

LANDING ON LANGOAN

Manado, Celebes Island, Dutch East Indies,
1052 hours, January 11, 1942.

On the same day that Imperial Japan declared war on the exiled Dutch government, Japanese Special Naval Landing Force (SNLF) paratroopers conducted the first airborne operation of the Pacific War. Against the Dutch East Indies. The objective was to capture vital Langoan airfield just outside the town of Manado. And then hold until relieved by amphibious forces.



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Order of Battle

This scenario uses Japanese counters and modules rules from Heroes of the Pacific, and counters and modules rules from In Defeat, Defiance. It is played on Map 23 from Heroes of the Blitzkrieg.

Dutch

Elements of Troepencommando Manado (Set up first, one MMC in each building hex, 1 MMC + foxhole each in 23E2 and 23K6, Leaders set up with any squads).

8 x 1-5-4-4
2 X Lewis Gun

Lt. Terhune
Sgt. Gutermuth

Japanese

Elements of Yokosuka 1ST SNLF (Paratroops) (Enter via paradrop, see SSR #1)

6 x 1-5-4-5
2 x Type 11
2 x Type 96

2 x 50mm
Sgt. Hiro
Lt. Kusanagi

Length and Victory Conditions

Eight turns. After the paradrop at the beginning of the First Turn, the Japanese Player has Initiative for that turn.

Victory Conditions: The Japanese win if at the end of the game, no Good Order Dutch MMC can fire on any airfield hex (23H1-H6). Otherwise, the Dutch win.

Special Scenario Rules

1. Japanese Paradrop:

1.1. The Japanese drop zone is the airstrip (i.e., the road hexes 23H1-H6). All Japanese units are landed at the beginning of the first turn. Place at least one MMC in each of the six drop zone hexes. Place one SW in each drop zone hex.

1.2. Leaders are "attached" to an MMC and will setup and scatter with that squad. After the drop, the Leaders are no longer "attached," and free to move independently.

1.3. Roll 2d6 (one white, one colored) to determine each counter's scatter (including SW counters which are NOT carried by MMC's at this point, and scatter independently [see SSR #2]). The white die determines the direction of scatter (1 is northeast, 2 is east, etc). The colored die determines the amount of scatter (1 is no scatter; 2, 3, is one hex; 4, 5 is two hexes; 6 is three hexes). Place the counter in its final hex.

1.4. Any Japanese MMC that lands in a Degrading or Blocking terrain hex receives an Ops Complete Marker. If a Japanese unit lands off-board, it enters on Turn Two during any Japanese impulse, in the hex nearest to where it drifted off-board. Any SW counters that land off board are lost and out of play. After landing, Japanese units DO NOT get a Moved marker.

1.5. After all Japanese counters are landed, Dutch units may conduct a special Fire "Phase". Any Dutch units with range and LOS to a Japanese unit may fire. Dutch units receive a +1 TM to hit in addition to any other modifiers. Dutch units that fire receive a Fired Marker. After this special Fire "Phase", play proceeds as normal, and normal Fire bonuses apply.

1.6. If a Japanese MMC(s) lands on a Dutch unit, the Dutch unit may not fire, and the units are considered engaged in Melee. Immediately fight any Melee's after all Japanese units are placed. The Dutch unit fights first, with any results applied before the Japanese unit(s) attack back.

1.7. Once all Japanese counters are placed, and special Fire and Melee's are conducted, conduct the rest of the First Turn as normal. After landing, the Japanese do not count as having Moved.

2. Japanese paratroopers:

Like the German Fallschirmjäger, Japanese paratroops dropped separately from their equipment and weapons, armed only with pistols and grenades. The paratroopers had to find the canisters that contained their rifles and Support Weapons.

2.1. Japanese Support Weapon counters also represent ONE squad's ranged weapons. The SW counters are not initially carried by Japanese MMC's. They scatter independently.

2.2. Until it recovers a SW counter, a Japanese squad CANNOT use its inherent firepower (ranged fire). But, it can Melee.

2.3. A Japanese squad that has entered a hex containing a Japanese SW counter can recover it during the Rally Phase, if there are no enemy units in the hex.

2.4. A Japanese squad that has recovered a SW can use its Inherent Firepower as normal. And, of course use the SW. Bottom line, a Japanese MMC without a SW cannot fire, but can Melee. After SW scatter, there may not be enough SW's to go around, some have been lost during the drop.

3. Dutch Troop Command Manado

Composed of mostly poorly equipped and poorly trained reserves. A third of the force was over age fifty. In this scenario:

3.1. Dutch units cannot Double-Time or Low Crawl.

3.2. In Melee, ALL Dutch MMC's are considered to have a "0" Firepower, and fall under (8.3 Zero Firepower MMCs).

3.3. If a Dutch unit receives a "No Effect" result from a Damage Check, it must then immediately pass a separate Morale Check, or become Shaken.

3.4. Dutch do not create heroes or use Smoke.

