

Corregidor 45 Scenario for the Operational Art of War (Ver. 1.0)
by Paul Eric Wilson

NOTES FROM THE DESIGNER

Changes between 1.1 and 1.0:

1. Changed icon colors.
 2. Fewer ship withdrawals occur in the scenario now.
 3. The briefing has been slightly changed.
 4. Removed displaced units.
 5. Changed the organization of Japanese SNLF troops.
 6. Changed some supply and proficiency numbers.
 7. Placed Japanese formations on internal support while American troops use Army support. This allows American troops to cooperate with each other. Japanese Army and SNLF troops will not cooperate at all due to the different icon colors and backgrounds. This duplicates the historical disinterest in cooperation that existed between the services during the war. Although U.S. troops also had cooperation difficulties, it was never as bad as what the Japanese put themselves through.
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1. Primary information for this scenario was provided from the following sources. There were others. Those listed are the most important:
 - A. Devlin, Gerard, *Back to Corregidor*, St. Martin's Press, 1992.
 - B. Flanagan Jr., Lt. Gen. E. M., *Corregidor: The Rock Force Assault*, Presidio, 1988.
 2. Why I designed some things the way I did:
 - A. One thing to be aware of as far as this scenario is concerned is the hex scale. Because of the small size of the island, I had to design the map at .25 Km per hex. Surprisingly this works pretty well. If I had literally drawn the map at 2.5 km per hex, the island would have only been a few hexes long! This wouldn't have made for a very enjoyable game. The scenario "feels" right in the most important ways. There are some problems though. The most important is that the U.S. naval ships have difficulty firing as far as I would like them to. They can only fire 1/10 as far as they should. As a result, you must manage your naval forces as best as you can so that you can attack everything you want. Just the same, I am willing to give up a few things in order to create a scenario that I want to play. I think that overall, the scenario plays the way it should.
 - B. One of the most difficult things I had to do while designing the map was to find a way to make the elevated section of the island in the west appear to be "elevated." ;-). By using hills, mountains, and major escarpment, I was able to create the appearance of a flat mountaintop. At least that was my attempt anyway.

- C. Corregidor tended to be dense with bushes and trees. Prebombardment of the island stripped much of this away. I used light woods to signify this destroyed vegetation.
- D. The coat of arms in the bmp image belongs to the 503rd Parachute Infantry Regiment. It is their coat of arms.
- E. Order of Battle information for the Japanese was taken primarily from Flanigan's *Corregidor* book. We know that there were a certain number of infantry and artillery companies on the island before the 31st Imperial Marines arrived as reinforcements. Eventually, 3 battalions of Special Naval Landing Force (SNLF) Construction troops, Imperial Marines also came. This all totaled to about 6000 people. TO&E structure for the Japanese was taken primarily from *The Handbook on Japanese Military Forces* by the U.S. War Department. SNLF and regular army structures are in that book. It was a lifesaver. Japanese placement is also well known. We know, for example, that 1/3 of the troops on the island on February 16th were at the "tadpole head" of the island along the seashore waiting for an American landing. They were located at several important ravines that provided the only access to the top of the steep mountain where the main Japanese base was. Surprisingly few Japanese troops were on the mountain's tabletop surface allowing surprise by American airborne forces. Fully half of all Japanese forces were to the east of Malinta Hill
- F. The American OOB is also well indicated in Flanagan's book. The 503rd battalions not only had their regular structures but also attachments. Each battalion had a gun battery assigned to it as well as a platoon each of a fourth battery. The 3rd battalion of the 34th also had a tank battalion added to it
- G. The event editor takes into account possible damage due to shore batteries and suicide "Q" boat attacks. A few destroyers were damaged by shore fire and had to withdraw for a while. I added a random possibility into the editor that allows this to occur. Japanese "Q" boats were small naval vessels designed to destroy other ships. American forces found a large number of these on Corregidor. It remains a mystery why they were not used. Their possibility of use has been programmed into the editor.
- H. Not only did I have access to several good maps of Corregidor, I also had access to recon photos showing the entire island. These were used to place jungle and light woods.