

### Lock 'N Load: Heroes of the Pacific OPERATION NIGHTWIND (Hypothetical)

#### SCENARIO OUTLINE:

0200 HOURS, 05 MAY 1944, Ngesebus Island (north of Peleliu).

The Battle of Peleliu is in the pipeline; threatening the Allies plans is the island of Ngesebus.

Reconnaissance indicate the Japanese are constructing a small auxiliary airfield on the island, to work in concert with the main airfield on the neighboring, larger island of Peleliu. Ngesebus also has artillery positions under construction, menacing the channel between the two islands.

The Japanese have an inland radio station, just south of the airfield, with two relay stations leading up from the beach. US Marine Corps, Major General William H. Rupertus, deploys elements of the 1st Marine Division and US Army 81st Infantry Division, in two waves. The 1st wave is specially trained in covert stealth infiltration operations and their mission is to destroy the communications network, disrupting communications between the airfields. Your mission begins with your forces working their way onto the beach and securing your rafts in a jungle beachside hex of your choice. Work your way inland and destroy the three radio huts, and explore any targets of opportunity before extracting to the beach. The 2nd wave will come in pre-dawn and destroy the artillery construction. Coordinate your forces for assistance as necessary. All forces must make their way back to their respective raft hexes and row out to the ocean board edge to secure Victory Points.

#### US MARINES

1st Wave, elements of  
1st Marine Division



Enter Turn 1 from sea, board 31 South edge. Make your way to the jungle edge and hide rafts.

#### US MARINES

2nd Wave, elements of  
1st Marine Division



Enter Turn 10 from sea, board 31 South edge. Make your way to the jungle edge and hide rafts.

#### US ARMY

1st Wave, elements of  
81st Infantry Division



Enter Turn 1 from sea, board 31 South edge. Make your way to the jungle edge and hide rafts.

#### US ARMY

2nd Wave, elements of  
81st Infantry Division



Enter Turn 10 from sea, board 31 South edge. Make your way to the jungle edge and hide rafts.

#### IMPERIAL JAPANESE ARMY elements of 14th Division



Japanese start set up. Other units come onboard via Ninjutsu Movement.



Whiterook was Here!

E+K

MWF



## SPECIAL SCENARIO RULES (SSR)

### SSR: RULEBOOK ALTERATIONS

**ASSAULT MOVE** - All units or stacks can Assault Move.

**STEALTH MOVE** - All units or stacks can Stealth Move.

### SSR: NIGHT RULES

**SPOTTING AND LOS** - At night, units can only potentially see 1-hex distant (adjacent hex).

**STEALTH MOVE** - In daytime Stealth Movement, you are not automatically spotted when moving, unless: A successful Spotting Attempt is made by the attacker, your moving units have fired, or you move adjacent to the enemy. Night movement alters this:

**Enemy Alert Status (EAS)** - It's dark at night, especially in the jungle! The only clear sight you have is in your own hex; and beyond that, you may only suspect there's something out there. Of course first, you have to notice something. That's where the EAS comes in! A defender must FIRST become aware of any danger afoot, by rolling equal or greater than 8 on a 2D6. If they pass the EAS roll, THEN normal Spotting Attempt rules apply. Enemies targeting a successful Spotting Attempt hex do not receive the +1 Moving Unit Bonus to their FP. All other stealth rules apply.

**LOW CRAWL** - A unit or stack can spend its entire impulse to move 1-hex. Units thus Low Crawling at night are not automatically spotted (in open or other adjacent terrain), unless the defender rolls equal or greater than 7 on a 2D6. Enemies targeting Low Crawling units do not receive the +1 Moving Unit Bonus to their FP. All other Low Crawl rules apply.

**MELEE COMBAT** - When units enter a hex containing enemy units, they must Melee. When moving at night, you may want to maintain your stealth status to remain unseen and unheard by nearby enemy units. This is when the combat knife is the weapon of choice

**Nighttime Close Combat (Knife Fight)** - In the dark, stealth is your friend! As soon as you fire weapons, you alert the enemy within earshot. If you allow the enemy to fire their weapons, all the kids in the neighborhood are likewise awake! A knife fight can settle this problem. American units can Melee in hand-to-hand combat with their combat knives; Japanese units can only use their combat knives or bayonets, as well.

American units moving into Melee designate so beforehand, and must attack ALL enemy units (unlike normal Melee, where there's a choice of enemy targets). Since only combat knives/bayonets are being used on both sides, there is a -2 DRM to the attack roll on both sides. All other Melee Combat rules apply.

**NOTE:** The reason for the Japanese combat knife/bayonet use is, they are assumed to have been surprised and would not have necessarily had time to bring firearms to bear. Subsequently, they would have used combat knives or bayonets on their rifle.