

# OPERATION GALVANIC

## The assault on codename "Helen"

### 20th Nov 1943

Scenario written by Andy Parkes & Martin Small

**Overall Situation:- USMC 2<sup>nd</sup> Marine Div Maj Gen Julian Smith**

#### **GENERAL – Gilbert islands**

The Gilbert Islands consist of 16 scattered atolls lying along the equator in the Central Pacific. Tarawa Atoll is 2,085 miles southwest of Pearl Harbour and 540 miles southeast of Kwajalein in the Marshalls. Betio is the principal island in the atoll.

The Japanese seized Tarawa and Makin from the British within the first three days after Pearl Harbour. Carlson's brief raid in August 1942 caused the Japanese to realize their vulnerability in the Gilberts. Shortly after the raid, the *6th Yokosuka Special Naval Landing Force* arrived in the islands. With them came Rear Admiral Tomanari Saichiro, a superb engineer, who directed the construction of sophisticated defensive positions on Betio. Saichiro's primary goal was to make Betio so formidable that an American assault would be stalled at the water's edge, allowing time for the other elements of the *Yogaki* ("Waylaying Attack") Plan to destroy the landing force.

The *Yogaki* Plan was the Japanese strategy to defend eastern Micronesia from an Allied invasion. Japanese commanders agreed to counterattack with bombers, submarines, and the main battle fleet. Admiral Chester W. Nimitz, Commander-in-Chief, Pacific Fleet/Commander in Chief, Pacific Ocean Areas (CinCPac/CinCPOA), took these capabilities seriously. Nimitz directed Spruance to "get the hell in and get the hell out!" Spruance in turn warned his subordinates to seize the target islands in the Gilberts "with lightning speed." This sense of urgency had a major influence on the Tarawa campaign.

The Joint Chiefs of Staff assigned the code name GALVANIC to the campaign to capture Tarawa, Makin, and Apamama in the Gilberts. The 2d Marine Division was assigned Tarawa and Apamama (a company-sized operation); the Army's 165th Regimental Combat Team of the 27th Infantry Division would tackle Makin.

By coincidence, each of the three landing force commanders in Operation GALVANIC was a Major General named Smith. The senior of these was a Marine, Holland M. "Howling Mad" Smith, commanding V Amphibious Corps. Julian C. Smith commanded the 2d Marine Division. Army Major General Ralph C. Smith commanded the 27th Infantry Division.

Spruance assigned Rear Admiral Richmond Kelly "Terrible" Turner, veteran of the Guadalcanal campaign, to command all amphibious forces for the operation. Turner, accompanied by Holland Smith, decided to command the northern group, Task Force 52, for the assault on Makin. Turner assigned Rear Admiral Harry W. "Handsome Harry" Hill to command the southern group, Task Force 53, for the assault on Tarawa. Julian Smith would accompany Hill on board the old battleship USS *Maryland* (BB 46). The two officers were opposites--Hill, outspoken and impetuous; Julian Smith, reserved and reflective--but they worked together well. Spruance set D-Day for 20 November 1943.

Colonel David Shoup came up with an idea of how to tackle Betio's barrier reefs. He had observed the Marines' new Landing Vehicle Tracked (LVT or "Alligator"), an amphibian tractor, in operation during Guadalcanal. The Alligators were unarmoured logistic vehicles, not assault craft, but they were true amphibians, capable of being launched at sea and swimming ashore through moderate surf.

Shoup discussed the potential use of LVTs as assault craft with Major Henry C. Drewes, commanding the 2d Amphibian Tractor Battalion. Drewes liked the idea, but warned Shoup that many of his vehicles were in poor condition after the Guadalcanal campaign. At best, Drewes could provide a maximum of 75 vehicles, not nearly enough to carry the entire assault and following waves. Further, the thin hulls of the vehicles were vulnerable to every enemy weapon and would require some form of jury-rigged armor plating for minimal protection. Shoup encouraged Drewes to modify the vehicles with whatever armour plate he could scrounge.

General Julian Smith was aware that a number of LVT-2s were stockpiled in San Diego, and he submitted an urgent request for 100 of the newer models to the corps commander. Holland Smith endorsed the request favourably, but Admiral Turner disagreed. The two strong-willed officers were doctrinally equal during the planning phase, and the argument was intense. While Turner did not dispute the Marines' need for a reef-crossing capability, he objected to the fact that the new vehicles would have to be carried to Tarawa in tank landing ships (LSTs). The slow speed of the LSTs (8.5 knots max) would require a separate convoy, additional escorts, and an increased risk of losing the element of strategic surprise. Holland Smith reduced the debate to bare essentials: "No LVTs, no operation." Turner acquiesced, but it was not a complete victory for the Marines. Half of the 100 new LVT-2s would go to the Army forces landing at Makin against much lighter opposition. The 50 Marine vehicles would not arrive in time for either work-up training or the rehearsal landings. The first time the infantry would lay eyes on the LVT-2s would be in the predawn hours of D-Day at Tarawa - if then.

## Situation

### **HQ Combat Team 2 (CT-2) USMC – Col David Shoup.**

**MISSION:-** To assault and take codename “Helen”

#### 2<sup>nd</sup> Marine Div Commanders Intent.

#### Orders: 2<sup>nd</sup> Marine Regt ”CT 2”

**To organise an opposed landing from the lagoon side of Betio island on the designated beaches Red 1- to Red 3 inclusive.**

**Groupings** – As can be seen you have been given an extra Battalion from 2/8 to give you more flexibility in your forces. One of the Battalion landing teams will be designated as a Regimental reserve (**LT 1/2**) in **LCVP's** the other three as assault Landing teams. You are to land on each of the three beaches **Red 1- 3**, in 5 waves, the first three waves will consist of Amphibious tractors the other two will be provided by the fleets supplied Landing craft. Due to loading issues and arrival times of LVT-2's the first wave will only contain all available LVT-1's, the next two will contain the remaining LVT-2's, which will be split 12x in 2<sup>nd</sup> wave and 10x in 3<sup>rd</sup> wave .

All LVT-1's have been provided with scavenged armour from New Zealand Universal carriers whilst in Port, LVT-2's have been provided with Boiler plate armour but doubt whether or not it will turn a .30 cal bullet.

Exact make up of each wave will be decided by your landing team commanders and loading of each LVT and landing craft will be noted. Standard procedure will be followed of Battalion Landing team commands coming in on 4<sup>th</sup> Wave (LCPR's) and shore party elements to arrive 4<sup>th</sup>- 5<sup>th</sup> waves. There will be 300yards (~8”) between waves. Wave 5 will consist of LCP(R), LCVP and the larger LCM's carrying the larger vehicles.

The rest of the 8<sup>th</sup> Marines will act as a Divisional reserve (umpire controlled), 6<sup>th</sup> Marines are the Corps reserve and are not available to the player. A barrier reef is located between 600-1000 yards from beach and tide is running at approx. 4-5' across the reef, the depth needed for fully loaded LCVP is 3.5 feet so should clear reef but will probably ground out some where between reef and beach due to sand banks.

An air strike from 11<sup>th</sup> Bombardment group, 7<sup>th</sup> TAF operating out of Funafuti has been tasked using B24-J's “Liberators” armed with 500lb “Daisy Cutters” to attack the beach head prior to your landing at approximately 08:55 Hrs, NGFS will be lifted to allow this strike to arrive.

#### **Terrain:-**

The island is flat and featureless and contains an airfield 4,750 feet long and 350 feet wide . There is a coral reef approx. 1000yards out to shore, inside this coral reef the water is expected to be 4'-5' deep. There is a loading pier which extends out beyond the reef to allow ships to dock and stores to be unloaded it also includes a seaplane ramp. The island is heavily shell pocked and covered in debris from buildings and trees due to previous naval and aerial bombardment. For game purposes all terrain other than the runways classes as broken ground when moving and soft cover whilst stationary. The runway classes as flat featureless to all troops moving across it +1 to DF against them.

Beach log wall 4-5 ft in height with built in bunkers and open firing positions. “Hard cover” to all troops conformed to beach wall. Enemy opportunity fire when crossing it.

Concrete/Coral bunkers, Improved IP -3/-3

Coconut Log Bunkers and covered fire positions, Improved IP -2/-2

Dug in weapon emplacements, Improved IP -2/-1

Double Apron wire, impassable to all troops

Concrete Tetrahedrons, impassable to all vehicles

Anti Boat Mines off Green Beach

Several 4' deep Anti tank Ditches (Two Engineer actions to fill in using Dozers).

Coral Reef heavily pocked marked with shell holes, vehicles crossing reef without Div scouts leading them roll on bog down table at -1, if fail then vehicle lost in shell hole.

## Deployment and Reinforcement

**Turn -13 05:07** Japanese open Bombardment, counter Battery from BB-45 "Colorado" SW & SE 8" gun Batteries disabled

**Turn -10 05:42** Cease Fire for air strike

**Turn -8 06:10 - 06:22** Actual air strike from CV-9 Essex and CV-17 Bunker Hill, **x6 Avenger, 12x Dauntless.**

**Turn -7 06:30** NGFS all sections fire again till **08:54 (x7 turns).**

**Turn 1 08:15** **Start of scenario.** Americans move first. Pre programmed NGFS available sections 1-3. Air Observation Post available from USS Maryland. "Kingfisher float plane". 1<sup>st</sup> wave of LVTs are active one turn out from fringing reef.

All IDF NGFS fire counts as barrage fire with regards to observation and troop movements and as random shelling for fire purposes.

