

# Panzer Campaigns: Japan '45 - Operation Olympic

## Design and Campaign Notes



## Table of Contents

### [Part 1 - Design Notes](#)

Introduction

Initial development and Dedication

Final development

### [Part 2 - The Campaign History](#)

The Historical Background

The Problem

The Battlefield

The Forces on Kyushu

The Defense Plan on Kyushu

The Allied Arsenal

The Allied Plan

### [Part 3 - Appendices](#)

Appendix I - Bibliography and Sources

Appendix II - Scenario List

## Part 1 - Design Notes

### Introduction

Japan '45 recreates the hypothetical invasion of the Japanese southern islands codenamed "Operation Olympic." It included the invasion and occupation of several islands to the south of Kyushu such as Tanega-Shima which had a key radar installation that the Allied planners felt needed to be neutralized so that the invasion forces destined to land on the southern portion of Kyushu could arrive undetected.

The main objective of the operation was the invasion of Kyushu with the goal not to conquer the entire island but to take enough territory in the southern section of the island to establish air bases and naval ports. These in turn would support "Operation Coronet" which would be the invasion of the island of Honshu in March or April.

These design notes lay out the goal of the design team in constructing a product that takes into account the many aspects of Operation Olympic and afford the players not only an enjoyable experience but also as close to an accurate simulation as possible.

### Initial development and Dedication by Glenn Saunders



## **Dave "Blackie" Blackburn**

**Nov 19, 1942 – Jan 28<sup>th</sup>, 2016**

This game is dedicated to the memory of Dave "Blackie" Blackburn.

Any of you who have enjoyed the many John Tillers Games', have been touched by his work, both as an expert map maker as well as a very gifted scenario designer. Blackie's main body of work was focused on Panzer Campaigns and Modern Campaigns, but he also created many maps for the Squad Battles as well as much of the design or redesign of titles for those Mobile Apps.

Blackie was 'a Brit', born in Yorkshire. He served in the British Army on the Rhine (BOAR) in the Cold War as a member of the 4/6<sup>th</sup> Royal Dragoon Guards. He was a tank driver back when the Centurion was the main battle tank of the British Army. From the Armoured Corps he got into Army Aviation as a helicopter pilot, which eventually led him to Canada where for his civilian "day job" he worked as a Flight Inspector for Helicopters with Transport Canada. Flight inspectors are the guys who certify flight instructors, so Blackie was one of the best at that too.

I met Dave in 1998, on the Talonsoft Games player forum. We got to talking there, then discussing things off line only to discover that we were working on designing the exact same scenario – he of his own general interest and me for a West Front Battlepack add-on disc. I had the proper source map from the company but was struggling with that aspect of building the scenario which turned out to be his specialty. So we combined our resources and talent and from that came the Verrieres Ridge scenario for a Talonsoft West Front Battle pack CD. And a partnership was born between people who hadn't even met.

Working with Dave was a pleasure. It was like we knew what each other were thinking as we collaborated on more and more battles. We both had "Day jobs" where we could communicate by email ....keep in mind this was years ago before everyone had cell phones and instant communication. What also worked well was Dave lived in Ottawa, two time zones east of me. And he was a morning person who went to bed early – certainly a lot earlier than I did in those days. So he would finish with the game files at 9 or 10pm his time – zip them up and email them to me where it was still early evening out west, and I could work on them til midnight or the wee hours of the morning, and send them back to him. That way we both worked on the same set of files but never at the same time. We called it "The Ball" as it bounced back and forth between us.

A couple years later, Talonsoft was spinning itself out of existence and the programming brains behind the game we worked on – John Tiller - was secretly moving away and begin producing games for a different publisher. John reached out to me. I was sworn to secrecy but over the course of a few emails, John allowed me to share what was happening or about to happen with Blackie, and together we moved as a team to get involved with and eventually lead the development of the Panzer Campaign Series....and the rest is history that many of you are familiar with. We went on to produce, .... I honestly don't know how many titles. I'll bet Blackies' name is on the credits to close to 30 different tiles in some capacity or another.

It's funny – the world was shrinking fast with the growth of the internet – in those days we still relied on CDs in "snail mail" to get games started, working together as close as two people could be, and yet never meeting for I believe 3 years – just shared digital pictures of each other, and personal details (and this is before Facebook too). In fact neither of us had personally met John Tiller until 2005 and by that time we were both putting long hours into collaborating on these great games that we all enjoy. Hours and hours, file after file, zip attachments and thousands of emails. We were part of one of the early virtual companies, one with no full time employees. We knocked off project after project in a labour of love. I recall after one rather lengthy map making session, Blackie telling me when he looked away from his

computer screen to acknowledge his pet, he said, “I looked down and all I could see what hexagons on the cat” he’d been staring at the screen for so long.

One of the last projects we started, and one that we never finished was this one, - Japan '45. The historically planned but never executed invasion of Japan before the first Atom Bomb was dropped. A great game title, but one that came after we, or I rather, was running out of steam at the end of a long run of game design. The files lay dormant until David Freer approached me regarding Bill Peters picking up the title and finishing it up, something I am certain Blackie would have been very happy to see happen had he lived to see the day.

Blackie loved those thin little wine dipped cigars and they finally got the best of him. He succumbed to Lung Cancer and true to his character, wanted no fuss over his fate – no obituary, no monument to his passing. He told only his family and those in close proximity to him, that he was even sick. And then came the email from his wife Patricia, ...Our good friend and colleague had passed!

When I asked Patricia to share a few personal details such as Dave’s birthday for this write-up she said:

*“I’m glad to hear Dave is being remembered, not sure how he would react to this, probably be chuffed but loath to show it.”*

We sure do miss you old friend! BRAVO ZULU – the torch is passed!

Glenn Saunders,  
for “Saunders & Blackie”

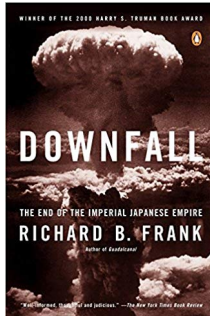
## Final Development by Bill Peters

I joined the Wargame Design Studios team during the summer of 2018 while finishing up my final Napoleonic title for John Tiller Software. For me it was a fantastic opportunity to work on the WW2/Modern era which is my favorite.



Right off David Freer got me an installer for the Japan '45 game and started briefing me on the many aspects of these projects. Hitherto I had only done minor scenario design work on existing games. Now I would have to step up and learn a more complex game series. There had not been much finished in the way of scenarios but I had an entire map and order of battle file to work with which obviously gave me a “leg up” on the project much like when I assumed the lead on the Campaign Eylau-Friedland game.

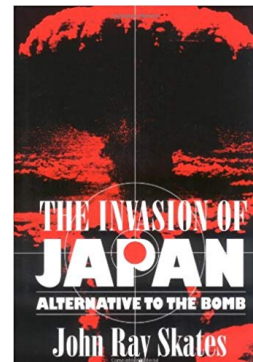
First off I started reading up on the entire invasion of Japan. Richard Frank’s book “Downfall” was the first text I read through. Along with that other materials were available from the team. Once I had absorbed these I came up with a scenario design plan.



During the early part of this phase David suggested that we standardize the order of battle file unit names. This was an enormous task but he pitched and we got it completed within a month. Following the order of battle work I decided to build some scenarios and get the ball rolling with the playtesting process. The first scenarios I built were the initial campaign scenario and the shorter invasion scenarios. The playtest team pitched in eagerly and we completed several games each of the beach scenarios.

During this time I acquired John Ray Skates’ book entitled “The Invasion of Japan: Alternative to the Bomb.” In his book he laid out the order of the invasion and it was at that time I realized that I had to revise the reinforcement order or introduce what would be now called “HP” or Historical Plan scenarios. This worked out fine in the end as it allowed me to offer the players two invasion plans.

The default invasion scenarios offer an additional division at Ariake Bay and the Miyazake “eastern beaches” area on X-Day. The USMC default beach





scenarios differ only in that the 3<sup>rd</sup> and 5<sup>th</sup> Marine Divisions land on X-Day rather than the 2<sup>nd</sup> and 5<sup>th</sup> Divisions which was the historical plan. For those that seek absolute accuracy play the “HP” scenarios. For those that would like a little more punch from the Allies on X-Day play the default invasion and campaign scenarios.

The order of battle file had a large array of entries for the Japanese suicide vehicles. Anywhere from the Kamikaze planes to one man midget subs and small attack craft had been included. Right off I was faced with a dilemma: do we feature these small units (or groups of units) or do we abstract these into the amphibious assault casualty values in the parameter data file. I chose to go with the abstract format and this has paid off.

Side-A Air Drop Loss	100	Side-B Air Drop Loss	100	Congestion Side	-1	Congestion Expiration	0
Side-A Frozen Penalty	0	Side-B Frozen Penalty	0	Invasion Side	0	Invasion Percent	40
Invasion Loss	45						

The Allied forces suffer more than the usual casualties for an amphibious landing as seen in the other titles in the series such as Salerno '43 or Normandy '44 and this is attributed to the fact that the Japanese were seeking to hurl their entire arsenal of suicide craft at the landing craft (both large and small ships). Thus in the end I decided to delete the suicide craft and planes from the order of battle file and this means far less unit management for the Japanese player.



