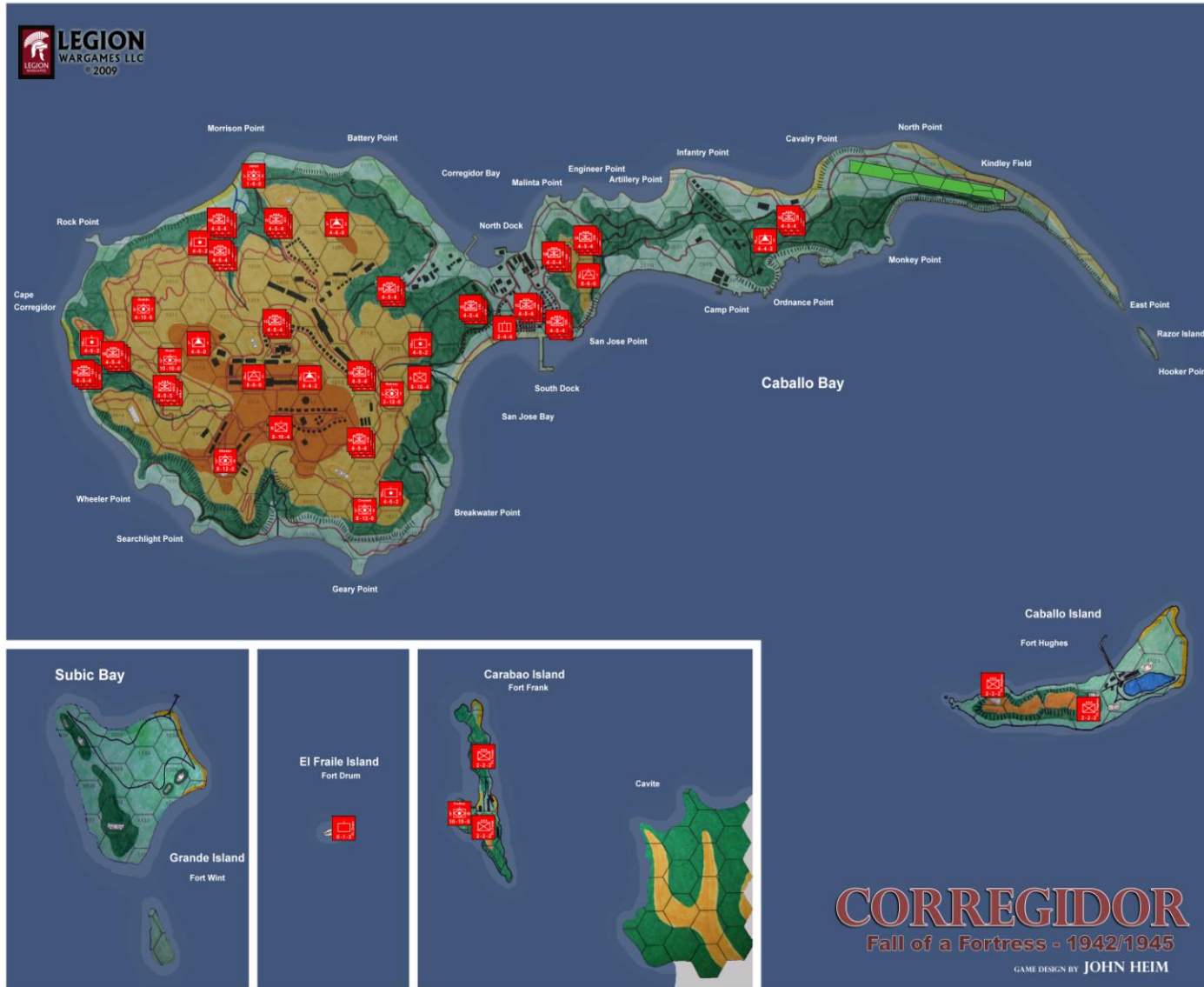


AAR of Corregidor, 1945 for Legion Wargames Promo July, 2009

I chose to use the Itagaki Rule, which had a major impact on the scenario, and also chose to deploy as operational the allowable fortress batteries, rather than roll to see if they were manned and/or operational. Note that U.S. ground combats often include air and/or naval support points which I neglected to mention in the AAR. Any artillery support for both sides IS indicated.



