

SHOTGUN SHUFFLE

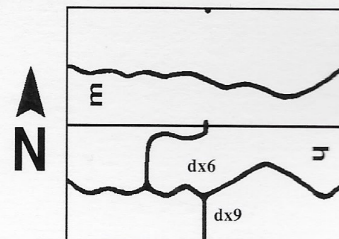
ASL SCENARIO WO39

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AFETNA POINT, SAIPAN, 15 June 1944: The bombardment of Afetna Point was mostly ineffective; not the 6-inch shells from USS *Birmingham*, the 8-inch from *Louisville*, nor even the 14-inch from *California* had any meaningful effect on well-concealed Japanese artillery. Along Beach Green 2, the 2nd Battalion, 8th Marine Regiment, under Lieutenant Colonel Lewis C. Hudson, landed about 600 meters north of Afetna Point to attack trenches and bunkers held by the 47th Independent Mixed Brigade. For this mission, Company G—having been issued all the division's 100 Winchester Model 1897 "trench broom" shotguns—assaulted the trenches along Beach Green.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Americans win at game end by amassing more VP than the Japanese. The Americans earn VP as follows:

- 1 VP for each trench hex Controlled;
- 2 VP for each pillbox Controlled/eliminated; and
- Exit VP for units exited off of south edge on/between hD0 and hL0.

The Japanese earn VP as follows:

- CVP;
- 1 VP for each trench containing ≥ 1 unbroken Japanese MMC; and
- 2 VP for each pillbox containing ≥ 1 unbroken Japanese MMC.

BALANCE:

- Add one 2-2-8 crew and one HMG to the Japanese OB.
- ☆ Add one FT to the American OB.

TURN RECORD CHART

● JAPANESE Sets Up First [170]	☆	1	2	3	4	5	6	END
☆ AMERICAN Moves First [261]								

Elements of 47th Independent Mixed Brigade [ELR: 3] set up in hexes numbered ≥ 3 : {SAN: 4}



E 4 ² -4-8	1 4 ¹ -4-7	2 3-4-7	2-2-8	9-1	9-0	8-0	MMG 2 BTI 4-11	LMG 1 BTI 2-6	DC X12 30-1	? 7 morale
2	6	3	3				2	3		6
AT M11 3 47L	2+3+5 2	1+3+5 2	Trench OVR, OBA: +4 Other: +2 8							



Elements of Company G, 2nd Battalion, 8th Marine Regiment, 4th Marine Division [ELR: 5] enter on/after Turn 1 along the north edge: {SAN: 3}

7 ³ -6-8	4 ² -5-8	9-2	9-1	8-1	8-0	dm HMG 2	dm MMG 2	BAZ 44 X11 8-4	FT X10 24-1	DC X12 30-1
9	9				2		2			3

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads exist]. Place overlays as follows: dx9 on hF2-E3; and dx6 on hF4-G4. Place Shellhole counters in hexes mG3, hK5, hI5, hD5, and hD4.

2. 4-5-8s/2-4-8s are Stealthy (A11.17). Prior to CC resolution, unpinned, Good Order 4-5-8s/2-4-8s that have not been ambushed may make an IFT attack vs in-hex Japanese/Melee units, applying all FP modifiers and DRM normally [EXC: PBF/TPBF and SW use are NA].

AFTERMATH: The shotguns of Company G worked well at first—particularly against sword-wielding opponents. As the fight wore on, however, it was discovered that the cardboard jackets of the shotgun cartridges had not held up well to the salty sea air and the marines had trouble re-loading. Every yard of Company G's advance toward Afetna Point was hotly contested, with Japanese riflemen and snipers firing into its right flank. The Japanese positions on Afetna point were only neutralized once engaged by the flamethrowers and machine guns of the 2nd Battalion. This battle for the key island of Saipan would take three more bloody weeks.