, each with only two platoons. If the 4<sup>th</sup> is moved to Mariveles or Corregidor it receives the following reinforcement on Turn 6:

The 3<sup>rd</sup> platoons of companies A through F and all platoons of companies G, H, and I.

On Bataan it is replaced with the 5-5-4/3-3-4 4<sup>th</sup> Marine counter (full-strength or half strength depending upon if the original unit arrives at full-strength or half-strength). If the original unit is destroyed, it is reconstituted at Mariveles Naval Station on Turn 6. Once the 4<sup>th</sup> Marines arrive on Corregidor, they receive all platoons of companies O through T. If Ft. Wint is abandoned, all batteries are considered spiked and removed from the game, except that Battery Subic may be evacuated in the same manner as the 4<sup>th</sup> Marines.

The F/A Player also rolls to see how much supply he has managed to stockpile on Bataan. This total should be kept secret from the Japanese player, but written down for later verification if desired. The F/A force is allocated supply as follows:

- 1 – 100 points
- 2 – 80 points
- 3 – 72 points
- 4 – 64 points
- 5 – 56 points
- 6 – 40 points

The F/A Player expends one supply point for each unit defending against a ground attack and two points for each unit making a ground or bombardment attack. Unsupplied units (voluntarily or through a general lack of supply) have their attack and defense strengths halved (round up).

The F/A Player has 10 PT and Gunboat points and six air points to contest Japanese air and amphibious moves. The F/A/ Player has airfields at Cabcaben, Pilar, and Mariveles and ports at Mariveles and the Olongapo and Mariveles naval stations. If all airfields are captured by the Japanese, any remaining F/A air points are eliminated. If Mariveles is captured, all remaining PT and gunboat points are eliminated. In each Japanese air phase the F/A Player may roll on the Air Attack Table once against any or all Japanese raids, at the F/A Player's discretion. For each Japanese amphibious assault the F/A Player may roll once on the Interdiction Table.

Once all F/A units have been cleared from the Bataan Peninsula, roll one die to determine which day of the week the Americans were defeated. This allows the campaign to be carried over to the daily routine used for the assault on Corregidor. Reinforcements remain unchanged. At least one F/A regiment or equivalent must be on Corregidor at the fall of Bataan or the F/A Player automatically loses the game.

Japanese At-Start units appear on Turn Two on the road in Hex 3801. These units are:

122/65, 141/65, 142/65, 65 Bde Art., 9/16, 20/16, 33/16, 7 Arm, 3/51 Art., and 4<sup>th</sup> Field Gun.

The Japanese receive replacements as steps per the Turn Record Track. These may be used to replace any lost steps among Japanese units, except that artillery replacements may only be used for artillery units. One replacement step may replace up to three steps of losses from battalion-size units.

The Japanese also receive 9x Sally, 5x Nell, 4x Lily, and 3x Ann air unit counters. The Nell counters are removed on Turn 2. The Japanese receive 4x Betty and 1 additional Sally air unit counters on Turn 13.

The Japanese player may break down all Regiments of the 65<sup>th</sup> Bde and two regiments of the 16<sup>th</sup> Division into battalion-size units. These units are as follows:

1/122/65, 2/122/65, 1/141/65, 2/141/65, 1/142/65, 2/142/65, 1/20/16, 2/20/16, 3/20/16, 1/33/16, 2/33/16, and 3/33/16.

They may also recombine such battalions back into their original regiments. Both breakdown and reforming cannot occur in an EZOC.

Japanese units behind American lines cannot receive replacements. The Japanese can move one battalion by sea until Turn 16 from which time they can move two battalions. The Japanese replace all air losses on the first and third weeks of each month.

Japanese units receive a +2 die roll modifier for all ground attacks they make on Bataan and Cavite map sections.

If the Japanese do not control Olongapo and Ft. Wint by the start of Turn Five, they receive a -2 die roll modifier to all ground and artillery bombardment attacks made on the Bataan/Cavite AND the Corregidor/Fortified Islands maps. The Japanese may use 4<sup>th</sup> Division breakdown counters to conduct an amphibious assault on Ft. Wint. The 2<sup>nd</sup> Sea Operations Unit is not available for support until Turn 13.

Japanese units may transfer from Bataan to Cavite and vice versa by exiting a map-edge hex of one area and appearing at a map-edge hex of the other on the following turn. Similarly, units may transfer between Bataan and the Subic Bay map section.

