

Panzer Campaigns: Japan '46- Operation Coronet

Design and Campaign Notes



JTT
Software



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Part 1 – Design Notes by Bill Peters and David Freer (OB Notes)



Introduction

During development of the Japan '45 Olympic game, David Freer and I agreed that the invasion of Honshu, codenamed Operation Coronet should rate its own title. By May of 2019, after Japan '45 was released, we both were at work on "Panzer Campaigns: Japan '46 - Coronet." David did the extensive work on bringing the order of battle file up to a more accurate level. His work on the order of battle file is documented in the Order of Battle notes found later in this document.

Operation Coronet, the second phase of Operation Downfall, dealt with the invasion of the Japanese home island of Honshu which includes most of their major cities. The island is bisected by mountains and only in certain areas do you find inland plains. The Kanto Plain is the largest of these and along with the capture of Tokyo was the main objective of the operation. It contains a large amount of farmland (mainly rice) but also has many towns which contain factories important to the Japanese war effort.

Several people contributed to the project which I would like to mention here. Ryan Crierie helped with information on the Allied plans and armies, unit armament, etc. while David Michas added in with help on the French expeditionary corps info and other items as well. Rick Bancroft joined the team to help on the Tutorial "Started.pdf" document as well as perform Quality Control work on the materials. Their assistance helped make this project possible and we are greatly in their debt.

Scenario Designer Notes

I approached the project with a sense of excitement. Operation Coronet would have been the largest invasion operation of World War Two. It was an honor to be able to work on this project and with no further ado I will go into the various phases of the project.

While David Freer worked on the order of battle file in May and June of 2019, I was busy reading books and website articles on the project. Refer to the Bibliography for these items. I had done some reading on this operation before, but every game project always has something that I learn along the way. In the case of Japan '46 there would be many things that I would learn.

So, let's start with the map development: Dave "Blackie" Saunders did the bulk of the work on the map long before I had the project. The map was lovely! The map was another great job by him. During development of Japan '45, in December 2018, I added in some 2000+ map labels to the map. This was over and above what was called on for the series, but I feel that the maps are something I take great pride in and for me the extra ten days work was well worth it. The customer can zoom out if they feel that the map is too cluttered when activating the map label view or zoom in if they want to see all the village labels. Later during the development of the game, I would add in the more detail such as missing ferries, rail lines, bridges (David added in a few of these too) and the many embankment hex sides for the contours which are more than one level apart. I also added in the names of the beaches which were provided to me by Kevin Hankins during development.

The initial research during the project had led me to believe that the Japanese were more than likely going to place their main defenses back from the beaches. Thus, trenches were used along the coast with CD guns being in bunkers for the most part, but the bulk of their defenses would be inland. I could not find any detailed map that showed exactly where these were located so I assumed that they would be along the ridges inland from the landing areas. A mix of bunkers and trenches were placed inland to show where the defenses were located.

I next investigated the weather values for the campaign. The programmed weather values had been determined by Glenn Saunders and he assured me that they were accurate. Honshu during March can be wet. Into April and May it becomes very pleasant. The year 1946 saw more inclement weather than normal thus the values are wetter than normal for March. April and May are more pleasant. Note: while the game does not extend into May the values are left as is to allow for future hypothetical scenarios in case the Japanese did not surrender after the fall of Tokyo and the Kanto Plain.

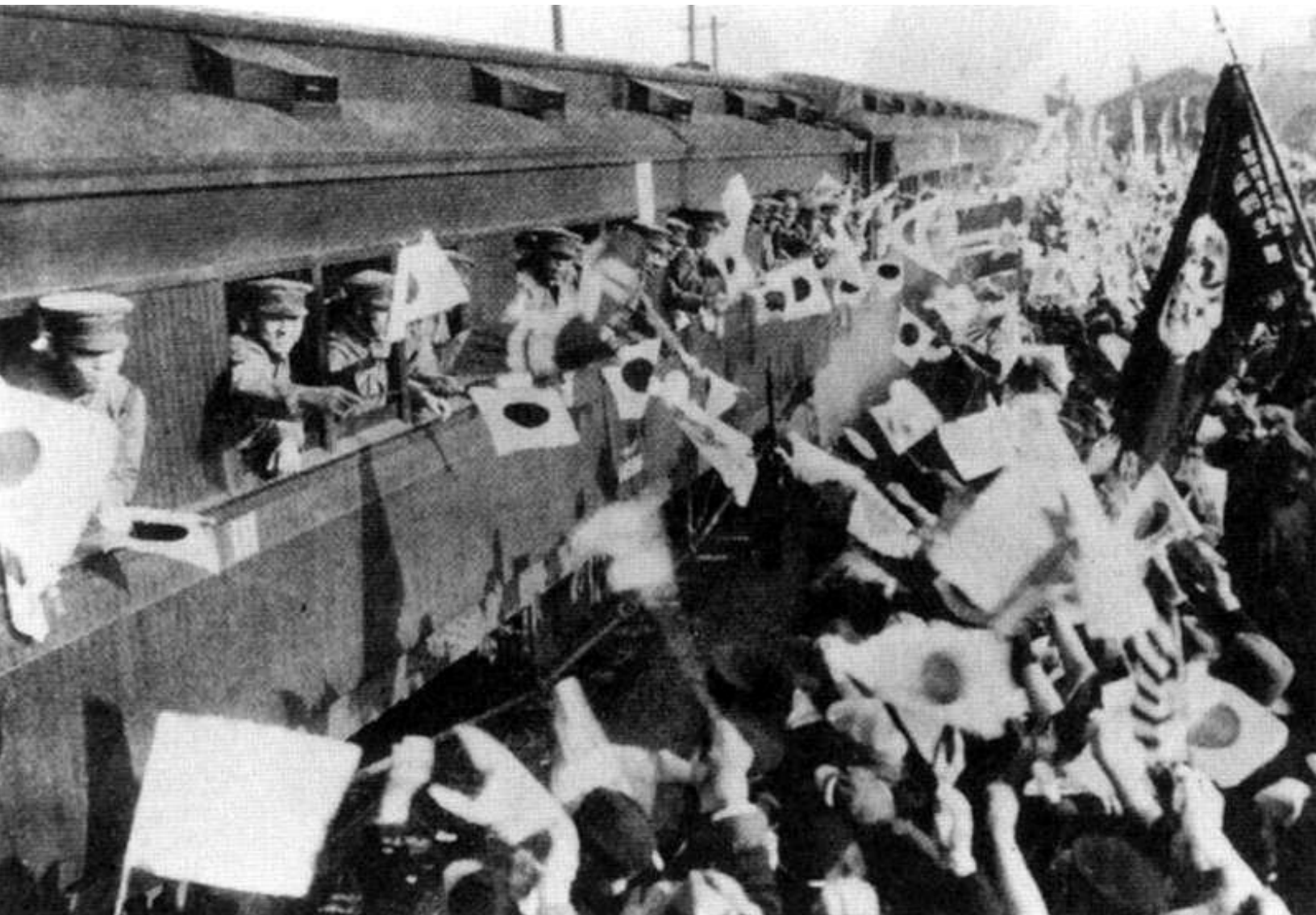
With this in mind I set the Allied and Axis interdiction values based on the weather input and the capability of both sides. The Allies, with their air armada from USAAF, USN and allied squadrons, would have had air superiority over Japan, weather permitting. The Japanese had stated that they were going to use their multitude of air power against the Allied shipping. I took that into consideration when I investigated the units to use for the Japanese air support.

At a first glance it would appear that we "short-changed" the Axis player as the Japanese still had thousands of planes. However, those planes were used outside of the combat arena for attacking Allied shipping, for the most part, and a smaller number of planes would have been used in air support missions.

Thus the Allied Air Interdiction rating is based on the fact that the Allies would have made life difficult for any vehicle traffic on the roads while the Axis Air Interdiction rating is based on the fact that some Japanese planes would have been able to break through to the battlefield and shoot up a road column or two. They also reflect the “friendly fire” problems that still plague all armies even to this day.

Next, I had to decide on the supply source values. My thinking was that initially, for the first few weeks in March, the Allies would have issues with supply so I used a “60” rating for them but later after they had gotten port facilities (those existing and the Mulberry harbors) operating their rating would have risen to “70.” The Japanese, by this time in the war, were feeling the pinch on their ability to supply their forces. So, the rating of “70” was chosen and later, after the Allies had been able to build or repair existing airbases, interdiction became more intense, then that rating would drop to “60” for the duration of the campaign. So, the sides’ ratings “flip flop,” so to speak, as the campaign wears on.

Moving on from the supply question, I had to determine the rail capacity rating for the Japanese. Should the Allies be given a rail capacity later in the campaign? In the end I decided that the campaign was too short to include an Allied rail capacity. From all that I had read I learned that the Allies would have made Japanese rail transport very difficult with their air interdiction. Thus, for the scenarios you will see a lot of damaged rail locations. The Japanese have a rail capacity that diminishes over time. I felt that this was the best way to portray the gradual destruction of the Japanese rail network.



The Japanese had constructed a minefield across the opening of Tokyo Bay. This is represented in the game by a line of mines (x2) across the opening. Each location is worth 25 VPs. New for the series are minesweeper ships which can remove mines from Water hexes. Each US Task Force has anywhere from four to five minesweeper ships. Playtesting showed that while they can be destroyed by the coastal guns there were sufficient amounts of ships for the Allies to use to clear the minefield. I decided against adding in mines in Tokyo Bay as I was uncertain if the Allied aerial bombing campaign of mining certain locations had included the bay as well.

The deployment of the defenders was similar to that of Kyushu with a moderate force used to guard the coastline but with the bulk of the Japanese army waiting in concealed positions inland from the beaches. The forces of the reserve 36th Army lay to the north of Tokyo awaiting the signal to move to attack or blocking positions. David Freer handled the layout of the campaign scenario and I added in the Allied landing groups.

Leading the way in the Invasion Phase for the Allies at Sagami Beach was the X and XIV Corps. The XXIV and USMC III Amphibious Corps were scheduled to land at Kujukiri Beach. I used the same strategy for the landing as I had in the Japan '45 game with engineer and armored companies arriving together in each beach hex on the 0400 turn with the follow up groups composed of infantry and regimental headquarters arriving on the 0600 turn. Later on, more armor, the division artillery and the remaining regiment for each division would follow. Finally, the corps HQ, artillery, engineer and armored assets would arrive on the following day.



For the Japan '45 game I had used a two-day length format for the invasion scenarios. This time I would use a three-day format. The breakout scenarios that followed were five days in length. I decided not to have an "Invasion to Breakout" type of scenario for the game. There would have been a rest day for the Allies to use to recoup losses, reorganize their forces and bring on the reserve division for each corps and so on. It also saved on a lot of repetition in layout and corrections which plagued me during the Japan '45 development.

The same beach defenses of the Japan '45 game was used in Japan '46 – Coronet. I placed a minefield x1 on each beach hex followed by the Japanese defenders in trenches on the shoreline hexes. There are bunkers in certain locations near the beaches holding Coastal Defense guns and infantry.

For the longer "Advance to Tokyo," or "Linkup Phase," which followed, the full "Allied Advance on Tokyo" was set to six days. After that I felt the Allies would have had to have broken off the attack to rest their forces. In these scenarios the losses of the invasion would have been felt despite some replacements which would have come ashore. Units may have run as low as 70% or less in some formations. During this time the clearing of the Boso and Miura Peninsulas would have occurred. Both may have taken longer to achieve than the timeframe of the "Advance" period so a "Boso Peninsula Finale" scenario is included.

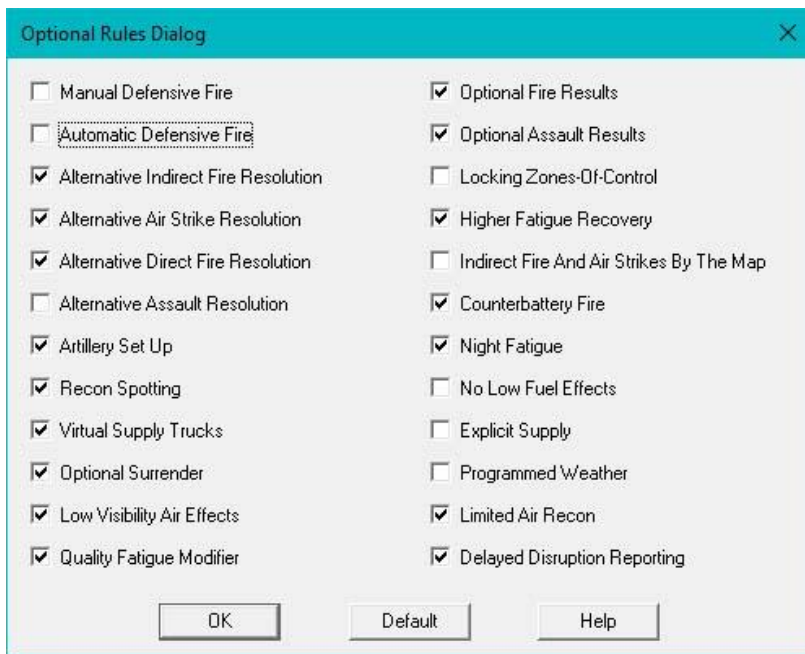
For the "Battle of Tokyo" phase the Allies added in two new corps (III and V) and with the frontage compressed to the west and east of Tokyo that meant that some forces would have been "squeezed out" and kept in reserve. I held back the bulk of the XXIV Corps in the First Army sector with the 7th Division finishing off the work of clearing the Boso Peninsula of the few remaining Japanese troops. The XIV Corps in the Eighth Army sector would have by this time been greatly depleted and the men in need of some serious R&R. Thus the 32nd Division of that corps is guarding the right flank when this phase kicks off.

The later "Battle of the Kanto Plains" phase involves only the full battle for the key piece of real estate which included a lot of factories and key farmland. By this time the Japanese would have brought up any forces from outlying areas so the X Corps forces on the left flank were not included. Only one division (the 24th) is posted on the far left flank up in the hills. The newly arrived VII and VIII Corps take up the assault positions along with the III and V Corps with the XIV and XXIV Corps assisting in the assault along with the XIII Armored Corps.

The usual "sub-scenarios" were added in to break up the phase battles into smaller pieces. I added in some counterattack scenarios to give the players a chance to see how devastating the Japanese could be on the attack.

While the game seems to cater mainly to an Allied attack at any time during the Phase Three through Five operations, the Axis player can launch attacks which could delay or imperil the success of the Allied plan.

We play tested the game using the following Options:



For any non-Standard rule that has been used in the series I provide the follow explanation for using those rules:

Alternate Indirect Fire Resolution – Artillery could not target an individual unit unless it was Line of Sight. The fire was not that accurate. Thus, the default rule is to have this OFF but that means that you can fire at the same unit twice. This is rather a “gamey” way of playing. Historically, the spotters could correct fire to hit a certain area of the battlefield but in a kilometer hex area a battalion of tanks can be spread out in platoons. Thus targeting just, the battalion is rather ludicrous. And what of the infantry that is near it? They do not receive any losses from the artillery fire. So, for two reasons: 1. Less firing by artillery – just one shot and 2. No individual targeting of units, I chose to go with having this option ON. Note: I realize that artillery units probably could have targeted different areas on a battlefield in a two-hour turn. Thus, that is the only “Con” that I had to live with when I chose this rule. On the other hand, there are a lot of Allied artillery units in the game and it’s very laborious to have to fire all of the artillery missions twice. For my Bulge ’44 campaign games this rule was a must.

Alternate Air Strike Resolution – I cite a similar reason as above. Air missions in the game targeted at a specific hex location can cause collateral damage to units in that hex. They are near each other and a miss or a hit on a tank battalion still could cause losses to infantry and guns.

Alternate Direct Fire Resolution – Again, like above – I felt that firing at a hex to target an individual infantry unit defeated the historical “collateral fire” results even if it was via “Line of Sight.” While this means that a player can stack militia units with an elite unit to have them help “soak off” losses it also means that players cannot use gamey tactics as well. The players can still perform “directed fire” at armored units but the concept here is one of realism vs. gamey play.

Recon Spotting – I chose to have this as a default as some players do not know that their Recon units can spot units AND why should we not use the rule? Why give a unit the Recon ability and handcuff it? The Recon units

then would be next to worthless. They are small units as it is. Players could turn this rule off at their discretion as it would not adversely unbalance the game either way. I have never seen Recon Spotting determine victory or defeat.

Optional Surrender – I feel that if a broken unit has no viable retreat route that it should surrender. This rule does not apply to Fanatical units (the Japanese are Fanatical in Japan '46). This alleviates the issue of trying to eliminate small broken units from the map which in many cases can take up to 5-6 turns or more depending on the terrain.

Optional Fire Results – early on in playing this series I would see a wide variation in fire results. I felt that this was unrealistic so right away I went to using this optional rule. The same thing was happening in the other games series I played so this rule is always ON in the other series that have it.