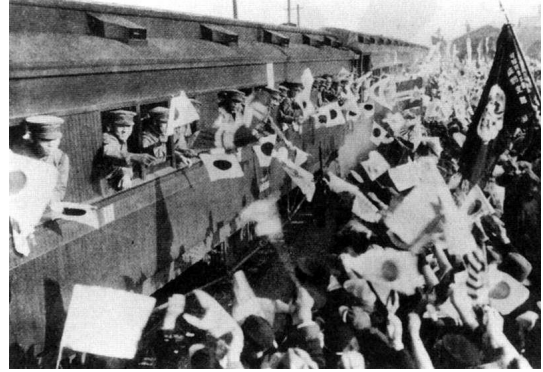
Another aspect that I had to resolve was the Allied airpower. The British provided six carriers to the US Pacific Fleet during 1945 which were able to help reduce the Kamikaze threat. Now they would be used in Operation Downfall. I also broadened the US airpower assets to include many more bomber and fighter groups. Later research showed that the bombers and fighters would be armed with incendiaries so this is reflected in those squadrons that are listed as having “Napalm.”

Their attack values are much higher than those with conventional bombs which is why you will only see about 1/10<sup>th</sup> of the squadrons in the game so equipped.

The airpower would have rendered the Japanese rail system almost useless and for this reason there is a lot of rail damage in the scenarios. Despite all of the damage the Japanese will still be able to do short movement of the troops via rail movement during play.



As can be



expected the interdiction of movement on the map by the Allies is incredible. It is always wise for the Japanese player to breakdown his large battalions into companies after he has placed them in Rail mode. Surprisingly enough once the limit of rail units has been met breaking down the battalions into companies in rail mode does not infringe on the limit.

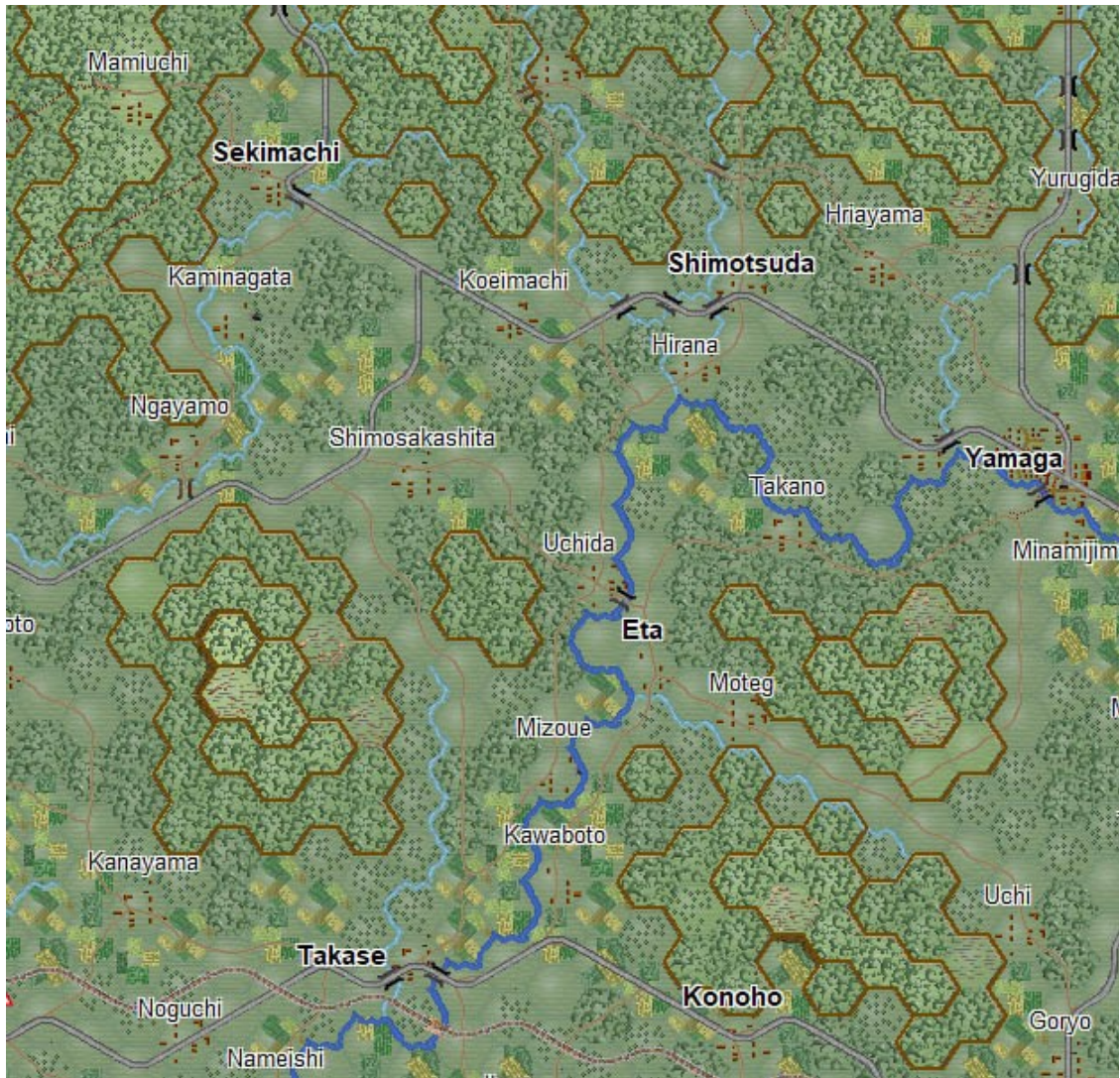
This was something I learned during playtesting. Note: there is no rail damage on the map for the large campaign solo scenarios. This was done to allow the AI to move units without having to change in and out of Rail mode.

I adjusted the values of the Japanese artillery so that they were lower than the original order of battle entries. This was because their values were higher in many cases than the US artillery. The US artillery was using a deadly proximity fuse and while the Japanese have better ranges due to their longer barrels the US have the edge in causing casualties.

Once the US forces are off of the beaches, where they will suffer a twice as many casualties, they will be on a better footing when their own artillery has deployed. Note: it is highly suggested that the players use the Counter-battery optional rule as the Japanese happened to be rather good at this and their longer ranges means that they will enjoy a one sided advantage vs. their Allied opponents.







Somewhere into the winter of 2018 I started adding in 2000+ more place names onto the large Kyushu map. I also added in a large northern section which extended play right up to the island of Honshu where both islands are connected by a tunnel. It was during this time that David Freer and I realized that the number of scenarios for Operation Olympic was going to be sufficient for its own title. I completed the additional 2000+ map place names on the Honshu map and left it for the Japan '46 game to be completed later.

By January of 2019 we had a simulation that was robust and would present the players with a great challenge. Additional playtesting on newer scenarios was completed and by the end of February the last of the scenarios had been finished. Final testing was completed by the end of April.

The playtesters verified the historical studies: the terrain of Kyushu and the ferocity of the Japanese defenders added to the poor supply situation (Allied value is 60) were causing my

earlier estimates of the rate of advance to be rendered incorrect. The planners were right: Operation Olympic would take a long time to complete. Scenario length was increased, Japanese dispositions and troop density was changed such that the game played out far more accurately.

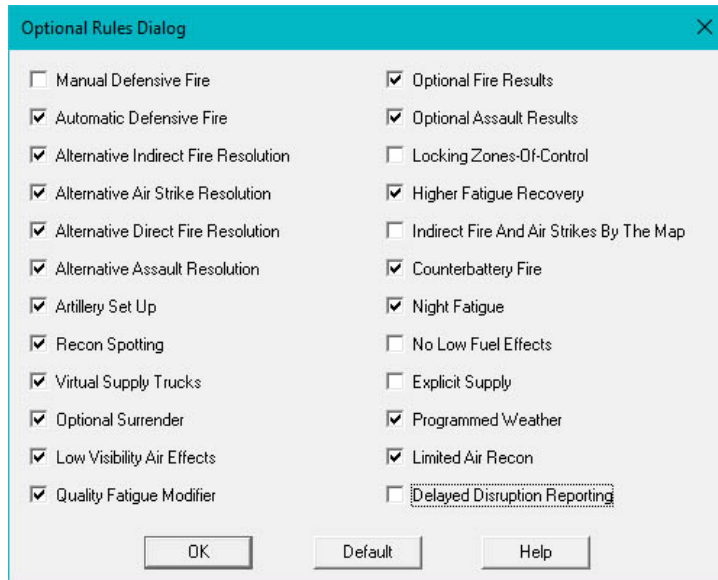


There are two divisions in the Allied order of battle that are optional: the 11<sup>th</sup> Airborne and the 13<sup>th</sup> Armored Divisions. Kyushu really does not lend itself well to armored operations. In building the optional scenarios keep in mind that the play balance goes in favor of the Allied side. Victory conditions were increased to compensate but when that 11<sup>th</sup> Airborne is dropped behind the Japanese lines they are going to be able to eliminate the all-important long range artillery batteries. The 13<sup>th</sup> Armored Division will mainly be used for aiding in taking the lower elevation coastal and inland valley regions.

More ships were added to the order of battle file for the Allies. Along with the British carriers (noted above in the air power notes) there were other US and British ships that were added in. The withdraw percentage is based on the assumption that some of the Kamikaze and suicide craft efforts would be taken against the surface ships should they fail to close on the transports or the transports are not in the area.

It was decided early on not to add in a hypothetical Japanese ability to launch a surface force to engage the Allied ships at night. I felt that the destroyer and cruiser screens would have intercepted most any attempt by the Japanese to sortie out and engage the Allied ships. By this time of the war the remaining Japanese ships would have been confined to port or sunk or hidden in coastal inlets.

I chose to have the playtest team use a lot of the Alternate and Optional rules. These are listed below.



I feel that the Alternate Air Strike Resolution and Alternate Indirect Fire Resolution rules are more realistic and do not allow the players to select target units in the hex for combat. This makes for a much more realistic game at no real loss in playability. While this is a severe change in the way that the series has been playtested the team enjoyed the experience.

Finally, some notes on the beach landings. Each division typically has two regiments land with one arriving as a reserve.

