

# Urdaneta, 1945

## Flames of War Mega-Game Scenario

MacArthur's promised return to the Philippines had commenced with the invasion and securing of the island of Leyte in the central Philippines, but the key objective was always the largest and most populated island of Luzon, with its excellent terrain and airbases.

Despite being heavily on the defensive by this phase of the war, the Japanese had concentrated significant forces on Luzon, knowing it would be a pivotal American objective. This included one of Japan's precious armored divisions, the 2<sup>nd</sup> Tank Division. Their initial plan was to mount a heavy counterattack on the American advance on Manila from the predictable landing sites in the Lingayen Gulf.

Historically, the Japanese failed to execute their original plan, instead defending their positions blocking the direct route to Manila, and then withdrawing into the northern highlands to make a last stand and tie down American forces.

This scenario assumes that the Japanese kept with their original plan, and the counter attack was met with advancing US armor and infantry forces south of the landing sites. Such an action offers several interesting possibilities. It would involve a clash of large armored forces on each side, and would undoubtedly have been the largest US-Japanese tank battle fought in the Pacific theater.

### Special Terrain rules:

- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Wooded Areas – this area has a spattering of woods, which are treated as normal woods in Flames of War.
- Fields – the area was heavily cultivated, with a mix of grain crops and rice paddies. *Rice paddies* are difficult going for vehicles, and very difficult going for gun teams that are not man packed; they prevent units from moving at the double, and provide no concealment. *Grain fields* are treated as slow going, and provide concealment to any team within or touching the field; infantry and gun teams (man packed, light or medium) may only see or be seen within 6" if they are within a grain field, other gun teams and vehicles can see and be seen beyond 6" but are concealed.
- Roads and trails – negate other terrain penalties for areas they traverse, and are roads for movement purposes.
- Rivers – rivers in this area were low and sluggish. Rivers are treated as difficult going.
- Hills – as the area was mostly flat plains, the few elevations were quite important tactically. Vehicles on hills are able to take up hull down positions (counting as concealed). Hills block visibility for teams not on the hill to those beyond it.

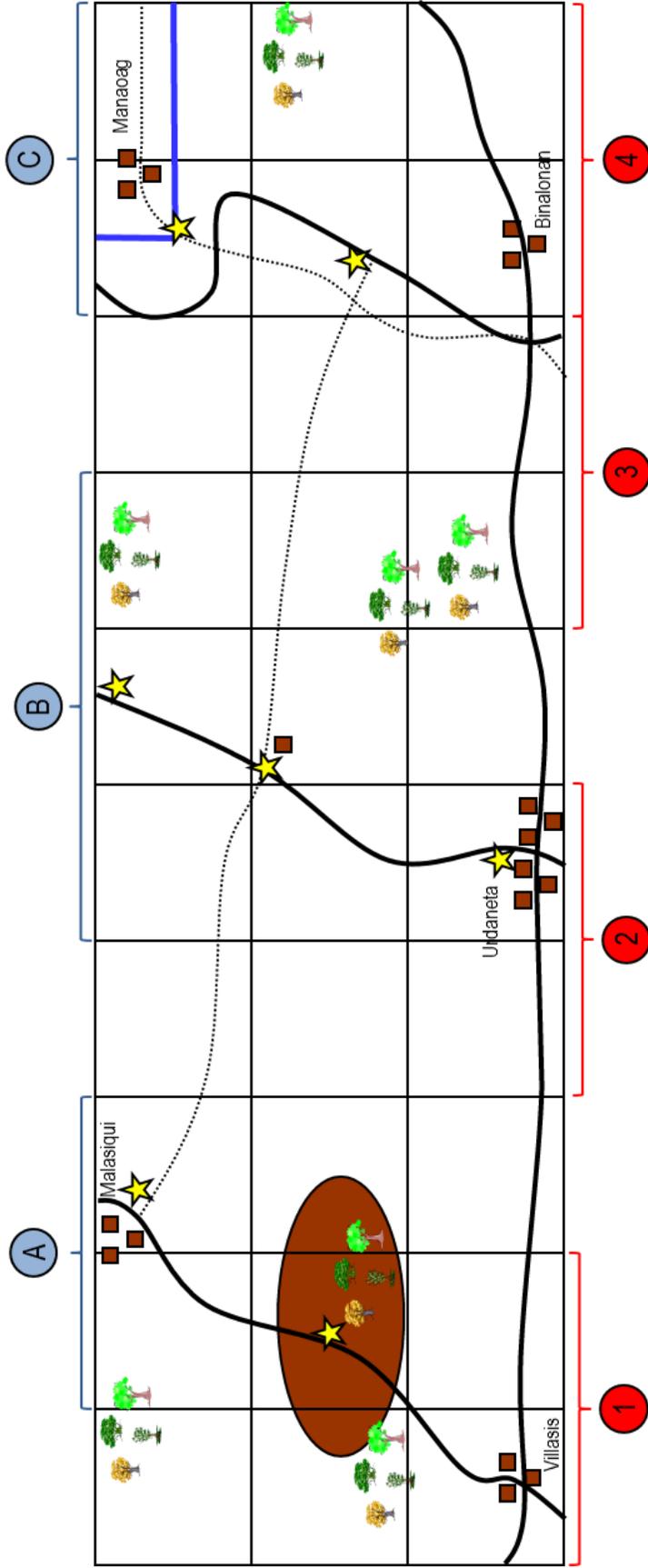
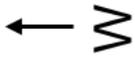
### Deployment:

The game starts with no forces initially deployed on the table. American forces will take the first turn, entering from their assigned deployment areas.