**Turn 4 09:00** **No NGFS!! Airstrike from "11<sup>th</sup> Bombardment group" 18x B24-J" plus x1 salvo of LCS(S)(2) "12x 4.5" Rkts" prior to landing.**

Red 1 land 1<sup>st</sup> wave ". Air attack by VF-1 12x F6F Hellcats from USS Nassau/Barnes strafing all Red beach areas, waters edge to 100yds (5") inland." **One aircraft per beachhead.**

**Turn 5 09:15** **No NGFS** Red 2 and 3 land 1<sup>st</sup> wave.

**Turn 6 09:30** Fire support section 4 DD "Ringgold/Dashiell" free to fire from lagoon in self observed fire on Red beach 3.

### Discipline Rating

All ME's from the 2<sup>nd</sup> Marine Division are Experienced/Veteran (actual 55% of Div were Veteran troops)

Roll for each ME, a roll of **1-4= EXP, 5-10 = VET** prior to start of game.

### Off board Artillery

General Fire Support comes from Task Force 53 fire support sections 1-3, self observed direct support for beach landings will come from fire support section 4 located in the Lagoon. All NGFS can be called in no closer than 5" from friendly troops and then no calibre greater than 6" . All IDF NGFS fire counts as barrage fire with regards to observation and as random shelling for fire purposes. Direct self observed fire follows normal rules.

1<sup>st</sup> Battalion 18<sup>th</sup> Marines (75mm pack howitzers) will provide Direct fire support once ashore.

### Air Support

The Escort Carrier Support Group will provide Air support, all requests will go through dedicated Air Liaison teams attached to your Landing teams. Minimum safe distance for bombing runs will be 200yds (5") from nearest troops and for Strafing runs will be 100yards.

**See optional rules slide 12.**

Must designate target type prior to rolling, which determines mission flown either bombing or strafing run.

**Due to poor training of CAS pilots, performance was poor with regards ground attack runs add -1 to all bombing dice.**

### Shore to Ship Combat (Optional)

See optional rules, slides 14& 15.

### Transport

All Transport have to be placed on table. Cargo and embarkation must be worked out prior to game.

Transport does not count to overall ME size but if destroyed does count as casualties.

Please note that the Orbat reflects the optional rule of increasing transport capacity by 1.

Un armoured transports do not count towards calculating initial ME size for casualty determination but loss of transports does count towards casualties when calculating modifiers.

### LOCATION OF UNITS

**Own Units:-** Start from table edge, each wave is 8" apart.

### Hidden Unit/Improved position Status

All Japanese units start the game as hidden units and will be dug in heavy cover. Reports show heavy enemy emplacements on the beach. Dug in, in log emplacement or log/concrete bunkers.

# Map of Betio

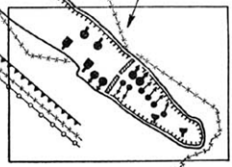
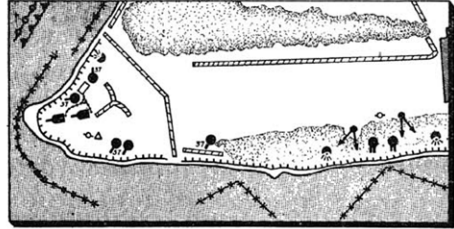
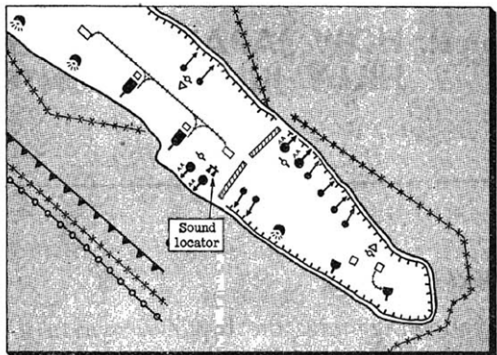
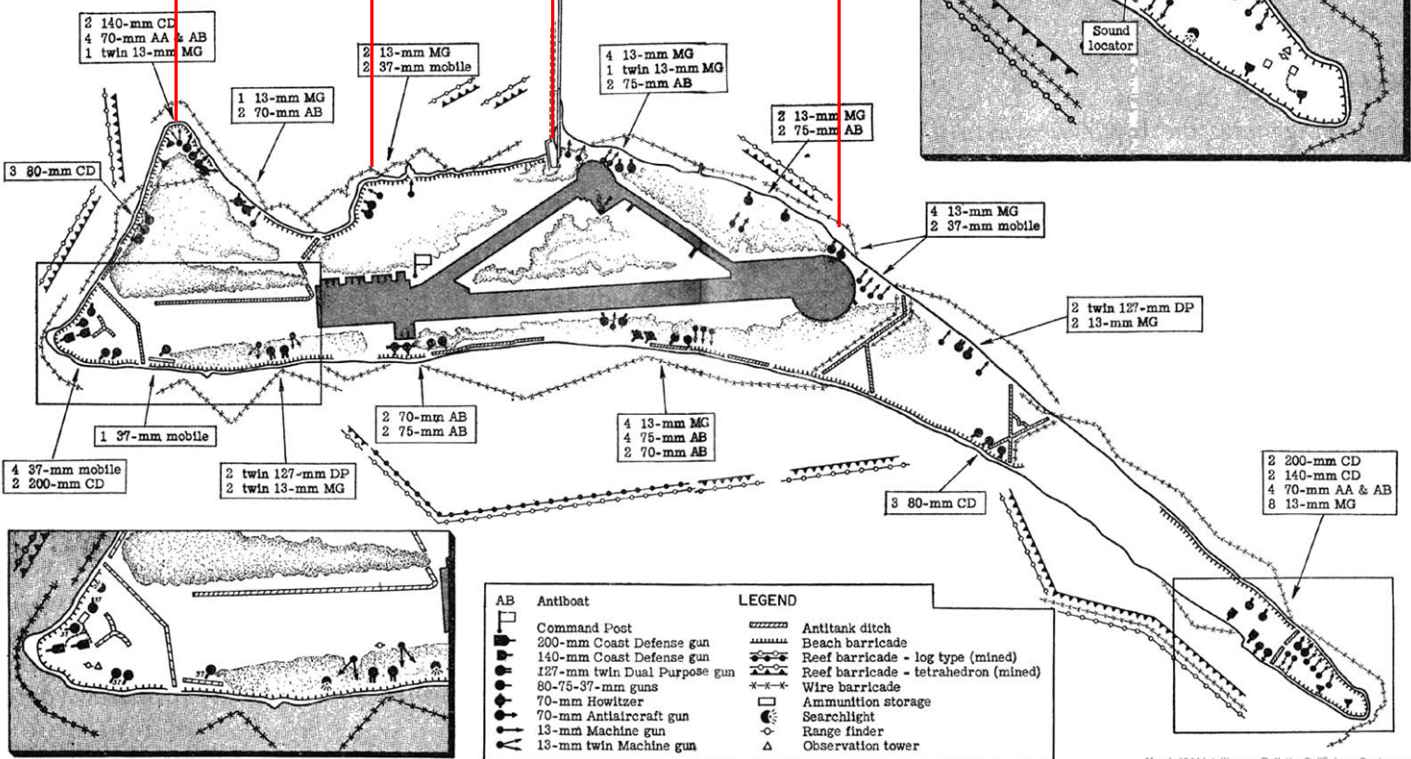
RED 1

RED 2

RED 3

**BETIO ISLAND**  
SHOWING LOCATION OF JAPANESE  
OBSTACLES & DEFENSE POSITIONS

Scale in feet  
0 500 1000 1500 2000



LEGEND	
AB	Antiboat
[Symbol]	Command Post
[Symbol]	200-mm Coast Defense gun
[Symbol]	140-mm Coast Defense gun
[Symbol]	127-mm twin Dual Purpose gun
[Symbol]	80-75-37-mm guns
[Symbol]	70-mm Howitzer
[Symbol]	70-mm Antiaircraft gun
[Symbol]	13-mm Machine gun
[Symbol]	13-mm twin Machine gun
[Symbol]	Antitank ditch
[Symbol]	Beach barricade
[Symbol]	Reef barricade - log type (mined)
[Symbol]	Reef barricade - tetrahedron (mined)
[Symbol]	Wire barricade
[Symbol]	Ammunition storage
[Symbol]	Searchlight
[Symbol]	Range finder
[Symbol]	Observation tower

# Combat Team 2



## Battle Group-01

Regt Combat Team 2 "2nd Marine Regt" (CT-2)

### REGT HQ ELEMENTS (APA- 8) Col David M Shoup

Command

x1 Regt Commander USMC-20 (a)

x1 Air Liaison Team (ALP's) USMC-23 (b)

x1 Marine Infantry '43 USMC-13

x1 Arty FOO Lt-Col Rixey USMC-23 (a,c)

X1 LCM-3

Command

X1 Scout Sniper (Recon, VET) USMC-13

X3 Scout Sniper(1x Flame) (Recon, VET) USMC-13

X1 LCP(L)

### Regt Shore Party "Red Squares" (f) 4<sup>th</sup> – 5<sup>th</sup> wave



#### HQ ELEMENTS

Command

x1 Commander USMC-20

X1 X-O USMC-20

X1 D6 Dozer use US-P21

x3 Marine Infantry '43 (d) USMC-15

X1 LMG (d) USMC-24

X1 LCM-3

- (a) TBX radios waterproof
- (b) TBY radios not waterproof, unable to call for support if forced to wade ashore. See slide 11
- (c) Can only call for Arty support.
- (d) Represents the attached Marine Pioneers and Naval Construction platoons "Seabees" who were all armed. **ME-02b**