Japanese Set-Up: The Japanese begin deployed in the following manner:
The SNLF co. and D & E co./331st start in Cheney Ravine.

150mm Battery 2 is above Cape Corregidor.

A, B, & C co./331st start in James Ravine. One 5" AA battery deploys on the west side of Topside, the other deploys on Morrison Hill.

25mm AA Battery 2 and 75mm AA Battery 1 deploy at opposite ends of the Topside ("Mile Long") Barracks. 150mm Battery 3 is above Breakwater Point.

150mm Battery 1 deploys on the west side of James Ravine.

B infantry co. starts between the eastern and western drop zones.

A infantry co. starts in Ramsay Ravine. All five companies of the 219th start on Middleside with one company close to barrio San Jose.

A & B co./328th start inside Malinta Tunnel.

C & D co./328th start on the south side of San Jose.

E co./328th starts in the tunnel northeast of Water Tower Hill.

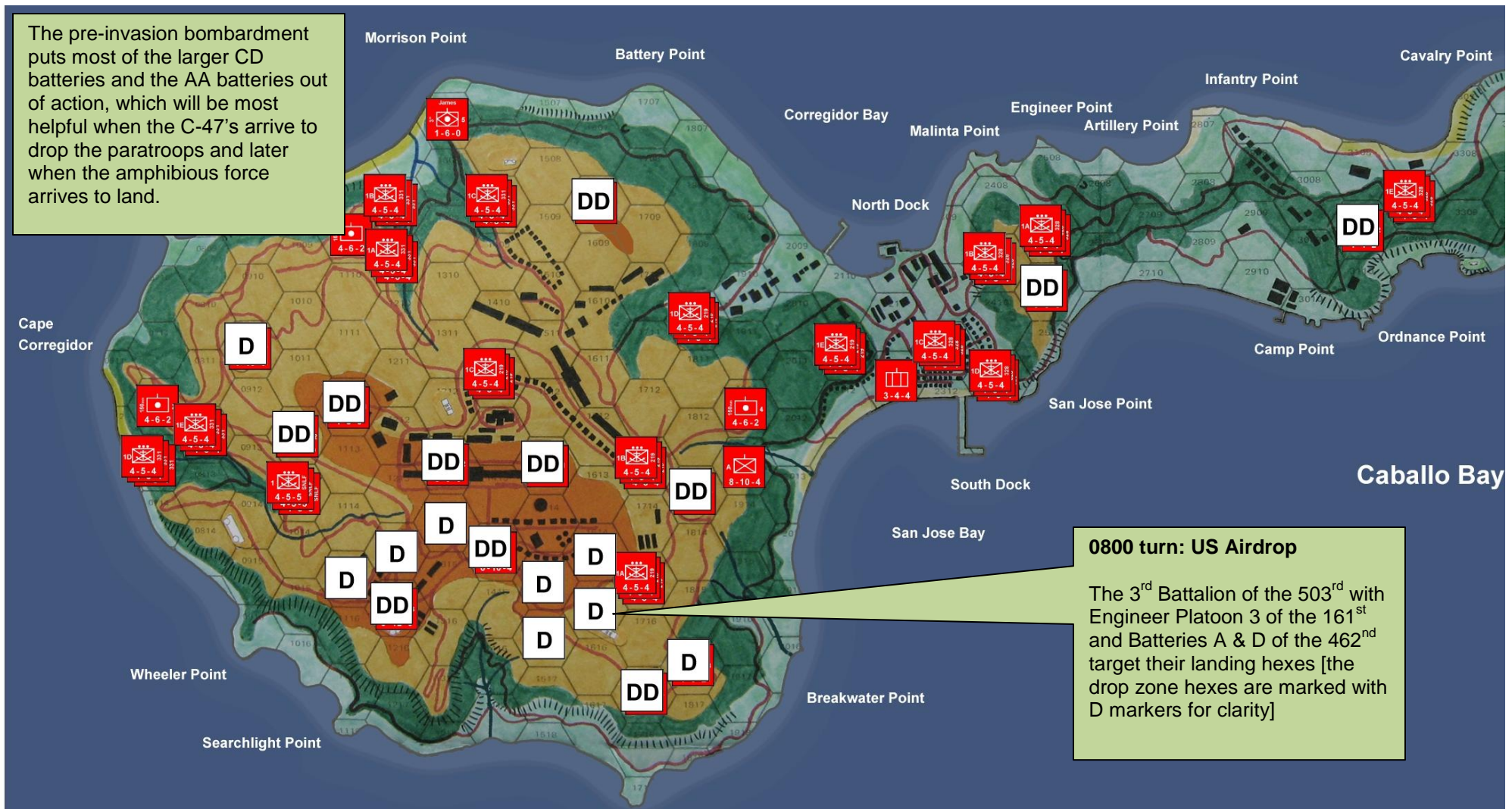
25mm AA Battery 1 deploys on Malinta Hill