The Japanese forces will similarly enter on their first turn, arriving from their assigned deployment zones.

Map:

# FOW Mega-Game Urdaneta – Luzon, Philippines, 1945



	Road		Entry Area		Buildings
	Trail		Forest		Objective
	Hill		River		

Fields – the open terrain should be liberally covered with fields and rice patties, which should be interspersed with each other.  
The crops should be good height.

## Japanese Forces –

### Japanese Force A –

**Core List:** any Japanese list from Rising Sun or Banzai

**Points:** 1650

**Added / Prohibited units:** none

**Deployment:** on turn one from deployment zone 1

[Japanese Force A] \_\_\_\_\_

### Japanese Force B –

**Core List:** any Japanese list from Rising Sun or Banzai

**Points:** 1650

**Added / Prohibited units:** none

**Deployment:** up to 1 unit may deploy at start anywhere within 8" of Urdaneta; remainder enter on turn one, anywhere in deployment zone 2

[Japanese Force B] \_\_\_\_\_

### Japanese Force C –

**Core List:** any Japanese list from Rising Sun or Banzai

**Points:** 1650

**Added / Prohibited units:** none

**Deployment:** enter on turn one, anywhere in deployment zone 3

[Japanese Force C] \_\_\_\_\_

### Japanese Force D –

**Core List:** any Japanese list from Rising Sun or Banzai

**Points:** 1650

**Added / Prohibited units:** none

**Deployment:** enter on turn one, anywhere in deployment zone 4

[Japanese Force D] \_\_\_\_\_

### Japanese Force E –

**Core List:** any Japanese list from Rising Sun or Banzai

**Points:** 1650

**Added / Prohibited units:** none

**Deployment:** enter on turn two, anywhere in deployment zone 2

[Japanese Force E] \_\_\_\_\_

## American Forces –

### American Force One –

**Core List:** any American list from Overlord or Gung Ho

**Points:** 1650

**Added / Prohibited units:** lists from Overlord - M4A1 (76mm) tanks, Task Force A, Ivory X Artillery; lists from Gung Ho [no restrictions]

**Deployment:** enter on turn one, anywhere in deployment zone A

[American Force One] \_\_\_\_\_

### American Force Two –

**Core List:** any American list from Overlord or Gung Ho

**Points:** 1650

**Added / Prohibited units:** lists from Overlord - M4A1 (76mm) tanks, Task Force A, Ivory X Artillery; lists from Gung Ho [no restrictions]

**Deployment:** enter on turn one, anywhere in deployment zone B

[American Force Two] \_\_\_\_\_

### American Force Three –

**Core List:** any American list from Overlord or Gung Ho

**Points:** 1650

**Added / Prohibited units:** lists from Overlord - M4A1 (76mm) tanks, Task Force A, Ivory X Artillery; lists from Gung Ho [no restrictions]

**Deployment:** enter on turn one, anywhere in deployment zone C

[American Force Three] \_\_\_\_\_

### American Force Four –

**Core List:** any American list from Overlord or Gung Ho

**Points:** 1650

**Added / Prohibited units:** lists from Overlord - M4A1 (76mm) tanks, Task Force A, Ivory X Artillery; lists from Gung Ho [no restrictions]

**Deployment:** enter on turn two, anywhere in deployment zone B

[American Force Four] \_\_\_\_\_

### American Force Five –

**Core List:** any American list from Overlord or Gung Ho

**Points:** 1650

**Added / Prohibited units:** lists from Overlord - M4A1 (76mm) tanks, Task Force A, Ivory X Artillery; lists from Gung Ho [no restrictions]

**Deployment:** enter on turn two, anywhere in deployment zone B

[American Force Five] \_\_\_\_\_

**Points Level:**

All forces should be taken using Late War (LW) points levels.

**Weather / Time of Day:**

The weather during this period was generally good. Weather plays no role in the game.

Japanese doctrine called for assaults to begin in darkness, so the first two turns use the night rules.

**Airpower:**

American forces had achieved dominant air superiority by this point in the campaign. To reflect this, each American turn commencing on turn two the American CiC may roll for airpower, and he receives a flight of 3 Corsairs on a roll of 4-5, and two flights of 2 Corsairs on a roll of 6.

**Naval Gunfire:**

A large American fleet had supported the initial landings in the Lingayan Gulf, and significant naval resources were still available offshore. To reflect this, each American turn commencing on turn two the American CiC may utilize the support of naval gunfire support (heavy cruiser). Due to the distance to the beaches, the NGS only has range to points within 24" of the western table edge.

**Winning the Game:**

The Japanese forces would be gambling everything on a lightning strike toward the beaches, and would need to maintain their rapid advance while crippling the massive American forces arrayed against them. The Americans needed to slow the Japanese advance, and to inflict heavy losses on their forces.

To reflect this, there are seven objectives placed on each table reflecting key areas. If the Japanese hold twice as many objectives as their foe at the start of any Japanese turn after turn 6, or they break all of the American forces opposing them, the game ends immediately in a significant Japanese victory.

If the game ends without a significant victory, the force controlling the majority of the objectives at the end of turn 8 have won a marginal victory. If the Americans win a marginal victory, it becomes a significant victory if they have managed to eliminate (rout or destroy) more than 10 Japanese platoons (or two per Japanese force if playing with fewer forces).

Any other result is a draw.