The first wave usually has an engineer company and a tank company so that any mines in the beach hexes can be removed before the remaining units of the regiment arrive. The second wave usually consists of the regimental HQ and an infantry battalion. I did not breakdown the battalions into companies. This is a tradeoff. First, most players are just going to combine the companies after they land.

Secondly, the packed condition of a beach means that a battalion sized unit will usually take more losses. It made no sense to me to give the Allied player an advantage. Companies tend to disrupt and break easier which was another reason why I went with battalions. So the battalion will suffer more casualties but they have a better chance of surviving the initial landing.

The third wave typically consists of the support units of the regiment. Finally, the follow on waves are either the division HQ, artillery or more support units. The third regiment of the divisions lands either late in the afternoon or on the first daylight turn (0600) of the next day.





(Ariake Bay invasion underway)

Mines on the beach hexes have a value of "1" because the Japanese were not stockpiling them. They also did not have bunkers and relied on camouflage and/or trenches. Bunkers were added sparingly to the scenarios. Unit locations are varied to allow for an element of surprise.

## Part 2 - The Campaign History

### The Historical Background



With the completion of the campaigns for Okinawa and the Philippines by the end of May 1945 the Allies had drawn much closer to the home islands of Japan. There existed a difference of opinion on whether they should invade Formosa, mainland China or strike at the Japan itself.

With the carrier strikes of Halsey's fast carrier force, to include British carriers, on airfields throughout Japan the threat of the Kamikaze planes was thoroughly addressed but never totally resolved. General Curtis LeMay's B-29s had bombed most of the Japanese cities into rubble. The question came: should the Allies invade Japan at all?

One option that the Allies explored was to blockade the home islands. This would keep them from having access to the majority of the crucial raw materials that they needed in order to keep their war machine running. A second option was to invade Japan and conquer it by a protracted land campaign. Another option was to use the atomic bomb. As history has written the final option is the one that the Allies chose. With the dropping of two atomic bombs the Japanese government caved in and surrendered.

Other options were on the table as well but with the unconditional surrender policy in place a negotiated peace was out of the question. Japan must surrender to the Allies and face the consequences of their actions. The Allies would occupy Japan until such time that they felt that they could trust Japan to be a full time, peaceful partner in the years to come.

This title addresses the option to invade Japan instead of using the atomic bomb. The possibility that the Manhattan Project would not have been able to complete a bomb was very real. While the teams were composed of some of the most brilliant minds of their time they had suffered setbacks along the way. What if the project had failed to deliver an atomic weapon by the summer of 1945?



## The Problem

The invasion of Japan, codenamed “Operation Downfall,” was one that the Joint Chiefs of Staff, headed by General Marshall, and the other Allied leaders dreaded mainly because of the casualties it would have cost the Allied forces and the significant amount of resources it would have required. Not only were the US forces stretched to the limit but the system of allowing veterans to be released from



duty and sent home left the ranks of the standing US Army and Marine divisions semi-depleted of seasoned officer and enlisted men. The manpower pool for the Allies was limited by the end of 1944 due to the fighting in northwestern Europe. By 1945 the US replacement system was stretched to its limit. The movement of troops, supplies and equipment sorely taxed the US rail and shipping system. Add to it that the other allies had been fighting longer than the US and their contribution was limited in this regard as well.

Here is a summary of the casualties that MacArthur and his staff expected for the invasion of Kyushu:

X-Day +15: 9,727

X-Day+30: 22,576

X-Day+60: 50,906

X-Day+120: 124,935

Source: Skates – The Invasion of Japan pg. 79

Playtesting during production of Japan '45 showed that by the end of X+2 the Allies had lost over 19,000 men. Our estimate was that the casualties would tail off as the vast majority of them were sustained during the amphibious landing by the Kamikaze planes and ships. The Japanese had lost in excess of 23,000 during the same period of fighting. By X-Day plus 120 we estimate that the Allies would have lost somewhere around 80,000 men.

In the invasion the losses were projected to run as high as one million men. Various versions of the total amount or casualties were produced by General MacArthur and other US Army officers as well as politicians such as Herbert Hoover who was acting in an advisory position. With the war over in Europe the public longed for peace and the return of their loved ones.

The ability to “roll up” or bring forward all of the forces, equipment and supplies to the bases in Okinawa, the Philippines and other islands needed for Operation Downfall to succeed was an almost impossible task. There simply was not enough shipping to go around. The enormous task of keeping a constant stream of supplies moving to the invasion beaches and later the captured ports and the Allies taxed the transport resources to the limit and beyond.

### The Battlefield

The island of Kyushu is composed of steep, rugged terrain with many of the hillsides containing rice terraces and dense woods. Rapid, mechanized movement would be next to impossible. Tall, volcanic mountain ranges dominate the interior of the island. The best roads were located along the coast. The rail system, which by the time of the landings would have been heavily damaged, allowed for limited movement. The numerous railroad and highway tunnels allowed for the concealment of forces during daylight hours.



There were a wide range of suitable beach locations for the invasion forces. The Allies had identified six prime locations that they could use and finally settled on three that they would use. This would work to disperse the Japanese defense forces to some degree but the rugged nature of the terrain inland meant that any early advantage gained from the drive inland from the beaches was offset by the limited mechanized movement due to the mountains and high ridges.

A decent interior road system gave the Japanese the opportunity to use their interior lines to their advantage. While rapid movement during the day was out of the question due to the Allied airpower they could use the darkness of the night period to transfer their forces unhampered by the

incredible air arsenal of their enemy.

The US planners had identified Ariake Bay and especially the Kagoshima harbor as key objectives during their planning. These deep water areas would be used to supply the attacking forces. While it would take some time to make them usable their access would be invaluable in the later part of the campaign.

## The Forces on Kyushu

The Japanese armed forces by the summer of 1945 were spread out over a wide area. A large part of the army still was on the Chinese mainland with a large force in Manchuria facing the expected attack by the Soviet Union now that the war with Germany was over. Additional forces were in Korea, Formosa and also in parts of the Pacific islands cut off by the Allied advance. Decisions had to be made on how to deploy those forces and this will be discussed later.

The Japanese army represented in Japan '45 is a mix of veteran and newly raised formations. Not only were there a lot of new divisions raised but there were also quite a few independent brigades formed as well. There are three armored divisions and one anti-aircraft division.



The veteran divisions in the game (25<sup>th</sup>, 57<sup>th</sup>, 77<sup>th</sup>, 81<sup>st</sup>, 86<sup>th</sup>, 93<sup>rd</sup>, 206<sup>th</sup>, 212<sup>th</sup> and 216<sup>th</sup>) were either in the home islands or were drawn from forces in Korea that were transferred back to Japan. These divisions would form the reserve formations with the exception of the 86<sup>th</sup> Division which would defend the Ariake Bay area. They would be equipped with transports so that they could move to react to the Allied invasion.

The divisions forming the defenses for the landing areas were the 1xx or 3xx series divisions. These divisions had more heavy equipment than the veteran divisions but lacked the training needed for sustained combat.

The 16<sup>th</sup> Area Army was tasked with the defense of Kyushu. The 40<sup>th</sup> Army would defend the west and southwestern coasts while the 57<sup>th</sup> Army would defend the southeastern and eastern coasts. The 56<sup>th</sup> Army was in the north defending the beaches to the west and north of Fukuoka. Forces from the 36<sup>th</sup> Army could be made available for transfer to Kyushu should the Japanese High Command deem them necessary for aiding in containing the Allied advance.

Each Japanese infantry division had anywhere from three to four infantry regiments. They also had or could include an artillery, engineer and cavalry regiment. A recon battalion was attached to many of the divisions.

The Japanese artillery had long bore, long ranged weapons. While this meant that they were harder to conceal and move they were superb in the counter-battery role and had a longer range on the average than the US artillery. Small 75mm guns were attached to the infantry

battalions. Mountain howitzer regiments were attached to several of the divisions. These guns were ideal of the terrain of Kyushu.



The Japanese air and naval forces were primarily to be used for attacking the shipping and transports of the Allied forces. The Japanese Navy had 2,700 planes and the Army had 2,100 planes for use as Kamikaze attack forces by the end of the war.

### The Defense Plan of Kyushu

The Japanese High Command debated on the subject of just how they would defend the island of Kyushu. One school of thought was to defeat the Allies at the beaches while another was to use the plan they had been using since after Saipan which was to set up their defenses in the hills further back from the beaches where the dreaded naval vessels could not bring their massive firepower to bear on the defender's positions. Post-war information showed that they would have adopted a compromise.

The beach defenses would be reinforced to help resist the invasion forces but with some troops kept to the rear to either form a reserve or second line of defense should the invaders breakout from the beaches. Most Japanese commanders realized that stopping the Allied forces was impossible. They just hoped to cost the invaders as many casualties as possible.