Optional Assault Results – same as for the Optional Fire Results.

Higher Fatigue Recovery – too many players fight with their units until they have High Fatigue. Thus, the reduction from High to Medium Fatigue, using the Default rule, is at the same rate as Medium to Low Fatigue which is just not correct. A unit that reached High Fatigue would take longer to recover. This also causes the players to take better care of their units. Players should pull their units out of the line in the longer scenarios once they reach Medium Fatigue.



Counterbattery Fire – This rule was not one I would use until later in my playing experience. I also note that the Japanese were very good at counterbattery fire so in that they are vastly outnumbered in terms of artillery and other types of non-infantry weapons I felt that this rule should be ON for the games including the Japanese army. The shorter ranged Allied weapons usually will not be able to fire on the Japanese in this fashion. The obvious exception would be those large caliber US Army artillery units.

Programmed Weather – The variable factor of having this rule turned OFF means that no day in the game would be as it was historically. While this can have some adverse effects such as in the case of MUD it also means that the players cannot just refer to the Weather PDT file and note the weather type for a particular day and thus plan an offensive with the hindsight of history. Thus if December 16th was historically snow for Belgium, but there is a chance that it could clear, then the players will not be able to bank on the weather for their planning.

Limited Air Recon – The recon units of WW2 were photo-recon units and not forward air controllers. If a unit was revealed to the recon unit then that mainly was for their benefit. The discovery of the units by an F-5 aircraft was not something that could trigger an air mission. These units would return to base and have the film from their nose camera developed which was in turn given to planners for future missions. In some cases, the pilot may not even have noticed the units on the ground. Thus, I use this rule as it eliminates the “instant air mission attack” aspect of the game. Interdiction is the discovery of enemy units while the squadrons would roam about the battlefield. Air missions were planned events which had as their target a predetermined location. In fact, one new optional rule we could have is “Delayed Air Recon Results” but of course that would be something for David Freer to discuss with John Tiller for a future update.

Delayed Disruption Reporting – This is a newer rule to the series and eliminates the instant recognition that a unit is not at its best condition. I saw right away that this rule would hinder the attacker to some but that my thinking is that we know too much in these games and that the unit status condition should be masked but not totally concealed. Thus, I added in the rule to the default list. I do not feel that it has unbalanced the scenarios during playtesting. If the players want to turn the rule off, they can, but I think that they are losing out on a more realistic experience as a result.

The play testers noted right away that the US Army units with Morale C rated were having problems holding their own in the Sagami Beach XIV Corps scenario. This is because the Japanese Naval forces are rated Morale A so are difficult to dislodge from the terrain. Thus, the players will have to take good care of their Morale C troops and pull them back from the action when they have reached Medium Fatigue.

The victory levels in the scenarios are for the Head to Head games. When playing Solo vs. the AI consult the J46-Solo-Vic-Cond.pdf document. Most of the scenarios can be played Solo as either side but there were cases where in the campaign scenarios it just didn't make any sense to write Allied scripts. The Japanese would be able to defeat them almost every time. I would have had to make the victory conditions prohibitive for the Japanese for the game to be even remotely balanced and the long duration of the game would mean that the scripts would have lost their original goal past turn 80. However, the campaign scenarios that deal with a month of activity do have Allied scripts so try them out!

Our Playtest Team did a great job during this project. Special notice goes to veteran play tester Dennis Suttman who played a total of thirteen playtest games including three very large scenarios. Dan Constant completed three large or very large sized playtest games. Both of these guys love to run through enormous amounts of game turns in a short period of time. They continually set the high scores for the team.

Jim Pfluecke and Mark Nelms, two veteran play testers from the Napoleonic Battles Playtest Team, added in three and five games respectively. David Yomtov, a new play tester I recruited from the online game community, joined midway through the project but still finished three playtest scenarios.

Order of Battle (OOB) notes by David Freer

In the previously released Japan '45 game (Operation Olympic), Glenn Saunders and Dave "Blackie" Blackburn had done most of the research and creation. Bill Peters and members of the team gave the OOB a cursory review and moved onto scenario creation. With the release of Japan '45, we had a number of people query aspects of the OOB or provide further details. Many of these issues were fixed in the 1.01 patch for Japan '45.

While Japan '45 had its OOB updated, it was realized that minimal work had been done on the Operation Coronet OOB. Glenn had some formation placeholders but little in the way of fleshed out units. With a range of current and new sources a brand-new Japan '46 OOB was created.

General Notes on the Japan '46 OOB

All the forces included in the OOB were validated against a range of sources. Wikipedia had an overall OOB summary here: https://en.wikipedia.org/wiki/Orders_of_battle_for_Downfall

Further details are here at Ryan Crierie's site: <http://alternatewars.com/WW2/Downfall/Downfall.htm>

Numerous web searches and book reviews filled most details as laid out below.

Japanese Forces



All Japanese forces were confirmed against the various overall OOB's. Details were determined as follows:

- All divisional and unit layouts were confirmed against various source. Wikipedia had solid lists for Divisions and Mixed brigades down to regimental and support units.
- Many of the units of the 36th Army that was in Japan '45 were reviewed and adjusted where necessary. For example, 4th Tank Division was over-represented with attached assets. It was never more than three tank regiments in strength.
- Field Artillery at an army level was unable to be determined and several generic units were attached. In the main the Japanese tended to put every weapon system upfront and that may explain the lack of Army attachments
- Locations for all units was determined from multiple sources and confirmed.
- Japanese Naval forces have been included in the Yokosuka area. This included both infantry and coastal defense units.
- The Tokyo Defense Army includes the 1st Anti-Aircraft Division. This unit contains significant forces which could be used as anti-armor units.
- Two mixed Brigades are on the Izu Islands. I have seen notes where 'island detachments' are listed and a decision on whether to only place the detachments or the whole units had to be made.

- The IJA Coastal Defense batteries were based off the statistics provide in Zaloga's Osprey Fortress 99 Defense of Japan 1945 book. All locations were determined from the included maps. Observation Posts (OP's) have been included to cover the areas that the CD guns cannot see. One area that I have realized that is different to Japan '45 is that I have set the CD guns to indirect fire.
- The Volunteer Fighting Corps was raised from March 1945 with the aim of a home militia to protect Japan. There are three distinct components. The Boeitai are essentially ex-military who have been reactivated. They are equivalent to the German Volksturm. The regional Militia were civilians that had been given basic training in specific tasks such as anti-tank actions. Partisans were bypassed soldiers and specific teams left behind to disrupt any Allied advance. All these forces are regional and have been based off the significant population centers in each prefecture. Essentially the population number in 1945 for each city was determined, halved and then for every 100,000 population a battalion was raised. The ratio was always one third Boeitai, two thirds Militia. An equivalent number of partisan units to the Militia battalions were also included. The Volunteer Fighting Corps was designed to supplement the normal Military, provide replacements and provide a second and third line of forces.
- No naval units are included due to the inability to procure fuel and the assumption that the Allies would have disabled every vessel after the fall of Kyushu.
- A nominal number of air units have been included in the 10th Air Fleet. They will be rarely available in play but will justify any interception rolls...

Allied Forces



- A lot of details were determined from here:
http://alternatewars.com/WW2/Downfall/OOB/OOB_Allied.htm
- Three primary armies are included, First, Eighth and Fourth. The Fourth Army is a shell that can have units 'corps attached' if a third front is desired.
- Four follow-up 'unknown' corps had to be included. The following were determined. For First Army, V Corps (from Europe). For Eighth Army, III Corps (from Europe). Within the US Army Reserve, two further Corps from Europe, the VII & VIII. Very importantly, these Corps can be attached directly to any of the above three armies using the Corps Attachment function in the Scenario Designer. This is the only place Corps can be moved around. All Corp Attachments in game are below Corps level.
- The above four European Corps have assets derived from the ETO. As a facsimile, the attachments used in the Battle of the Bulge were considered a good proxy for the resources that would be available for Coronet. The listing of assets used can be provided if necessary
- All artillery battalions and their equipment was determined from here:
<https://www.militaryhistoryonline.com/wwii/usarmy/artillery.aspx>

- All Tank, Tank Destroyer and Amphibious Tank Battalion composition was determined from here: <https://www.militaryhistoryonline.com/wwii/usarmy/armor.aspx> Tank equipment has been updated as per Ryan's recommendations.
- A worksheet covering all US attachments for Pacific assets was created. These were spread across all three armies and the two Corps that were not at Okinawa (X & XIV). Additionally, some mobile artillery is attached to the XIII Corps which consists of two ETO Armor Divisions (13th and 20th). The Marine III Amphibious and XXIV Corps carry over all the attachments that they used in Okinawa. It is assumed that all assets used in Kyushu would be out of play, just like the Okinawa forces were not included for Kyushu.
- Every unit has been checked for appropriate names/attachments. A number of issues were found that required adjustment in Japan '45. These were handled in the 1.01 patch.
- Airborne troops have been enhanced. Several changes such as the 188th Glider Regiment becoming Parachutist have been corrected. The 503rd Parachute Regimental Combat Team has been included as has the Australian 1st Parachute Battalion.
- The Commonwealth X Corps has been created with the intended three member divisions. The British 3rd Infantry Division migrates across in its European format. It is assumed not to have converted to US equipment. The Canadian 6th Division due to its basing on the West Coast, proximity to US equipment and muster later in the war is using US equipment and divisional layout. The Australian 10th Division was an HQ in name only. The division is created by taking a brigade from each of the 3rd, 7th and 9th Australian Divisions that had been fighting in Asia to that time. They would have remained on their original divisional layout and equipment. Assets for X Corps were taken directly from the Australian II Corps that had completed fighting in Borneo.
- A French corps been included. The French BB Richelieu was present in the British Pacific Fleet, and attendant ships were expected to arrive from the Mediterranean. The French Army Corps included are the units that were planned to return to Vietnam immediately after the German surrender.
- Bill Peters added in the XVIII Corps organization (a shell for the attaching of divisions) to the Eighth Army which is used for the Phase 4 Battle of Tokyo period in the game as well as an "Ad Hoc" Corps (again, a shell organization) for the First Army to be used for operations in the Boso Peninsula. These are temporary organizations with Ridgway commanding the XVIII Corps and an unnamed commander for the Ad Hoc Corps.
- No further units for the Dutch have been included. The Dutch CL Tromp is assumed to be working South East Asia, as was the Australian Navy, with neither part of the British Pacific Fleet.
- The US Navy Task Force composition was determined from here: <http://www.ibiblio.org/hyperwar/USN/OOB/PacFleet/Org-450501/index.html>. The Naval forces are grouped into Task Forces as we did in Japan '45. Earlier experiments with using the Divisions for Corps Attachment resulted in this being too bulky for scenario creation.
- Fifth Fleet is assumed to be providing all bombardment and amphibious support. It has four battleship divisions, 4 cruiser divisions (3 heavy, 1 light) and seven rocket divisions. The Commonwealth Task Force 57 (BB/CL) is also included. Destroyers have been grouped into squadrons. All the battleships included are the older USN ships, not the 'Fast' BB's. I believe Glenn got the OOB wrong for Kyushu by including the fast BB's in game. They traditionally were fleet protection assets, particularly as AAA platforms.
- Third Fleet has all the Carrier based air units. All air groups have been completely revamped based upon the listings from here: <http://www.wings-aviation.ch/22-USNavy-Carrier/Carrier-Basis-e.htm> For the British, from here: <http://www.wings-aviation.ch/32-FAA/3-Carrier/Carrier-Basis-en.htm>

- For land-based air, the US Army Air Force has come primarily from Ryan's links with:

Fifth Air Force: http://alternatewars.com/WW2/Downfall/OOB/5_AF.htm

Seventh Air Force: http://alternatewars.com/WW2/Downfall/OOB/7_AF.htm

Eighth Air Force: http://alternatewars.com/WW2/Downfall/OOB/8_AF.htm

Twentieth Air Force: http://alternatewars.com/WW2/Downfall/OOB/20_AF.htm

All squadrons are 16 strong for Fighters and 12 strong for bombers with B-29's the exception at 9 aircraft.

- The Commonwealth Tiger Force is included and details were found here: [https://en.wikipedia.org/wiki/Tiger_Force_\(air\)](https://en.wikipedia.org/wiki/Tiger_Force_(air)) and here: http://www.lancaster-archive.com/lanc_tigerforce.htm
- Recon Aircraft are left at a generic level rather than within each air force.



Other Notes

- Morale levels are consistent. The Allies are all C other than the Marines (B). This is partly to reflect war weariness and the knowledge that this will be a particularly hard fight and the end of the war is nigh. The Japanese formations are more aligned to their front-line status. In the main, Elite are A, First Line B and Second Line C. The Boeitai and Militia are D, more to reflect the fact that they are under-armed rather than having enough Élan.
- Not all air/naval units are expected to be used in scenarios but are provided to allow enough flexibility in scenario creation.
- Weather will be a key consideration with the rice paddies potentially playing a large part if the weather is considered wet or dry.



Introduction

Had Operation Olympic gone as planned, the Allies would have gained the much needed naval and air facilities needed to move on to execute the next phase of Operation Downfall, the plan to defeat the Japanese in 1945-46, called Operation Coronet. A mighty armada of ships, planes and troops would have descended on the island of Honshu near Tokyo Bay. The campaign would have begun in early March 1946 with the campaign planned to finish up by late April or early May at the very latest. The Allies were feeling the discontent of the length of the war and enormous losses and hardship on the home front and very much wanted to execute a winning strategy from the time they landed on the shores of Honshu to the final act played out on the Kanto Plain.

The Operation Coronet campaign can be broken down into five phases. The first, starting on “Y-Day” or March 1st, would have been the Invasion Phase followed by the Breakout Phase which would have taken up until approximately March 10th(Y+9). The advance on Tokyo or “Linkup Phase” would have gone from approximately March 12th to 17th and involved the addition of the XIII Armored Corps (Y+10) as part of the US Eighth Army. This would have led the Allies up to the approaches of Tokyo and all points east and west with the left flank of the Eighth Army noticing the lengthening of their left flank (held by X Corps).

By the 20th to 24th of March the Allies would have felt the strain on their manpower from the constant fighting. Another corps would be added to each army by the end of the month (Y+30) and in early April they would have landed two more corps starting somewhere around the 10th of April.

For the “Battle of Tokyo” phase, starting on the 3rd of April and running for approximately two weeks, the addition of two new US Corps (III and V) would have allowed the XIV and XXIV Corps to take on subsidiary roles with some formations still involved in frontline combat but others relegated to performing flank guard duty. The X Corps would have remained on the left flank guarding any approach from Nagoya by reinforcements and the USMC Corps would have taken Choshi by this time and would have been conducting amphibious river crossing operations to take on the 51st Army.

Final victory would have been gained had the Allies been successful in the Battle of the Kanto Plain, the final act in the defeat of Japan, had the Emperor and government caved into the enormous loss of Tokyo and the key factory and agricultural land taken during Coronet. To get an insight into what led up to Operation Coronet on both sides let’s examine the Japanese and Allied plans and forces.



Japanese Plans and Forces

By 1946, despite the loss of Kyushu to the US-led Allies and Sakhalin Islands to the Russians, the Japanese may have still felt that a continuance to the war could have yielded a cease-fire and peace-talk negotiations which would have led to a more favorable end to hostilities without the need for a humiliating occupation which would have followed the end of the war. We do know that they had been fortifying Honshu since late 1944 when it became apparent that a defense of the homeland was becoming a reality.

The overall defense of the island of Honshu would have presented an almost impossible task had it not been for the fact that given that Tokyo was the obvious location for the Allies' next move. The island is not suited for swift offensive operations. From the region of Nagoya to Tokyo the mountainous terrain would have made such an advance to the east something akin to that of the fighting in Italy and Kyushu. Thus, the Japanese realized from the start that the Allies would have sought to land in the Tokyo region.

Three major beach areas allow access to Tokyo and the Kanto Plain. Sagami Beach, to the south of Tokyo, allows the quickest access to the capital but also is the easiest to defend. Kujukiri Beach, to the southeast of Tokyo, is relatively open and has a small port nearby that the Allies could use for expediting the landing of supplies, men and equipment. The last beach, Kashima, is very open and is perfectly suited for any offensive operation to the Kanto Plain. The Japanese would have stretched their military resources to try and defend all three beaches. The question was: which of these beaches would the Allies use?

Japanese Ground Forces



To defend all of this area the military had already deployed by early 1945 four field armies under the 12th Area Army commanded by Lt. Gen. Dohihara. The 51st army, under the command of Lt. Gen. Kanimura, guarded Kashima Beach in the northeast while to the southwest the 52nd Army, under the command of Lt. Gen. Shigita, was guarding Kujukiri Beach.



A formation known as the Tokyo Bay Group, under the command of Lt. Gen. Oba, guarded the Boso Peninsula which along with the Miura Peninsula to the west guarded the approaches to Tokyo Bay. The Miura Peninsula, south of Yokohama and Tokyo, was guarded by units of the Yokosuka Naval Force, commanded by Vice Admiral Totsuka, and was composed of the best troops in the Japanese defense forces. They would make any attempt to force this position to be very costly.