## Battle Group-02

Landing Team (LT 3/2) (APA-25) Maj J F Schoettel "RED 1"



## Battle Group-02

Landing Team (LT 2/2) (APA-3) Lt-Col Herbert Amey/ Walter Jordan "RED 2"



## Battle Group-02

Landing Team (LT 2/8) (APA-6) Maj Henry "Jim" Crowe "RED 3" Arty FOO



## Battle Group-02

Landing Team (LT 1/2) (APA-10) Maj Wood B Kyle (Regt Reserve) Arty FOO

### Regt Attachments (APA-8)



x1 M3 75mm SP Halftrack USMC-09



X1 LCM-3



x6 M3A1 37mm AT USMC-10

Transport



x6 Jeep US-13



X6 LCVP's



X5 M2 .50 Cal HMG US-34 (c) Located in HQ Coy of Regt Weapons Coy to be allocated as needed



## Battle Group-02

Landing Team (LT 3/8) (APA-31) Maj Robert H Ruud (Div Reserve)

X7 Waves of LCVP)

# Div Attachments

## Div Attachments



### Battle Group-03

18<sup>th</sup> Marines Engineer Regt "Col Cyril Martyr"



### Battle Group-03 Maj George Cooper

1/18<sup>th</sup> Marines Engineer Battalion



### Battle Group-03 Lt-Col Chester Salazar

2/18<sup>th</sup> Marines Pioneer Battalion



### Battle Group-03 Comdr Lawrence Tull

3/18<sup>th</sup> Marines Naval Construction Battalion (NCB)



### Battle Group-04

2nd Amphibian Tractor Battalion



C Co. 1<sup>st</sup> Marines Corps Tk Bn (Med) ME-03 LSD-1 "Ashland"



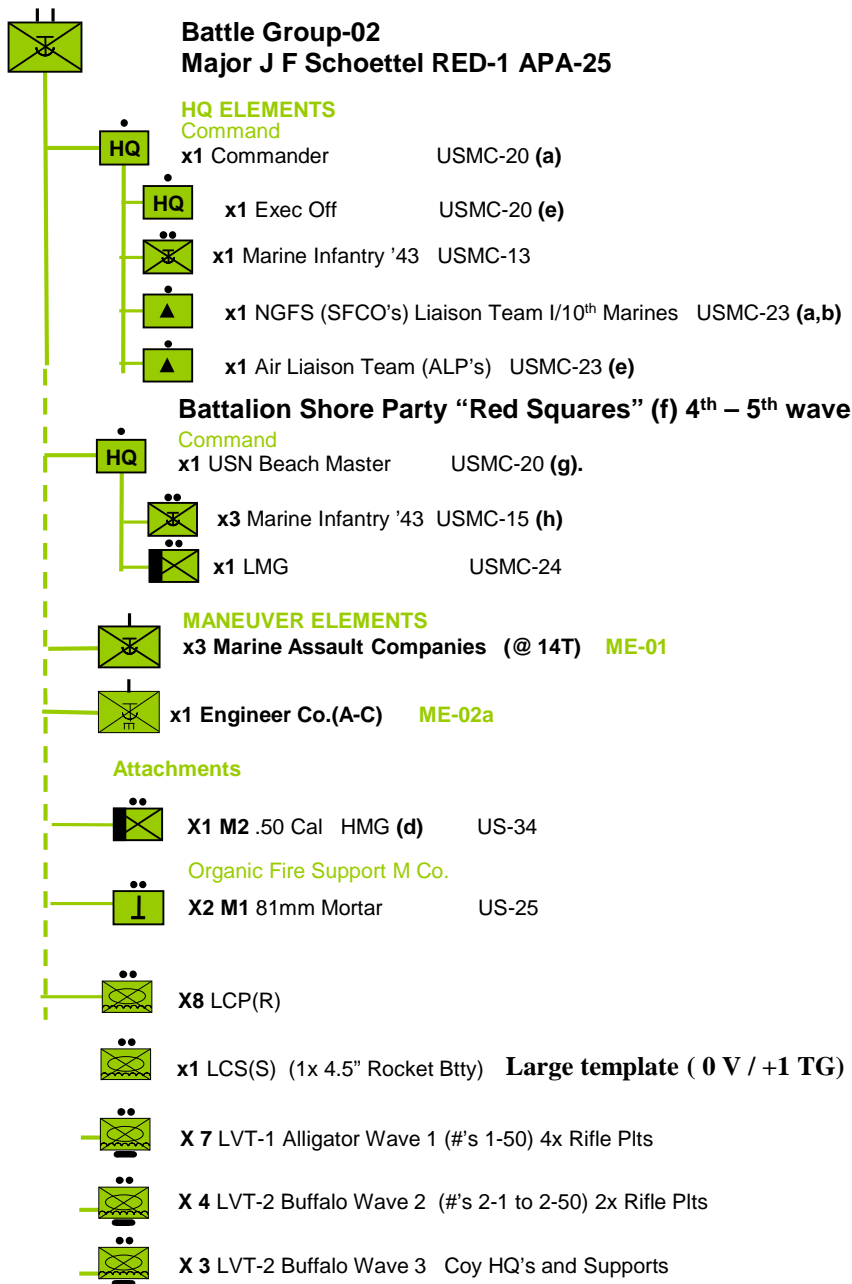
A Coy(-) 2<sup>nd</sup> "Light" Tk Bn ME-04 AKA-



### Fire Support Element FS-01 Lt-Col Rixey

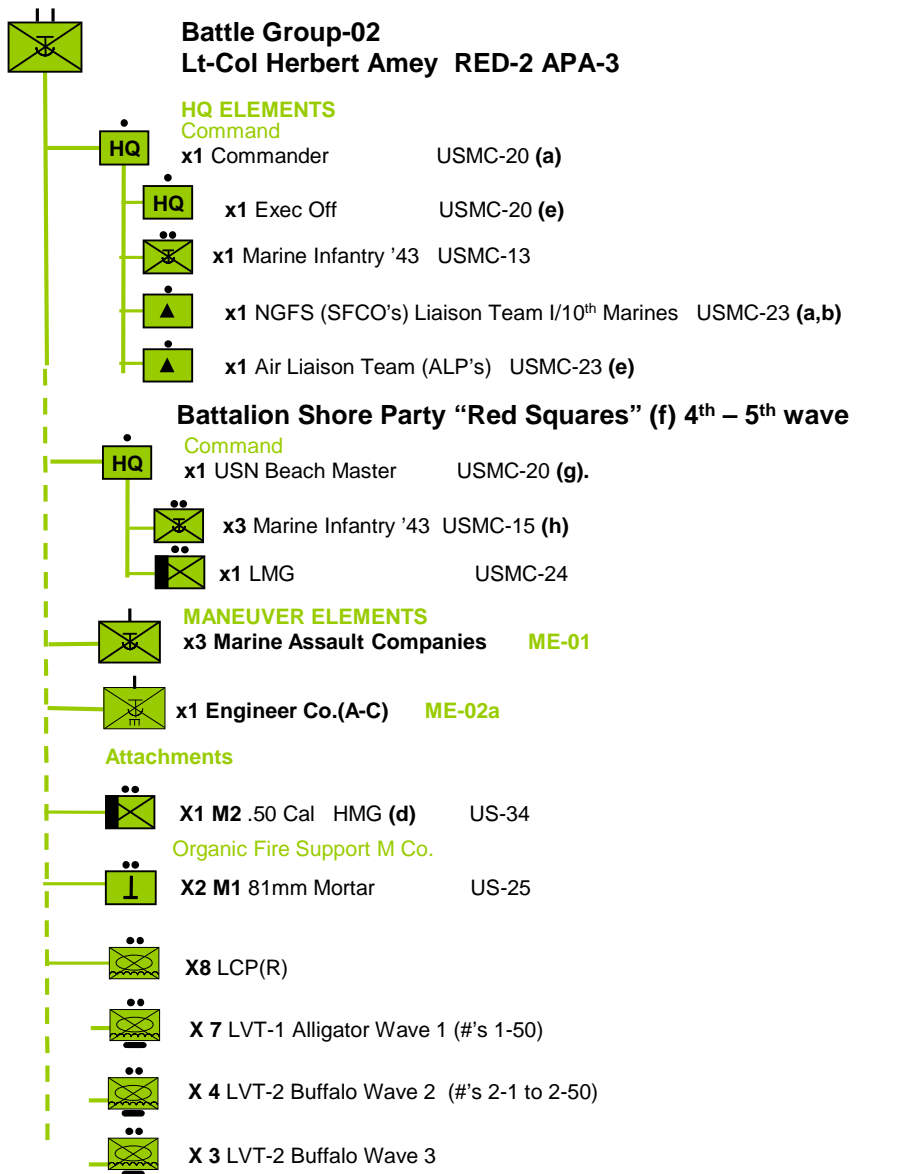
1<sup>st</sup> / 10<sup>th</sup> Marines (Arty Bn)

# RED- 1 Battalion Landing Team 3/2



- (a) TBX radios waterproof
- (b) Can only call for NGFS
- (c) Can only call for Arty support, attached only to 1/2 and 2/8 "Regt reserve and RED-3 beach".
- (d) The spare weapons held at Bn HQ level and issued out as and when needed.
- (e) TBY radios not waterproof, unable to call for support if forced to wade ashore. See slide 11
- (f) Marines wore red squares on helmets and trouser legs to denote beach party, naval personnel wore white markings..
- (g) Wore HBT greens but had sea Grey band markings on helmet with USN markings stenciled on in white.
- (h) Represents the attached Marine Pioneers and Naval Construction platoons "Seabees" who were all armed. **ME-02b**