### **11.3 Recapture of The Rock (The Rock Force Assault), 1945**

This scenario recreates the American airborne and amphibious assault to recapture the Fortified Islands in February of 1945.

#### **Set Up:**

No American units begin on the map.

The Japanese set up all units within the following restrictions:

Half of the Japanese infantry units must set up in Cheney, James, and Ramsay ravines and Malinta Hill. The remainder may set up anywhere. No more than four units of any type may set up within one hex of a Drop Zone

Cheney Ravine is Hexes 0713, 0812, 0813, 0913, and 1013.

James Ravine is Hexes 1207, 1208, 1209, 1210, 1308, 1309, 1408, and 1409.

Ramsay Ravine is Hexes 1812, 1913, and 2012.

Restored batteries set up on their original sites. Other batteries may deploy anywhere outside the U.S. Drop Zones., subject to the Drop Zone restriction above.

Forts Frank, Hughes, and Drum forces set up anywhere on those islands. Units on outlying islands may not move off of them, nor may they be reinforced from Corregidor.

3<sup>rd</sup> Battalion / 503rd (companies G, H, and I), Batteries A and D / 462<sup>nd</sup> Artillery, and 3<sup>rd</sup> Engineer platoon drop within the restrictions listed on the Paradrop Table. Allowable initial Drop Zones hexes are 1115, 1214, 1314, 1515, 1516, 1614, and 1615. The first drop occurs at 0800 hours on February 16. Japanese anti-aircraft batteries may fire at each group of four or less of parachuting units.

3<sup>rd</sup> Battalion / 24<sup>th</sup> Regiment, tanks, and SP artillery all invade by sea on the 1000 turn on any beach of the U.S. Player's choosing, with any Japanese artillery with a line of sight to an invasion hex unimpeded by a full land hex being allowed to fire once. U.S. units may amphibiously assault only one set of contiguous beach hexes.

2<sup>nd</sup> Battalion / 503<sup>rd</sup> (companies D, E, and F), Battery B / 462<sup>nd</sup> Artillery, and the 2<sup>nd</sup> Engineer platoon airdrop at 1200.

1<sup>st</sup> Battalion / 503<sup>rd</sup> (companies A, B, and C), Battery C / 462<sup>nd</sup> Artillery, and the 1<sup>st</sup> Engineer platoon may land by parachute at 0800 February 17 or by amphibious landing at 1600.

The U.S. begins with 100 naval and 100 air support points. In the pre-invasion turn the U.S. Player may attack with triple this amount (300 naval and 300 air) of support points as a preparatory bombardment. Support points may be used every turn, beginning 0600 hours February 16.

Mines – The U.S. Player rolls for each vehicle unit entering a beach hex (when landing initially and at any other time). The unit loses a step on a roll of 1 or 2. U.S. vehicle units may make recovery rolls per rule 9.0.

Japanese units which have not moved in their immediately preceding turn receive a - 2 DRM (in addition to any other modifiers) when attacked (ground attack or bombardment). You may indicate which units have moved (and therefore do not receive this DRM) by rotating moving units 180 degrees until the start of their next movement phase. (This represents the fact that the Japanese had hundreds of caves and dugouts all over the island(s).)

U.S. ground attacks receive a +1 DRM if an engineer unit is participating.

Note: A player may send any number of units to assault the smaller islands at any time, but they may not later return to Corregidor.

## 12.0 Victory Conditions

Victory conditions vary from scenario to scenario:

### 11.1

The F/A Player receives 2 VPs per day (0300 turn) starting May 7 that any un-surrendered U.S. unit remains on Corregidor or any other island.

The F/A Player receives 1 VP for each Japanese ground or air unit (of any size) destroyed.

The F/A Player receives 10 VPs if nine or more companies of any given Japanese division are eliminated.

The F/A Player receives 15 VPs if all invading Japanese units are eliminated.

The F/A Player receives 20 VPs if any U.S. units are un-surrendered at the end of May 18.

#### Japanese Player Aftermath

0-14 =	Japanese Decisive Victory	You are promoted and returned to Tokyo for reassignment.
15-27 =	Japanese Marginal Victory	You remain in the Philippines as Commander, 14 <sup>th</sup> Army.
28-47 =	Draw	You are reassigned to a field command in China
48-65 =	F/A Marginal Victory	You are disgraced and demoted and may commit suicide.
66+ =	F/A Decisive Victory	You are removed and executed for your incompetence.

The F/A Player will be a hero regardless of the outcome.