  			 
HQ 11th Naval Landing Force	1 Co/11 NLF	Eng Co/11 NLF	AA Co/11 NLF
75 Men (100%) Morale A	190 Men (100%) Morale A	180 Men (100%) Morale A	8 Guns (100%) Morale A
Movement 26 Fatigue 0	Movement 33 Fatigue 0	Movement 26 Fatigue 0	Movement 52 Fatigue 0

To the west of the Miura Peninsula was deployed the forces of the 53rd Army, commanded by Lt. Gen. Akashiba, the main defense force tasked with stopping the Allies from reaching Tokyo. The capital itself was defended by the Tokyo Defense Army composed of the 1st Imperial Guards Division, three garrison battalions and the 1st Anti-aircraft Division. Added to this force was a large amount of militia and partisans of the Volunteer Fighting Corps which also had formations located in various towns and cities throughout the region.



Finally, the 36th Army, command by Lt. Gen. Uemura, was spread out to the north of Tokyo in positions from which they could respond to an Allied invasion from any combination of beach locations. Their task was vital in the defense of Tokyo and the Kanto Plain and how Lt. Uemura deployed his troops would be crucial to the success or failure of the Japanese plan.



The fortification of Honshu had been a delicate subject for the government to consider. The invincibility of the Japanese Empire had by this time become suspect, but the military was loathe to begin construction on a “Pacific Wall” as this would have, in their minds, undermined the morale of the citizens. Thus, the improvement of the defense of Honshu was done in secrecy in the beginning. Later on, during Operation Olympic, had the campaign been known to be an Allied success, the Japanese military would have ordered an all-out fortification program. To what extent this would have gone is open to conjecture.

The conclusion made by the designers was that with the certainty of the Tokyo region being the target for the next step made by the Allies, the improvement of the fortifications would have been made but in that the defense of Kyushu had taken up a lot of the materials needed to build an extensive line of fortifications, the defenses of Tokyo would not have resulted in anything akin to a “Pacific Wall.” While the hills and mountains would have been honeycombed with tunnels and bunkers the open land would have fortified with trenches primarily and new bunkers of inferior quality.

Japanese Air and Naval Forces

The Battle of Kyushu would not have left the Japanese without airpower. Far from this they still would have had thousands of aircraft. The role that the military saw for their airpower was to use “The Indirect Approach” so instead of attacking the bombers, fighters and performing ground attacks they felt that one of the ways to defeat the Allies was to attack their shipping. If they could sink four to five freighters this would have limited the ability for a division to advance during the ground campaign. Sink twenty to thirty freighters and an entire corps would have slowed to a crawl. It was a sound concept and one that they would have followed. Thus, the Japanese Army would have only had a handful of “Sentai” or groups to aid with the ground support mission.

The Japanese Navy, by this time, amounted to a handful of ships and would have played little part in Operation Coronet. The suicide craft concept still may have been used but most of the craft would have been used up during Operation Olympic. Given that the US Navy would have been on watch for any sign of naval activity only the depleted submarine force would have been able to sortie with any kind of expectation of success.

This left the Imperial Japanese Army, along with the Imperial Japanese naval ground forces, as the main force for defense of Honshu. The composition of the rank and file differed from division to division but can be classified as being as a small number of veterans mixed in with a larger force of new conscripts. Most of the divisions had never fought in action. The equipment in each division differed from fully equipped to those using antiquated weapons. In some cases, the men used crude weapons such as spears or swords.

The “Guards” divisions were more of a militia force and not the elite formations that their name suggests. New Volunteer Fighting Corps formations made up a sizable percentage of the army. Despite this they would have given their all for the defense of Tokyo. There is no doubt that the Allies would have lost at least 100,000 casualties of all kinds in the fight for Honshu.

Allied Plans and Forces



The Allied forces for Operation Coronet would be the largest invasion force in the history of World War Two. Over two million men were involved in all aspects of the operation from the men that would be landing on the beaches to those manning the planes or hauling supplies from the rear area. One of the largest problems facing the Allied commanders General MacArthur and Admiral Nimitz would be how to deliver those men to the mainland of Japan while at the same time having enough shipping to supply them. Along with this would be the near-impossible task of ensuring that the shipping would not fall prone to horrendous casualties from the Japanese air attacks.

To begin let's examine the Allied ground troops and then we will cover the naval forces and lastly those of the air forces of the main nations involved.

Allied Ground Forces

 <p>HQ 1st Marines 108 Men (100%) Movement 26 Morale B Fatigue 0</p>	 <p>1 Bn/1 MR +++ 726 Men (100%) Movement 26 Morale B Fatigue 0</p>	 <p>Wpn Co/1 MR 4 Vehicles (100%) Movement 79 Morale B Fatigue 0</p>	 <p>A Co/1 TB 15 Vehicles (100%) Movement 79 Morale B Fatigue 0</p>
 <p>HQ 17th Inf Regt 108 Men (100%) Movement 24 Morale C Fatigue 0</p>	 <p>1 Inf Bn/17 IR +++ 579 Men (100%) Movement 24 Morale C Fatigue 0</p>	 <p>Cannon/17 IR 6 Guns (100%) Movement 60 Morale C Fatigue 0</p>	 <p>AT/17 IR 9 Guns (100%) Movement 72 Morale C Fatigue 0</p>

The main contingent of the Allied ground forces would be from the US Army and Marines. The drawing down from the war in Europe and in the Pacific would siphon off most of the best officers and sergeants to the point where much of the veteran cadre of the units would be sent home. Men who had joined the military in late 1942 to early 1943 and had gone on to become veterans of the Iwo-Jima, Okinawa and the Philippines operations would form the basis for the cadre of the platoons and companies, the units that got the job done on the ground. Gone were the men that had fought on Guadalcanal, the Gilberts and the Marianas not to mention those of the New Guinea and other South Pacific military operations. In their place would be men who either figured out the leadership position or were still swimming amidst the confusion that was modern combat in the Pacific.

And this was not limited to the ground troops. All branches in the military were suffering from the drawing down of the forces to include the US Navy and Army Air Forces. Men who had "done their time" were heading home and it would be felt in all branches of the military.

One of the misconceptions that I had was that most of the men still in uniform would look on the invasion of Japan with vengeance and a feeling of severe retribution but actually by the time that Operation Coronet would have begun many of the men felt as if they had done their part. The newer additions to the ground forces had seen the carnage on the newsreels and knew that the Japanese rarely if ever surrendered in large numbers. Instead it would be the veterans of Okinawa that would remind them that they faced a foe that was unwilling to raise their arms and give up. The fighting would be even that much harder since now they would be fighting for Tokyo and the homeland itself.



So, it was with much trepidation that the men slated for Operation Coronet were beginning to be sent to the various bases from where they would embark for this great military operation. For this operation two armies had been chosen to form the invasion force. The Eighth Army, tasked with landing at Sagami Beach and driving north to Tokyo and the Kanto Plain, had been fighting in the Pacific alongside the Sixth Army (Operation Olympic) through all the campaigns from 1942 to this point in the war. Commanded by Lt. General Robert L. Eichelberger, the Eighth Army would deploy on “Y-Day” (March 1st, 1946), the X and XIV Corps in the invasion phase followed by the XIII Armored Corps ten days later on Y+10. The III Corps would follow up on Y+30 and the VIII Corps sometime in April. A floating reserved composed of the 97th Infantry Division would be ready to reinforce the army as needed.



Initial planning for Operation Coronet called for three armies to be used. One army would land at Beach Kashima on “Y-Day” (March 1st, 1946) on the east coast while another landed at Kujukiri Beach on Y-Day and together both would drive inland to link up somewhere northeast of Tokyo. On or about Y+10 another army would land at Sagami Beach. The plan had many good points but would have stretched the supply forces to the limit. Thus the planners decided to use just two beaches. One army would land on Y-Day at Kujukiri Beach while the other would land on Y+10 at Sagami Beach. When someone pointed out that this meant that the first army to land would remain isolated longer than what was to be deemed a safe period the plan changed to where both armies would land on Y-Day. While other plans may have been added later in time prior to the invasion, it was this plan that we used in our product.



The First Army, tasked with landing at Kujukiri Beach and driving north to isolate Tokyo from the east, would arrive from Europe to take part in Operation Coronet. They would be commanded by veteran army commander General Courtney H. Hodges who had commanded them in Europe. They were composed of the XXIV and Marine III Amphibious Corps for the invasion phase followed by the V Corps on Y+30. The VII Corps would follow up sometime in April. The 11th Airborne Division and the 503rd Airborne Regiment were available for either army either in an airborne operation or delivered over the beaches to be used directly for either army.

US 11th Airborne:

			
HQ 11th Abn Division	HQ 187th Gldr Inf Regt	1 Gldr Inf Bn/187 GIR +++	AT/187 GIR
110 Men (100%) Movement 26 Fatigue 0	90 Men (100%) Movement 26 Fatigue 0	864 Men (100%) Movement 26 Fatigue 0	8 Guns (100%) Movement 79 Fatigue 0
Morale B	Morale B	Morale B	Morale B

In deep reserve were the Commonwealth X Corps and the French Expeditionary Corps. MacArthur had been hesitant to use these forces because of supply differences. With the assurance from the Allies that would either use Allied equipment or bring along enough supplies for their equipment he agreed that they should take their rightful place in the final downfall of Imperial Japan.

			
HQ 8th Inf Bde	1 Bn/The Suffolk R +++	HQ/3 Recon RAC	HQ/3 Recon RAC
108 Men (100%) Movement 24 Fatigue 0	568 Men (100%) Movement 24 Fatigue 0	129 Men (100%) Movement 24 Fatigue 0	8 Guns (100%) Movement 72 Fatigue 0
Morale C	Morale C	Morale C	Morale C

			
HQ CEFO	HQ 9e Div d'Inf Coloniale	HQ 3e Div d'Inf Coloniale	HQ BMEQ
150 Men (100%) Movement 24 Fatigue 0	110 Men (100%) Movement 24 Fatigue 0	110 Men (100%) Movement 24 Fatigue 0	108 Men (100%) Movement 24 Fatigue 0
Morale C	Morale C	Morale C	Morale C

Each US Corps was composed of three infantry divisions except for the XIII Armored Corps which had the 13th and 20th Armored Divisions. Their role was to exploit the breakout from the beaches and drive north to the west of Tokyo and help isolate the capital from the rest of the Japanese army. Both armored divisions had served in Europe but had only suffered minor casualties.

The Commonwealth Corps was composed of the 3rd British Infantry Division, the 6th Canadian Division and the 10th Australian Division. The French Expeditionary Corps was composed of the 3rd and 9th Colonial Divisions and the "Brigade Marine d'Extrême-Orient." These forces also could have been used to replace US Corps who could have been used in subsidiary roles such as an invasion of Nagoya or Osaka or be deployed to Kyushu in case the Japanese mounted a major operation to take the air and naval bases in the southern part of the island.


6th Canadian Division:

 HQ 14th Inf Bde Group 108 Men (100%) Movement 24 Morale C Fatigue 0	 A Co/Winnipeg LI 193 Men (100%) Movement 24 Morale C Fatigue 0	 A Co/Canadian Fusiliers 146 Men (100%) Movement 24 Morale C Fatigue 0	 A Co/31 ARB 12 Vehicles (100%) Movement 102 Morale C Fatigue 0
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Australian 10th Division:

 HQ 10th Division 110 Men (100%) Movement 24 Morale C Fatigue 0	 HQ 7th Brigade 108 Men (100%) Movement 24 Morale C Fatigue 0	 A Co/9 Bn 142 Men (100%) Movement 24 Morale C Fatigue 0	 A Co/2-3 MG 146 Men (100%) Movement 24 Morale C Fatigue 0
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French 9th Colonial Division:

 HQ 8e Regt d'Inf Coloniale 108 Men (100%) Movement 24 Morale C Fatigue 0	 1re Cie/1/8e RIC 193 Men (100%) Movement 24 Morale C Fatigue 0	 CAC/8e RIC 9 Guns (100%) Movement 72 Morale C Fatigue 0	 Canons/8e RIC 6 Guns (100%) Movement 60 Morale C Fatigue 0
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Allied equipment had remained about the same since the Okinawa and Philippines campaigns, but newer armor and artillery units had come into the US Army to replace older equipment. Tanks such as the M-26 Pershing were welcome additions. The large caliber artillery units (both towed and tracked) attached at army level ensured that the US forces would retain artillery superiority on the battlefield. Gone were the lighter M5 tanks to be replaced by the Chaffees. Towed AT guns were being replaced by M18 and M36 tank destroyer vehicles.



Allied Naval Forces



The US Navy had come a long way since Pearl Harbor. With an incredible arsenal at his disposal, Admiral Nimitz was assured of naval superiority in the campaign. The US war production had created the largest navy the world had ever seen, and Nimitz was in command. With more than thirty aircraft carriers to support the operation along with the numerous surface ships to provide shore bombardment, the US Navy would be able to support the Allied army forces with not only invasion fire support but also air strikes deep inland. Their main fear was that the Japanese would launch incredible amounts of Kamikaze attacks from above.



The British and French navies would add in two Task Forces to the support fire. The British had been operating with the US forces for some time being used on bombardment fire of the Japanese coastal areas and missions to exert Allied dominance over the sea lanes around the islands.



Allied Air Forces

The US Army Air Forces (USAAF) had also come a long way since those days of B-17s and P-40s strewn about in broken wreckage on Wheeler Field on Oahu on December 7th, 1941 and in the Philippines as well. The air would be filled with the sound of hundreds of Allied planes with the Japanese pilots being sent above only during early morning darkness for fear of being hunted from the sky before they could deploy into formations. Add in that the Allied forces from Britain, New Zealand, Australia, Canada and other Allied squadrons would add their weight to the struggle.

The airpower could be broken down into three groups: Bombers, fighters and recon aircraft. The bombers not only would fly ground support missions, but the heavy bombers would form up for “Carpet Bombing” missions. While Gen. Spaatz would still have kept his precious B-29s mainly for strikes on the theater targets such as the industrial areas still yet to be hit, the new B-32 Dominator bombers would be available for day to day operations.

The fighters such as the P-51 Mustang and P-47 Thunderbolt would not only cover the bombers but also participate in bombing and strafing missions of their own. The recon planes would perform missions to find targets for the bombers and US Army planners. Taken together this mighty force seemed to be unstoppable if not for the fact that they were tackling an enemy on his own turf. Just how would the operation have unfolded and eventually concluded? We will discuss that next in the following section.



The Campaign History

We use the term “Campaign History” as if the campaign took place. What follows is an assumption as to the flow of operations and events that would have composed Operation Coronet. Let’s start with looking at the outline of the campaign which can be broken down into five major phases. The flow of events is described in past tense to reflect it in terms of “completed events” rather than in the hypothetical tense of “Alternate History.” Please refer to the Situation maps found in the main folder of the game (Situation-Maps-J46.pdf) to follow along with the campaign history text.

Phase 1 - The Invasion Phase

Refer to the Situation Map for this phase as well as these scenarios:

#46_0301_05: Kujukiri Beaches

#46_0301_10: Sagami Beaches



The X Corps landed at 0400 on the western side of Sagami Beach with the 24th Division on the left and the 31st Division on the right faced by the Japanese 84th Division in trenches along the beach. Initial fire was heavy and the engineers and armored vehicles in the first wave took moderate losses as a result. By 0545 they had cleared gaps for the follow-on waves to use but the losses had piled up. When the infantry regiments came ashore there were still a few stray mines to be dealt with but those that had thought that this would be another Omaha Beach were relieved in part when they were able to make assaults on the Japanese positions and overcome them after a couple of hours fighting. By noon they had driven inland and secured many of their objectives. Only the bunkers holding the coastal defense guns continued to hold out.

Much the same could be said to the west in the XIV Corps zone of operations. The gaps through the minefields at the beach were created by the engineers and the armor fired to keep the enemy's heads down. Losses were minor but vehicles were still put out of action. The veterans took over quickly and led the new men into combat to triumph over the coastal positions. The divisions drove inland and by 1400 had taken much of their Y-Day objectives. A bunker on the far west side of the beach continued to hold out. Another at Hamatake also continued to delay the advance inland. Armor and engineers would be needed before these positions would fall.

The Japanese brought up troops of the Yokohama Naval Force to counterattack the US troops that had entered Fujisawa in the 32nd Division's sector. The elite 11th Naval Landing Force hit the stunned GIs in the town and drove them back. Companies were cut off and reserves had to be prematurely committed to extract them from their situation. The damage was done, however and the 127th Infantry Regiment was shattered. They would not be able to be used for offensive operations for several days until their depleted ranks had been replaced with fresh arrivals.