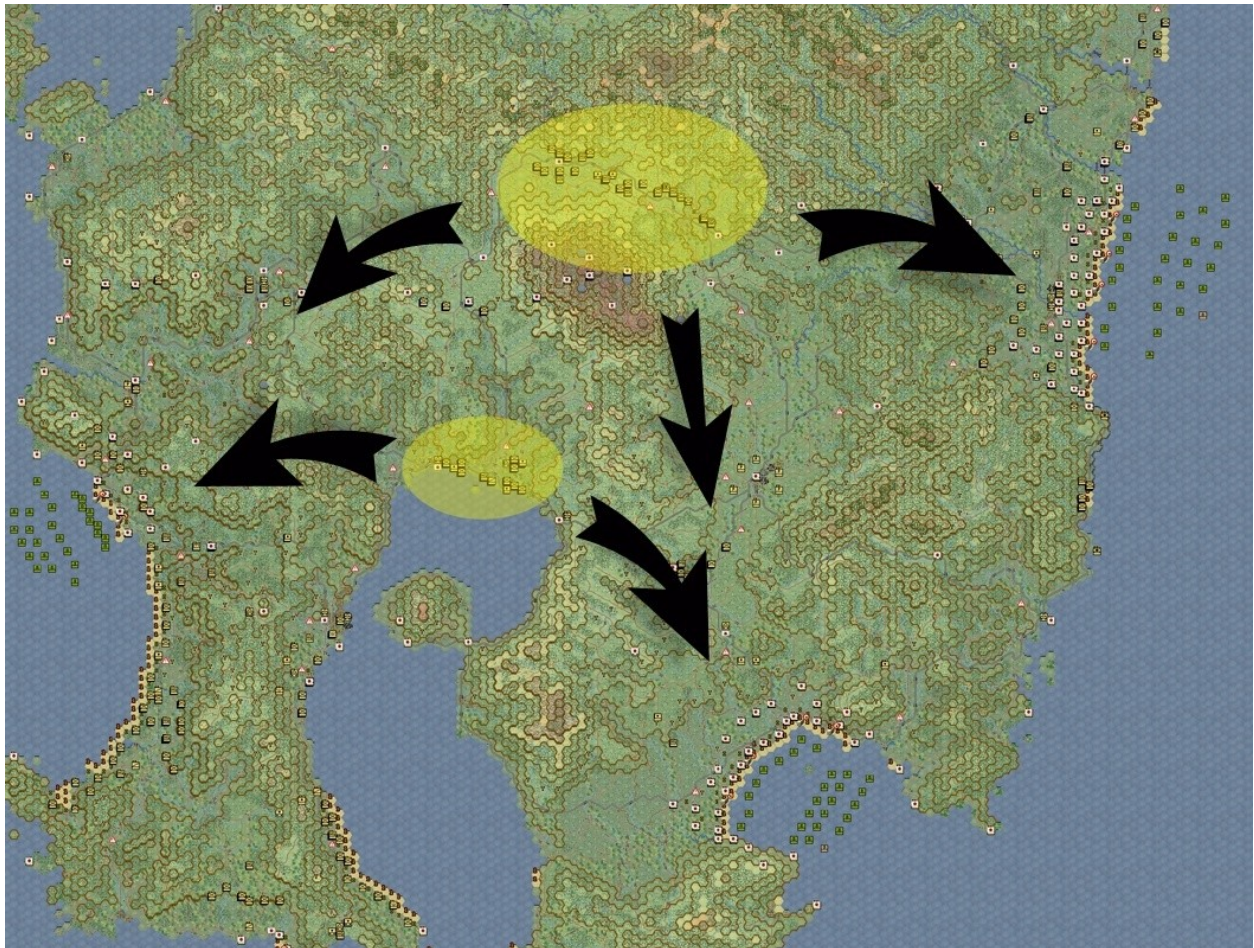
The Japanese had two types of infantry divisions: those that could be termed "Static" and those that were considered "Mobile." The static divisions lacked the experience of the veterans but were given the lion's share of the heavy weapons. The mobile divisions, on the other hand, had more vehicles and experienced forces.

Two armies would form the primary defensive force in the south. The 40<sup>th</sup> Army would defend the southwestern side of the island while the 57<sup>th</sup> Army would defend the south-central and southeastern sections. The 56<sup>th</sup> Army was stationed in the north. Its 57<sup>th</sup> Division was posted to reinforce either the 40<sup>th</sup> or 57<sup>th</sup> army or it could move west or east to defend against an amphibious assault in those regions. Finally the 36<sup>th</sup> Army was posted in southern Honshu able to move south and cross over to Kyushu via a rail tunnel should the Japanese High Command deem this necessary.

The Japanese enjoyed the interior lines and could send forces from the reserve to reinforce any of the three main invasion areas. The 77<sup>th</sup> Division stationed to the north of Kagoshima could



have gone to the aid of the forces of the 40<sup>th</sup> Army facing the US Marine divisions landing on the west coast south of Sendai just as easily as they could reinforce those defending the Ariake Bay area.



Once the beaches had been taken and the Allies had broken out to begin their linkup operation the Japanese forces would retreat deep into the rough terrain of the interior while posting blocking forces along the coast and inland low areas. The estimates are that the Allies would take three weeks to get to this point. Following this the Japanese would have enjoyed formidable defensive terrain positions. This is why the Allied plan called for a limited advance beyond the link up segment. This was not lost on the Japanese High Command who knew that once the Allies had obtained the use of the ports and airfields that basically the campaign was over. Honshu would eventually fall.

Thus the argument for defending the beaches with everything they had, and destroying the invading Allied forces, was seen by one faction of the General Staff to be the only viable winning solution. The High Command was also split over the concept of sacrificing millions to a lost cause. Some felt that they needed to keep their honor in so executing such a plan while others



were more realistic and felt that if they could delay the inevitable, cause the Allies incredible losses, that perhaps they would come to the bargaining table and abandon their unconditional surrender strategy.

Interdiction of the Allied movement by Japanese planes would have been next to non-existent as the vast enemy forces would control the air. It was therefore decided to target the Allies shipping and troop transports. This is reflected in the game by the low Allied supply source values (60) and the incredible losses that they suffer during the landing phase of the scenarios.

It was decided to use the civilian population in smaller groups than originally planned. Eventually the Japanese officers realized that it would prove no purpose to sacrifice unarmed civilians had they mobilized the entire nation. Instead they created several groups of civilian forces and each would be used in and around major towns on Kyushu.

### The Allied Arsenal

By the summer of 1945 the Allies had an incredible armada of ships and planes assembled for the invasion of Japan. The US Naval forces were divided between the 3<sup>rd</sup> and 5<sup>th</sup> Fleets. The 3<sup>rd</sup> Fleet would be used for mobile operations while the 5<sup>th</sup> Fleet would support the invasion. British naval groups would be attached to the 3<sup>rd</sup> Fleet while the slower battleships would be attached to the 5<sup>th</sup> Fleet to provide naval gunfire support for the invasion. The submarine forces would have been occupied trying to sink the remaining forces of the Japanese navy.

There were three surface groups supporting the invasion. British battleships were attached to each of these to supply additional firepower. Each major landing location had a support group. With the change of tactics by the Japanese to destroy shipping and transports these would not have suffered as many Kamikaze attacks but nonetheless they still would have been attacked as secondary targets. Add to this the damage from Japanese Coastal Defense guns and ships would have had to been sent back for repairs to the rear area.



The naval forces are composed of battleships (BB), heavy cruisers (CA), light cruisers (CL), destroyers (DD) and the landing ship rocket armed craft (LST/R). There were hundreds of the LST(R) craft available for the invasion. Each LST(R) unit in the game is composed of 3 ships.

The mighty air armada of the US Army Air Forces (USAAF) was composed of heavy, medium and light bombers and fighter squadrons organized into groups, wings and numbered air forces. By

the time of Olympic they would have staged out of Okinawa, the Philippines, Guam, Saipan and other locations. As mentioned earlier there was just not enough shipping to forward deploy all of the assets. While the Philippines would have provided a wonderful base for LeMay's bombers by the time of Olympic most of them still would have been making the long haul from Guam. Once the Olympic airfields could be secured then they would have been able to forward deploy to Kyushu.

The 301<sup>st</sup> Fighter Wing was based at Okinawa while the V Fighter Command, V Bomber Command and VII Bomber Commands were based at the Philippines, Guam, Okinawa or other locations within reach of Kyushu.



The heavy bombers were composed of B-24 Liberators, B-29 Super Fortresses and the new B-32 Dominator. The medium bombers were composed of B-25 Mitchells and B-26 Marauders. The light bombers were composed of A-20 Havocs and A-26 Invaders (designated B-26 after the war which caused much confusion between them and the retired B-26 Marauder).

The B-24 also operated in a medium bomber role (Philippines campaign) and they are allotted in both heavy and medium type squadrons. All heavy bombers are used for carpet bombing missions. By the time of Olympic the B-17 Flying Fortress would have been replaced by the B-32 Dominator.

The US fighters present in Operation Olympic included the P-38, Lightning, P-47 Thunderbolt and P-51 Mustang. The P-47 aircraft had been in service in the Pacific since mid-1943. The P-51s would have transferred from Europe during the summer and would have been able to supply escort for the heavy bomber missions.

The US Army and Marines were the primary ground forces for the invasion. The other Allies would not have been available for Olympic by November 1945 and would have participated in the Coronet invasion. There is one Special Forces unit in the game: the 6<sup>th</sup> Ranger battalion.

The US Sixth Army was divided into four corps. The I Corps was composed of the 25<sup>th</sup>, 33<sup>rd</sup> and 41st Divisions. The XI Corps was composed of the 43<sup>rd</sup>, 1<sup>st</sup> Cav and Americal Divisions. The V Marine Amphibious Corps was composed of the 2<sup>nd</sup>, 3<sup>rd</sup> and 5<sup>th</sup> Marine divisions. The reserve corps – the IX Corps – had the 40<sup>th</sup>, 77<sup>th</sup>, 81<sup>st</sup> and 98<sup>th</sup> infantry divisions along with the 13<sup>th</sup> Armored Division. The 11<sup>th</sup> Airborne Division was attached directly to the US Sixth Army.

There were tank and tank destroyer, engineer, anti-aircraft and artillery battalions attached at the corps level to support the division operations. The mighty 8 inch artillery batteries would have supported the Coronet invasion and would not be present for Operation Olympic.

### The Allied Plan

The goal of the Allies was to invade Kyushu, breakout from the beaches and link up all of their forces for the final drive to take Sendai (and the hills to the north), Mt. Kirishima in the center and Tsuno on the east coast. Mt. Kirishima was deemed a necessary objective because from the heights the Japanese could observe the activity to the south. The primary reason for the operation was to take the port and airfield facilities and build additional airfields which in turn would support the forces for Operation Coronet.

