

D-Day at Peleliu Addenda v2  
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This addenda consists of three sections: 1) adjustments to play and victory conditions; 2) corrections to errors; 3) clarifications of ambiguities.

### Adjustments

The following official adjustments address player concerns that the game is too difficult to win.

3.0, Pre-Invasion Bombardment. Disregard the exception; positions in hexes of all terrain types may be disrupted.

8.7 **Conscripts Surrender** Close Combat Event. This event applies regardless of which side reveals the card.

8.7 **Reinforce** Close Combat Event: If the US side reveals the card, or if the Japanese unit is out of communication, treat the Reinforcement event as no event. If the Japanese unit is a tank unit draw a card but the unit does not receive a depth marker.

15.2 Victory Conditions for *15 September* scenario: You win by accomplishing any two of the following three objectives:

1. Secure 10 position hexes that project fire onto US landing beach hexes;
2. Secure 14 position hexes in Zone B;
3. Secure coral positions A5 and A6.

A given position may count for both objectives 1 and 2.

15.2: The second requirement for securing a position should read “all position hexes **projecting intense fire** into that hex are also occupied by US units or garrisons;”

16, VII, Japanese Reorganization. Disregard the second sentence. That is, do not move any non-elite eliminated units to the reserve units box.

17.1 Victory Check at Turn 12 of *Peleliu Assault* scenario: You lose the scenario decisively if you have secured less than 10 position hexes.

17.2 Victory Check at Turn 24 of *Peleliu Assault* scenario: You win the scenario if you have secured all positions in Zones A and B (forty positions). This condition is eased by the following: For each position you secure in Zones C or D, **two** positions in Zone A or B need not be secured. For example, if you secure two positions in Zone C and two in Zone D, you would win if you secure 32 positions in Zones A and B.

### Corrections

Map

- The water fire symbols in beach landing box Orange 3 should be brown and purple, not brown and blue.
- Position hexes B8 and B9 should be connected by a dotted orange line, indicating that they form a position group.

2.22 Formations. Disregard this paragraph.

4.0, III, Step 1: Reference to 13.2 should read 13.4.

4.0, V: The HQ Phase begins on Turn 8, not 7. The turn track on the map is correct.

Page 13, Japanese Fire Example 1: Fire by the orange position hits and disrupts both units in hex 0219 because the number of steps in the hex constitutes a concentrated target.

Page 16, US Attack Example 2: The US unit in hex 0317 should be heavy infantry unit HW/5. The description should read:

“One US heavy infantry unit and one US infantry unit attack an unrevealed Japanese unit and depth marker. US unit L/3/5, not adjacent to the target, participates using ranged fire. Both US units conduct free actions because they are in HQ command.

- A. You flip over the Japanese unit to reveal a strength of 2. Your units have a total strength of 15.
- B. Tactics required are flamethrowers (FT) and BARs (BR). Your units possess the required weapons and your strength is more than twice the Japanese strength (15:2).
- C. You refer to the lower section of the US Attack Chart, referencing the column for the situation “Japanese unit and unrevealed depth marker.”
- D. The attack result instructs you to reveal the depth marker and consult the chart again. The revealed depth marker has a strength of 2 increasing the Japanese strength to 4, and adds the close combat (CC) requirement, which cannot be met in a normal attack. You still have more than twice the Japanese strength (15:4). You consult the upper section of the US Attack Chart using the column for a Japanese unit and revealed depth marker.
- E. The attack result indicates that the Japanese unit is disrupted and you can perform optional attrition. Taking the option, you eliminate the Japanese depth marker and remove a step from the adjacent attacking unit.

8.33 Place defeated Japanese units not eligible to withdraw in the Eliminated Units box, regardless of turn number.

17.1: Reference to 14.2 should read 15.2.

18.2, VI: Reference x.xx should read 18.41.

Japanese Fire/Action Summary: The description of the Patrol [P] Action when no US units are in an occupied position’s field of fire should read “Disrupt one US unit within 4 hexes of position (12.6).”

US Weapons Chart: Infantry/HQ Weapons and Equipment should read “**FT** and **MO**”. The counters are correct.

### **Clarifications**

5.1: A unit that drifts is not affected by landing checks in the box it drifts into.

7.31: The presence of a US unit in a Japanese-occupied position hex does not negate that position’s field of fire for purposes of moving other US units.

8.62: When a close combat ends in exhaustion, surviving attacking US units are placed in an adjacent land hex or hexes closest to the direction from which they entered the close combat hex, disrupted.

8.66: A Japanese unit that becomes disrupted by close combat during the Japanese Action Phase becomes undisrupted at the end of that Phase if in a position hex of a color shown on the current Japanese Fire card.

9.23: Depth markers are removed from play when eliminated; they are never returned to the depth pool.

9.4: A depth marker revealed to be a tactical reinforcement during close combat does not contribute a card to the close combat. Place the arriving tactical reinforcement unit after resolving the combat.

12.0 Procedure: A given Japanese unit is checked for an action just once per Japanese Fire Phase.

12.0 Procedure, second bullet: A position group is considered unoccupied if none of its hexes are occupied by Japanese units and at least one of its hexes is not occupied by US units.

12.9 Ambush Action: An ambush may affect any type of US unit.

13.41: A Japanese unit in a position projecting a field of fire into a US landing beach hex is not eligible to enter counterattack stance.

13.42: A disrupted Japanese unit in counterattack stance does not perform an action during the Japanese Fire Phase.

Event, Suicide Attack. A Japanese unit in counterattack stance is eligible for this event assuming it meets all other requirements.