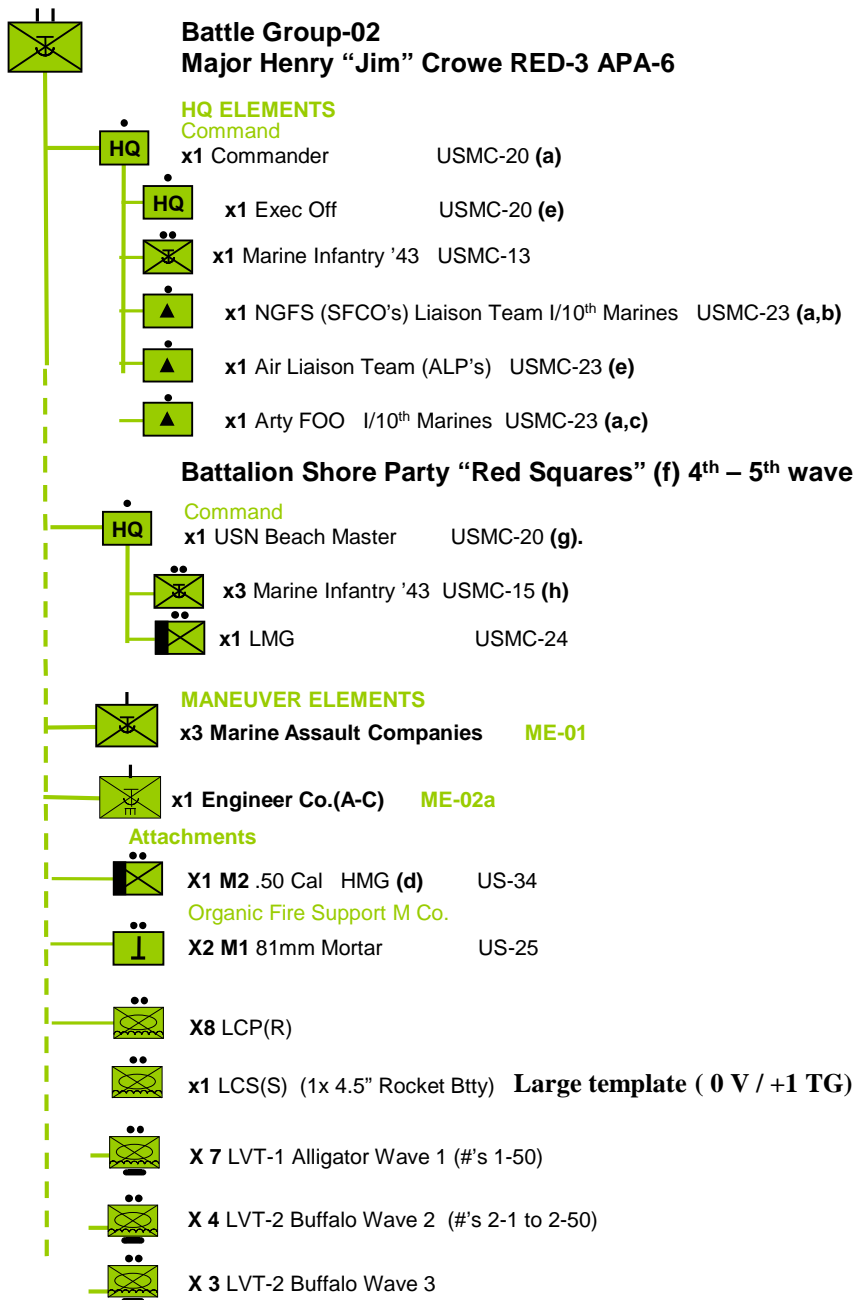
# RED-2 Battalion Landing Team 2/2



- (a) TBX radios waterproof
- (b) Can only call for NGFS
- (c) Can only call for Arty support, attached only to 1/2 and 2/8 "Regt reserve and RED-3 beach".
- (d) The spare weapons held at Bn HQ level and issued out as and when needed.
- (e) TBY radios not waterproof, unable to call for support if forced to wade ashore. See slide 11
- (f) Marines wore red squares on helmets and trouser legs to denote beach party, naval personnel wore white markings..
- (g) Wore HBT greens but had sea Grey band markings on helmet with USN markings.
- (h) Represents the attached Marine Pioneers and Naval Construction platoons "Seabees"who were all armed. **ME-02b**

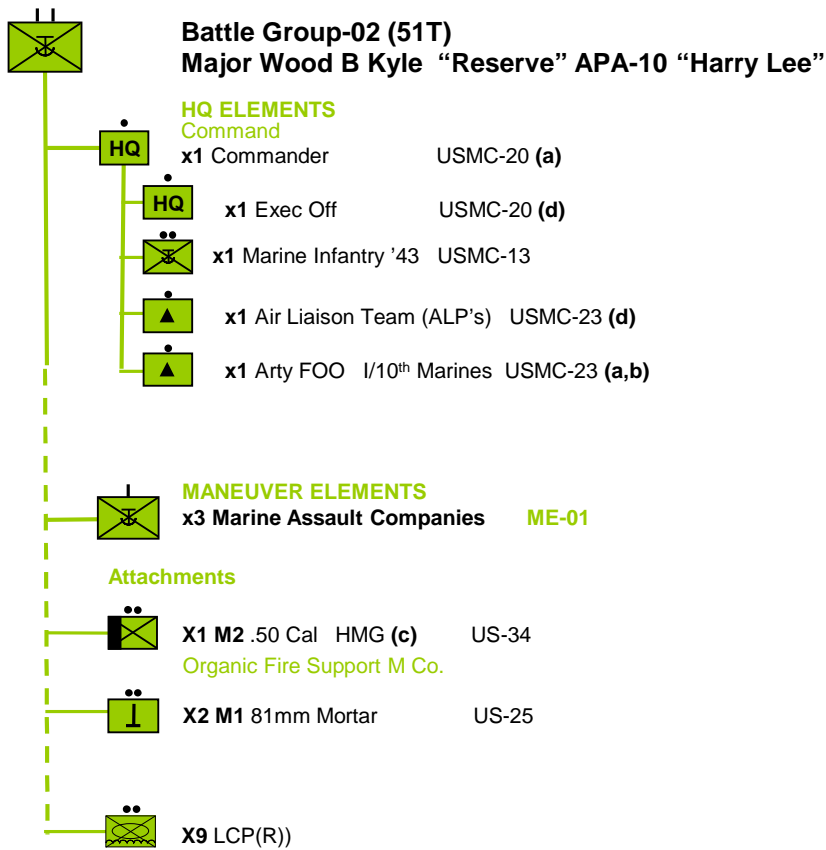


# RED-3 Battalion Landing Team 2/8



- (a) TBX radios waterproof
- (b) Can only call for NGFS
- (c) Can only call for Arty support, attached only to 1/2 and 2/8 "Regt reserve and RED-3 beach".
- (d) The spare weapons held at Bn HQ level and issued out as and when needed.
- (e) TBY radios not waterproof, unable to call for support if forced to wade ashore. See slide 11
- (f) Marines wore red squares on helmets and trouser legs to denote beach party, naval personnel wore white markings..
- (g) Wore HBT greens but had sea Grey band markings on helmet with USN markings.
- (h) Represents the attached Marine Pioneers and Naval Construction platoons "Seabees"who were all armed. **ME-02b**

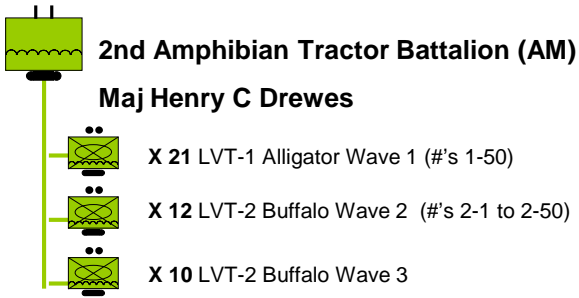
# Reserve Battalion Landing Team 1/2



- (a) TBX radios waterproof
- (b) Can only call for Arty support, attached only to 1/2 and 2/8 "Regt reserve and RED-3 beach".
- (c) The spare weapons held at Bn HQ level and issued out as and when needed.
- (d) TBY radios not waterproof, unable to call for support if forced to wade ashore. See slide 11

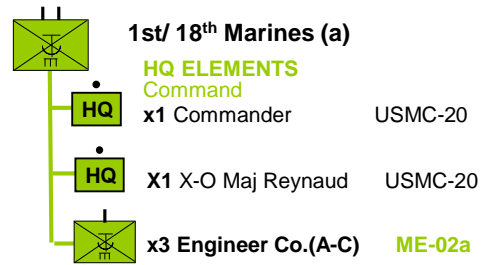
# Other Battle Groups

## Battle Group



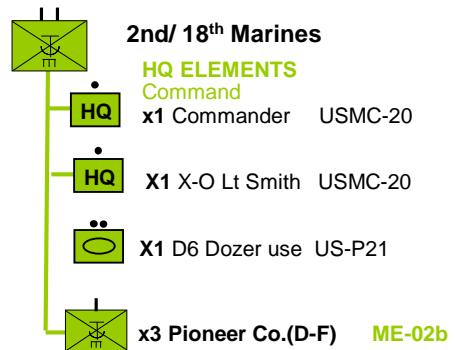
LVT-(1) 6mm armour plate on cab front sides.  
 LVT-(2) 3/8" boiler plate on cab front sides.