Ariake Bay and the Kagoshima area were to be used for the naval forces. Each of these would need additional repairs and additions before the Pacific Fleet could begin using them. The great port of Sasebo was far to the north and would not be available for supporting Coronet unless the Allies had changed their plan to take the northwest part of the island.

The invasion would take place on 4 November 1945 (called X-Day rather than D-Day to separate it in historical record from the famous landings in Normandy). The V Amphibious Corps would land on Stutz and Winston Beaches located to the south of Sendai. The 2<sup>nd</sup> and 5<sup>th</sup> Divisions would lead the assault and the 3<sup>rd</sup> Division would reinforce the landings there on X-Day+2. Their goal was to drive east to take Kagoshima, north to capture the hills overlooking the beaches and south to build a strong right flank for the expected counterattack by the divisions south of the beaches.

The XI Corps would invade at Ariake Bay. The 43<sup>rd</sup> Division would land at DeSoto and Dusenbergs Beaches while the 1<sup>st</sup> Cavalry Division landed at Ford Beach. The 43<sup>rd</sup> would drive inland to capture the key high ground while the 1<sup>st</sup> Cav pushed inland to the west to build a solid lodgment. The Americal Division, coming from Hawaii, would reinforce the bridgehead on X-Day+3.

The I Corps landing on the beaches east of Miyazaki would have the goal of taking the town and pushing inland. The 25<sup>th</sup> Infantry Division would land southeast of Miyazaki at Cord Beach. The 33<sup>rd</sup> Division would land at Chrysler Beach directly east of Miyazaki. They would drive inland and secure the important bridges connecting Miyazaki to the southern side of the river that flowed to the sea. The 41<sup>st</sup> Division would land on X-Day+3 to reinforce the bridgehead.

The IX Corps had a variety of missions to perform. The 158<sup>th</sup> Regimental Combat Team (RCT) would land on the island of Tanega-Shima on 1 November (X-Day-Minus-3) to secure the island and especially to capture the radar station there so as to deny the Japanese of an observation

post from which they could track the flight of the air forces coming from the Philippines. The 40<sup>th</sup> Division's regiments would be parceled out to capture several of the islands southwest of Kyushu.

The IX Corps had three divisions (77<sup>th</sup>, 81<sup>st</sup> and 98<sup>th</sup>) that could reinforce any of the major beachheads on Kyushu or they could be used to land at other locations so as to further divide the Japanese defense forces. The 13<sup>th</sup> Armored Division was available for deployment by X-Day-Plus-9. The 11<sup>th</sup> Airborne would have been available by X-Day+20. The 11<sup>th</sup> Airborne probably would not have dropped but instead would have landed via amphibious craft or via airlift to one of the captured airfields.

Once these bridgeheads had developed to where they had the offensive capability to breakout then the linkup phase would have begun. This probably would have kicked off anywhere between 7 – 10 November. The linkup would have taken a couple of weeks to achieve. From there by 19-23 November the final advance to take all of the remaining objectives would have begun. The goal was to finish offensive operations before the December cold began to affect ground operations. The Allies could expect mud conditions which no doubt would have suspended offensive operations.

Through all of the operations the morale of the men would have suffered. A late fall offensive is usually met with severe health issues and there would probably have been just as many casualties from medical conditions as from combat.

Though MacArthur may have been planning to use the Atomic Bomb in a tactical role we did not add it into the game. While the Modern Campaigns program has this feature the Panzer Campaigns program does not. This may be added in for a future update.

The target locations for the Atomic Bomb would have been difficult to assess given that it would have left a contaminated area. With so many caves and tunnels on Kyushu the ability to destroy large groups of soldiers is questionable. At any rate we assumed that its use mainly would have been to disrupt and destroy troop concentrations. The Japanese probably would have hidden their supply depots underground.

## Part 3 - Appendices

### Appendix I - Bibliography and Internet Sources

A variety of sources had to be used obviously in order to complete Japan '45. 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.

#### Bibliography

Chun, Clayton K. S. – *Japan 1945: From Operation Downfall to Hiroshima and Nagasaki*

Frank, Richard B. - *Downfall: The End of the Imperial Japanese Empire*

Fuller, R. – *Shokan: Hirohito's Samurai – Leaders of the Japanese Armed Forces 1926-1945*

Giangreco, D.M. – *Hell to Pay: Operation Downfall and the Invasion of Japan, 1945-1947*

Hata, I., Izawa, Y., Shores, C – *Japanese Army Air Force Fighter Units and their Aces 1931-1945*

Iredale, Will – *The Kamikaze Hunters: Fighting for the Pacific 1945*

Jowett, P. – *The Japanese Army 1931-45 (2) – 1942-45*

Madej, W. Victor - *Japanese Armed Forces Order of Battle, 1937–1945*

Skates, John Ray - *The Invasion of Japan: Alternative to the Bomb*

Warner, P., Youens M. – *Japanese Army of World War II*

Zaloga, Steven J. – *Defense of Japan 1945*



## Internet Sources

[Allied Order of Battle for Operation Downfall](#)

[British Pacific Fleet](#)

[Destroyer Classes of the United States Navy](#)

[History of the US 1st Cavalry Division in WW2](#)

[Hitting the beaches : the First Armored Amphibian Battalion in World War II](#)

[Japanese Air Order of Battle and Operations Against 'August Storm'](#)

[Japanese tanks of World War II](#)

[Last batch of Imperial Japanese Army Divisions](#)

[List of aircraft of Japan during World War II](#)

[MacArthur Reports: CHAPTER XIII "DOWNFALL" THE PLAN FOR THE INVASION OF JAPAN](#)

[OLYMPIC VS KETSU-GO - Marine Corps Gazette, August 1965, Vol. 49, No. 8](#)

[Operation Downfall](#)

[The Chieftain's Hatch: Amtanks](#)

[The Corps of Engineers: The War Against Japan](#)

[Topographical Maps of Japan](#)

[U.S. Navy Carrier Air Group Organization - 1939-45](#)

[US Army Divisions - Campaigns of The Pacific Theater in World War II](#)

[US Corps of Engineers - WW2 - Order of Battle](#)

[US Separate Tank Battalions](#)

[V Bomber Command](#)

[VII Bomber Command](#)

[World War II cruisers of the United States](#)

## Appendix II – Scenario Descriptions

### Japan '45 Scenarios

#### #00\_Started.scn

Getting Started: Take the Radar Installation!

Date: November 2, 1945 - Size, Small - Location: Tanega-Shima

Island, Japan - Player's Note: This is the Japan '45 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 '45 game - Scenario Briefing: The initial landings on Tanega-Shima had gone well but the defenders had stubbornly resisted and it wasn't until the day following the invasion that the US forces were in a position to take the target: the radar installation at the southern end of the island. Your primary goal will be to take the final objective (radar installation) without incurring significant losses.

#### #45\_1101\_1\_Tanegashima-Invasion.scn

##### #45\_1101\_1: Tanega Shima: First Strike at the Homeland

Date: November 1, 1945 - Size, Small - Location: Tanega Shima Island, Japan - Intended to be played Head to Head or Solo as the Allies or Japanese player. Scenario Briefing: The initial landings on the Japanese homeland began with the landings on Tanegashima Island located south of Kyushu. By neutralizing the garrison the Allies would negate the ability for them to give early warning notification about ship movements prior to the main landings on Kyushu. It was crucial that the island be secured in two days. To accomplish this task the 158th Regimental Combat Team was assigned the objective of clearing the island. An additional regiment, the 160th Regiment of the 40th Infantry Division, would land on "X+1" the second day of Operation Olympic to help with that mission. Can you secure the island in the time allotted?

#### #45\_1104\_1\_Olympic-Campaign.scn

##### #45\_1104\_1: Operation Olympic Campaign

Date: November 4, 1945 - Size, Campaign - Location: Southern Kyushu, Japan - Intended for Head to Head play - This campaign scenario depicts the Operation Olympic plan which was to invade the island of Kyushu in order to have a location from which to base aircraft and ships which would be used in the second part of Operation Downfall. The Allies knew that the Japanese were already on to their plan and had based an enormous force on the island. What they didn't know was the exact location of the Japanese reserves. The Japanese were careful to disguise their fortifications and troop locations. Any attempt at taking Kyushu would come at a stiff price. This campaign scenario includes Strategy choices for both sides to include different locations for the Japanese reserves. The Allies will have some choices in invasion locations as well. The Japanese have Partisan units that enter on the map with a scatter value for variable hex entry. These units have Demolition capability forcing the Allies to keep some troops near the rear areas to secure the important supply sources and VPs.

#45\_1104\_1HP\_Olympic-Campaign.scn

#45\_1104\_1: Operation Olympic Campaign (HP)

Date: November 4, 1945 - Size, Campaign - Location: Southern Kyushu, Japan - Intended for Head to Head play - This campaign scenario depicts the Operation Olympic plan which was to invade the island of Kyushu in order to have a location from which to base aircraft and ships which would be used in the second part of Operation Downfall. The Allies knew that the Japanese were already on to their plan and had based an enormous force on the island. What they didn't know was the exact location of the Japanese reserves. The Japanese were careful to disguise their fortifications and troop locations. Any attempt at taking Kyushu would come at a stiff price. This campaign scenario includes Strategy choices for both sides to include different locations for the Japanese reserves. The Allies will have some choices in invasion locations as well. The Japanese have Partisan units that enter on the map with a scatter value for variable hex entry. These units have Demolition capability forcing the Allies to keep some troops near the rear areas to secure the important supply sources and VPs.