75mm Battery 2 deploys on Water Tower Hill.

The garrison co. starts on the south side of San Jose.

50mm Battery 4 deploys on the north side of Ramsay Ravine.

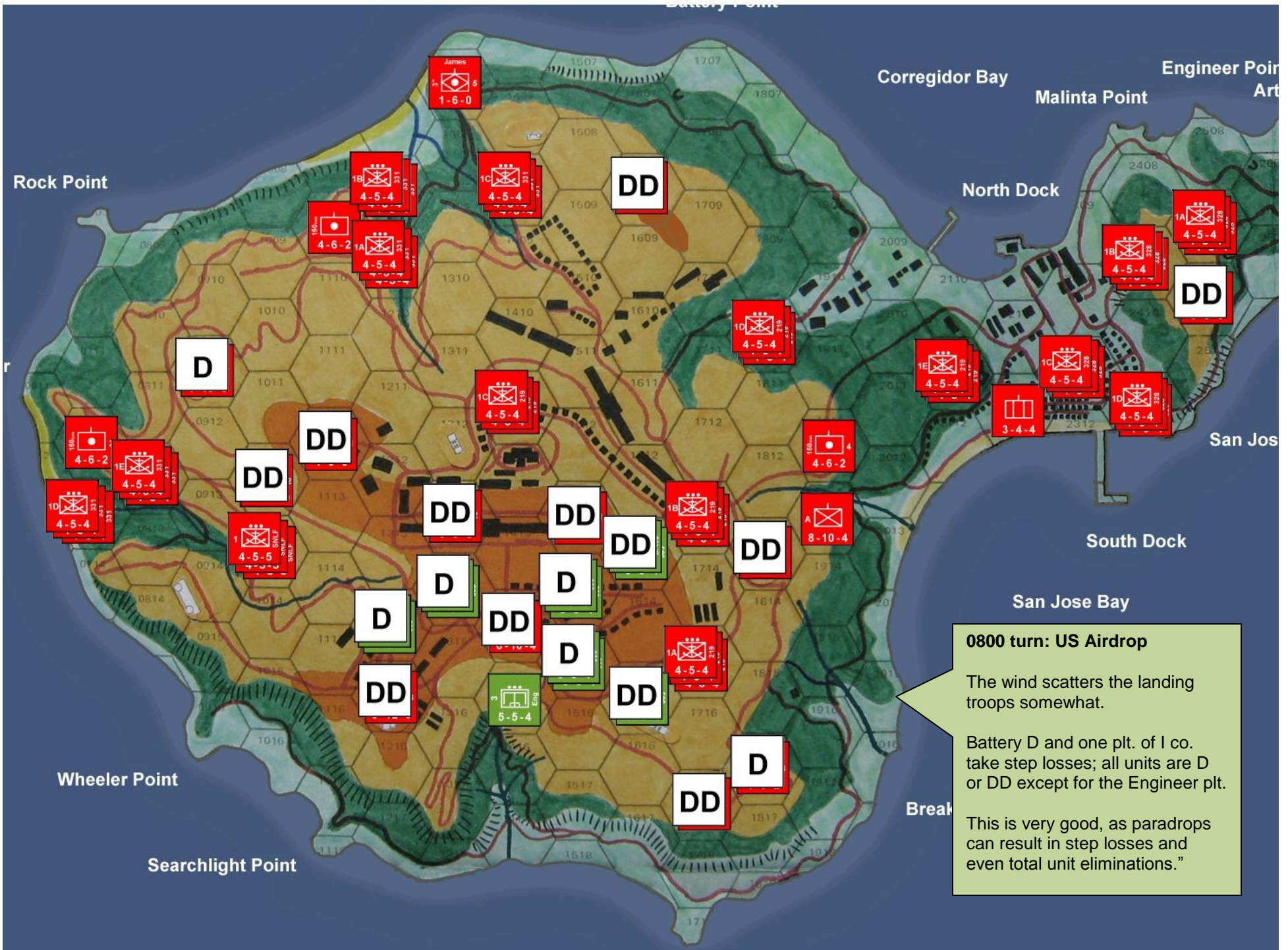
The units for the smaller islands deploy as shown in the photos.



