

## Okinawa, May, 1944



Located on the southern portion of Okinawa, the Wanna Ridge was an difficult position for the Marines to take. Although this was supposed to be the end of the battle for Okinawa, it was proving to be the most costly phase. The Wanna Ridge was honey combed with well-prepared Japanese positions, and it seemed as if each had well-planned fields of fire that covered every avenue of approach. The Marine's casualties were horrendous. There were days when they paid with over 200 casualties for each 100 yards of real estate that they captured. But these were Marines, and if they were given a job to do they would do it. It took most of the month of May, but they finally cleared the Wanna Ridge.

—Mark H. Walker

## Order of Battle

### Japanese:

Set up first on Board A, on or north of hex row 80X or as indicated.

- 5 x Squads
- 2 x Type 96
- 1 x Type 92 Weapons Team
- 1 x Cave, 2 x Bunkers, 3 x Foxholes
- 2 x Leaders
- 1 x 2" Knee Mortar
- 2 x Squads, 2 x Foxholes, 1 x Type 96, 1 x Leader: Set up in ANY non-occupied Rough, Trees, or Brush hex/s on Board A AFTER the Marines second impulse on Turn One

### Marines

Enter Turn One along the south edge of Board A.

- 12 x Squads
- 3 x Leaders
- 1 x M1919A4 Weapons Team
- 1 x Flamethrower
- 2 x Satchel Charges
- 2 X BAR
- 2 X M1919A6
- 1 x 60mm Mortar Weapons Team

## Victory Conditions



To win the Marines must eliminate every Japanese Squad, Leader, and Weapons Team on the map.

The scenario is eight turns long.

### Turn Record

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
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