#45\_1104\_1-S\_Olympic-Campaign-SOLO.scn

#45\_1104\_1-S: Operation Olympic Campaign - SOLO

Date: November 4, 1945 - Size, Campaign - Location: Southern Kyushu, Japan - Intended for Solo play as the Allies - This campaign scenario depicts the Operation Olympic plan which was to invade the island of Kyushu in order to have a location from which to base aircraft and ships which would be used in the second part of Operation Downfall. The Allies knew that the Japanese were already on to their plan and had based an enormous force on the island. What they didn't know was the exact location of the Japanese reserves. The Japanese were careful to disguise their fortifications and troop locations. Any attempt at taking Kyushu would come at a stiff price. This campaign scenario includes Strategy choices for both sides to include different locations for the Japanese reserves. The Allies will have some choices in invasion locations as well.

#45\_1104\_1-S-HP\_Olympic-Campaign-SOLO.scn

#45\_1104\_1-S: Operation Olympic Campaign - SOLO (HP)

Date: November 4, 1945 - Size, Campaign - Location: Southern Kyushu, Japan - Intended for Solo play as the Allies - This is the "Historical Plan" version of the Solo campaign scenario. Each major beach has two divisions landing on X-Day with follow up reinforcements arriving on the 6 November for the beaches near Miyazaki via two Strategy choices. The other two beaches receive one division each on 7 November. The rest of the reinforcements are the same as for the Solo campaign scenario.

#45\_1104\_1v1\_Olympic-US-AB-ARMOR.scn

#45\_1104\_1v1: Olympic - US Airborne-Armored Options

Date: November 4, 1945 - Size, Campaign - Location: Southern Kyushu, Japan - Intended for Head to Head play - This version of the campaign scenario adds in the US 13th Armored and 11th Airborne Divisions. As can be expected the victory levels will be more difficult for the Allied player. Each of these divisions will have a choice of landing sites (beach sites for the 13th Armored Division and airborne/beach sites for the 11th Airborne).

#45\_1104\_1v2\_Olympic-Take-Kyushu.scn

#45\_1104\_1v2: Olympic - Take Kyushu!

Date: November 4, 1945 - Size, Campaign - Location: Southern Kyushu, Japan - Intended for Head to Head play. This version of the campaign includes the full map of Kyushu (less some area in the northwest) and is for those that want a total experience. It is much longer than the standard campaign scenario and includes additional formations that the Allies would have needed in order to take the entire island.

#45\_1104\_2\_USMC-Beaches.scn

#45\_1104\_2: The Western Beach Landings

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The divisions of the V Marine Amphibious Corps had the task of securing the western side of Kyushu. With the landing of the 3rd and 5th USMC Divisions that task seemed difficult. The first day saw significant casualties. Nevertheless the Marines pressed on and took the beach defenses and the positions to the rear by X+1. Can you do the same? Note: this scenario is a two day action. The objective is to land on the beaches and take important objectives to the rear. The Japanese will be getting reinforcements from the north. Withdraw of the US ships is 5% starting on the 10:00 AM turn of the first day (4 November) and represents damage caused by Kamikaze planes, submarines and suicide boats.

#45\_1104\_2HP\_USMC-Beaches.scn

#45\_1104\_2: The Western Beach Landings (HP)

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This scenario (HP = Historical Placement) uses the historical Japanese plan of placing the majority of their defenses further back from the beaches. The USMC set up has not been changed from the default landing scenario. Note: this scenario is a two day action. The objective is to land on the beaches and take important objectives to the rear. The Japanese will be getting reinforcements from the north. Withdraw of the US ships is 5% starting on the 10:00 AM turn of the first day (4 November) and represents damage caused by Kamikaze planes, submarines and suicide boats.

#45\_1104\_2v1-S\_USMC-Beaches.scn

#45\_1104\_2v1-S: Western Beaches Improved Defenses

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Solo play as Allied side. Narrative: This is a variant of the default Western Beach landings with improved beach defenses for the Japanese defenders.

#45\_1104\_2v2\_USMC-Beaches.scn

#45\_1104\_2v2: Western Beaches - Crack Defenders

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: In this variant the veteran 77th Division has replaced the "Static" 303rd Division and will provide a much better defensive stand against the veteran USMC divisions.

#45\_1104\_2v3\_USArmy-Western-Beaches.scn

#45\_1104\_2v3: Western Beach Landings - US Army

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as the Allies vs. the AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The decision was made to have the US Army XI Corps land at the western beaches while the USMC V Amphibious Corps landed at Ariake Bay. This variant shows what might have happened had the US Army drawn the easier assignment. Note: this scenario is a two day action. The goal is to breakout and take important objectives to the rear of the Japanese front lines. The Japanese will be getting reinforcements from the north. Withdraw of the US ships is 5% starting on the 10:00 AM turn of the first day and represents damage caused by Kamikaze planes, submarines and suicide boats.

#45\_1104\_3\_USMC-Beaches-to-Breakout.scn

#45\_1104\_3: Western Beaches: Beaches to Breakout

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This longer version of the landings on the western beaches by the forces of the V Marine Amphibious Corps simulates the need to take key locations further inland. Additional Japanese reinforcements arrive in the south and northeast. The 2nd USMC Division arrives on X+2 (6 July) to help with the breakout. Note: this scenario is a four day action. The objective is to breakout and cross the map with the USMC forces and take important objectives to the north, east and southwest. The Japanese will be getting reinforcements from the north, south and east. Withdraw of the US ships is 5% starting on the 10:00 AM turn of the first day and represents damage caused by Kamikaze planes, submarines and suicide boats.

#45\_1104\_4\_Ariake-Bay-Beaches.scn

#45\_1104\_4: The Ariake Bay Landings

Date: November 4, 1945 - Size, Medium - Location: Ariake Bay, Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The landing in Ariake Bay for the XI Corps was a bloody mess! The US commanders were not expecting the elite 86th Infantry Division to be defending the beachhead. As a result losses were high and the troops took until 4pm to exit the landing areas and press inland. On the 5th of November the Japanese received reinforcements - the advance elements of 98th IM Brigade began arriving early in the morning. Formations from the 77th Infantry Division also arrived later in the morning. Can the US forces wrest the inland VP locations from the Japanese forces?

#45\_1104\_4HP\_Ariake-Bay-Beaches.scn

#45\_1104\_4: The Ariake Bay Landings (HP)

Date: November 4, 1945 - Size, Medium - Location: Ariake Bay, Southern Kyushu, Japan - Intended for Head to Head or Solo play as the Allied side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. This version of the scenario goes with the historical landing assignments for the US divisions. The 43rd Division would land at Dusenberg and De Soto Beaches and take the small port and airfield of Shibushi and then drive inland to the northwest towards Aoki. Meanwhile, the 1st Cavalry Division would land at Ford Beach and drive westward to eventually reach the Kagoshima Bay. Following up the assaulting divisions on X+3 would be the Americal Division (not present in the scenario). The 112th Regimental Combat Team would be in floating reserve ready to land to reinforce the assaulting forces sometime after X-Day. No plan was ever completely completed so we have added the 112th RCT to land in the afternoon at Essex Beach.

#45\_1104\_4v1\_USMC-Ariake Bay.scn

#45\_1104\_4v1: The Marines at Ariake Bay

Date: November 4, 1945 - Size, Medium - Location: Ariake Bay, Southern Kyushu, Japan - Intended for Head to Head or Solo play as the Allied player. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This is a variant of the Ariake Bay landings with the USMC V Amphibious Corps taking the place of the US Army forces of the I Corps.

#45\_1104\_4v2\_Airborne-Ariake Bay.scn

#45\_1104\_4v2: 11th Airborne Div. at Ariake Bay

Date: November 4, 1945 - Size, Medium - Location: Ariake Bay, Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: In this version of the scenario the 11th Airborne Division drops behind the beaches at Ariake Bay to ensure the success of the operation. Originally it was not going to be available until X+22. What if it had been available for the landings? Two glider regiments drop behind the lines at the beginning of the battle.

#45\_1104\_5\_Ariake-Bay-Beaches-to-Breakout.scn

#45\_1104\_5: Ariake Bay: Beaches to Breakout

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The landings at Ariake Bay had faced the best troops so far of the three landing locations. The crack 86th Japanese division had caused the US forces tremendous losses. Later the Kamikaze planes and suicide torpedo craft had dealt the reinforcements a real blow. Losses were high for the XI Corps. The second wave landed and by the late afternoon had finally gotten off of the beaches in the south. In the north it was another matter. The terrain favored the defender and the right flank of the US forces got nowhere. By the end of the first day the landings were struggling to get inland. The left flank fared the best - a three kilometer dent in the Japanese lines. By the second day the US forces had gained an additional six kilometers on the left and the center was finally breaking out and was nine kilometers inland when the Japanese reinforcements struck their lines. More US reinforcements arrived but there never seemed to be enough troops to go around. The right flank finally moved inland on the third day. Their hold was tenuous at best. By the end of the fourth day the Japanese bolt had been shot but neither side could claim a victory. The battle had been a bloody draw up to this point. The US player needs to drive inland to take the key objectives in order to win while at the same time trying to keep their lines intact. The Japanese player needs to be wise in the use of their reinforcements. The US left flank is vulnerable but harder to reach. Their center is more than likely going to be the main target. See how well you can do in either role in this slugfest!



#45\_1104\_5v1\_Ariake-Bay-Beaches-to-Breakout.scn

#45\_1104\_5v1: Ariake Bay: Beaches to Breakout (V.1)

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. This version of the Ariake Bay Breakout scenario features additional US reinforcements (the entire 81st Division) arriving on the 6th.