The rest of the day was spent by the US Army forces solidifying their positions inland. Mounting pressure from reserves to the north was felt during the night as the Japanese night patrols and small-scale attacks tested the strength of the US positions.

Over on Kujukiri Beach it was a different story. The XXIV Corps, landing at the southern end of the beach, had been able to drive inland, albeit having to bypass some of the bunkers, and had gained their Y-Day objectives with ease. The defenders were no match for the men of the 7th and 27th Divisions. To the north it was similar as the Marines of the III Amphibious Corps took position after position until they had driven inland about ten kilometers in places by nightfall. The arrival of more of the 3rd Imperial Guard Division from the north did not put a dent in their lines. Instead the Marines found out that these "Guards" had never in fact been in combat. Their actions in combat betrayed a lack of experience in the field that the Marines had seen on Saipan, Okinawa and Iwo Jima. Only light artillery fire was felt at Kujukiri Beach. The First Army had accomplished their objectives with relative ease.

With the dawn of the second day, more troops arrived with the Corps HQs arriving along with more armored and artillery support. Much needed supplies were brought ashore. At Sagami Beach the men of the XXIV Corps prepared for the arrival of several armored battalions that they hoped would turn the tide. The X Corps started out early with an attack that carried them to the north of the fields and close to the hills overlooking the beach. Much concern had been put on an expected counterattack from the west, but the Japanese had obviously not stationed any sizable force in Odawara. Had the 117th Independent Mixed Brigade been

stationed there; things would have been different. Instead they were positioned over at Yoshiwara to the west waiting for an invasion that never would take place in their sector of seacoast.

The 6th Division on the left of the XIV Corps sector was trying to clear out the remnants of troops that had barricaded themselves in Chigasaki. It would not be until 1000 before the last of them had been removed. Likewise, the X Corps 31st Division was locked in mortal combat with the soldiers of the 200th Regiment in Hiratsuka. It would not be until late in the evening the resistance there had ceased, and the town had fallen completely into Allied hands. The vital bridges which crossed the Sagami-Sen had been damaged and finally the railway bridge collapsed but the road bridge fell into their hands intact.

Far into the evening of the 3th of March the X Corps would work their way out of the beach area and up into the hills by Sakai. Over in the XIV Corps sector the stalemate would continue until their reserve division arrived on the 6th. It was only by the evening of the 8th that Fujisawa was in the hands of the US troops for good.

Over on Kujukiri Beach the corps commanders had landed and had begun making plans for a moderate advance when news came that armored forces were on their way forward along with infantry from all points of the compass. Rather than begin a cautious advance the commanders were forced to wait until the 6th when their reserve divisions would arrive and help them go over to the offensive for the breakout phase. At this point the army commanders assessed the situation. Kujukiri Beach had been a stellar success. Sagami Beach was an entirely different matter altogether.



Phase 2 - The Breakout Phase

Refer to the Situation Map for this phase as well as these scenarios:

#46_0306_01: Breakout: Kujukiri Beaches

#46_0306_05: Breakout: Sagami Beaches

By the 6th of March when the reserve divisions arrived the army commanders could finally resume the offensive and with more army troops pouring into the bridgehead have some level of superiority on the battlefield to outweigh the advantages of the defender. All the coastal defense gun bunkers had by this time fallen to the forces of the First Army. Now with the added forces the XXIV and Marine III Amphib. Corps could breakout from the beachhead.

With the newly arrived Sixth Marine Division holding the left of the line next to the 1st Marine Division and the US Army 96th Division, the job of the Marines was twofold: Attack towards the west and take Choshi as soon as possible to capture the port and get the Seabees in to do their work of repairing the damage to the facility and working with the XXIV Corps advance northwest towards Chiba and Sakura in the direction of Tokyo. For the 7th and 27th Divisions their goal was to attack to the southwest and isolate the Tokyo Bay Group troops in the Boso Peninsula.

The attack got underway after a preparatory bombardment of two hours starting at 0400 followed by two more hours of air strikes and naval gunfire. By 0800 the troops were on the march. The 7th Division had some difficulty in dislodging the Japanese from their bunkers and their attack stalled by 1400. The 27th Division fared better but by the end of the day they had only advanced five kilometers from their start point. Needless to say, the commanders were fuming at the delays. The 96th Division kept pace with the 6th Marine Division and by the end of the day they had advanced some ten kilometers to the northwest. That is when the forces of the reserve 93rd Division struck. The fighting continued into the evening and the gains of the Army and Marine forces were reduced to a total of six kilometers.

Over to the north, the 1st and 4th Marine Divisions were able to crash through the initial layer of defenders but had suffered many casualties in the process. With typical Marine heroism they bravely took positions by risking themselves sometimes needlessly. Despite this they had gained nine kilometers of ground by the end of the day.

The morning of the 7th dawned with a counterattack by the 152nd Division and the 94th Regiment of the 44th Division. The Marines were in peril of losing their positions when two battalions of armor arrived and tore about the clumped groups of Japanese soldiers. It would take all that day for the Marines to finally gain the upper hand again and resume the offensive.

Meanwhile, the 96th Division and 6th Marine Division were given more First Army assets and they were able to throw the 93rd Division into array. For an entire day both sides traded blows. The stubborn defense of the Japanese stymied more than one Marine attack. The US Army, relying mainly on a new battalion of Pershings to lead the way, was able to decimate the Japanese 203rd Infantry Regiment. However, the cost of the day's

fighting was such that the 381st Regiment of the 96th Division was rendered “hors de combat” for the duration of the breakout operation. This in turn meant that the division would have to go over to the defensive in order to ensure that the center of the line held. Along with the 707th Tank Battalion, the remaining regiments of the 96th held the center for the next three days.

To the south the 27th Division had made better headway on the 7th and was able to gain some of the high ground near Tsurumai. The “hinge” between the 147th and 354th Divisions was starting to give way. It seemed to the US commanders that one more good attack could cause it to buckle and collapse. The 7th Division had made good progress in the morning attack and the Yokoyama had gone well with the town falling by noon. Thus, the Japanese 354th Division was not only in peril of losing its contact point with their northern neighbors, but its center was pierced. The orders had said to not give ground, but the commanding officers knew that this would mean certain disaster, so they gave the orders to pull back. The new line would be based on Nakano and Kurohara. The right flank would fall back along the coast to Ozawa.

The orders given, the men fell back under cover of darkness and by 0200 had taken cover in the new positions. Rather than rest the troops, the commanders gave orders for the men to dig in. The construction of new defensive positions was only halfway completed when the men of the 17th and 184th Regiments struck the ridge to the northeast of Nakano and the tired and confused soldiers of the 333rd Regiment were driven back with great loss.



On the rest of the XXIV Corps front the US soldiers, tired for the past two days exertion, struggled to keep up the offensive. Only the 105th Regiment of the 27th Division seemed to have nerves of steel and incredible energy to keep up the attack. By the end of the day the 105th had advanced to Itabu and the 354th Division had lost contact with the rest of the Japanese army. Now isolated from their comrades over in the 52nd Army they would eventually be driven down the length of the Boso Peninsula and die in great numbers rather than surrender.

For the northern front where the Marines were battling in their advance to the northeast, they made great strides over the next three days and by the 10th had taken Choshi and were busy reducing the bunkers of the coastal defense guns. The center of the First Army's line advanced forward after a grand carpet-bombing run dazed the defenders of that part of the line. However, by the 10th the offensive had spent itself and the First Army had to call a halt to their operations. They had broken out of the beachhead but at moderate cost. They now would have to rest and wait until replacements could bring their numbers back to a state where they could start the grand advance to Tokyo.

Over in the Eighth Army sector at Sagami Beach, the newly arrived divisions of the X and XIV Corps had taken their place in the line on the afternoon of the 5th of March. After a minor attack to gain better jumping off points for the breakout, and an uneasy night of rest, the ground thundered at 0400 with the sound of the US artillery batteries pounding the Japanese soldiers in their trenches and after the airpower had added in their part, the men of the Eighth Army lurched forward into the attack.

The X Corps area was packed with men, equipment and vehicles. The newly arrived 37th Division took its place between the 24th on the left and the 31st on the right. Backed up by armored battalions from the divisions and corps and army levels, the men still had fears that the Japanese had something up their sleeve. The heights to the northwest towered above their positions. Japanese artillery spotters looked down on their positions and were able to direct a return fire into the tightly grouped formations causing moderate losses. Once the last planes had flown off the attack got underway and the bid to breakout from "Bloody Beach," as the men of the 31st Division had dubbed Sagami Beach had begun.

The men of the 34th Regimental Combat Team (RCT) of the 24th Division had the mission of taking Kamijima. That town would become the hinge upon which their advance up into the hills turned. Take and hold Kamijima the company commanders were told. Unbeknown to the men of the 34th, the Japanese had ordered the 117th Mixed Infantry Brigade to advance from their defensive positions at Yoshiwara, far to the west, and march to the aid of the depleted 84th Division which was guarding the hills north of the beach. By the 5th of March, the 117th had advanced as far as Suganuma, just west of the ridge to the west of Kamijima and were thus concealed from view when the X Corps attack opened.

The 34th RCT and their neighbors, the 19th RCT, both were able to gain the high ground north of their positions after about six hours of fighting. The 34th had started to approach Kamijima when the cries of the Japanese soldiers were heard. The 117th Brigade had arrived and went into the defensive positions thus strengthening the weak line. As more of the brigade arrived their commander ordered an attack aimed at regaining Kaneka. The relatively fresh 34th RCT held off the attack but with moderate losses. For the rest of the day both sides attacked and counterattacked. The 24th Division was not able to accomplish their mission of taking the town.

Their attack thus stalled into the hills because the division commander was now unsure if more troops were on their way. He was to be proven right as events would soon unfold.

In the center, the fresh US 37th Division had a tough advance against the stubborn defenders of the 200th Infantry Regiment (IR). Bringing up flamethrower tanks, they were finally able to burn out the defenders but had lost eight precious hours in the process. By nightfall they had taken the initial defensive works but the bunker at Zemba still remained in Japanese hands.

On their right, the 31st Division advanced over the rice paddies towards Shimokasuya which was their primary objective. The moist ground made movement for wheeled transport impossible. Any attempt by the vehicles to enter the rice paddies caused them to bog down. Only the armor was able to navigate their way through the rice fields towards their objective. By noon the initial line had fallen but it was only by 1800 that the 31st had reached the outskirts of Shimokasuya. It was there that they met the Japanese 2nd Tank Brigade. Along with a battalion of ardent Japanese soldiers, they held off the US soldiers for the rest of the day. The Japanese line had held albeit it now was cracking noticeably.

Over in the XIV Corps area, the 6th Infantry Division started their attack soon after the artillery, air and naval attacks had ceased. Their objective for the day was Kashiwagaya some eight kilometers to the rear of the main line of resistance. Two armored battalions from Eighth Army were attached to the division to beef up the attack. By noon they had cleared the initial defenders to their front and by 1400 had taken Fukaya but Ova still held out. The armor came up at 1600 to help reduce Ova and by nightfall they had taken the village but Kashiwagaya would have to wait for the morrow.

The 32nd Division in the center had the goal of taking Shimo-Kachiocho and Nakadacho. The former fell after six hours of hard fighting but more of the Japanese Naval forces arrived and held off the 32nd for the rest of the day.

The 38th Division, newly arrived, had the difficult task of trying to take Yamanouchi. Despite being fresh right off the transports, they came up against a brick wall as the bulk of the Japanese Naval forces were dug in and put up a stiff fight. Despite the heroics of several tank companies and infantry platoons they never were able to gain the high ground and by the end of the day had only advanced four kilometers against stiff resistance.

Over the course of the next four days the Eighth Army battled against stiff opposition and only in the center were they able to make any real gains. The unexpected appearance of the Japanese 326th Infantry Regiment along the left flank of the X Corps meant that the 21st RCT of the 24th Division had to remain in place to guard against an attack on the flank of the First Army.

The 13th Armored Division arrived on the 10th and was pressed into service to attack to the north to enlarge the breakout. By the end of the day they had helped the XIV Corps to advance fifteen kilometers to the north. With the arrival of the armor the Japanese forces were pulled back to the north into the hills and into better terrain in the center. The Japanese Naval Landing forces retreated to the north to help with the defense of Tokyo while the rest of the Yokosuka Naval Force was left to guard the Miura Peninsula. The First Army had achieved a breakout of sorts but not to the degree that was expected.

Phase 3 - The Advance to Tokyo

Refer to the Situation Map for this phase as well as this scenario:

#46_0312_11: Allied Phase 3 Operations

Following the breakout from the beaches, the Allied forces paused to reorganize their forces. The 20th Armored Division arrived on the 11th and the rest of the XIII Armored Corps troops followed on the 12th. The fighting in the Boso Peninsula continued but the progress against the 354th Division was slow.

The task of readying Choshi as a working port for the First Army began but it was not until the beginning of April that the port would be working at full capacity. In the meantime, the Mulberry system was carrying the load for the army. Over to the west, the Eighth Army had yet to capture Yokohama, so they also were relying on the Mulberries for their supply needs. Both armies were ready once again to resume the offensive by March 12th.

The advance of the First Army to the southeast of Tokyo kicked off on the 12th at 0800 soon after a prolonged bombardment of the Japanese defenses between Chiba and Sukura were pounded by more than five hundred artillery pieces. By 1400 of that afternoon the XXIV Corps had advanced to the heart of Chiba but prolonged resistance by the determined Japanese defenders kept them from taking the city. House to house fighting was fierce. Snipers from both sides took a toll on the officers. In some battalion's sergeants were leading platoons and Lieutenants were leading companies.



The 6th Marines Division made good progress and by the end of the day had forced the left of the Japanese line to fold back. They captured Joza by nightfall and the entire 3rd Imperial Guard Division had been shattered. The commander of the Japanese 147th Division ordered much of his division in the center to fall back while he ordered the defenders of Chiba to hold out.

On the morrow, the First Army continued the attack with the Marines driving from Joza all the way to Miyauchi by noon, but it was there that they ran into the second line of the 52nd Army. The first tanks of the Fourth Armored Division attacked the Marines causing them to take cover. Marine tankers were redirected to fire on the enemy armor, but it was not until nightfall that the threat had been removed.

Meanwhile, the 27th Division was able to take Chiba by 1600. On the 14th they attacked and took the southern part of Makuhari but were unable to take the entire town. The Marines were forced to hold up their attack due to large numbers of Japanese forces approaching from the northwest.

Down in the Boso Peninsula the 7th Division, reinforced by the 105th RCT and 503rd Airborne Regiment, was making good gains against the Japanese. They gained nine kilometers on the first day and were able to advance a further seven kilometers on the 13th. By the 14th the Japanese resistance had stiffened and for the next four days the US advance was reduced to only twelve kilometers. Only on the final day of the attack, March 17th, were the US forces able to gain another six kilometers taking them down to Wado on the Pacific shore and Haroka on the western side of the peninsula. The final reduction of the peninsula would have to wait as the Allied forces here were now exhausted from the constant climbing of the hills and illness which spread through the ranks.

On the extreme end of the First Army's right flank, the 4th Marine Division was ordered to hold along the Tone-Kawa and observe the Japanese of the 51st Army. On the 13th, with their ranks spread thin along the shore positions, the Japanese launched an offensive with the 44th Division which crossed the Tone-Kawa and surprised the Marines in their foxholes. By noon the Japanese were driving on Yatsuzuka and it was only by the intervention of the rest of the division that the 25th Marines were not completely overwhelmed. The resulting counterattack drove the Japanese back and during the night they re-embarked in their boats and crossed the Tone-Kawa back to the northern side. The Marines were left to garrison Choshi and resume their defensive mission in peace for the rest of the operation.

In the main First Army sector, the XXIV Corps was able by the 17th to take Funabashi while the Marines took Shiroy to the north. Neither corps had expected the level of resistance that they met. While they had not taken as much ground as desired, the strong counterattacks of the Japanese forces had further reduced their divisions to the point where the reserve divisions come up from the rear had to be ready to hold the line in case the enemy had landed more troops. They would not know that the next wave of US reinforcements would not arrive until the end of the month.

In the Eighth Army area south of Tokyo, the XIII Armored Corps kicked off their attack after the preparatory bombardment and air attacks had finished. The 6th Division of the XIV Corps led the way in the center on the east side of the Sagami-Sen with the 13th Armor in reserve and ready to exploit their breakthrough. The 20th Armor was to the right of the 6th Division and this compact mass smashed into the trenches of the 350th IR of the Japanese 316th Division. The Japanese troops here fought tenaciously but by 1400 their positions had been overrun and the 13th Armored Division was advancing north towards Miyakami where they ran into the

armor of the 2nd Tank Bn. The fight was swift and sudden as the Japanese tankers were no match for the mass of tanks thrown at them. Of the 51 Japanese tanks only 22 remained to limp back to the northeast that evening.

