

# HS 5 – Restoration

My opponent wanting to take a dive into some Operation Watchtower scenarios selected this one because it seemed a quick and easy one. It is rated 43 to 25 pro Japanese by ROAR and a look at the map shows you nothing much but Jungle of the dense (darker shade) and light (lighter shade) type.



**RESTORATION (HS5)** ROAR (02/2015) Japanese 42 / US 25 / Ext.Rt. 6.51  
**West of Lunga Ridge, Guadalcanal, 13 September 1942** created with VASL v6.2, 25 Feb. 2015

1 ALLIED

2

3

4

5

END

Moist EC: -1

No Wind

No Gusts

**Info**

MTR 4-2  
 IR: s7[3-10] WP6[1-5]ROF:1 HE Rng<3 ROF:1  
 50\*[1-10]

**Elements of III. Battalion, 124th Infantry Regiment [ELR: 4 / SAN: 5]**  
 Set up on/south of hexrow T in hexes numbered less or equal than 9.

  
4-4-7  
ELR: 4

  
4-4-7  
ELR: 4

  
4-4-7  
ELR: 4

  
2-2-8  
ELR: 4

  
Natanuwa 9-1  
ELR: 4

  
9-0  
ELR: 4

  
MMG 4-11  
ELR: 4

  
LMG 2-8  
ELR: 4

  
MTR 50\*[1-10]  
ELR: 4

  
Concealment x6  
ELR: 4





**Elements of A & D Companies, 1st Raider Battalion [ELR: 5 / SAN: 3]**  
 Enter on turn 1 along the north edge.

  
5-5-8  
ELR: 5

  
5-5-8  
ELR: 5

  
5-5-8  
ELR: 5

  
2-3-8  
ELR: 5

  
Powell 9-1  
ELR: 5

  
Pichard 8-0  
ELR: 5

  
MMG 4-10  
ELR: 5

  
ELR: 5

**Elements of A Company, 1st Parmarine Battalion**  
 Enter on turn 2 along the east edge.

  
5-5-8  
ELR: 5

  
5-5-8  
ELR: 5

  
8-1  
ELR: 5

  
LMG 2-6  
ELR: 5

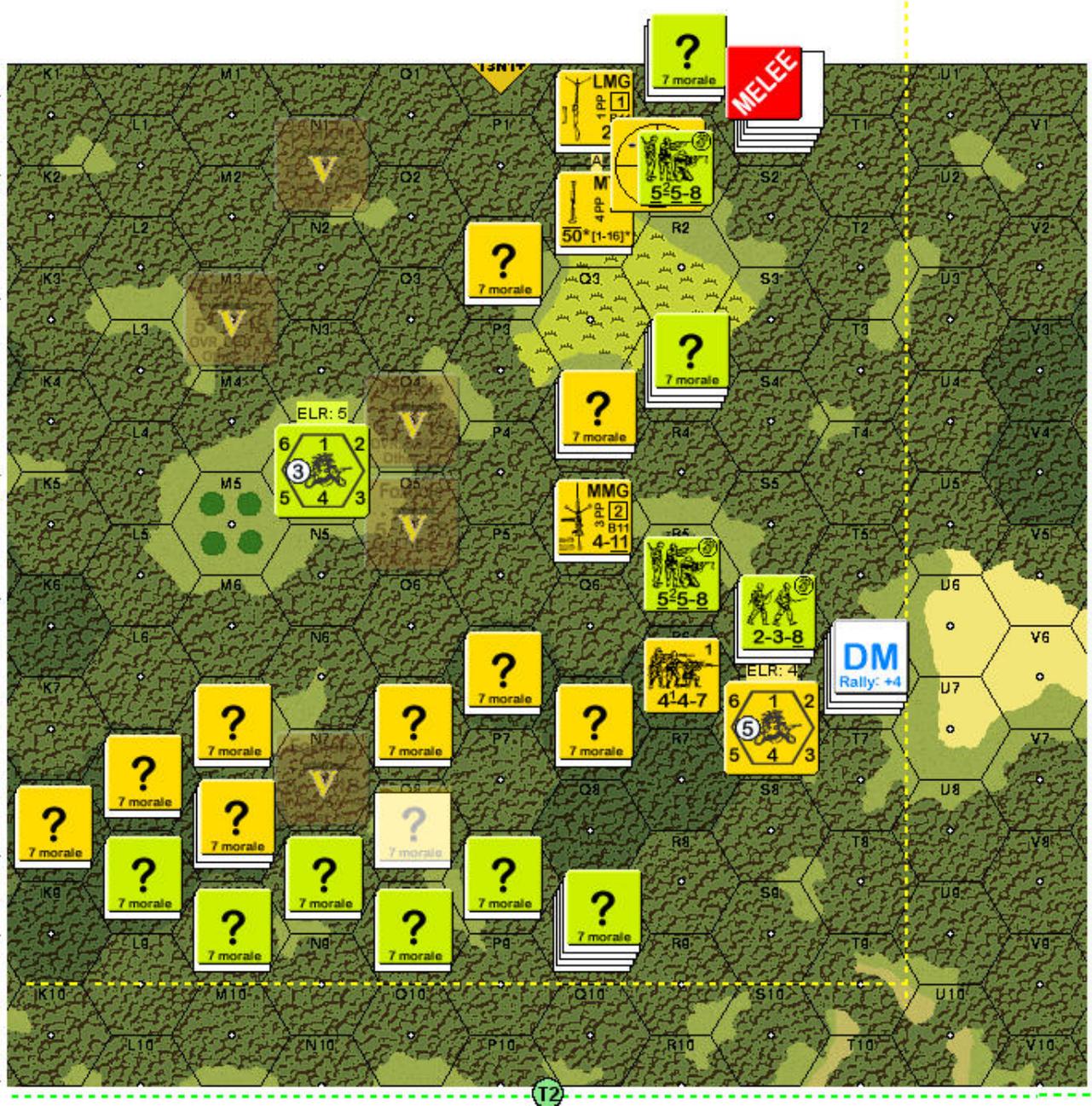
What looked to be rather inconspicuous was still fun to play (and it is rated at ROAR at 6.5 by 90 players despite apparently being pro Japanese).