#45\_1104\_6\_East-Beaches.scn

#45\_1104\_6: The Eastern Beaches

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The I Corps was tasked with landing on the eastern beaches and driving inland to link up with XI Corps to the southwest and also establish the right flank of the Allied lines. With the 25th, 33rd and 41st they had a tough mission in that they were up against good Japanese troops. The 33rd Division would bear the brunt of the fighting at Cord Beach due to its isolated nature. The landing was brutal with many casualties on both sides. By the end of the first day they had only advance three kilometers inland. The second day was not much better with another five kilometers gained but for a high loss of life. A fierce counterattack by the Japanese 6th Tank Brigade curtailed any thoughts of the 33rd Division breaking out from their slim beachhead. The cost at the eastern beaches had been high for the US forces and it would only be with the addition of another division that they would be able to break the grip of the stubborn Japanese defenders.

#45\_1104\_6HP\_East-Beaches.scn

#45\_1104\_6: The Eastern Beaches (HP)

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This is the Historical Plan for the deployment of the I Corps at Cord and Chrysler Beaches. This original Japanese defense plan is used: light beach defenses with the majority of the forces back in better defensive terrain.

#45\_1104\_6v1\_East-Beaches-AltJapOB.scn

#45\_1104\_6v1: Eastern Beaches: Alt. Japanese Forces

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. This version of the Eastern Beaches landing scenario replaces the veteran Japanese 156th Infantry Division (morale B) with the 312th Infantry Division (morale C) minus its 3rd regiment detached to the south which enters as reinforcements on the 5th of November. The 4th Regiment is detached for other duty and does not participate in the battle.

#45\_1104\_6v2\_East-Beaches-Airborne.scn

#45\_1104\_6v2: 11th Airborne at the Eastern Beaches

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. This version of the Eastern Beaches landing scenario adds in the 11th Airborne Division for the Allies. Originally it was not going to be available until X+22. What if it had been available for the landings? The two glider regiments will land behind Cord Beach south of Shimachi and be in a position to help the 33rd Division get off the beaches. To balance the scenario the Japanese 6th Tank Brigade will enter the game at 1600 on 4 November.

#45\_1104\_7\_East-Beaches-to-Breakout.scn

#45\_1104\_7: Eastern Beaches: Beaches to Breakout

Date: November 4, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This scenario depicts the desperate efforts of the I Corps to land, clear the beaches, breakout of their beachhead and gain key territory in the rear areas to the west. The fighting had been brutal for I Corps with the southernmost 33rd Division taking serious losses. The other divisions had not fared much better but were in a better position to support each other. By the fourth day the I Corps had only gotten 20 kilometers inland. However, the Japanese forces that had so valiantly defended the beaches were in serious need of reinforcement. That had arrived in the form of the 70th Infantry Division and the two tank brigades (5th and 6th). Can the US player duplicate the deeds of the I Corps commander or will he get bogged down in the face of the desperate defense by the Japanese forces? Can the Japanese player hold the US forces until their reinforcements arrive?

#45\_1104\_8\_Beaches-to-Linkup.scn

#45\_1104\_8: Operation Olympic - Beaches to Linkup

Date: November 4, 1945 - Size, Large - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as the Allied side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This scenario covers the first thirteen days of the invasion from the landings at the beaches to the expected linkup of the three US corps. Campaign Recap: With the initial losses from stubborn Japanese resistance things did not go well and by the end of the fourth day it didn't look like the Allied goals would be met. The XI Corps at Ariake Bay had faced a determined counterattack by the 77th Division and 98th Independent Brigade which had taken all they had to halt it from breaking through their lines and seizing the beachhead. The USMC forces had broken out and had taken Kagashima by the 6th. The 2nd Marine Division had landed and pressed on to Kamo but reinforcements had arrived to check their further advance. By the 7th the Marines had combined to decimate most of the beach divisions but were unable to press onward to link up with the XI Corps. Over to the east the I Corps had been checked in their advance from the beaches by the arrival of a crack 25th Infantry Division and two tank brigades. Their plan had been to link up with the XI Corps at Miyakonojo but both corps were unable to meet the deadline. Can you as the Allied do any better or will your Japanese opponent check any further advance by your forces?

#45\_1105\_1\_Ariake-Bay-Beaches-Day2.scn

#45\_1105\_1: Second Day at Ariake Bay

5 November 1945 - Size, Small - Location: Ariake Bay, Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The 43rd Division had made it ashore and taken out the first and second layers of defense on X-Day. After an uneasy night with shellfire erupting from both sides' artillery the GIs were ready to assault the bluffs and continue their assault on Japan. Meanwhile, the Japanese soldiers knew that they had to hold their enemies to limited gains so that the reinforcements could arrive and throw them back into the bay. The attack started with the typical artillery and naval gunfire. The air strikes added in their weight and in places the Japanese communications were disrupted and one of the napalm attacks took out a large group of HQ personnel. The GIs moved out and soon were assaulting the heights. Machinegun fire and artillery rained down on their advance. Men went down and non-coms and officers were hit leaving the men having to improvise. The assault on the hills eventually wore out as the men of the 98th Improvised Brigade added their numbers to the battle. In the end the GIs would have to be content with having wrested the positions west and northwest of Anraku from the Japanese. The other defensive positions held firm. It would take another six days of fighting to finally clear the Japanese from the heights.

#45\_1107\_1\_USMC-Breakout.scn

#45\_1107\_1: Western Beaches: The Breakout

Date: November 7, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo as the US player vs. Japanese-AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Briefing: The Marines secured the beach by the end of the day and had pressed on inland. For two days they battled to build a strong beachhead. On the 6th they rested and took in reinforcements (2nd USMC Division) which immediately launched an attack on the peninsula southwest of Sendai destroying the coastal batteries and securing the high ground. Now all three USMC divisions are poised to breakout and take key objectives to the north, east and south. Can the Japanese stop them or will the Marines continue to roll up the various defensive positions?

#45\_1107\_1v1\_USMC-Breakout-AB-Opt.scn

#45\_1107\_1v1: Western Beaches: Breakout - US 11th AB

Date: November 7, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo as the US player vs. Japanese-AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Originally the US 11th Airborne Division was not going to be available until X+22. What if it had been available for the landings? In this version of the breakout scenario the two glider regiments of the 11th Airborne Division will land behind the Japanese lines. Their goal is to deny the Japanese forces the crucial road net at Yamasaki. Once they link up with the Marines they will be able to go over to the offensive.

#45\_1107\_2\_Ariake-Bay-Breakout.scn

#45\_1107\_2: Ariake Bay: The Breakout

Date: November 7, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo as the US player vs. Japanese-AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Briefing: This scenario portrays the struggle for the US forces to drive inland from their positions they had taken on the 5th of November. The fighting had been hard for two days following the landings and on the 6th of November the US forces had to rest and accept replacements before they could get going again. By the 7th they were ready to resume the offensive. The US 98th Infantry Division landed to help kick start the offensive. Meanwhile, the Japanese had brought up the 77th Division and along with promised armored support were seeking to contain the offensive. Can the Japanese hold the US forces or will they breakout to begin their linkup with the other troops of the Allied forces?

#45\_1107\_2v1\_Ariake-Bay-Breakout-AB-Opt.scn

#45\_1107\_2v1: Ariake Bay: Breakout - US 11th AB

Date: November 7, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo as the US player vs. Japanese-AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Originally the US 11th Airborne Division was not going to be available until X+22. What if it had been available for the landings? In this version of the battle the US 11th Airborne can be dropped in one of two locations. To balance the situation a Japanese independent brigade will enter in on the 8th to reinforce the Japanese defenses.

#45\_1107\_3\_East-Beaches-Breakout.scn

#45\_1107\_3: Eastern Beaches: The Breakout

Date: November 7, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo as the US player vs. Japanese-AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Briefing: This scenario portrays the struggle for the US forces to drive inland from their positions they had taken on the 5th of November. The fighting had been hard for two days following the landings and on the 6th of November. The resistance had been brutal but with the addition of the 77th Division on the 6th the I Corps had made good progress inland. Now they were poised to open up the offensive and gain more ground. Losses were expected to be heavy. The suicide planes and boats had already taken a toll on the troops in the transports. Will the US forces be able to take the key objectives they need in order to continue their drive to linkup with the forces moving inland from Ariake Bay?

#45\_1107\_3v1\_East-Beaches-Breakout-AB-Opt.scn

#45\_1107\_3v1: Eastern Beaches: Breakout - US 11th AB

Date: November 7, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo as the US player vs. Japanese-AI. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: Originally the US 11th Airborne Division was not going to be available until X+22. What if it had been available for the landings? This version of the breakout scenario features the 11th Airborne Division landing in one of two places on Turn 1. The first choice will have them land near Kawaguchi to the west of the US forces near the cluster of bridges that are key to obtain if the Allies wanted to breakout in that sector. The second choice will have the division land in and around Arimizu which is deep behind the Japanese lines and abreast the advance route of their reinforcements. Their task would be to delay the arrival of those troops but in doing so will probably sacrifice a lot of the division in the process. The first choice has two regiments (para and glider) landing near Kawaguchi with the glider regiment landing the beaches at noon of the 7th. The second choice has the entire airborne division landing so as to ensure a better chance at survival.

#45\_1107\_4\_Packard and Plymouth Beaches.scn

#45\_1107\_4: Landings at Packard and Plymouth Beaches

Date: November 7, 1945 - Size, Small - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: This scenario covers the hypothetical landing of the US 98th Division at Packard and Plymouth beaches in the southeastern tip of the peninsula to the south of Kagoshima. This division would have helped the Marines overcome any Japanese defenders from the south who would have held up the capture of Kagoshima. The goal of the Allied player will be to exit off the north edge of the map and take objectives and perhaps cut off some of the forces on the eastern side which were guarding the other beaches.