To the right of the main thrust of the First Army was the 32nd Division. They had been tasked with taking Yokohama with their 128th RCT. Facing them were the militia soldiers and partisans of the Volunteer Fighting Corps. This would be one of the first of many engagements with these irregular forces. Lacking in weapons they were fierce in combat but lacked any staying power on the attack. The older hands of the 128th directed fire on the Japanese which threw them into a panic. However, the buildings of the city allowed them to safely withdraw back into the small peninsula. The fighting would continue until the fourth day when final resistance had collapsed.

The 38th Division had been tasked with making the assault from the north on the Miura Peninsula. The 97th Division would land at South Lamour Beach on the 15th so for three days the mission of the attacking forces was to draw as many Japanese away from the beaches as possible. The initial attacks on the 12th were met with stiff resistance. MacArthur, himself, demanded that the 38th do more than just “demonstrate” in front of the defenses and so on the 13th the division carried out an all-out assault.



The critical point came at 1600 when the line seemed about to break. The Japanese commander of the 114th Infantry Mixed Brigade committed his final reserves, but they were not able to hold the line. By nightfall the US soldiers of the 38th were roaming the streets of Yokosuka looking for shelter. Hayama on the western coast fell and this drew in some of the men of the Yokosuka Landing Force deployed to the south at the beaches. When the men of the 97th Division did land on South Lamour Beach on the 15th the resistance was light and, in many places, nonexistent.

Over in the X Corps sector the fighting was stiff. The mountainous terrain made advances very difficult and it was here that the US soldiers ran into the caves and tunnels and bunkers that the Japanese had constructed for improved defense. With the 27th Division on the left, the 37th Division in the center and the 31st Division on the right, they advanced into the rugged terrain. The 27th Division had a mainly defensive role to protect the army's left flank and so did not press their attack. The 37th in the center fought for three days to take key locations up on the ridges. The 31st Division made better progress. They were able to take Hirato and Seki on the 15th.

In the center, the XIII Armored Corps and the 6th Division were able to advance to the north to the outskirts of Fuchu on the evening of the 13th, the second day of the operation. However, a counterattack by the 1st Tank Division struck their ranks and only the timely intervention of two combat commands saved the day. The offensive resumed on the morning of the 16th and by the end of the operation they had taken Tachikawa but not Kokobunji.

Summary: Like the breakout operation much ground had been taken but the unexpected attacks by the Japanese had caught the US forces by surprise and this in turn threw their timetable off. The remainder of the campaign would see many instances like this repeatedly.

The US Navy minesweepers now had a major part in the operation. It was deemed important to be able to have Allied warships enter Tokyo Bay, but the Japanese had mined the opening. The minesweepers would be escorted to the entrance of the bay and commence operations to remove the mines on the 14th so that for the next phase of operations the warships could enter and support either army. This was accomplished but two ships were damaged and one sunk. Fortunately, the minesweepers were then able to withdraw from the combat arena to go do other mine removal operations throughout the Japanese home waters.



Phase 4 - The Battle of Tokyo

Refer to the Situation Map for this phase as well as this scenario:



#46_0403_01: Allied Phase 4 Operations

With the Japanese falling back but still in good order, the time had now come to make an all-out attack on the capital, for the armies to link up and drive north to the southern limits of the Kanto Plain. Each army had distinct goals which we will review at this point. By the 3rd of April the Allies were ready once again to resume the offensive. The recently landed forces of the III and V Corps would add the weight needed to take Tokyo and help isolate the capital from the east.

The First Army's goal was for the newly arrived V Corps and Marine 1st Division to attack to the north and east while the remainder of the Marine III Amphibious Corps crossed over the rivers to the north to take on the forces of the 51st and 52nd Army. Finally, the "Ad Hoc" Corps of the 7th Infantry Division and supporting forces would take the remainder of the Boso Peninsular and silence forever the coastal defense guns which were harassing allied shipping.

The Eighth Army's goal was to attack Tokyo with the newly arrived III Corps. The XIII Armored Corps would march along their left flank to take key positions such as Tokorozawa and ultimately Kawagoe and Omiya. The XIV Corps would be used in a reserve role. The X Corps would continue their advance into the mountainous terrain on the left flank and guard against an attack from the direction of Nagoya.

In the First Army's central sector facing Tokyo and the Kanto Plain, the V Corps sent forward assault teams to cross the Chiba-Ken with boats provided by the engineers. Elements of the 2nd RCT of the 5th Infantry Division crossed to the south of Ichikawa while the rest of the division massed against the town to tie down the defenders. Soon the men of the 2nd RCT were moving north to outflank the town causing the defenders to change facing to fire on the attackers. The 10th RCT then crossed north of Ichikawa and outflanked the town from the north thus unhinging the position.

Desperate fighting took place throughout the afternoon but by nightfall a bridge had been constructed there over which vehicles could cross to begin advancing north to outflank the rest of the defensive line on the Chiba-Ken. This allowed the 44th Division to cross the Chiba-Ken and then wheel north to take Soka. The 5th Infantry Division was able to wheel around the north end of Tokyo and isolate the capital when they met up with advancing elements of the III and XIII Corps of the Eighth Army.

The 1st Marine Division led the way on the assault against the forces of the 93rd Division and 4th Tank Division in the Noda Gap. This narrow region caused the attacker's forces to "funnel" into a narrow space thus negating the superior numbers of the Allied forces. For three days the battle raged for this area with the Japanese sending in wave after wave of reserves to plug the gap.

Finally, the 96th Division relieved the 1st Marines (regiment) and struck the right of the Japanese line with such force that they buckled. By the evening of the 5th the Japanese had lost Noda and were falling back on Bansho and Obusuma. The Marines and Army forces were ahead of schedule but were forced to go on the defensive for the next two days when the 81st Infantry Division arrived and drove the 96th back three kilometers to the south. By the end of the operation the lines were fluid, but the Allied forces were exhausted by the constant fighting.

The Fourth and Sixth Marine Divisions' part in the operation was to cross the waterways and engage the soldiers of the 51st and 52nd Armies. This was considered a vital role as the Marines were expected to advance up along the coast and outflank the forces guarding the beaches while at the same time keep in touch with the First Marine Division which was engaged in offensive operations already described above.

The Sixth Marines formed the left wing of the operation. Facing them were the soldiers of the depleted 3rd Imperial Guards Division. The Allied artillery laid down a smokescreen after preliminary artillery and air strikes had pinned the defenders. The stunned Guardsmen could only offer up limited resistance as the 4th Marines (regiment) swarmed their positions. By late morning Yokoruka had fallen and the 9th Guards Regiment was in shambles. Likewise, the same outcome befell the 8th Guards Regiment to the west. The 29th Marines, who crossed in the afternoon, overwhelmed them after departing their boats and assaulting their positions. The 22nd Marines, held in reserve, crossed over during the early evening to take up the lead position for the next day's attack.

The men of the 4th Marine Division had the longest frontage of any division in either army to hold. Nevertheless, they were ordered to engage in offensive operations to gain the northern shore, engage the enemy and take vital jump off positions. For the men of the 24th Marines they were to wait for the success of the 4th Marines to the east and then on the second day of the operation cross over and take Sono from the 438th IR. This they did with their usual expert precision. Despite the addition of many new recruits, the veterans of earlier campaigns led the way and their example was infectious to the newcomers. Like a wave of Vikings, the men of the 24th Marines overwhelmed the defenders who only put up a feeble resistance.

With the success of the 24th Marines, the 23rd Marines now crossed over on the third day of the operation to take up position on the right flank. By the afternoon of the 5th Suijin had fallen. Eventually these two regiments advanced another six kilometers during the operation thus securing important locations for the advance to the Kanto Plain which would follow in the middle of the month.

The reserve forces of the XXIV Corps were finally brought into action on the afternoon of the 5th of April. The 27th Division was sent to try and take the eastern part of Tokyo. As the men approached the bridges, suddenly the ground rocked from the sound of explosions. The Japanese had wired the bridges to explode. Only one of the set charges failed to explode. A brave Japanese engineer carried a bundle of explosives out onto the bridge about a third of the way. With the help of one of the militia men who accompanied him, he was able to go over the right side of the bridge and repel under the structure where he attached the charge to the bridge and manually set it off. With all bridges down at this point the Allies had to bring up engineers to help them cross the river and storm Tokyo from the east.

For the men of the 106th and 165th RCTs the mission seemed suicidal. On the morning of the 8th these men embarked in the boats provided by the US engineers. Artillery laid down a thick smoke screen. Tanks lined the shore and laid down fire on suspected defensive positions. The enemy answered back with their guns. Boats capsized or were hit by direct fire.



When the men landed on the other side of the Rakawa Canal they were met with automatic weapons fire from the rubble of what was once large structures. It was almost impossible to tell where the fire was coming from. Individuals braved the fire to reach cover. Many died crossing the open streets but in the end, they gained a toehold on the far shore. By nightfall the rest of the regiment's men were crossing over improvised ferries and the bridgehead was secure. Countless counterattacks had been beaten off by the desperation of the defenders and the support fire from tanks on the eastern shore along with artillery and naval gunfire. The fighting was too close for air support to be used.

The eastern shore of Tokyo had been breached but this part of the city would hold out for another four weeks. It would take the combined efforts of soldiers of all trades to finally subdue eastern Tokyo.

The final chapter of the First Army's operations in the Boso Peninsula was concluded when on the 5th of April the men of the ragged 7th Division finally overcame all resistance and took the last remaining positions. First Army had achieved their goal against a fanatical foe bent on taking as many US soldiers with them as possible.

Now we focus our attention on the activities of the men of the Eighth Army who were tasked with assaulting Tokyo, which many were likening to Stalingrad due to the ability of the Japanese soldiers to conceal themselves in the rubble. Enormous losses were predicted. Additional medics had been flown in from the Philippines. Two field hospitals were built to deal with the casualties expected to come from the attack on the capital.

Tokyo by this time in the war had been almost flattened. Much of the city was rubble. Some of the city had been rebuilt only to be destroyed once again. Finally, the Japanese took to building underground bunkers from which the men could emerge and attack the Allies after they had passed their positions. The openings to these bunkers were carefully concealed by artificial coverings made to look like rubble. To the III and XIV Corps fell the burden of assaulting Tokyo.

The III Corps' 4th Infantry Division would form the right wing of the attack while the 8th Infantry Division would form the left flank. In reserve lay the 32nd Division which was stationed in the Chitose area (2 regiments) and Kawasaki (1 regiment). The 8th would lead off with the 4th following in echelon.

The defenders of Tokyo were a mixed group. There were remnants of the Naval Landing Forces who were to bolster the morale of the militia and partisans. The 1st Imperial Guards Division formed the main cadre of the defense, but it would be the naval forces which would do wonders during the defense.

The men of the 12th RCT hit the outskirts of Tokyo first accompanied by the tankers of the 775th Tank Bn. They were met with a hail of small arms fire, anti-tank gun rounds and amazingly enough arrows from ancient bows! The militia was armed with anything that they could use to kill or maim the dreaded US GIs. The assault faltered slightly and then the US troops were in and amongst the defenders. The 22nd Tokyo Boeitai Bn. was struck by the attack first and they wavered. The US forces pressed them back but were in turn attacked by men from a concealed bunker position. Some of the tanks were destroyed when Japanese militia armed with grenade bundles laid their charges against the rear of the vehicles and set them off.

The same story was seen in the attack by the 22nd RCT to the right. Accompanying them were the M36 Jacksons of the 802nd TD Bn. As they swept into the western suburbs the exposed gunners and commander in the Jacksons came under fire. The infantry called in artillery support but quite often it went long and did not

hit its intended target. The fighting for these two regiments went on into the night. By the end of the first day's operations the III Corps had only advanced four kilometers into the great city. On the morrow they were to be baptized properly into the perils of city fighting.

Over in the XIII Corps area of operations, the 6th Division (now attached to the XIII Corps) had made good progress to the northeast. By the afternoon of the first day they had taken Sakanoshita and had been able to clear the two lines of defenders out of their trenches. The Japanese Naval Landing Forces had put up a determined defense but the weight in numbers of the attackers was too much for them. Along with the 6th Division, the tankers of the 20th Armored Division were able to make great gains and by the end of the day had advanced to Fujikubo. It was sometime on the afternoon of the fifth day that they made contact with elements of the First army.

The 13th Armored Division attacked at 0800 as soon as the preliminary bombardment and air strikes had concluded. Their mission was to take Hakonegasaki with aid from the 38th Division and then drive north to Takasaka. By 1400 they had accomplished their mission and were pressing on to take Karosu. They were able to get into the outskirts of that town when darkness fell, and they called a halt for the day. The 38th Division's 151st RCT followed on their right flank fighting through the woods to the west of Hakonegasaki to free the mechanized infantry up to aid the tankers as they advanced north. By the second day the 38th was able to deploy two regiments abreast and by the middle of the day had advanced in line with the armored forces.

However, on the third day the Japanese 1st Tank Division once again launched a counterattack on the flank of the 38th Division. CCR of the 13th Armored was called on to help stop the attack. CCA of the 20th Armored Division struck the 1st Tank Division on their open left flank causing them to reel in confusion. CCR attacked at that moment and both US armored forces soon became intermingled. Confusion reigned on all sides and when an Allied airstrike mistook a platoon of Shermans for Japanese tanks the attack was temporarily halted until the units could be sorted out. One hour later the attack was resumed and the 1st Tank Division had to retreat to the north taking with it units of the 316th Infantry Division. The crisis had been averted but an entire day had been spent dealing with this threat.



Meanwhile, the 87th Division of the III Corps had moved out of its reserve position on the morning of the 5th to make a wide circling maneuver around Kichijoji. Flowing through the former defenses of the 14th Naval Landing Force they looped around to the east and soon were flanking Tokyo on the north. By the morning of the fourth day they were striking the northwestern suburbs of Tokyo. It was here that the irregular forces were dug in and waiting.

Soon the sound of combat was heard. The Japanese machine gun and mortar fire kept the US GIs pinned down until someone called in an artillery strike which took out several of the gunners. Both sides played cat and mouse in the rubble and the attack bogged down for four crucial hours long enough for the 12th Japanese Naval Landing Force to make a counterattack and drive the men of the 1st battalion, 347th RCT out of a crucial factory building. Two Pershings of B Co., 761st Tank Bn. were put out of action when they were set afire. The crews abandoned the vehicles only to be shot down by snipers or struck down by partisan forces hiding in the rubble.

By the time the sunset on the 6th the weary men in the 87th Division were barely holding on to the ground they had taken. When the 346th RCT was pressed into action they were able to retake the factory and with that the irregular forces were routed out along with the naval and partisan forces. They advanced three kilometers further into the city only to find more defenders holed up in a bunker location.

By the end of the fifth day the attack had stalled. The bunker was taken but only after great loss of life on both sides. On the last day of the operation the 87th finally tied in with the 8th Division and both drove the Japanese defender further into the heart of the city. It would not be until the 18th the city could be considered secure though fanatical defenders still held out in warehouse locations along Tokyo Bay.

In the X Corps sector the troops finally were able to launch a full-scale assault which swept the men of the 321st Division out of their defensive locations. By the afternoon of the third day the US forces ran up the Stars and Stripes in the center of Orsuki, their primary objective for the campaign which they were supposed to have taken in the middle of March. The Japanese forces melted back into the hills above the town.

The newly arrived XVIII Corps headquarters, with Gen. Matt Ridgway in command, had been given control of the 37th and 31st Divisions. The former was attacking in conjunction with the X Corps but due to the distance and rough terrain was out of contact with X Corps headquarters for most of the operation. Thus, they were out of supporting range, far to the west of the 31st Division when the Japanese 209th Infantry Division struck.

The men of the 31st had been called on to perform a pinning action on the first day of the operation. They had done this though the commander was less than pleased with the half-hearted efforts and severely rebuked his two regimental commanders that had led the assault. They had dug hasty defensive positions and had settled in for the night when on the dawn of the second day they were attacked by the very Japanese troops they had just attacked the day before.

Down from the hills swept the Japanese soldiers. The men of the 31st fought bravely but the fierceness of the attack carried the assault troops down to Kohotake and Inume. Only the intervention of the 188th Airborne Regiment and a tank battalion sent from Eighth Army reserve saved the 31st from disaster.

The 209th Division was forced to retreat with the rest of the 53rd Army once their right flank was no longer protected. And thus, ended the great Battle of Tokyo.

Phase 5 – The Battle for the Kanto Plain

Refer to the Situation Map for this phase as well as this scenario:

#46_0420_01: Battle for the Kanto Plain

Following the capture of Tokyo, the 1st Marine Division was redeployed on the 15th of April to take the place of the 25th Marines on the far-right wing of the First Army lines. They then conducted an amphibious assault across the Tone-Kawa to drive up the coast and join the rest of the III Amphibious Corps in their mission of outflanking the 51st Army. They met scant resistance along the way as the Japanese had pulled back to the north. Realizing that they were outflanked, they retreated northwest to the heights near Hojo. The other two Marine divisions joined the 1st Marine Division and by the 18th were positioned in and around Katakura. They formed the right wing of the First Army.