## Battle Group-03 1/18<sup>th</sup> Marines (Engineer Bn) Lt-Col



- (a) 60x M1A1 Flamethrowers issued to 2<sup>nd</sup> Marine Div.
- (b) Engineer Companies attached out to Assault Battalions. One platoon per assault rifle Company.

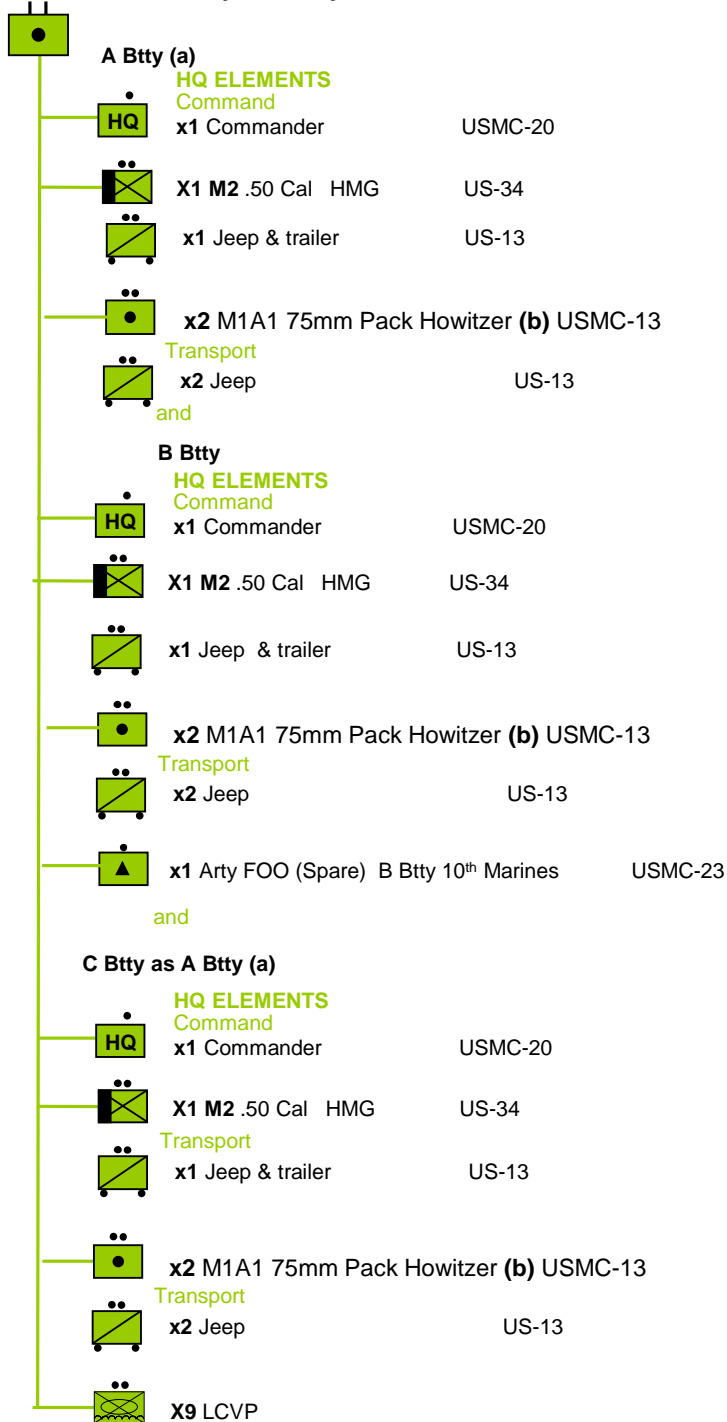
## Battle Group-03 2/18<sup>th</sup> Marines (Pioneer Bn) Lt-Col Chester J Salazar



- (a) Pioneer Companies attached out to Assault Battalions one per Battalion. Formed part of landing team shore party.

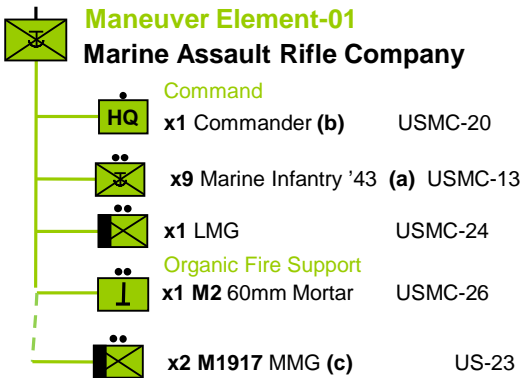
**Fire Support Element FS-01 1<sup>st</sup> / 10<sup>th</sup> Marines**

**Lt-Col Presley M Rixey with CT 2 command.**

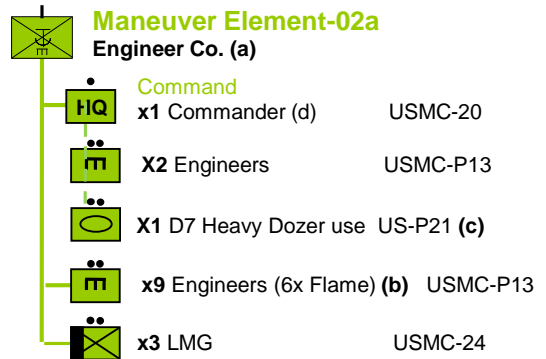


- (a) Foo's attached out as ALPs teams to LT's
- (b) Can be broken down and man packed in x7 loads per gun using a trolley.
- (c) Allocated for ground and air defence.

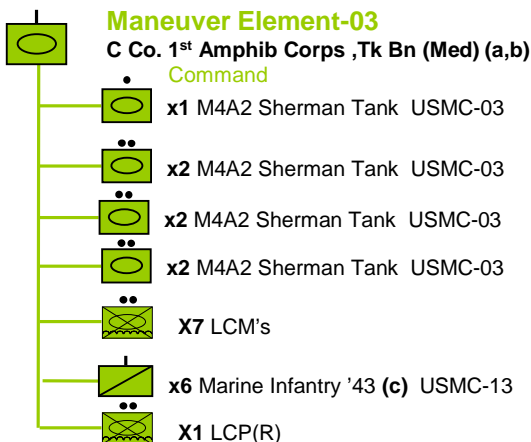
# Manoeuvre Elements



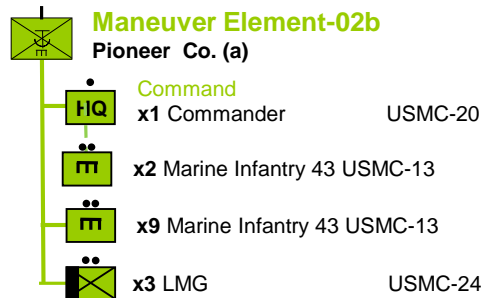
- (a) No bazooka issued for Tarawa.
- (b) TBY radios not waterproof no call for fire if forced to wade ashore. See slide 11
- (c) Weapons allocated from Bn weapons platoon.



- (a) 20x Flamethrowers issued for Engineer Coy
- (b) Can be broken down into three platoon sized ME's of . 3x Eng (2x Flame) and 1x LMG and attached to a marine Rifle Coy.
- (c) Unarmoured class as soft target.
- (d) TBY radios not waterproof no call for fire if forced to wade ashore. See slide 11



- (a) Can be broken up into x3 Manoeuvre Elements of x2 tanks. Historically 8 were landed under Lt Lou Largey Commander 3rd platoon. The other 6 were landed under Lt Ed Bale Commander C Coy.
- (b) Prone to engine failure due to flooding of the fuel pump on the vehicle floor or falling into shell holes. Roll each turn on bog down table at -1 when in water.
- (c) Div Scout Company (D coy) 2<sup>nd</sup> Light tank Battalion. Used as leads for the tanks. Whilst alive tanks can automatically avoid shell holes., ignores the - 1 on die roll.



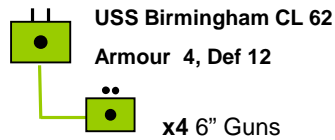
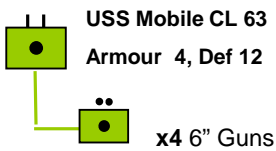
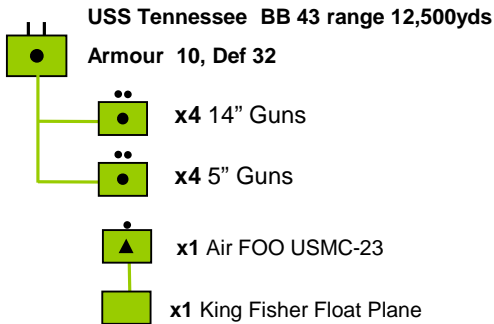
- (a) Can be broken down into three platoon sized ME's of . 3x Infantry and 1x LMG and attached to a marine battalion shore party.