#45\_1119\_1\_Advance-North.scn

#45\_1119\_1: The Advance to the North

Date: November 19, 1945 - Size, Large - Location: Southern Kyushu, Japan - Intended for Head to Head play or Solo as the Allied player. Narrative: The US forces had broken out of the beachhead areas and had linked up. The advance to the north got underway on the 19th. Initially the advance was smooth but soon they ran into determined resistance. The first entrenched positions were finally taken but the early losses concerned many of the commanders. Reinforcements from the floating reserve had been committed and were advancing forward to join the attack. Then the real challenge came: the attack on the Mt. Kirishima and Mt. Takachiho fortress. The Japanese had dug tunnels connecting the trenches. The 5th Marine Division formed the left flank of the attack with the 43rd Division attacking from the south. Finally the 41st Division attacked from the east. The initial attack was a bloodbath with both sides taking horrendous losses. The US forces were unable to dislodge the defenders but they had gained a toehold on the mountain ridges. Meanwhile, the 57th and 351st Divisions along with the 4th Armored Brigade launched an attack to relieve the fortress. It was beaten back with serious loss on both sides. Finally, a second attack was launched on the Kirishima position. It was costly but eventually after four days of attacking the US forces emerged victorious. Only 36 Japanese were captured. The rest perished in the fighting. The attack had cost the US forces 4,500 casualties but it opened up the way to the north without fear of an attack from the rear. No longer would the Japanese be able to freely observe the airfields and harbors to the south. The Allies had reached their objective stop line. Note: Losses have been deducted for losses from previous action and in the case of the Japanese reinforcements those losses due to US interdiction efforts. Note: Losses have been deducted for losses from previous action and in the case of the Japanese reinforcements those losses due to US interdiction efforts. The Allied forces received numerous replacements from the 15th through the 18th.



#45\_1119\_1v1\_Advance-North-Airborne.scn

#45\_1119\_1v1: Advance to the North: US 11th AB

Date: November 19, 1945 - Size, Large - Location: Southern Kyushu, Japan - Intended for Head to Head play. In this version of the Advance to the North scenario there is an option to use the 11th Airborne Division. Originally it was not going to be available until X+22. What if it had been available for use during this part of the campaign? The Allied player will choose from one of two strategy decisions on the first day of the battle. Note: Losses have been deducted for losses from previous action and in the case of the Japanese reinforcements those losses due to US interdiction efforts. US forces received numerous replacements on the 8th so many of their units have higher strengths than on the previous days' fight.

#45\_1119\_2\_North-to-Tsuno.scn

#45\_1119\_2: The Advance North to Tsuno

Date: November 19, 1945 - Size, Small - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The US forces of I Corps had broken out of the beachhead area in the east. One of their objectives was to capture Tsuno on the east coast. This was the "stop line" marker for the eastern side of the 6th Army. But taking the town would prove harder than expected. The 25th US Army Infantry Division was given the task of securing Tsuno. Along for the ride was the 323rd Infantry Regiment of the 81st Infantry Division. The Japanese had blown the bridges over the Tsuma-sen (river) so the US engineers were called in to build pontoon bridges or repair the existing bridges. The initial advance by the 27th and 35th Infantry Regiments to the Tsuma-sem but the engineer's attempts to build an infantry pontoon bridge were stymied by the combined fire of the Japanese defenders. Add in that suicide fire boats were launched down the river from upstream and they succeeded in damaging part of the bridge. The 9th ended with the US having no path across the river. On the 10th the 325th was thrown in to the fray and along with naval gun fire was able to drive the defenders away from the river. Up came the engineers again and this time they were able to complete two pontoon bridges: one for the infantry and another treadway bridge for the heavier vehicles. The advance north of the Tsuma was met by a fierce defense in the Takonobe area but by the end of the 10th the US forces had taken all of the area south of the Omaru-gowa (river). On the 11th they had to attempt to build bridges but at first the Japanese were able to foil their attempts. It was not until the late afternoon that the engineers succeeded in completing the bridges. It was obvious by now that the Japanese units were spent. A strong push up the coast, supported by naval, artillery and air power, succeeded in taking Tsuno but not without cost. The 25th Division suffered 1,800 casualties while the 323rd Infantry Regiment took 700 losses. Thirty armored vehicles had been disabled or destroyed in the four day fight. The US had reached their goal but now the tedious part of the operation would begin: holding the line and watching out for surprise attacks by the Japanese from the hills to the west of Tsuno.

#45\_1119\_3\_North-fm-Sendai.scn

#45\_1119\_3: The Advance North From Sendai

Date: November 19, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head play or Solo as either side - Narrative: The Japanese on the west coast had fallen back to the north. The US forces were advancing with the US Marine divisions taking Sendai and looking to move further north to ensure that Sendai remained in their hands. The depleted Japanese divisions clung to the hills and hid in their tunnels and trenches. The fighting was brief, sudden and vicious. In the end the advancing troops took 4,000 additional casualties before the four day operation was called to a halt. The Marines had failed to take the high ground. They dug in on the southern slopes of Mt. Shibi knowing full well that the Japanese had not been vanquished.

#45\_1119\_4\_Central-Advance-North.scn

#45\_1119\_4: The Advance to the North (Center)

Date: November 19, 1945 - Size, Large - Location: Southern Kyushu, Japan - Intended for Head to Head play. Narrative: This scenario covers the advance to the north by the Allied forces in the center. The US forces had broken out of the beachhead areas and had linked up. Now the forces in the center would advance on Mt. Kirishima along with the 5th USMC Division and forces advancing from the eastern beaches. Note: Losses have been deducted for losses from previous action and in the case of the Japanese reinforcements those losses due to US interdiction efforts. The Allied forces received numerous replacements from the 15th through the 18th.

#45\_1120\_1\_Northern-Landings.scn

#45\_1120\_1: Olympic - Northern Landings

Date: November 20, 1945 - Size, Medium - Location: Northern Kyushu, Japan - Intended for Head to Head play or Solo as the Allies - What if the Allies had landed the IX Corps in northern Kyushu in conjunction with the advance towards the north? The 77th Division lands at Goodman Beach while the 81st Division lands at Basie Beach. The 98th Division lands on X+2 (the 22nd) based on a Strategy choice by the Allied player.

#45\_1121\_1\_Mt-Kirishima-1.scn

#45\_1121\_1: Assault on Mt. Kirishima - Part 1

Date: November 21, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: With the linking up of the US forces the next step had been to advance north. Sitting astride the path of their route was the highlands of Mt. Kirishima. The heights had been fortified with trenches. Tunnels connected the positions for ease of movement. The first assault on the heights was a two day operation, made from three directions, which failed miserably in the face of determined Japanese resistance. The armor was unable to assist the defender due to the terraced nature of the terrain. It was an infantry man's hell one that cost the US Army and Marine Corps dearly. Note: the US division artillery is FIXED to depict the difficult of setting it up in the terrain of the area.

#45\_1123\_1\_Mt-Kirishima-2.scn

#45\_1123\_1: Assault on Mt. Kirishima - Part 2

Date: November 23, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: "Once more into the breach" - The US forces were not to be denied and despite not being able to take the Mt. Kirishima position they had gained a toehold on three sides of the mountain. Now with the fresh 98th Infantry Division from the floating reserve to help the Americans were able to totally surround the position. After a hard two days fight they were able to wrest the mountain from the weary Japanese. Only 36 prisoners were taken so defiant did the defenders fight to hold their positions to the death. The operation for the four days of fighting cost the US forces over 4,500 casualties. Fittingly the same Marine squad that raised the flag on Mt. Surabachi also did the same here as well. Note: the US division artillery is FIXED to depict the difficult of setting it up in the terrain of the area. The various trails on the mountain are tunnels which the Japanese had dug for the defense. The US forces benefited from them as well during the assault preferring to keep them open rather than use explosives to close them off. The US division artillery has "Stockpiled" status denoting the additional supplies that were brought in to support the attack.

#45\_1126\_1\_Okuchi.scn

#45\_1126\_1: Counterattack at Okuchi

26 November 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as the Japanese side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: Japanese High Command was most anxious to launch an attack on the Allied forces guarding the western side of Mt. Kirishima. To this end they chose the 57th and 25th Divisions and three independent brigades to launch an attack on the 24th of November. The attack caught the Marines off guard. Soon the lines had been infiltrated and the situation at the front became total chaos. The fine leadership of the Marines held them in good stead, though, and it was not long before reinforcements arrived to help bolster the sagging line. The fight continued on for three days with the Japanese penetrating as far south as Tsuruda and Kurino. The Allies were barely able to put together a line and once the Japanese had shot their bolt the Allies were able to push them back to the north. Both sides lost heavily in the engagement. It would not be the last time that the Japanese would make a bid to dislodge the Marines from the Mt. Kirishima area.

#45\_1208\_1\_Take-Sendai.scn

#45\_1208\_1: Japanese Counterattack - Take Sendai!

Date: December 8, 1945 - Size, Medium - Location: Southern Kyushu, Japan - Intended for Head to Head or Solo play as either side. For Solo Victory Conditions see the file "J45-Solo-Vic-Cond.pdf" in the main game folder. Narrative: The US forces had secured the line from Sendai to Tsuno and had dug in for the winter. Meanwhile, under cover of the terrible monsoon weather, the Japanese had moved forces to the south to counterattack the enemy position. With no air cover and the naval forces elsewhere the US troops tried to hold as best as they could but there were just too many enemy forces. On the west coast the Marines ran into formidable forces. Out of the hills south of Mt. Shibi sprang hidden forces and all of their gains of the early advance were reversed. Only because Sixth Army HQ sent in additional reinforcements was the situation stabilized but the Japanese had shown that they still had something to say about the outcome of Operation Olympic.