The First Army's new arrival was the VII Corps commanded by Gen. "Lightning Joe" Collins, who had once commanded troops in the Pacific (Hawaiian Dept. and 25th Infantry Division). This corps joined the XXIV Corps in the center of the army's advance north to the Kanto Plain which commenced on the 13th of April. The V Corps made up the left wing.



The VIII Corps joined the Eighth Army on the 10th and by the 13th were ready to advance north as part of the center. The X Corps would form the left wing but were mainly to be used in a limited role of guarding the left flank.

The III Corps would be to the right of the VIII Corps during the advance while the XIII Corps would be in reserve behind the III Corps. Finally, the XIV Corps would be the army's right wing linking up with the V Corps of the First Army.

The 7th Division, of the First Army, severely depleted from the fighting in the Boso Peninsula, was garrisoning Tokyo and would not take part in the operations. Likewise, the 97th Division became the new left-wing force for the Eighth Army and was stationed to watch for forces arriving from Nagoya. The 11th Airborne Division and the 503rd Airborne Regiment had been withdrawn to the theater reserves for future operations in Japan. Altogether close to 160,000 Allied troops would be involved in the Battle of the Kanto Plain.

The state of the Japanese army by this time had left them with severely depleted ranks. In many cases the battalions had been consolidated. The militia and partisan forces had been absorbed into the regular Japanese Army. The artillery had suffered severe losses and were consolidated as much as possible. The armored forces had taken severe losses and were but a shadow of their original strength.

With this force the Japanese High Command entertained little hope that they could hold off the mighty forces of the Allied nations. At this point they knew that the best they could hope for was fight honorably for Emperor and country and hope for the best.

The Japanese had the 53rd Army on the right flank with the 36th Army to their left holding the center. On the other side of the Tone-Gawa was the 52nd Army. To their left was the 51st Army. Altogether the Japanese had some 130,000 men to resist the Allied advance.

The state of the Kanto Plain during April (and May) was normally drier than the rest of the year, but in order to delay the Allied vehicle movement, the Japanese had flooded the rice fields. Add to it that March had been usually wet. Thus, the Allies would mainly be road bound except for their tracked vehicles which at least could slosh through the fields. Added in was the defensive works which the Japanese had constructed, and the Allies would still have their work cut out for them to capture the Kanto Plain. By April 19th all the Allied forces had assembled for the attack.

On the morning of the 20th a mighty, sustained barrage was made against the Japanese defensive positions. Allied air forces made bombing runs and the fighters strafed anything that moved on the roads. The commanders would use carpet bombing missions at their discretion later in the battle. The dazed Japanese defenders could only hunker down deeper in their trenches and bunkers during this crescendo of doom.

For the Eighth Army, the plan was for their III and VIII Corps, supported by the XIII Armored Corps, to make the primary assault to the north. Once the III Corps had gotten near the town of Gyoda, south of the Tone-Gawa, they would pivot to the east and help trap the 36th Army against the river. The V and XIV Corps would drive north to complete the encirclement. The VII and XXIV Corps would drive northwest and attempt to close off the approaches to the bridges across the Tone-Gawa so that the 36th Army's fate was sealed.



Meanwhile, the XXIV Corps would drive northwest to link up with the Marine III Amphibious Corps to tie down the 51st Army from coming to the aid of the 36th Army. The poor 52nd Army had suffered significant losses and was not considered a serious threat. The terrain was more open on the sector of the battlefield which the 52nd Army was called upon to defend. Despite the line of bunkers, the 52nd Army had for protection, the Allied High Command had figured that they could tear open that part of the front and drive behind the 51st Army's position before they could respond to the threat.

Thus, on the 20th the III and VIII Corps began the assault with the forces to their right advancing two hours later. The ground thundered from the sound of over 1800 vehicles of the first wave moving along the roads or through the countryside.

The 104th Division of the VIII Corps was the spearhead of the corps assault. To their left the 91st Division was under orders to avoid attacking the prepared positions in the woods of the Japanese 140th Division. Instead they would move to the northeast and strike the 316th and guard the left flank of the advance. The 95th Division was kept in reserve until the 2nd day when they would follow in the wake of the VIII Corps.

The men of the 413th and 414th RCTs struck the confused defenders of the 350th Infantry Regiment. This regiment was being used in this sector to absorb the blow of the Allied attack rather than make any

determined defense. Nevertheless, the men fought tenaciously but were vastly outnumbered and were in short time sent packing to the rear. Now that the US 104th Division had gained the main road they could move more rapidly. Losses had been light, and the division was on schedule.

Likewise, the men of the 363rd RCT of the 91st Division stumbled into the ragged warriors of the 3rd Battalion of the 351st IR of the 316th Division who were blocking the road leading to Matsuyama. In short time, the five hundred-forty defenders were routed out of their positions and were retreating to the north along the rail line. The second battalion soon followed as the attacking forces continued through the rice paddies to hit their position as well. A short delay followed when a mortar round struck the regiment command post disabling some of the radios, but the officers continued to send orders to the front via runners urging the men forward.

By the end of the first day the two divisions had advanced twelve kilometers through two lines of defenders and the way was open to Matsuyama. Behind them the tanks of the 13th Armored Division were waiting for the signal to advance. This was soon given on the morning of the second day and by noon they were up to Matsuyama and ready to press on to the north. With CCB leading the way the tankers took Minowa and Ova by 1600 and were nearing Muraoka, just south of the large town of Kumagaya, as the sun was setting. Recon forces discovered the bunkers just before antitank gun fire opened up on them. Skirting to the rear they retreated to report to the 13th Armored Division officers about these new obstacles.

For the forces of the III Corps they would have a similar story. The first two Japanese defensive lines were cleared out by noon of the second day and by the morning of the third day the US forces were nearing Koyatsubayashi. The 13th Division advanced up on the second day and pressed on ahead of the 28th RCT to take the town by the evening of the third day. It was during the morning of the following day that they hit the first of the bunker line. Engineers and flame tanks were brought forward to put the bunkers out of commission. This took time and it was not until 1400 that they were able to clear a gap through which the armor could advance. Hastily formed counterattacks were beaten back. The intensity of the battle picked up once the GIs reached this bunker line.

The battle for the bunker line was played out in the VIII Corps sector as well. In reaching the outskirts of Kumagaya, the 13th Armored Division's CCB halted their advance and radioed for engineers and flame tanks to be brought up to deal with the bunkers they encountered. It was not until later in the day that the path was cleared for them to pass by to the north. Skirting by Kumagaya to the west they ran into forces of the 18th Independent Mixed Regiment blocking their way. Again, more bunkers had to be cleared before they were on their way to Fukaya. It was here that they found the 1st Tank Division and 2nd Tank Brigade and a furious armor battle ensued. Japanese infantry (348th IR) assisted the tankers in disabling seven US tanks before the full weight of the CCA could arrive to outflank the tankers and drive them back in confusion. Eighteen Japanese tanks were disabled or destroyed during the battle.

By this time the lead elements of the US 96th Infantry Division had arrived at the front and with the 91st Division left to deal with the Japanese NLF forces in Kumagaya they advanced forward to take up station on the left flank of the 13th Armored Division. Units of the retreating 140th Division were encountered, and a fierce battle ensued for control of Nanasato. A stout bunker system had been built in and around the town and it would take the GIs eight hours before they could wrest control from the Japanese.

Meanwhile the 13th Armored had arrived at Nakaze to find the highway bridge intact. Someone had failed to properly set the charges. The lead recon units were soon racing across the bridge to Sakai when they were ambushed by AT guns from the small village of Serada. Reeling back leaving four armored cars behind, they retreated back over the bridge. Infantry from CCA were sent forward with six Pershings to deal with the guns and in short order they were destroyed.

It was now the fifth day of the battle and the river line had been breached in the north. The Allies could look on with pleasure at the progress they had made so far.

With the III and VIII Corps firmly established in the north it now fell to the 4th and 8th Infantry Divisions assisted by the 20th Armored to turn to the east and deal with the 36th Army. Before we recount the events of this attack, we need to discuss the attack of the V and XIV Corps.

The V Corps, down to two divisions, with the 5th Infantry Division being detached to work with the XXIV Corps, was stationed to the right of XIV Corps. They had a highway they could use for their advance making their role crucial to the operation. The XIV Corps would have to slog through the rice paddies or over minor roads and railways during their attack to the north. Thus, the V Corps was given priority in their use of airpower so that their mission could be achieved.

Thus, the advance of the V Corps on the 20th began with the 44th Infantry Division leading the way with the 80th Division in reserve. Fighter bombers went before them attacking targets which ranged from AT gun positions to any vehicle that showed itself to the P-47s. Medium bombers soon passed over plastering the trenches with bombs. When the men of the 324th RCT hit the beleaguered soldiers of the 322nd IR the Japanese soldiers fought with brave determination, but the combined arms teams were able to overwhelm them after a brief two-hour fight.



Likewise, the 114th RCT moved up a secondary road and were able to pry out the defenders of Kakaba but only after a fierce six-hour battle had been concluded. The 71st RCT moved up the main road to assist the 324th if needed. The 38th Cavalry Recon Squadron advanced up the main road towards Sugito before AT fire caused them to pull back. It was here that the dreaded bunker line was reached. The 324th had to call in the engineers and flame tanks to root out the defenders but an AT gun ignited one of the flame tanks and fanatical attackers overwhelmed two more of the flame tanks.

The night fighting which followed was some of the roughest of the war. The smell of charred bodies mixed with the foul odor of burning fuel and gunpowder caused some of the new members of the regiment to be ill. Even the hardest of the veterans staggered to keep control during the fighting which followed. Sniper fire took its toll on any of the platoon commanders who stood up to direct the attacks.

The cry of "Medic" rang out from the men in the regiment. Casualties were taken to the rear and the call went out for more armor to come forward to help lead a new attack. The tankers of the A Company, 610 TD Bn. came forward to assist and destroyed a key bunker location enabling Infantry to pour through the gap and overwhelm the mortar crews to the rear. A wild dash to the adjoining bunkers soon resulted in two more bunkers falling. The 114th could now continue their advance on the morrow but they had taken great losses during the fight.

All throughout the V Corps sector similar battles were fought for the bunkers. Eventually the 44th Division outpaced the 6th Division. On their right flank the 2nd Infantry Division of the VII Corps was making even better progress. They had busted through the defenses in and around Hoshubano by the evening of the first day and by the afternoon of the 21st were approaching Sekiyado when they ran into the first of the bunker line. Engineers were brought up but the fight for the bunkers took an additional six hours before the positions had been taken.

By the morning of the third day the division's 9th RCT attacked Nishisekiyado and were able to take the village with a spirited attack. The 44th and 2nd Divisions were then able to coordinate an attack on Satte by the afternoon, but it would take the rest of the day to rout the defenders out of the bunkers. The advance continued on the 23rd with both divisions racing for the key bridge at Kurihashi. A bunker to the south of the town slowed up their progress. The left wing of the 36th Army was frantically trying to cross at the bridge when P-47s arrived to strafe them causing great confusion in the ranks.

It was the 44th Division's reserve 71st Regiment that arrived first at the town. Tankers joined in with the infantry in firing on the panicked soldiers of the 93rd Division. By noon of that day the bridge had been captured. The 202nd Division was caught in the trap and with the sweep of the infantry and armor from III Corps they were forced to jump into the river and try to make for the northern bank. The division effectively ceased to exist at that point. The men of the 71st Regiment linked up with those of the 137th RCT of the 35th Division that evening.

For the rest of the VII Corps they had advanced with the XXIV Corps along the northern bank of the Tone-Gawa to engage the 52nd Army. The 28th Division had crossed over the river to join the 36th Division on the second day. The advance of the Allied right wing went according to plan. The VII and XXIV Corps were able to utterly defeat the 52nd Army by the fourth day of the offensive thus unhinging the defensive position of the 51st Army. The Marines then went over to the attack in the afternoon of the 23rd and while the 27th and 96th

Divisions completed the destruction of the 3rd Imperial Guards Division, the 6th Marine Division sidestepped to the south to join in on the attack.

With the 4th Marine Division performing a pinning attack of the center of the 51st Army's position the 1st Marine Division were able to outflank the hanging left flank of the 433rd IR which effectively unhinged the entire line of the 151st Division. Seeing the soldiers of the 5th Marines racing for Inada, the Japanese fled their trenches in confusion.

By the morning of the fifth day, April 24th, the Marines were pressing on up into the hills and after some desperate fighting to take Fukuhara were able to capture Iwase that evening. With the XXIV Corps coming up from the south the entire hill position had been outflanked in a classic double envelopment. On the sixth day the entire Allied right flank raced across the northern Kanto Plain. By the afternoon Oyama had fallen with XXIV Corps poised to strike Tochigi on the morrow.

Far to the east the VIII and XIII Corps had continued their advance across the Tone-Gawa and were able to capture the key towns and cities in their sector by the end of the seventh day. The Japanese center had utterly collapsed by this time and with the Allied right wing racing up from the east this effectively ended the Battle of the Kanto Plain.

Campaign Conclusion

With Tokyo captured and the Kanto Plain overrun the Japanese government conferred with the Emperor and they decided that further resistance was futile. Allied troops landed near Nagoya two weeks later and captured the city. They were moving to take Osaka when word came that the war was over. Japan had surrendered.



Part 3 – Appendices

Appendix I – Bibliography and Internet Sources

A variety of sources had to be used obviously in order to complete Japan '46. Not only were historical works consulted as well as books written by different authors, but maps had to be found as well as order of battle information.

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Appendix II – The Scenarios of Japan '46 Coronet

#00_Started.scn

Getting Started: Invasion of Oshima Island

Date: March 4, 1946 - Size: Small - Location: Central Honshu, Japan

Player's Note: This is the Japan '46 tutorial scenario. You will play the Allies vs. the defending Japanese force. You will want to consult the "Started.pdf" file found in the main folder of the Japan '46 game

Scenario Briefing: The island of Oshima had an airfield which the Allies felt would be good to use for the basing of short-range fighters so they made plans to land the US 97th Infantry Division on Y+3. Along with ship and air support the infantry stormed ashore and quickly overran the airfield but the battle for the rest of the island would take the better part of two days before it was considered secure. Small groups of Japanese soldiers continued to hold out until Y+10. Can you take the island objectives before you run out of time?

Note: The Cliff hexsides on the south side of the island cannot be crossed so make sure you stick to lower elevation terrain as you head down the west side towards the final objectives.

#46_0301_01_Coronet-Campaign.scn

#46_0301_01: Operation Coronet

Date: March 1, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: Operation Coronet would have been the largest amphibious operation of World War Two had it occurred. This scenario covers the entire two-month campaign to take Tokyo and the Kanto Plain as well as vanquish the Japanese armed forces.

The Allies will land eight divisions on "Y-Day" followed up by four more five days later. The XIII Armored Corps arrives on Y+10 followed by two corps on Y+30. More Allied formations arrive later on as well.

The Japanese have four field armies (actually large corps) to face them backed by the excellent Naval forces and tank formations. Along with that is a large force of militia and partisans.

For the Allies to win they are going to need to bide their time awaiting new formations and ensuring that they preserve as much of the offensive potential of their original forces for the later battles.

The Japanese will do well to try and hit the Allies with a knockout blow early in the campaign against one of the numerous Allied divisions. Larger in size and scope as Normandy this campaign also could have been influenced by Russian landings to the north. Meanwhile, the Allies are going to have to clear the minefield at the mouth of Tokyo Bay while trying to use their massive air, naval and artillery to crush the Japanese defenders.

#46_0301_02_Coronet-Campaign-VAR1.scn

#46_0301_02: Coronet - Enter the French/Commonwealth

Date: March 1, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the campaign scenario supposes that the American VII and VIII Corps were called on to help with an attack by the Japanese on Kyushu and thus the Commonwealth and French corps would have taken their place. They land on the same days (April 10-12) as the original schedule for the VII and VIII Corps.

#46_0301_03_Coronet-Campaign-VAR2.scn

#46_0301_03: Coronet - Bring on the Marines!

Date: March 1, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the campaign scenario substitutes the USMC V Amphibious Corps for the US Army XIV Corps which lands at the eastern side of Sagami Beach. While the Marines lack the corps artillery of the XIV Corps, they are much better in a stand-up fight.

#46_0301_04_Coronet-Campaign-VAR3.scn

#46_0301_04: Coronet - Additional Japanese Forces

Date: March 1, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: In this version of the campaign scenario additional Japanese forces arrive during March and April. The 66th and 67th Independent Mixed Brigades arrive on March 15th via Strategy Choices while the 73rd Division arrives from Nagoya on March 20th along the coastal road on the southeastern map edge.