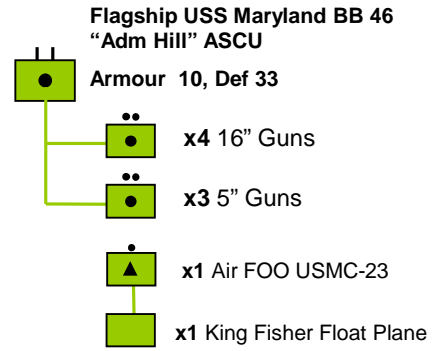
- A Coy attached 2<sup>nd</sup> Marines
- B Coy attached 6<sup>th</sup> Marines
- C Coy attached 8<sup>th</sup> Marines

# NGFS

## Section 1 SW 8" Gun Position



## Section 2 STH ~ 6000 yds



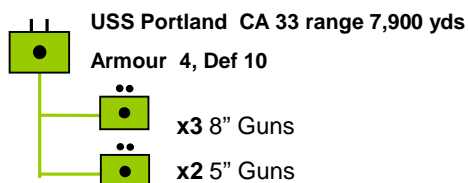
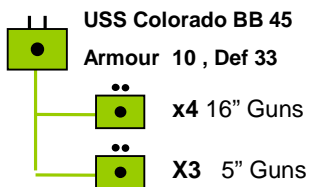
## IDF Firing templates "Random Shelling"

5-6" Large template ( 0 V / +1 TG)

8" Large template ( +1 V / +2TG)

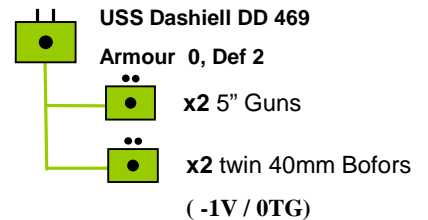
14/16" Large template ( +2 / +3 TG)

## Section 3 SE 8" Gun Btty



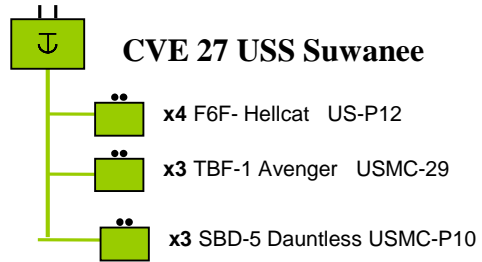
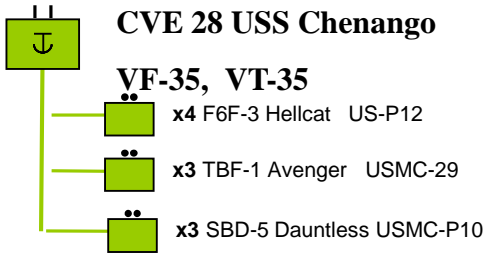
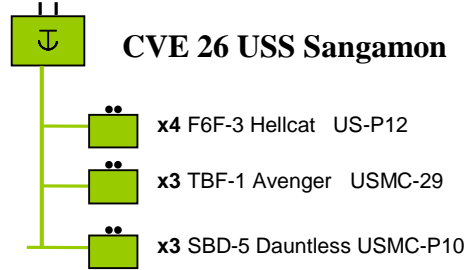
## Section 4 "Lagoon" NTH

Stationary 1,500 yds off shore.



# Air Support

[http://pwencycl.kgbudge.com/G/i/Gilbert\\_Islands.htm](http://pwencycl.kgbudge.com/G/i/Gilbert_Islands.htm)



Dauntless:- Dive Bombing VG +3, T+4  
Avenger:-

# Air Support

Roll below for each successful call for air support request. Map grid system. Max five (5) successful sorties per turn.

**ALPs teams:-** No call for fire rolls due to "Wet radios" for first turn after wading ashore after that at -1 ,once successful radio is now "Dry" and no longer receives minus to call for fire roll.

## **Random:- Roll D10**

**1-3** No Support

**4-5** Delay 3 turns. **(a)**

**6-7** Delay 2 turns.

**8-9** Delay 1 turn.

**10** Arrives same turn.

**Strafing Run:- 3x F6F-3 Hellcats USMC-P12**

**Bombing Run :- 3x SBD-5 Dauntless USMC-P10 OR 3x TBF-1 Avenger USMC-29**

Once arrived roll for deviation of bombing templates using the diagram below. The arrow is the direction of flight. Centre of the circle is the target point, a roll of **6-10** is on target, **1-5** is a miss, move target point in direction according to diagram **(9-10 roll again)** by a distance of half D10 rounded up., so minimum distance is 1", maximum deviation is 5". Templates can be laid side by side as per arty barrage or stacked on top of each other roll for each aircraft.

**(a)NOTE:- Arrives at target location after that many turns delay. Need someway of marking location and delay.**

## **•Spotting while under Air Attack.**

•Units which are the subject of an air attack hold their defensive fire, but have them always subject to the -2 Jabo modifier.

•Apply a -1 spotting modifier to units which were subject to air attack during the most recent enemy turn.

As air attacks occur in the offensive fire segment of the player turn, both of the options above require that you track units which were attacked by airplanes, but the additional paperwork or markers might add a bit of realism without too much extra effort.

## **•Air Observation Rules**

•The AOP transits to its 'orbit' location during the Close Air Support phase. It takes at least one turn to move to an observation position get there and is vulnerable to AA fire normally while it does so. It may also transit to a new position anywhere on the board during this phase.

•The point at which the AOP stops is the centre of its observation 'orbit' or 'figure 8' (i.e. it circles around this point while searching for targets). For game purposes an 'orbiting' AOP remains stationary on the tabletop.

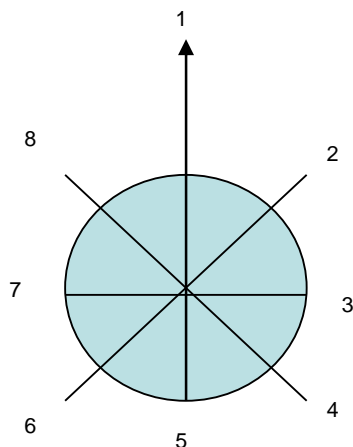
•The AOP may only call for CAS or artillery once it is 'stationary' (i.e. it may not call for fire/CAS if it moved in the CAS phase).

•All AA fire against the AOP is resolved normally. The range is measured to the orbit point if the aircraft is orbiting, or to the flight path if transiting.

•AOPs gain a +2 spotting modifier.

•AOPs may treat any targets in dense cover as if they were on the edge of cover.

•AOPs have no intrinsic combat value (aside from some modern AOPs) and have an Armour value of 0.





# Landing Craft Rules

## • Unloading from a Landing Craft

- Landing Craft should keep an inventory of which troops or vehicles are embarked and in which order they are to be off-loaded, if shot at this will also be the order in which the units are targeted. Unloading from Landing Craft via open doors or lowered ramps must take place in this pre-designated order. Such unloading may be limited in its quantity but is always part of the moving units manoeuvre action. It is not part of the Landing Craft's manoeuvre action. All other types of movement of troops on or off Landing Craft may take place in any order desired but is part of the Landing Craft's manoeuvre action.
- Vehicles and guns may only disembark normally from a landing craft if it has been beached successfully and its doors are open or ramp is down. This is done at a rate of 5 vehicles or 25% of its capacity (whichever is the larger) per turn if it has beached successfully and its doors are open or ramp is down. Troops may unload from a landing craft at a rate of 8T (10) or 25% of its capacity (whichever is the larger) per turn if it has beached successfully and its doors are open or ramp is down. All unloading from landing craft is done by the embarked elements making normal moves from the Landing Craft's front aim-point. This counts a manoeuvre action for the element rather than for the Landing Craft.
- Troops (not vehicles or guns) may abandon a Landing Craft at the rate of 4T (5) or 15% of its capacity (whichever is the larger) per turn. This may be done even if the doors are shut or ramp is up. In all circumstances troops abandoning the landing craft must dismount within 1 inch of the Landing Craft and may dismount onto the shore, the shallows or in deep water. This counts as a Mount/Dismount/Pickup or Load troops manoeuvre for the Landing Craft.
- Troops may transfer between adjacent Landing Craft which at a rate of 4T or 15% of its capacity (whichever is the larger) per turn. This counts as a Mount/Dismount/Pickup or Load troops manoeuvre for both Landing Craft.
- A Landing craft within 1 inch of troops in deep water or the shallows may elect to recover troops from the water. This may be done at a rate of 2T or 10% of the Landing Crafts its capacity (whichever is the larger) per turn. This counts as a Mount/Dismount/Pickup or Load troops manoeuvre for the Landing Craft.

## • Combat results

- Landing Craft suffer from conventional Suppressed or disordered Results. Additionally Landing Craft receive cumulative Damage points, which will impact on their ability to perform certain critical functions. When a Landing Craft accumulates a number of Damage points that **exceeds** this maximum then the landing Craft Sinks. All vehicles and Guns carried on the Landing Craft are lost regardless of depth of water (ant open the doors or lower the ramp). One turns worth of troops may abandon the landing craft the remainder makes a bail out check as if from a knocked out vehicle.

