



Designer's Notes

CORREGIDOR was designed nearly 25 years ago! I read "Corregidor: Saga of a Fortress"¹ by the Belote brothers and was very taken with it (impressible youth). The defense of Bataan and Corregidor may have seemed gallant but futile to most people who studied World War II in the Pacific, but this excellent book convinced me otherwise.

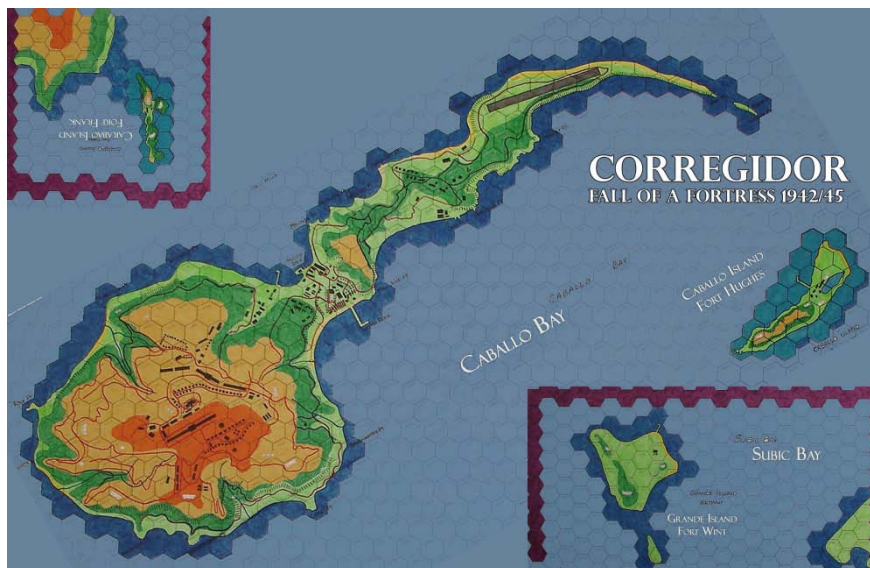
About 350 Americans died on the last day of action on Corregidor in 1942 but they killed at least as many Japanese, many of them dying before they reached the beach. In addition, the Japanese lost about 500 men before and after the invasion, bringing their total losses in the battle to between 800 and 900, compared to 650 Americans dying on The Rock, from all causes, since the beginning of the war. The Japanese 4th Division, earmarked for action in New Guinea and the Solomons, was decimated by combat and disease and sent back to Japan for demobilization.

Corregidor's significance to the Pacific campaign went well beyond a comparison of casualties. The Japanese logistical system was stretched to the limit by their early campaigns and conquests and the tying up of shipping to support the Bataan/Corregidor campaigns undoubtedly hampered additional Japanese offensive actions, including operations in New Guinea and the Solomons and perhaps even operations against Fiji and Samoa. And the Navy Radio Intercept facility at Monkey Point on Corregidor, relaying Japanese messages, was probably crucial to setting up the pivotal American victories at Coral Sea and Midway.

The recapture of The Rock in 1945 was a valiant and surprisingly bloodless conquest (on the U.S. side), with only 197 dead and 1,022 wounded in the 15 day campaign, as compared to 4,506 dead Japanese counted plus 700 sealed in caves or killed trying to escape to Bataan. Only 21 were captured, two of these dying of wounds.

All this was spearheaded by one of the most daring, unusual, and successful airborne assaults in history; in the end only 13.5% of the landing troops were killed or seriously injured in the two jumps, despite the rugged terrain and tiny drop zones.

The game map is actually a re-creation in the style of the original, which was lost through several moves and a divorce. As an aside, I am particularly proud of the accuracy of the U.S. batteries in terms of layout and scale and I do hope this is retained in the production copy.



Playtest Map

The rules were based on some system which was current in the 80s, I think it may have been inspired by the old WAKE ISLAND game from Mayfair. In any case, I started modifying for campaign specificity and as I noted things in playtesting.

When Randy showed an interest I re-created the map, did up some updated counters on my PC, and re-did my research, which resulted in some small changes in the rules and many, many changes to OoBs and counter values.

The ground unit factors stayed remarkably consistent, and I must say that I can't explain anymore where I got the values; but they work.

Mechanically, then, it is very straightforward with a lot of Corregidor-specific rules, many of which are mentioned on the pledge page blurb (http://www.legionwargames.com/legion_corregidor.html).

The inestimable Mike Taylor is of the opinion that the 1945 battle is the one which will motivate players to buy it, and I understand his reasoning, as it is more in the style of other Pacific Island battles. The 1942 siege can be tedious at times, although I have streamlined it from both the original design and the initial update (and at Randy's suggestion I am leaving out the Bataan/Manila Bay map and campaign prelude/mini-game). As the father of this baby, I love it in its entirety and it is well that I will not be making any of the final business decisions about it.