#46_0301_05_Kujukiri-Beaches.scn

#46_0301_05: Kujukiri Beaches

Date: March 1, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: The First Army would put two corps ashore on Y-Day at the Kujukiri Beaches (South Sheridan Beach) south of Katakai on the south-central shores of Honshu, Japan. The XXIV Corps' 7th and 27th Divisions would land on the southern end of the beach while the III Marine Amphibious Corps' 1st and 4th Marine Divisions would land just to the north of them. This scenario covers the first three days of the invasion. Both players receive reinforcements during the course of play.

#46_0301_06_Kujukiri-Beach-USMC.scn

#46_0301_06: Kujukiri Beaches - USMC Landings

Date: March 1, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the landing of the III USMC Amphibious Corps on Y-Day at the Kujukiri Beaches (South Sheridan Beach). The Japanese will be receiving reinforcements along the northern map edge to help try and slow down the USMC advance.

#46_0301_07_Kujukiri-Beach-XXIV-Corps.scn

#46_0301_07: Kujukiri Beaches - XXIV Corps Landings

Date: March 1, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the landing of the XXIV Corps on Y-Day at the Kujukiri Beaches (South Sheridan Beach). The Japanese will be receiving reinforcements along the southern map edge to help try and slow down the US Army advance.

#46_0301_08_Kujukiri-Beaches-VAR1.scn

#46_0301_08: Kujukiri Beaches - 6th USMC Division

Date: March 1, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: In this version of the landings at the Kujukiri beaches the 6th Marine Division lands on the second day to reinforce the beachhead. The majority of the Japanese 93rd Division arrives on the second day as well.

#46_0301_09_Kujukiri-Beaches-VAR2.scn

#46_0301_09: Kujukiri Beaches - 96th Division

Date: March 1, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: In this version of the beach landings at the Kujukiri beaches the US Army 96th Division lands on the second day to reinforce the US Army beachhead. The majority of the Japanese 93rd Division arrives on the second day as well.

#46_0301_10_Sagami-Beaches.scn

#46_0301_10: Sagami Beaches

Date: March 1, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: The Eighth Army's plan was to land at the Sagami beaches and establish a bridgehead with the four divisions of X and XIV Corps. They would be reinforced on Y+5 (November 6) by two more divisions but until then would have to try and make headway against a stiff resistance from the Japanese defenders, in particular the crack troops of the Naval Landing Force. Can the Allies establish a strong enough bridgehead to hold off the expected counterattacks?

#46_0301_11_Sagami-Beach-X-Corps.scn

#46_0301_11: Sagami Beaches - X Corps Landings

Date: March 1, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers X Corps landing at western side of Sagami Beach pitting them against the Japanese 84th Division and 2nd Tank Brigade. The US forces must get off the beach, drive inland and take enough victory objectives in order to win.

#46_0301_12_Sagami-Beach-XIV-Corps.scn

#46_0301_12: Sagami Beaches - XIV Corps Landings

Date: March 1, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers XIV Corps landing at eastern side of Sagami Beach pitting them against the Japanese 140th Division and elements of the Naval Landing Forces. The US forces must get off of the beach, drive inland and take enough victory objectives in order to win.

#46_0301_13_Sagami-Beaches-VAR1.scn

#46_0301_13: Sagami Beaches - 97th Division

Date: March 1, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the scenario has the US 97th Division landing on the second day to reinforce either the X or XIV Corps.

#46_0301_14_Sagami-Beaches-VAR2.scn

#46_0301_14: Sagami Beaches - 37th & 38th Divisions

Date: March 1, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the scenario has the US 37th and 38th Divisions landing on the second day to reinforce the Eighth Army.

#46_0301_15_Coronet-Campaign-March.scn

Date: March 1, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the first 26 days of March for Operation Coronet. The landings, breakout and advance to Tokyo are all covered with the battle cutting off just before the Allies receive the III and V Corps. Well suited for team play.

#46_0301_16_Coronet-Campaign-March-VAR1.scn

#46_0301_16: Coronet - March Ops - USMC Forces

Date: March 1, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This variant of the Operation Coronet campaign covers the actions in March with the Marine V Amphibious Corps replacing the XIV Corps at Sagami Beach. While the Marines lack the corps artillery of the XIV Corps, they are much better in a stand-up fight.

#46_0306_01_Kujukiri-Breakout.scn

#46_0306_01: Breakout: Kujukiri Beaches

Date: March 6, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario depicts the actions of the Allied forces in breaking out of the Kujukiri Beach area by the forces of the First Army, notably the XXIV and III USMC Amphibious Corps. Each corps has been reinforced by a division (US Army 96th Division and USMC 6th Marine Division) on Y+5 (5 March). These forces helped push back the Japanese forces and now the entire First Army is ready to commence the operation.

The Japanese have brought up the 4th Tank Division from the Tokyo area and the 152nd Division has moved southwest to reinforce the north-central section of their line directly north of the USMC forces.

Can the Allies attain their objectives, or will the Japanese and the terrain keep them in check? Most of the units, including newly arrived units, have losses from previous fighting.

#46_0306_02_Kujukiri-Breakout-VAR1.scn

#46_0306_02: Breakout: Kujukiri Beaches - 503rd Para

Date: March 6, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the battle to breakout from the Kujukiri beaches by the First Army adds in the 503rd Parachute Regiment to help the XXIV Corps with their mission.

#46_0306_03_Kujukiri-Breakout-USMC.scn

#46_0306_03: Breakout: Kujukiri Beaches – USMC

Date: March 6, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the part of the XXIV Corps in the breakout from the Kujukiri Beach area. The 6th Marine Division has landed on Y+5 and has helped push back the Japanese forces. Now the III USMC Amphibious Corps must break out of their perimeter and gain valuable terrain objectives. Their main objective is to drive north and eliminate the threat to their right flank.

The Japanese have brought up the 152nd Division from the Choshi area to reinforce their lines. The rice paddies will significantly slow the advance of the USMC forces. Can the Marines complete their mission?

Most of the units, including newly arrived units, have losses from previous fighting.

#46_0306_04_Kujukiri-Breakout-XXIV-Corps.scn

#46_0306_04: Breakout: Kujukiri Beaches - XXIV-Corps

Date: March 6, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the part of the XXIV Corps in the breakout from the Kujukiri Beach area. The US Army's 96th Division has landed on Y+5 and has helped push back the Japanese forces. Now the XXIV Corps must break out of their perimeter and gain valuable terrain objectives and possibly cut off the Japanese forces from escaping to the west.

The Japanese have brought up the 4th Tank Division to help deter the Allied advance. Can they hold the Allies in check, or will they become trapped south of Chiba?

#46_0306_05_Sagami-Breakout.scn

#46_0306_05: Breakout: Sagami Beaches

Date: March 6, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario depicts the actions of the Allied forces in breaking out of the Sagami Beach area, south of Tokyo, by the X and XIV Corps of the First Army. The follow up divisions of both corps had arrived in Y+5 (5 March) and had helped in a limited way to clear the Japanese out of some of their positions. Now both corps must press forward and take key locations in preparation for the arrival of the XII Corps (Armored) on 10 March.

Note: US engineer unit in hex 38, 20 is fixed to denote that they are maintaining the repaired bridge linking the X and XIV Corps together. The Japanese 316th Division remains fixed throughout the scenario. They are the last-ditch defenders in case of an Allied breakthrough.

#46_0306_06_Sagami-Breakout-VAR1.scn

#46_0306_06: Breakout: Sagami Beaches - US 13th Arm. Div.

Date: March 6, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the breakout from the Sagami Beaches by the Eighth Army adds in the 13th Armored Division on the second day to support the XIV Corps' drive to the north. The Japanese 316th Division releases if triggered by a Line of Sight event OR later in the scenario on the third day.

#46_0306_07_Sagami-Breakout-X-Corps.scn

#46_0306_07: Breakout: Sagami Beaches - X Corps

Date: March 6, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario depicts the actions of the US X Corps in breaking out of the Sagami Beach area, south of Tokyo. The US 37th Division had arrived on Y+5 (5 March) and had helped to clear the Japanese out of some of their positions. Now the XIV Corps must press forward and take key locations in preparation for the arrival of the XII Corps (Armored) on 10 March.

Note: US engineer unit in hex 38, 20 is fixed to denote that they are maintaining the repaired bridge linking the X and XIV Corps together. The Japanese 316th Division remains fixed throughout the scenario. They are the last-ditch defenders in case of an Allied breakthrough.

#46_0306_08_Sagami-Breakout-XIV-Corps.scn

#46_0306_08: Breakout: Sagami Beaches - XIV Corps

Date: March 6, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario depicts the actions of the US XIV Corps in breaking out of the Sagami Beach area, south of Tokyo. The US 37th Division had arrived on Y+5 (5 March) and had helped to clear the Japanese out of some of their positions. Now the XIV Corps must press forward and take key locations in preparation for the arrival of the XII Corps (Armored) on 10 March.

Note: The Japanese 316th Division remains fixed throughout the scenario. They are the last-ditch defenders in case of an Allied breakthrough.

#46_0312_01_Eighth-Army-Advances.scn

#46_0312_01: The Eighth Army Advances to Tokyo

Date: March 12, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: With the landing of the XIII Corps at Sagami Beach on Y+10 the Allies now were ready to fire up their advance on Tokyo. The XIII Corps would lead the way with their 13th and 20th Armored divisions supported by four divisions of the X and XIV Corps. The six-day operation's goal is to isolate Tokyo while advancing as far to the north as possible. The Japanese have been reinforced by troops from the north and will put up a stiff fight!

Notes: 1. The Japanese troops in Tokyo are fixed to reflect that this is not a battle for the city but for the area to the west. The Allies would be best served to not "stir up the hornet's nest" and restrict their offensive against the main Japanese force.

2. The 97th Division will land based on a strategy choice giving the Allies some latitude in where the floating reserve of the Eighth Army will fight.

3. Losses from previous engagements have been deducted from the troops to include losses incurred by the Allied XIII Corps from the amphibious landing and minor fighting on March 15th when they helped with some of the fighting late in the day. Some units may have more forces than they did in the "Breakout" scenario due to them receiving replacements (men or vehicles or guns).

4. The Allied naval forces will have to use minesweepers to enter Tokyo Bay should they choose to do so as mines guard the entrance. Each mine hex is worth 25 VPs. A group of minesweepers is with Task Group 54.2 as the battle begins and another group arrives as reinforcements on the second day.

5. Certain Allied engineers are fixed to reflect that they are dedicated to maintaining bridges that they constructed to keep the lines of communication open with the beaches and with the rest of the Eighth Army.

#46_0312_02_Eighth-Army-Advances-VAR1.scn

#46_0312_02: Eighth Army Advances to Tokyo - 97th Div.

Date: March 12, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: In this version of the scenario the US 97th Division arrives one day earlier.

#46_0312_03_Miura-Peninsula.scn

#46_0312_03: Clearing the Miura Peninsula

Date: March 12, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: With the breakout well underway the Allies knew they had to clear the Miura Peninsula of the remaining Japanese troops. The job would be left to the XIV Corps' 38th Division.

On the 15th the 97th Division will land either at North or South Lamour Beach to assist the 38th Division with the mission. With very little armor to use the task will be brutal with the work left to the infantry soldiers to dig out the defenders one bunker at a time.

Four minesweepers will arrive to help clear the minefields so that the entrance to Tokyo Bay can be open for the rest of the fleet (hence the victory point location in the water hexes).

#46_0312_04_XIII-Corps_Armored Thrust.scn

#46_0312_04: XIII Corps Armored Thrust

Date: March 12, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the attack of the XIII Corps. The Japanese forces in the rear are fixed for the first day but release in the morning of the second day. US reinforcements arrive at the site of a repaired bridge. This should be a hard-fought engagement pitting some of the best Japanese troops against the two armored divisions of the Allies.

#46_0312_05_32nd-Div-Ops.scn

#46_0312_05: Operations of the 32nd Division

Date: March 12, 1946 - Size: Small - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side vs. AI

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: The role of the US 32nd Division during the advance on Tokyo was to guard the Eighth Army's right flank and to eliminate the small garrison (militia and partisans) in Yokohama. Although reduced by the combat of the past eleven days the Japanese morale was still high. This three-day action captures the tension and uncertainty of the attack of both of the Japanese and US forces.

#46_0312_06_X-Corps-Phase-3-Ops.scn

#46_0312_06: Eighth Army - X Corps Phase 3 Ops

Date: March 12, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This "Segment" scenario from the Phase 3 Allied operations pits the Allied X Corps against the Japanese forces of the right flank of the 53rd Army. The rough terrain would have made any advance very difficult. The X Corps was tasked with guarding the Allied left flank and probably would have only made limited offensive operations. There are no reinforcements for either side.

#46_0312_07_First-Army-Advances.scn

#46_0312_07: First Army Advance to Tokyo

Date: March 12, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: After the initial breakout from the beachhead, the US First Army was poised to extend their advance and by Y+11, after having received replacements, launched their offensive towards Tokyo.

The US Army 7th Division, along with a regiment of the 27th Division, had isolated the Tokyo Bay Group's 354th Division in the Boso Peninsula. Their task was to keep them separated from the main army while the "main show" unfolded.

#46_0312_08_First-Army-Advances-VAR1.scn

#46_0312_08: First Army: More Forces for Main Attack

Date: March 12, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: In this version of the main attack by the First Army during the advance to Tokyo additional forces are added to the US force mix. The 503rd Para RCT and the 105th Infantry Regiment of the 27th Division will be available for the attack at the beginning of the scenario.

#46_0312_09_Boso-Peninsula.scn

#46_0312_09 Clearing the Boso Peninsula

Date: March 12, 1946 - Size: Small - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: Following the breakout from the Kujukiri beaches, the US 7th Infantry division, along with the 105th Infantry Regiment and some engineer battalions, was tasked with clearing out the Boso Peninsula of Japanese troops which consisted of their 354th Infantry Division and coastal defense gun emplacements. The rugged terrain ensured that this would possibly take up to a couple of weeks to finish.

This scenario is included to give the players some idea just how difficult the task would be. Historically it probably would have taken until early April to finish the task.

Note: The US 503rd Parachute Regiment landed on Y+9 and will assist the 7th Division in taking the peninsula.

#46_0312_10_First-Army-Phase-3.scn

#46_0312_10: First Army Phase 3 Operations

Date: March 12, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the entire "Phase 3 - Advance to Tokyo" operations to include the main advance on Tokyo by the US First Army, the capture of the Boso Peninsula and the defense of the Choshi area by the 25th Marines.

This is a good scenario for team play.

Notes: Engineers of both sides have the "HAS BOATS" capability. The victory locations in the USMC 4th Marine Division sector denote key areas that the Marines need to hold against a possible Japanese counterattack.

#46_0312_11_Allied-Advance-Phase-3.scn

#46_0312_11: Allied Phase 3 Operations

Date: March 12, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario recreates all of the operations by the Allies for the 3rd Phase of Operation Coronet which was to advance on Tokyo with both armies and also conduct secondary operations in each army sector. It is one of the largest scenarios in the game and thus is excellent for team play

Notes: 1. The Japanese troops in Tokyo are fixed to reflect that this is not a battle for the city but for the area to the west. The Allies would be best served to not "stir up the hornet's nest" and restrict their offensive against the main Japanese force. The only formation that releases in Tokyo is the 1st Imperial Guard Division.

2. The 97th Division will land based on a strategy choice giving the Allies some latitude in where the floating reserve of the Eighth Army will fight.

3. Losses from previous engagements have been deducted from the troops to include losses incurred by the Allied XIII Corps from the amphibious landing and minor fighting on March 15th when they helped with some of the fighting late in the day. Some units may have more forces than they did in the "Breakout" scenario due to them receiving replacements (men or vehicles or guns).

4. The Allied naval forces will have to use minesweepers to enter Tokyo Bay should they choose to do so as mines guard the entrance. Each mine hex is worth 25 VPs. A group of minesweepers is with Task Group 54.2 as the battle begins and another group arrives as reinforcements on the second day.

5. Certain Allied engineers are fixed to reflect that they are dedicated to maintaining bridges that they constructed to keep the lines of communication open with the beaches and with the rest of the Eighth Army.

#46_0314_01_1st-Tank-Div-Attack.scn

#46_0314_01: Attack of the 1st Tank Division

Date: March 14, 1946 - Size: Small - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: The Allied offensive had been underway for two days when the Japanese launched the 1st Tank Division against the advancing US troops west of Tokyo. In their first role as the attackers the Japanese would exact a high price from the US forces which had become overextended after their initial offensive. Only the intervention of the 13th Armored Division would stabilize the front. The Allies had lost the initiative and the offensive quickly ground to a halt.

#46_0314_02_Choshi-USMC.scn

#46_0312_10: Counterattack at Choshi

Date: March 14, 1946 - Size: Small - Location: Central Honshu, Japan

Intended for Head to Head or Solo play as the Axis side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This "Hypothetical" counterattack situation is based on a counterattack that the 44th Division makes on the flank of the USMC 4th Division northwest of Choshi. Once the bulk of the Marines had taken Choshi, taken the bunkers and departed to go take part in "The Main Event" this left the 25th Marines to watch the Allied right flank. What if the Japanese had gathered water craft and ferried over several of their battalions to attack the Marines and Army engineers?