Note: If optional units are used, all results are shifted one level in favor of the Japanese Player.

### 11.2

Victory schedule is the same as 11.1 and additionally the F/A Player receives 5 VPs for each day after May 6 that the invasion of Corregidor is delayed and – 5 VPs for each two days (or fraction thereof) prior to May 6 that the invasion of Corregidor begins.

### 11.3

The Japanese Player receives 2 VPs per day starting February 27 that any Japanese unit remains on Corregidor.

The Japanese Player loses 2 VPs per Caballo, Carabao, and/or El Fraile if captured (The Americans actually waited over a month to take these islands and did so without U.S. casualties).

The Japanese Player receives 1 VP for each step of U.S. units eliminated.

The Japanese Player receives 5 VPs for each three U.S. platoons eliminated.

The Japanese Player receives 20 VPs if any Japanese units remain on Corregidor at the end of Turn 16.

#### American Player Aftermath

0-10 =	U.S. Decisive Victory	You are promoted to a Corps command.
11-16 =	U.S. Marginal Victory	You remain on MacArthur's planning staff.
17-22 =	Draw	You are reassigned to a divisional command.
23-27 =	Japanese Marginal Victory	You are reassigned to rear-area logistical duties.
28+ =	Japanese Decisive Victory	You are returned to the United States and court-martialed.

The Japanese Player and his men die gloriously for their Emperor.

### 13.0 Optional Rules

#### 13.1 Spike Rule

U.S. Batteries must be spiked when Japanese units come within two hexes to prevent them from being captured in usable condition. They may not be voluntarily destroyed until after a Japanese unit has landed on their island. Flip the battery over after the following U.S. Bombardment Phase/ The unit may then move and fight normally.

#### 13.2 Restored Batteries

The standard set-up for the 1945 scenario reflects the former U.S. batteries which the Japanese restored to some extent in the intervening years. None of these batteries were actually test-fired and none would likely have worked, however, I put them in to spread out the U.S. bombardment and realistically force the U.S. player to attempt to neutralize these positions. This optional rule allows more flexibility in determining the actual status of these batteries in 1945.

Roll one die on the turn of the American invasion in 1945 for any surviving batteries or crews:

- 1 – Battery may fire normally.
- 2 – Battery sabotaged by POWs, gun crew fights as infantry.
- 3-6 – Battery was never manned; remove from map.

#### 13.3 Additional U.S. Batteries

Three 240mm howitzer batteries which were to be installed in 1922 actually arrive. One battery is deployed anywhere on Fort Frank, one on Fort Hughes, and one on Fort Mills (Corregidor). They may target any hex within range. I have provided the fictional batter names of Jackson, Merrill, and Wadsworth but there is no historical justification for these.

#### 13.4 Additional Beach Defense

Battery crews whose weapons were destroyed may be transferred to the beach defenses once a landing has occurred.

#### 13.5 Philippine Division Transferred

The 31<sup>st</sup>, 45<sup>th</sup>, and 57<sup>th</sup> Regiments are transferred to Corregidor prior to the fall of Bataan. Add them to the available U.S. forces in Scenario 11.1. Due to the effects of fighting on Bataan, plus short rations and disease, these units are deployed at reduced strength. As an additional option, they may be deployed at full strength to simulate these units being in better condition historically.

#### 13.6 Itagaki Rule

Japanese defense commander Capt. Akira Itagaki did not believe an airborne assault could be made on Corregidor. He was killed on Topside during the initial paradrop, while waiting to observe the amphibious assault for which he had prepared. Additionally, his central communications station was overrun very quickly by the paratroops. In this rule, he is killed and no Japanese unit may move until the first night turn.

#### 13.7 Malaria

Malaria affected the troops of both armies on Bataan in 1942. This rule allows for the effects of a severe cerebral malaria which, among other effects, halved the number of men able to man the Japanese siege artillery. From April 12 to 24 in the 0300 turn, (Turns 15 and 16 in the Bataan Scenario) roll to see how many of each type of battery is halved (flipped to reverse side) due to disease. If a unit takes a step loss while halved for disease, it remains on the map; if it takes two or more step losses, it is eliminated.

Artillery Type				
Die Roll	240 mm	155 mm	100 mm	75 mm
1	5	11	7	8
2	4	9	6	7
3	3	7	5	6
4	2	5	4	5
5	1	3	3	4
6	0	1	2	3

### 13.8 Wainwright's Surrender

U.S. General Jonathan Wainwright surrendered Corregidor and the other Fortified Islands out of concern that the Japanese would massacre the women and non-combat personnel in Malinta Tunnel, especially after learning that Japanese tanks were ashore on the island.