Pre-Invasion Turn: US Bombardment

- 6-1 naval vs. 5" AA – DD
- 6-1 naval vs. 25mm AA 2 – D
- 6-1 naval vs. 25mm AA 2 – S, one step eliminated (multiple bombardment attacks are allowed)
- 6-1 naval vs. 75mm AA 1 – S, one step eliminated
- 6-1 naval vs. 5: AA – S, one step eliminated
- 6-1 naval vs.. 25mm AA 1 – D
- 6-1 naval vs. 25mm AA 1 – DD
- 6-1 naval vs. 75mm AA 2 – S, one step eliminated

- 3-1 naval vs. Battery Wheeler – D
- 4-1 air vs. Battery Crockett – S, battery flipped to crew side
- 4-1 air vs. Battery Wheeler – S, battery flipped to crew side
- 4-1 air vs. B infantry co. – S, one step eliminated
- 4-1 air vs. Battery Ramsay – DD
- 4-1 air vs. Battery Hearn – DD
- 4-1 air vs. Battery Grubbs – D
- 6-1 air vs. 150mm Battery 3 – D



0800 turn: US Airdrop

The wind scatters the landing troops somewhat.

Battery D and one plt. of I co. take step losses; all units are D or DD except for the Engineer plt.

This is very good, as paradrops can result in step losses and even total unit eliminations."

0800 turn: US Bombardment

Bombardment:

- 6-1 naval vs. 5" AA – DD
- 6-1 naval vs. 25mm AA 2 – DD
- 6-1 naval vs. 75mm AA 1 – DD
- 6-1 air vs. 5" AA – S, unit eliminated
- 6-1 air vs. 25mm AA 1 – DD
- 6-1 air vs. 75mm AA 2 – S, unit eliminated
- 2-1 air vs. Battery Hearn – D

0800 turn: US Combat

One platoon of G Co. attacks the Battery Wheeler crew in an effort to eliminate it; the D result leaves the battery crew double disrupted.

0800 turn: US Combat

Four platoons of H and I companies plus the 3rd Engineer platoon/161st attack the B infantry company which is at reduced strength but located in between both drop zones; the D result eliminates this unit's last step and it is removed from the game."

0800 turn: US Combat

A platoon of G Co. with the support of Battery A/462nd attacks 25mm AA battery #2 so that it will not be a threat to subsequent para drops; the D result on the already DD unit eliminates its last step and it is removed from the game.