For a more challenging game the Japanese player may not combine his infantry battalions. They may only ferry one company per turn/water hex. Thus, one engineer unit could ferry across three companies if adjacent to three water hexes but not three battalions (companies all combined). All Japanese units are broken down into companies to start the game to remind them to not build them into battalion units.

Marine reinforcements arrive during the evening of the first day. Can the Marines hold on or will they be wiped out by the Japanese forces?

Notes: 1, Losses from previous actions have been deducted from the units in the game. The Japanese 94th Regiment (NW corner of map) has sustained heavy losses during the breakout and will not be able to take part in this action. They were added in as "observers in the bleachers" but their artillery can contribute if the units have a LOS to an Allied unit.

2. The Allies are fixed to start the scenario and they will not be able to move any units on Turn 1. Thereafter they will release as the morning progresses to where the entire side is available by 1000.

#46_0403_01_Allied Advance-Phase-4.scn

#46_0403_01: Allied Phase 4 Operations

Date: April 3, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the first six days of the Allied actions of Phase 4 in April to include the Battle of Tokyo, the final reduction of the Boso Peninsula and the flank battles during this period in Operation Coronet.

Note: 1. Losses for Allied units from previous combat have been offset by replacements to include the repair of turrets on ship units. The Japanese could not look forward to replacements as much as the Allies. Their losses reflect not only the loss in combat but also massive bombing that the Allied performed from March 30th until the commencement of this operation.

2. The 11th Airborne Division is deployed on the map based on the Allied player's choice on the first turn. The division is not attached at the beginning of the game and should be attached to a corps during the first opportunity (night turn).

3. The Japanese 202nd Division is deployed on the map via a Strategy choice.

4. Many of the Allied engineers have the "HAS BOATS" capability to show their ability to improvise with materials at hand to help units cross the water. For a historical experience only cross one company per water hex to show the limited capability of the engineers' materials at hand.

5. Two new Allied corps (III and V) make their appearance in the campaign.

#46_0403_02_Allied Advance-Phase-4-VAR1.scn

#46_0403_02: Phase 4 Ops - 11th Airborne to Kyushu

Date: April 3, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This variant of the Phase 4 Allied operations scenario is without the 11th Airborne Division which has been sent to Kyushu to reinforce the Sixth Army which has been attacked by a strong Japanese force from the north. Therefore, the division will not be available for action.

#46_0403_03_Allied Advance-Phase-4-VAR2.scn

#46_0403_03: Phase 4 Ops - Additional Japanese Forces

Date: April 3, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the Phase 4 Allied operations scenario adds in two Japanese formations: the 66th and 67th Independent Mixed Brigades.

#46_0403_04_Battle-of-Tokyo.scn

#46_0403_04: The Battle of Tokyo

Date: April 3, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the Battle of Tokyo as well as the link up of the two Allied armies and the advance to the southern Kanto Plain. The Allies were looking to cut off Tokyo from the rest of the Japanese army. The Japanese will be looking to deny the Allies a firm hold on the lower Kanto Plain.

Note: 1. Losses for Allied units from previous combat have been offset by replacements to include the repair of turrets on ship units. The Japanese could not look forward to replacements as much as the Allies. Their losses reflect not only the loss in combat but also massive bombing that the Allied performed from March 30th until the commencement of this operation.

2. The 11th Airborne Division is deployed on the map based on the Allied player's choice on the first turn. The division is not attached to any corps at the beginning of the game and should be attached to a corps during the first opportunity (night turn).

3. The Japanese 202nd Division is deployed on the map via a Strategy choice.

4. Many of the Allied engineers have the "HAS BOATS" capability to show their ability to improvise with materials at hand to help units cross the water. For a historical experience only cross one company per water hex to show the limited capability of the engineers' materials at hand.

5. Two new Allied corps (III and V) make their appearance in the campaign.

#46_0403_05_Eighth-Army-Phase-4-LeftFlank.scn

#46_0403_05: Eighth Army - Phase 4 - Left Flank Ops

Date: April 3, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: The Allied X Corps of the Eighth Army were tasked with attacking the depleted Japanese 84th and 321st Divisions dug in along the heights to the northwest of Sagami Beaches southeast of Orsuki and Shima-Yoshida. The US GIs had endured much hardship over the last two weeks and were not enthused with the prospect of going at it again with the Japanese who had made the US Army troops pay for every inch of ground taken. Now the orders were given to take the hills and the key towns behind them within three days. Can the US Army forces accomplish their mission?

#46_0403_06_Battle-of-Tokyo-1stA.scn

#46_0403_06: The Battle of Tokyo - First Army

Date: April 3, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the First Army's involvement in the Battle of Tokyo. Their goal is to link up with the Eighth Army and assault and isolate Tokyo from the east as well as drive north onto the Kanto Plain.

Note: 1. Losses for Allied units from previous combat have been offset by replacements to include the repair of turrets on ship units. The Japanese could not look forward to replacements as much as the Allies. Their losses reflect not only the loss in combat but also massive bombing that the Allied performed from March 30th until the commencement of this operation.

2. The 11th Airborne Division is deployed on the map based on the Allied player's choice on the first turn. The division is not attached at the beginning of the game and should be attached to a corps during the first opportunity (night turn).

3. The Japanese 202nd Division is deployed on the map via a Strategy choice.

4. Many of the Allied engineers have the "HAS BOATS" capability to show their ability to improvise with materials at hand to help units cross the water. For a historical experience only cross one company per water hex to show the limited capability of the engineers' materials at hand.

5. Two new Allied corps (III and V) make their appearance in the campaign.

6. The value (50) of the Japanese supply source at hex 0,10 reflects the effects of Allied interdiction that would have made resupply by that route more difficult than via one of the other map edge supply source locations. The highway leading from Koshigaya (hex 0, 11) to Tokyo could easily be referred to as "Jug Alley" due to the amount of P-47 Thunderbolt missions that the Allies would have had the tactical fighter squadrons perform.

#46_0403_07_Battle-of-Tokyo-8thA.scn

#46_0403_07: The Battle of Tokyo - Eighth Army

Date: April 3, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the operations of the Eighth Army in the Battle of Tokyo. The Japanese will be looking to deny the Allies a firm hold on the lower Kanto Plain and keep them from penetrating too deeply into the city.

Note: 1. Losses for Allied units from previous combat have been offset by replacements to include the repair of turrets on ship units. The Japanese could not look forward to replacements as much as the Allies. Their losses reflect not only the loss in combat but also massive bombing that the Allied performed from March 30th until the commencement of this operation.

2. The 11th Airborne Division, which enters via a Strategy option, is attached to the III Corps at the beginning of the game. The Allied player can attach this division to another corps at their discretion.

3. The Japanese 202nd Division is deployed on the map via a Strategy choice.

4. One new Allied corps (III) makes its appearance in the campaign.

5. The value (50) of the Japanese supply source at hexes 37,12 & 45,28 reflects the effects of Allied interdiction that would have made resupply by those routes more difficult than via one of the other map edge supply source locations. The highway leading from Kusakabe (hex 40, 0) to Tokyo could easily be referred to as "Jug Alley" due to the amount of P-47 Thunderbolt missions that the Allies would have had the tactical fighter squadrons perform.

#46_0403_08_Boso-Finale.scn

#46_0403_08: Boso Peninsula Finale

Date: April 3, 1946 - Size: Small - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the final defense of the Boso Peninsula by the forces of the Japanese Tokyo Bay Group. Most of the objectives are set to expire before the game ends. This is a race against time to see if the Allies can accomplish their mission before time runs out on gaining the victory points.

#46_0403_09_Coronet-Campaign-April.scn

#46_0403_09: Coronet - April Operations

Date: April 3, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers the entire month of April to include the Battle of Tokyo and the Kanto Plain. The players will pick up the action after the III and V Corps have arrived at the end of March until the conclusion of the campaign. This scenario is great for team-play.

Note: 1. Losses for Allied units from previous combat have been offset by replacements to include the repair of turrets on ship units. The Japanese could not look forward to replacements as much as the Allies. Their losses reflect not only the loss in combat but also massive bombing that the Allied performed from March 30th until the commencement of this operation.

2. The 11th Airborne Division is deployed on the map based on the Allied player's choice on the first turn. The division is not attached at the beginning of the game and should be attached to a corps during the first opportunity (night turn).

3. The Japanese 202nd Division is deployed on the map via a Strategy choice.

4. Many of the Allied engineers have the "HAS BOATS" capability to show their ability to improvise with materials at hand to help units cross the water. For a historical experience only cross one company per water hex to show the limited capability of the engineers' materials at hand.

5. Two new Allied corps (III and V) make their appearance in the campaign.

6. The Japanese 73rd Division from Nagoya was added to the scenario to help balance the victory conditions.

#46_0403_10_Coronet-Campaign-April-VAR1.scn

#46_0403_10: Coronet - April Ops - French/Commonwlth

Date: April 3, 1946 - Size: Campaign - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the April campaign scenario supposes that the American VII and VIII Corps were called on to help with an attack by the Japanese on Kyushu and thus the Commonwealth and French corps would have taken their place. They land on the same days (April 10-12) as the original schedule for the VII and VIII Corps.

#46_0404_01_Phase4-209thDiv-Attack.scn

#46_0404_01: Attack of the 209th Division

Date: April 4, 1946 - Size: Small - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as either side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: The Japanese had rightly deduced that the Allies would spend most of their energy on the attack on Tokyo and the advance northward to the Kanto Plain so once the main offensive had begun on the 3rd of April they launched a spoiling attack with the 209th Division on their right flank against the US 31st Division.

The GIs were not ready for the attack having made a feint attack on the first day of the offensive. With only minor defensive fortifications, and orders from General Ridgway to hold out and until reinforcements arrived, the men of the "Dixie" division were in for a real fight!

Note: the numbers are about even on the first day, but the Japanese have a morale advantage. The Axis player will not receive reinforcements.

#46_0415_01_Kashima-Beach.scn

#46_0415_01: The Landings at Kashima Beach

Date: April 15, 1946 - Size: Medium - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This scenario covers a hypothetical landing at the Kashima beaches by the Fourth Army composed of the X Corps (Commonwealth) and VII Corps (US). The overall goal of such an operation would have been to outflank the main line in front of Tokyo and advance to the Kanto Plain from the east. Facing them would be the Japanese 151st Infantry Division and the 116th Independent Mixed Brigade.

By this time in the campaign the Japanese forces would have been pulled into the battle around Tokyo. Only small amounts of reinforcements will arrive to help stem the tide.

#46_0420_01_Kanto-Plain.scn

#46_0420_01: Battle for the Kanto Plain

Date: April 20, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This week-long scenario is the "Grand Finale" for Operation Coronet. The Japanese have lost Tokyo, along with 60,000+ casualties, in the fighting of early April and now must prepare for the final defense of the Kanto Plain. The Japanese army has been preparing new defenses for the final conflict.

Facing the Japanese are the mighty Allied forces. They have been reinforced by two new corps (VII and VIII). The final battle is about to be fought! Can the Japanese survive the attack by the largest concentration of Allies since the battles in northwestern Europe?

Notes: 1. Most of the bunkers on the map have been reduced to show their inferior condition.

2. Several of the Japanese battalions have been consolidated to reflect the reduced state of the infantry divisions.

3. Several Allied divisions are not in the battle which reflects their use to guard the left flank against forces from Nagoya or being in a rest/reserve mode.

4. New flamethrower tank battalions are available for the Allies.

5. Most of the remaining Japanese militia units were disbanded and the men incorporated into the regular army to help replace the losses in the regular battalions.

6. Following the Battle of Tokyo, the Marines had performed a flanking amphibious maneuver with two divisions (1st and 6th) landing along Kashima Beach to find that the 51st Army had already withdrawn while the 4th crossed over the Tone River (Tone-Kawa on map) to link up with them.

7. Several companies of US engineers (of all types) are fixed to denote their status of maintaining the new bridges built since the retreat of the Japanese army.

8. If the Solo victory levels are too easy then consider playing until turn 58 and check your progress and call a halt to the game at that point.

9. A select number of US Engineer battalions have the "HAS BOATS" capability for river crossing operations.

Comment: We gave the Japanese armored units the benefit of the doubt where it regards their number of vehicles per unit. Probably by this stage of the campaign most of their vehicles would have been destroyed or in need of serious maintenance.

#46_0420_02_Kanto-Plain-Central-VIII.C.scn

#46_0420_02 Kanto Plain VIII Corps –Kumagaya

Date: April 20, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This action covers the advance of the VIII Corps with along with the 13th Armored Division of the XIII Corps. The goal is for the Allies to break through the Japanese defensive lines and race for the river crossing areas and Kumagaya and exit the map if possible.

Note: For more information on the Kanto Plain situation, to include notes applicable to the forces and deployment, see #46_0420_01: Battle for the Kanto Plain.

#46_0420_03_Kanto-Plain-Central-III-XIV.scn

#46_0420_03 Kanto Plain III-XIV Corps –Tatebayashi

Date: April 20, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This action covers the advance of the III & XIV Corps with along with the 20th Armored Division of the XIII Corps. The goal is for the Allies to break through the Japanese defensive lines and race for the river crossing areas, capture Tatebayashi and exit the map if possible.

Note: For more information on the Kanto Plain situation, to include notes applicable to the forces and deployment, see #46_0420_01: Battle for the Kanto Plain. The Allied exit hexes share the same location as the Japanese supply sources.

#46_0420_04_Kanto-Plain-Central-V-VIIC.scn

#46_0420_04 Kanto Plain V-VII Corps - Koga

Date: April 20, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This action covers the advance of the V & VII Corps against the forces of the Japanese 36th and 52nd Armies. The goal is for the Allies to break through the Japanese defensive lines and race for the river crossing areas and capture Koga and exit the map if possible.

Note: For more information on the Kanto Plain situation, to include notes applicable to the forces and deployment, see #46_0420_01: Battle for the Kanto Plain.

#46_0420_05_Kanto-Plain-Right-USMC-XXIVC.scn

#46_0420_05 Kanto Plain USMC-XXIV Corps –Shimodate

Date: April 20, 1946 - Size: Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This action covers the advance of the XXIV & USMC III Amphibious Corps against the forces of the Japanese 52nd and 53rd Armies. The goal is for the Allies to break through the Japanese defensive lines and race for the river crossing areas and capture Shimodate and exit the map if possible.

Note: For more information on the Kanto Plain situation, to include notes applicable to the forces and deployment, see #46_0420_01: Battle for the Kanto Plain.

#46_0420_06_Kanto-Plain-VAR1.scn

#46_0420_06: Kanto Plain - Additional Japanese Forces

Date: April 20, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the grand finale of Operation Coronet features that addition of the Japanese 73rd Division, part of the 13th Area Army stationed near Nagoya, to the 36th Army. For notes on the Battle of the Kanto Plain see the scenario description for #46_0420_01_Kanto-Plain.scn.

#46_0420_07_Kanto-Plain-VAR2.scn

#46_0420_07: Kanto Plain - French Forces

Date: April 20, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the Battle of the Kanto Plain adds in the French Expeditionary Corps to the Allied First Army. For notes on the Battle of the Kanto Plain see the scenario description for #46_0420_01_Kanto-Plain.scn.

#46_0420_08_Kanto-Plain-VAR3.scn

#46_0420_08: Kanto Plain - Add. Axis & Allied Forces

Date: April 20, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the Battle of the Kanto Plain replaces the USMC III Amphibious Corps with the Commonwealth X Corps while the French Expeditionary Corps is deployed behind the XXIV Corps. In addition the Japanese 73rd Division of the 13th Area Army is deployed on the battlefield. For notes on the Battle of the Kanto Plain see the scenario description for #46_0420_01_Kanto-Plain.scn.

#46_0420_09_Kanto-Plain-VAR4.scn

#46_0420_09: Kanto Plain - Allied Corps Changes

Date: April 20, 1946 - Size: Very Large - Location: Central Honshu, Japan

Intended for Head to Head play or Solo play as the Allied side

For Solo Victory Conditions see the file "J46-Solo-Vic-Cond.pdf" in the main game folder

Scenario Briefing: This version of the Battle of the Kanto Plain replaces the USMC III Amphibious Corps with the Commonwealth X Corps while the French Expeditionary Corps is deployed behind the XXIV Corps. For notes on the Battle of the Kanto Plain see the scenario description for #46_0420_01_Kanto-Plain.scn.

Appendix III – Online Game Clubs

When you want to fight a human opponent, you can find many worthy “warriors” at these clubs:

[The Blitz](#)- join the club and then the “Tiller Operational Campaigns” Ladder

[The Wargaming Club](#) – Supports all the John Tiller Software products. The World War II section of the club covers the Panzer Campaigns series.

[The Wargaming Society](#)- Join the club and check out the “WW2 and Beyond” section