If a Japanese landing survives one day (to dawn of the day after the invasion) roll for surrender. Corregidor surrenders on a roll of six. Add +1 for each tank unit ashore. Subtract 2 from this die roll if U.S. communications are not 'OUT'.

If the island does not surrender at this point, the next surrender roll occurs when the Japanese come adjacent to either entrance of Malinta Tunnel. The island will now surrender on a roll of 4-6.

Another roll would be made if necessary when the Japanese come adjacent to the other Malinta entrance hex.

If the island has not surrendered at any of these points, Wainwright has decided to fight to the end and no more surrender rolls are made.

If Corregidor DOES surrender roll two dice for each remaining island, which will surrender on any roll but a 2 or 12, in which case they will not surrender for the remainder of the game.

### 13.9 Japanese Amphibious Breakdowns

The Japanese may substitute two half-companies for each company during their amphibious assaults. At any time two half-companies are in the same hex for an entire turn they may combine into a full-strength company if both are full-strength or a half-strength company is one or both are half-strength.

### 13.10 Beach Defense '75s

Marine infantry units may fire bombardment anywhere on the Corregidor map to which they have a Line of Sight (LOS) with a strength of 2 (strength 1 if the unit is reduced). They use full strength on adjacent enemy units. To be in LOS, there must be no intervening terrain higher than the terrain the firing unit is on.

### 13.11 Inter-Island Reinforcement

One infantry platoon may be sent from Corregidor to Fort Frank and two infantry platoons may be sent from Corregidor to Fort Hughes at the U.S. Player's discretion, but not while there are Japanese units on the main map.

### 13.12 U.S. Restricted Movement

Col. Howard's defense did not call for reinforcing one sector from another. U.S. units deployed between Malinta Tunnel (inclusive) and the east end of Corregidor may all move if the Japanese invade that sector, but if the invasion does not occur here, U.S. units may only move if a Japanese unit moves within four hexes of them (individually, not as a group).

The same general rule applies to the James Ravine, Cheney Ravine, and Ramsay Ravine sectors. Reserves may move freely after the initial invasion.

### 13.13 U.S. Roving Batteries

During the campaign for Bataan and Corregidor, the U.S. created a number of "roving batteries" of 155mm guns by removing them from their emplacements and mounting them such that they could be moved about Corregidor.

To reflect this, the U.S. Player may, at the start of any one of his Player Turns, reduce any of all of Batteries Hamilton, Sunset, Ordnance Point, Rock Point, Stockade, and Kysor by replacing the higher-strength counter with the

lower-strength counter provided in the countermix. Any of these batteries not so reduced may be reduced in a later turn, at the U.S. Player's discretion. Once reduced, a battery may not be reconstituted.

Place in the hex with the reduced battery the following:

If reducing Batteries Hamilton, Sunset, or Ordnance Point, any TWO of Batteries Lehr, Fulmer, Ek, Dawes, Byrne, Wright, or Rose or Battery Gulick.

If reducing Batteries Rock Point, Kysor, or Stockade, any ONE of Batteries Lehr, Fulmer, Ek, Dawes, Byrne, Wright, or Rose.

### **13.14 U.S. Searchlights**

The U.S. had several searchlight batteries on the Fortified Islands. This option forces the Japanese to actually expend the effort to destroy them and if they are not, they provide some advantage to the U.S. Player.

If a Japanese invasion or evacuation is occurring in a night turn and there is an active U.S. searchlight unit on the map, the U.S. Player receives a +2 die modifier (cumulative with any other DRMs) when firing on Japanese units in water hexes.

If a Japanese air bombardment is conducted at night, U.S. Anti-aircraft fire receives an additional +1 modifier to any other DRMs which apply; Japanese Bombardment rolls receive an additional -1 modifier to any other DRMs which apply.

### **13.15 Battery Way**

Battery Way did not have a crew and was not operational until April 28. The U.S. might have activated this battery sooner. Roll at the beginning of each weekly turn (if playing the Bataan scenario) or at the beginning of the 0300 daily turn (if playing on the Fortified Islands map). The battery is active at full strength on a roll of 2 or 12. The battery becomes active automatically on Turn 17 (Bataan) or Turn 65 (Corregidor) if not activated sooner.