Wake Island Defense 1941 (Defensive)

The Japanese attack on Wake Island began simultaneously with their attack on Pearl Harbor. Defending the island were 850 marines and 50 Marine aviators of VMF-211 along with 68 Navy sailors and six coastal guns. Crushing the first enemy attack, the Japanese launched a second on December 23rd which captured the island.

US Marines
40 RP

=Hostiles=
Japan

=Region=
Jungle

=Weeks=
4

Starting Locations:
Muddy Slope
Mission Station
Native Garden
Kunai Grass

Missions:
Contested Landing
Short Patrol
Heartbreak Ridge
Rapid Raid
Snap Raid

Special Rules
- You cannot select Soldiers with an RP value greater than 12.
- Use Contested Landing as the Mission card for the Mission of the 1st Week.

RP Evaluation
30+ Outstanding
16-29 Well Done
6-15 Solid Work
1-5 Questioning
0- Shameful
**Dunkirk 1940 (Defensive)**

After Allied counterattacks failed at Arras on May 21, German forces advanced northwards towards the Channel coast, potentially trapping the British Army before it could be withdrawn to England. French and British forces engaged in a rearguard action while 330,000 soldiers were evacuated from the port city of Dunkirk.

**(United Kingdom)**
- **70 RP**
- **Hostiles**
  - Germany
- **Region**
  - Europe
- **Expansions**
  - 2, 7, and European Core Game
- **Weeks**
  - 3

**(Missions):**
- City Combat
- Combat Sweep
- Long Way
- Hard Slog
- Limited Support
- Just Another Day

**(Starting Locations):**
- Pasture
- Ruins
- Houses
- Road
- Lane

**(Final Locations):**
- Traffic Hub

**(Special Rules):**
- Never Surrender!: All Soldiers begin each Mission with extra XP equal to the current Week of the Campaign.
- Automatically use Traffic Hub as the final Objective for all Squad Missions.

**(RP Evaluation):**
- **57+: Outstanding**
- **41-56: Well Done**
- **26-40: Solid Work**
- **10-25: Questioning**
- **9-: Shameful**

**United Kingdom = Hostiles = Germany = Region = Europe = Expansions = 2, 7, and European Core Game = Weeks = 3**
Market Garden Defense 1944 (Defensive)

Operation Market Garden was a two-prong mission to capture vital bridges before the retreating German forces could destroy them. One such bridge was the bridge at Arnhem in the Netherlands. The plan was for British airborne forces to land on the far side of the bridge and hold it, while a column of armored forces moved up from the south to reinforce them before the Germans could react and overwhelm them.

UK Airborne
75 RP
=Hostiles= Germany
=Region= Europe
=Expansions= 4, 24, 25, 40, and European Core Game
=Weeks= 4

Missions:
- Go To It
- Strike Hard
- Minimal Support
- Hit and Run
- Swoop In, Then Out
- Make Do
- First This, Then This
- Here, Here, & Here

Starting Locations:
- Houses
- Road
- Lane
- Woods
- Farm
- Traffic Hub
- Hedge Rows
- Cratered

Special Rules
- Automatically use Vital Bridge as the final Objective for all Squad Missions.

Final Locations:
- Vital Bridge

RP Evaluation
- 50+ Outstanding
- 40-49 Well Done
- 30-39 Solid Work
- 20-29 Questioning
- 19- Shameful
Wake Island Invasion 1941 (Offensive)

The Japanese attack on Wake Island began simultaneously with their attack on Pearl Harbor. Defending the island were 850 marines and 50 Marine aviators of VMF-211 along with 68 Navy sailors and six coastal guns. Crushing the first enemy attack, the Japanese launched a second on December 23rd which captured the island.

Japan

35 RP

Hostiles=

United States

Region=

Jungle

Weeks=

5

Expansions=

14 and 15

Starting Locations:

Warm Jungle
Steep Rise
Brick Building
Road
Muddy Slope
Killing Ground

Objectives:

Shore Installation
Bunkers
Sniper Hunt
Artillery Position

Special Rules

- You cannot select Soldiers with an RP value greater than 16.
- If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.
- Completed Objective: Gain 4 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 2 RP of Soldiers, Skills, and/or Gear.

Evaluation

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Japan

35 RP

Hostiles=

United States

Region=

Jungle

Weeks=

5

Expansions=

14 and 15

Starting Locations:

Warm Jungle
Steep Rise
Brick Building
Road
Muddy Slope
Killing Ground

Objectives:

Shore Installation
Bunkers
Sniper Hunt
Artillery Position

Special Rules

- You cannot select Soldiers with an RP value greater than 16.
- If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.
- Completed Objective: Gain 4 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 2 RP of Soldiers, Skills, and/or Gear.

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Japan

35 RP

Hostiles=

United States

Region=

Jungle

Weeks=

5

Expansions=

14 and 15

Starting Locations:

Warm Jungle
Steep Rise
Brick Building
Road
Muddy Slope
Killing Ground

Objectives:

Shore Installation
Bunkers
Sniper Hunt
Artillery Position

Special Rules

- You cannot select Soldiers with an RP value greater than 16.
- If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.
- Completed Objective: Gain 4 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 2 RP of Soldiers, Skills, and/or Gear.