## • Max Damage Points:- See slide 14.

## • Combat Results involving Landing Craft

- A Landing Craft that receives a Suppressed result becomes suppressed but receives no damage points. If under indirect fire 1 additional unit embarked on the landing craft is then targeted in order of disembarkation as an additional effect. If under direct fire there is no additional effect.
- A Landing Craft that receives a Disordered result it becomes disordered but receives no damage points. If under indirect fire 2 additional units embarked on the landing craft are then targeted in order of disembarkation as an additional effect. If under direct fire 1 additional Troop stand (if carried) conducts a bail out check, in order of disembarkation as an additional effect disregarding dismount instructions if in deep water but responding to suppressed, disordered or knocked out results.
- A Landing Craft that receives a Knocked Out result it becomes disordered but receives 1 damage points.
- If under indirect fire 4 additional units embarked on the landing craft are then targeted in order of disembarkation as an additional effect. If under direct fire 2 additional Troop stands (if carried) conduct a bail out check, in order of disembarkation as an additional effect disregarding dismount instructions if in deep water but responding to suppressed, disordered or knocked out results.
- For all additional effects
  - if the landing Craft is fully loaded (over 75% capacity) the additional effect is increased by 1
  - if the landing Craft is lightly loaded (under 25% capacity) the additional effect is reduced by 1
  - if the landing Craft is large the additional effect is increased by 2
  - if the Landing Craft is small the additional effect is reduced by 1
  - if the Landing Craft doors are open or ramp is down the additional effect is increased by 1.
- The number of units targeted or affected by an additional effect can never exceed the number of units embarked. No units can be targeted or affected by an additional effect twice in the same phase.
- Elements embarked in Landing Craft make Manoeuvre Checks as normal but whilst in a Landing craft. If the are doors shut or ramp is up they may not conduct any other actions other than regroup, hold, dismount or take command. If the doors are open or ramp lowered they may also conduct move, rapid advance, displace, breach or declare overwatch. If required to regroup as a result of a Manoeuvre Check they may elect to move ashore (for either one or two actions) remaining disordered or suppressed as applicable. Troops ordered to Hold position or Fall Back become disordered but also proceed ashore to closest cover (excluding deep water). Troops ordered to Panic will either stay in the Landing Craft or dismount the Landing craft to nearest cover by the quickest means – even if this means abandoning the Landing craft into the Shallows or Deep water. A panicking unit at the front of the disembarkation inventory will reduce the disembarkation rates by 25%, 2 panicking units by 50% etc. Once disembarked troops will not re-enter the Landing Craft as a result of a Manoeuvre Check, unless panicking, but will instead become disordered and make for the nearest cover – even if this means advancing towards the enemy. Units embarked in a landing craft may regroup if their ME is activated before the Landing Craft moves. However, if activated before Landing Craft beaches they will not be able to move subsequently and be sitting ducks.

- **Veering Off**

- Landing Craft entering the table may have veered off course during their approach. The current may have caused them to drift left or right or the coxswain might have overcorrected, got the wrong heading or has spotted the wrong headmark or even just got lost! When the Landing Craft enters the table it may have ended up either to the left or right of the intended mark.
- 
- To simulate this, place each Landing Craft entering the table on the table edge and then conduct a Veer Check before the Landing Craft moves. Throw a red and a green dice (if there is nil current) Red for Port (Left) and Green for Starboard (Right). The highest die indicates the direction that the LC will veer off towards and the difference between the two dice is the amount the Landing Craft will veer off in inches. The same principles apply to amphibious vehicles entering the table from the seaward side.

Command team, FOO or ALPs team is equivalent to 0.5 Troop stand

Small gun is equivalent to 2 Troop stands (this includes ammunition)

Medium gun is equivalent to 4 Troop stands (this includes ammunition)

Large gun is equivalent to 8 Troop stands (this includes ammunition)

Small Vehicle is equivalent to 6 Troop stands

Medium Vehicle is equivalent to 8 Troop stands

Large Vehicle is equivalent to 12 Troop stands

# Landing Craft Loading

	<u>Type</u>	<u>Capacity</u>	<u>Weapons</u>	<u>Restrictions</u>	<u>Damage Points</u>	<u>Move</u>	<u>Armour</u>
<b>LVT 1</b> <b>(18 men)</b> <b>75% =2T</b> <b>25% =1T</b>	Small	2T	2x 50.Cal 1x 30.cal	May only carry Troops	1	4	Soft 1/0
<b>LVT 2</b> <b>(24 men)</b> <b>75% =3T</b> <b>25% =1T</b>	Small	4T	2x 50.Cal 1x 30.cal	May only carry Troops or small gun.	1	4	Soft 0/0
<b>LCP(L)</b> <b>"T" Boat</b> <b>(30-36 men)</b>  <b>75% =3T</b> <b>25% =1T</b>	Small	4T	2x 30.Cal	May only carry troops	1	8	Soft 0/0
<b>LCP(R)</b> <b>(36 men)</b>  <b>75% =5T</b> <b>25% =2T</b>	Small	6T	2x 30.Cal	May only carry troops	2	8	1/1
<b>LCVP</b> <b>2.5 ton</b> <b>(36 men)</b>  <b>75% =5T</b> <b>25% =2T</b>	Small	6T	2x 30.Cal	May only carry troops, small vehicles or small/medium guns.	2	8	1/1
<b>LCM(3)</b> <b>(30 ton tank)</b> <b>(60 men)</b>  <b>75% =9T</b> <b>25% =3T</b>	Medium	12T	2x 50.Cal	Unrestricted	3	7	Soft 1/0

# Shore to ship Gunnery.

For the Japanese 5" shore battery, roll a d10 on 1-4= HIT.  
For DD469 1-5=HIT.

An unmodified roll of 1 is always a hit, and if you get such a roll, you can try again for a second hit.  
For each hit, each player rolls a d10. The attacker adds his gun size in inches (which is 5 for each player), and the defender adds his armour (which is 0 for DD500)

If the defender's result is higher, the armour stopped the shell and the hit did no damage. If the results are equal and the target has less than 3 fires burning already, the shell hit the target's superstructure and started one fire.

For each hit that pierced the ships armour, roll D10 1-5 **DUD** on a roll of 6-10 take the result from the previous step (attacker's modified roll minus defender's modified roll), and consult the Critical Hit Table to see what the hit did to the target ship.

Damage is not applied until the end of the combat phase. That is, if a hit takes away some of a ship's guns, those guns can still fire in the current turn.

## **Ship Damage Markers**

Any time a ship suffers damage, stack a damage marker of the appropriate type with that ship. Remove the marker when that damage has been repaired. Markers are provided for cumulative damage, so your ship-and-damage-marker stacks don't become the leaning tower of Pisa after the battle has been raging for a while. If you prefer, you can write each of your ships' names on a piece of paper, and stack the damage markers on or next to the name. The other player can ask if a given ship is on fire, and you must answer truthfully, but you can keep other kinds of damage from him.

## **Sinking a Ship**

A ship sinks under any one of the following conditions: It suffers a magazine explosion.

It has too many fires burning on board.

It suffers too much flooding.

Its crew abandons ship during the Damage phase. The ship sinks automatically.

## **Damage Phase**

### **Fires**

Few things frighten a sailor more than a fire on his ship, because there's nowhere to run. It doesn't help when the ship is full of ammunition. Fires can force gun crews away from their guns, or shut guns down entirely by forcing the magazines to be flooded. If fires get too far out of control, they destroy the ship. See the Fires & Flooding Table for damage effects.

### **Flooding**

Water is the opposite of fire, but both are equally unwanted inside a ship. When a ship is hit near or below the water line, the resulting flooding can eventually sink a ship if the holes are not patched. Such holes can come from torpedoes, cannon shells that hit near the water line or land just short of the ship, near-misses from bombs, and collisions. Every turn, at the same time you are resolving fires, you must deal with flooding. Flooding poses no risk to a ship's guns; it can cripple your speed, however. See the Fires & Flooding Table for damage effects. Apply damage from flooding (such as loss of speed) only the first time that level of flooding occurs.

### **Repairs**

At the end of each turn, damaged ships can try to repair some of their damage. Bigger ships, with bigger crews, can make more repairs than smaller ones. Each ship gets one d6 roll for repairs.

Choose which area you want to repair, roll, and consult the Damage-Control Table to see if you were successful.

If a ship with fires doesn't try to fight them, or if a ship with flooding doesn't try to fix it, that ship must roll for those categories anyway, and ignore any result that makes fire or flooding go away.

A ship that has too many fires or too much flooding will sink at the end of the Damage phase.

**EasyShips** [http://www.cke1st.com/m\\_games1.htm](http://www.cke1st.com/m_games1.htm)

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# Critical Hit tables

## Damage

### Roll Damage

- 1 1 fire starts.
- 2 Add 1 level of flooding.
- 3 Lose 2 of the smallest guns you have left.
- 4 Shell bursts below decks; add 1 level of flooding and 1 fire.
- 5 Guns hit; lose 2 of the largest guns you have left.
- 6 Hit below the waterline; add 1 level of flooding.
- 7 Damage-control team casualties; ship cannot do damage control this turn.
- 8 1-2 fires start (roll a die, odds=1, evens=2).
- 9 Engine room hit; lose 2 units of speed, add 1 level of flooding.
- 10+ Magazine explosion, ship sinks

## Fires & Flooding Table

### Number or Level

Fires	Flooding
1 No Effect	No Effect
2 Quartermen cannot fire;	No Effect
3 Tertiaries cannot fire	Ship sinks if Def < 8
4 Secondaries cannot fire; ship sinks if Def < 12	Ship sinks if Def < 16
5 No guns can fire; ship sinks if Def < 24	Ship sinks if Def < 32
6 Fire reaches the magazines, ship sinks	Ship sinks

## Damage-Control Table

### Die Roll

Fires	Flooding
1 Fire spreads -- 1 additional fire starts	Flooding spreads -- add 1 level
2 No change	No change
3 No change	No change
4 1 fire is out	No change
5 1 fire is out	Patch 1 level
6+ 1 fire is out	Patch 1 level

	American	Japanese
<b>Total</b>	Capture all Japanese Positions on all Red beaches. Kill, Capture or Rout all Japanese defenders. Create beachhead on Southern Beach	Repel the assault or at least retain control of
<b>Major</b>	Capture all Japanese Positions on all Red beaches. Kill, Capture or Rout all Japanese defenders.	Cause greater than 50% casualties to the assaulting forces regardless of own losses or position at the end of the game.
<b>Minor</b>	Capture all Japanese Positions on all Red beaches. Kill, Capture or Rout all Japanese defenders. Loose fewer than 50% casualties KIA.	Retain control of at least one of the Red beaches

## Special Rules:

### Terrain

**Airfield:-** classes as flat featureless terrain.

**Beach:-** classes as flat featureless terrain unless conformed to beach wall.

**Seawall:-** when conformed classes as heavy cover -2/-1, opportunity fire when crossing

**Pock marked ground:-** classes as light cover to all troops stationary within.

### Optional Rules.

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

### 2. Grazing Fire

11. Improved position clarification

12. Flat featureless terrain

15. Engineer manoeuvre Rules

19. Barbed Wire

20. Anti tank ditches

### •Beach Master

•– Any element within 5 inches of the Beach Master and on the Beach gets an additional +1 on their Manoeuvre Roll. “Get a Move On!”