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Guadalcanal Invasion 1942 (Offensive)

In August of 1942, the U.S. Navy landed the 1st Marine Division on Guadalcanal, in the Solomon Islands to seize a nearly completed Japanese airstrip. The Marines quickly renamed this "unsinkable aircraft carrier" Henderson Field. The Japanese sent reinforcements to try and retake the airfield as U.S. Marine and Army units dug in for what became an epic five-month siege. The fight for Guadalcanal became the major turning point in the Pacific War for the U.S. forces.

US Marines
96 RP

=Hostiles=
Japan

=Region=
Jungle

=Weeks=
3

Objectives:
- Airfield
- Sweep
- Sniper Hunt
- Supply Huts
- Shore Installation
- Document Search
- River Crossing

Special Rules:
- You cannot select Soldiers with an RP value greater than 15.
- During the Enemy Charge and Enemy Assault Missions: All Hostiles have Fearless.
- You cannot attempt Airfield until you have completed Shore Installation.
- Completed Objective: Gain 12 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 6 RP of Soldiers, Skills, and/or Gear.
Makin Island 1942 (Offensive)

Two companies of the 2nd Marines Raider Battalion—commanded by Lt. Col. Evans Carlson, and FDR's son — Captain James Roosevelt, raided Makin Island to destroy Japanese installations, take prisoners, gain intelligence on the Gilbert Islands area, and divert Japanese attention and reinforcements from the Allied landings on Guadalcanal and Tulagi. Landed by two submarines, the Raiders killed 46 of the 73 Japanese on the island before they withdrew the next day for the loss of 28 killed, 9 men taken prisoner (later executed), 2 missing and 17 wounded.

**US Marines**

50 RP

**Hostiles**

Japan

**Region**

Jungle

**Weeks**

2

**Starting Locations:**

- Ravine
- Swamp
- Hot Jungle
- Kunai Grass

**Objectives:**

- Shore Installation
- Supply Huts
- Sweep
- Sniper Hunt

**Evaluation**

- Outstanding
- Well Done
- Solid Work
- Questioning
- Shameful

**Special Rules**

- You cannot select Soldiers with an RP value greater than 16.
- You may not purchase Vehicles.
- Completed Objective: Gain 8 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 4 RP of Soldiers, Skills, and/or Gear.
Buna Station 1943 (Offensive)

The attack on Buna in eastern New Guinea was General MacArthur's first offensive action in the South West Pacific campaign. In July 1942 the Japanese 18th Army established beachheads at Buna, Gona and Sanananda to begin an overland campaign to capture Port Morseby. In August the Allies landed in Guadalcanal and the Japanese high command ordered their troops to fall back to the northern coast and dig in.
Tarawa 1943 (Offensive)
The 2nd Marine Division landed on the island of Betio in the Tarawa Atoll of the Gilbert Islands to seize a Japanese airfield. Tarawa was the first offensive action in the central Pacific drive, and the first opposed amphibious landing by the Marines in World War II. Yard for yard, Betio was the most heavily defended objective the Marines ever assaulted. Opposing them were the 1,200 soldiers of the elite 7th Sasebo Special Naval Landing Force, and the 3rd Special Base Defense Force, totalling 2,636 troops.

US Marines
70 RP
=Hostiles= Japan
=Region= Jungle
=Weeks= 3

Starting Locations:
- Ravine
- Clearing
- Muddy Slope
- Hot Jungle
- Steep Rise
- Warm Jungle
- Stream
- Kunai Grass

Objectives:
- Shore Installation
- Sniper Hunt
- Bunkers
- Airfield
- Command Post
- Artillery Position

Special Rules
- You cannot select Soldiers with an RP value greater than 18.
- If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.
- Recon: “Naval Fire Support”, at start of 1 Mission.
- Airfield: Type 95 Tank Present.
- All Hostiles throughout the Artillery Position Mission gain Fearless.
- Completed Objective: Gain 7 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 3 RP of Soldiers, Skills, and/or Gear.

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**Iwo Jima 1945 (Offensive)**

The 3rd, 4th, and 5th Marine Divisions along with the 147th Marine Infantry Regiment landed on Iwo Jima to capture a key airfield halfway between Tokyo and the Mariana Islands. Opposing them were 21,000 enemy troops, backed by 438 artillery pieces, naval guns and 23 tanks in a labyrinth defense of caves and bunkers. It is the only Pacific battle in which the defenders inflicted greater losses on the Allied attacking force - and yet the Marines prevailed.

---

**US Marines**

110 RP

- **Hostiles**
  - Japan

- **Region**
  - Jungle

- **Weeks**
  - 3

**Starting Locations:**
- Beach
- Clearing
- Muddy Slope
- Heavy Jungle
- Moist Jungle
- Warm Jungle
- Steep Rise
- Ravine
- Native Village
- Stream

**Objectives:**
- Snipe
- Sweep
- Sniper Hunt
- Cave Clearing
- Airfield
- Bunkers
- Command Post
- Artillery Position
- River Crossing

**Special Rules**

- If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.
- Recon: “Naval Fire Support”, at start of 2 Missions.
- Horrible Terrain: Add 1 to all Location Entrance costs for all Missions.
- All Hostiles throughout the Command Post Mission gain Fearless.
- Completed Objective: Gain 11 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 5 RP of Soldiers, Skills, and/or Gear.

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**Evaluation**

- **8+ Outstanding**
- **7 Well Done**
- **5-6 Solid Work**
- **3-4 Questionable**
- **2 Found Wanting**
- **0-1 Shameful**