•– The Beach Master may apply a +1 Bog Down Check modifier to any element that he is in base to base contact with provided that he conducts an Engineering Action. “No don’t do it like that – do it like this!”

### •Regrouping of Casualties/Stragglers

•For every 4 bases lost to direct fire in each battle group, you can place x1 Disordered Infantry base next to the BG commander . They can then regroup next turn.

**Thanks to Paddy Green for allowing me to steal some of his Beach assault rules.**

## References:

<http://www.ibiblio.org/hyperwar/USN/ACTC/actc-18.html>

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[http://pwencycl.kgbudge.com/G/i/Gilbert\\_Islands.htm](http://pwencycl.kgbudge.com/G/i/Gilbert_Islands.htm)

### Painting and Modelling:-

**LVT's:** As these came under the jurisdiction of the Navy they were painted in standard Navy 5-0 Ocean Grey. **Use Vallejo :903.**

**USMC Vehicles:** These were painted in Forest Green, use **Tamiya XF-61.**

**USN Aircraft:** These were painted under the Non Specular Scheme Feb 1943 guidelines and consisted of a three colour scheme. Sea Blue 607 all upper surfaces use **Vallejo 898.**

Intermediate Blue 608 used on fuselage side and vertical sides and rudder use **Vallejo 903 or 905** and Insignia White 601 on under surfaces. Were wings folded the visible surfaces were painted Intermediate Blue 608.

**USMC Uniforms:** For HBT Greens use GreenGrey **Vallejo 886.**

Helmets, ammo tins and weapon parts use US Dark Green **Vallejo 893**

For Camouflage items use Pastel Green for base **Vallejo 885**, then Khaki spots English Uniform **Vallejo 921** and Brown spots Flat Brown **Vallejo 984** and finally Green spots Russian Green **Vallejo 894.**

**USN Uniforms:** HBT Greens as above. US Dark Green Helmets with Grey stripe on them use **Vallejo 903** with USN stencils in white.

#### •Distinctive Marking (Clothes) for Shore Party Personnel:

•Shore Party personnel will have their clothes distinctively marked so that they can be readily identified on the beach.

- Markings will consist of a one (1) inch square on the front and back of the steel helmet, a horizontal stripe one (1) inch by three (3) inches on the outer side of each trouser leg below knee.
- Shore Party personnel assigned shore detail will have red (paint) markings on clothes.
- Shore Party personnel assigned to ship platoons will have white (paint) markings.

# Actual Assault

## Situation

The Plan for D-Day at Betio established H-Hour for the assault waves at 0830. Strike aircraft from the fast carriers would initiate the action with a half-hour bombing raid at 0545. Then the fire support ships would bombard the island from close range for the ensuing 130 minutes. The planes would return for a final strafing run at H-minus-five, then shift to inland targets as the Marines stormed ashore. None of this went according to plan.

The crews and embarked troops in the LVTs had already had a long morning, complete with hair-raising cross-deck transfers in the choppy sea and the unwelcome thrill of eight-inch shells landing in their proximity. Now they were commencing an extremely long run to the beach, a distance of nearly 10 miles. The craft started on time but quickly fell behind schedule. The LVT-1s of the first wave failed to maintain the planned 4.5-knot speed of advance due to a strong westerly current, decreased buoyancy from the weight of the improvised armor plating, and their over aged power plants. There was a psychological factor at work as well. "Red Mike" Edson had criticized the LVT crews for landing five minutes early during the rehearsal at Efate, saying, "early arrival inexcusable, late arrival preferable." Admiral Hill and General Smith soon realized that the three struggling columns of LVTs would never make the beach by 0830. H-Hour was postponed twice, to 0845, then to 0900. Here again, not all hands received this word.

The destroyers *Ringgold* (DD 500) and *Dashiell* (DD 659) entered the lagoon in the wake of two minesweepers to provide close-in fire support. Once in the lagoon, the minesweeper *Pursuit* (AM 108) became the Primary Control Ship, taking position directly on the line of departure. *Pursuit* turned her searchlight seaward to provide the LVTs with a beacon through the thick dust and smoke. Finally, at 0824, the first wave of LVTs crossed the line, still 6,000 yards away from the target beaches.

A minute later the second group of carrier aircraft roared over Betio, right on time for the original H-Hour, but totally unaware of the new times. This was another blunder. Admiral Kelly Turner had specifically provided all players in Operation GALVANIC with this admonition: "Times of strafing beaches with reference to H-Hour are approximate; the distance of the boats from the beach is the governing factor." Admiral Hill had to call them off. The planes remained on station, but with depleted fuel and ammunition levels available.

The LVTs struggled shoreward in three long waves, each separated by a 300-yard interval: the 42 LVT-1s of Wave One, followed by 24 LVT-2s of Wave Two, and 21 LVT-2s of Wave Three. Behind the tracked vehicles came Waves Four and Five of LCVPs. Each of the assault battalion commanders were in Wave Four. Further astern, the *Ashland* ballasted down and launched 14 LCMs, each carrying a Sherman medium tank. Four other LCMs appeared carrying light tanks (37mm guns).

Shortly before 0800, Colonel Shoup and elements of his tactical command post debarked into LCVPs from *Biddle* (APA 8) and headed for the line of departure. Close by Shoup stood an enterprising sergeant, energetically shielding his bulky radio from the salt spray. Of the myriad of communications blackouts and failures on D-Day, Shoup's radio would remain functional longer and serve him better than the radios of any other commander, American or Japanese, on the island.

Admiral Hill ordered a ceasefire at 0854, even though the waves were still 4,000 yards off shore. General Smith and "Red Mike" Edson objected strenuously, but Hill considered the huge pillars of smoke unsafe for overhead fire support of the assault waves. The great noise abruptly ceased. The LVTs making their final approach soon began to receive long-range machine gun fire and artillery air-bursts. The latter could have been fatal to the troops crowded into open-topped LVTs, but the Japanese had overloaded the projectiles with high explosives. Instead of steel shell fragments, the Marines were "doused with hot sand." It was the last tactical mistake the Japanese would make that day.

The previously aborted air strike returned at 0855 for five minutes of noisy but ineffective strafing along the beaches, the pilots again heeding their wristwatches instead of the progress of the lead LVTs.

Two other events occurred at this time. A pair of naval landing boats darted towards the end of the long pier at the reef's edge. Out charged First Lieutenant Hawkins with his scout-sniper platoon and a squad of combat engineers. These shock troops made quick work of Japanese machine gun emplacements along the pier with explosives and flame throwers. Meanwhile, the LVTs of Wave One struck the reef and crawled effortlessly over it, commencing their final run to the beach. These parts of Shoup's landing plan worked to perfection. But the preliminary bombardment, as awesome and unprecedented as it had been, had failed significantly to soften the defenses. Very little ships' fire had been directed against the landing beaches themselves, where Admiral Shibasaki vowed to defeat the assault units at the waters edge. The well-protected defenders simply shook off the sand and manned their guns. Worse, the near-total curtailment of naval gunfire for the final 25 minutes of the assault run was a fateful lapse. In effect, the Americans gave their opponents time to shift forces from the southern and western beaches to reinforce northern positions. The defenders were groggy from the pounding and stunned at the sight of LVTs crossing the barrier reef, but Shibasaki's killing zone was still largely intact. The assault waves were greeted by a steadily increasing volume of combined arms fire.

For Wave One, the final 200 yards to the beach were the roughest, especially for those LVTs approaching Red Beaches One and Two. The vehicles were hammered by well-aimed fire from heavy and light machine guns and 70mm anti boat guns. The Marines fired back, expending 10,000 rounds from the .50-caliber machine guns mounted forward on each LVT-1. But the exposed gunners were easy targets, and dozens were cut down. Major Drewes, the LVT battalion commander who had worked so hard with Shoup to make this assault possible, took over one machine gun from a fallen crewman and was immediately killed by a bullet through the brain. Captain Fenlon A. Durand, one of Major Drewes' company commanders, saw a Japanese officer standing defiantly on the sea wall waving a pistol, "just daring us to come ashore."

On they came. Initial touchdown times were staggered: 0910 on Red Beach One; 0917 on Red Beach Three; 0922 on Red Beach Two. The first LVT ashore was vehicle number 4-9, nicknamed "My Deloris," driven by PFC Edward J. Moore. "My Deloris" was the right guide vehicle in Wave One on Red Beach One, hitting the beach squarely on "the bird's beak." Moore tried his best to drive his LVT over the five-foot seawall, but the vehicle stalled in a near-vertical position while nearby machine guns riddled the cab. Moore reached for his rifle only to find it shot in half. One of the embarked troops was 19-year-old Private First Class Gilbert Ferguson, who recalled what happened next on board the LVT: "The sergeant stood up and yelled 'everybody out'. At that very instant, machine gun bullets appeared to rip his head off . . ." Ferguson, Moore, and others escaped from the vehicle and dispatched two machine gun positions only yards away. All became casualties in short order.