It is obvious, that the Japanese plan must be to delay the USMC as much as possible, while the USMC may not has any time to lose at all. At the same time, there is not much space to fall back to.

So basically, this scenario revolves around when to let the Americans move ADJACENT without firing to retain concealment, when to fire, when to dare to go into CC and when to avoid it – maybe even breaking to do so. As the Japanese, you must do your best to be in the way and not to allow the

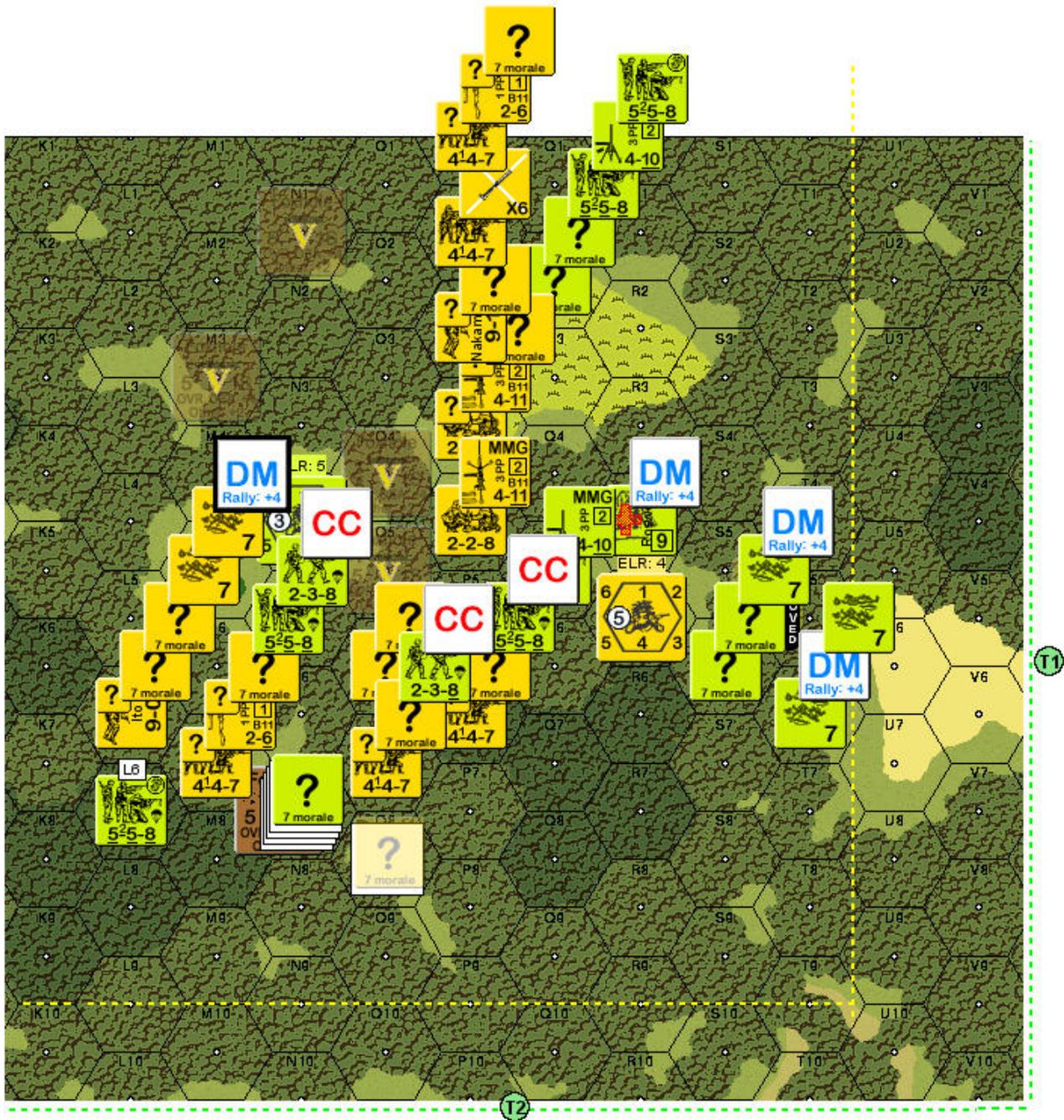


Start of Japanese Turn 2:



The trap in S1 has been sprung. The Japanese would manage to break the R1 squad, which would be eliminated for Failure to Rout. In turn my meleeing HS in S1 would be broken by R1 and killed in CC. Still, it took out 1.5 US squads and screwed up the US flank there. Job done. Meanwhile the Japanese Sniper did begin to wreak some havoc during Japanese Turn 2.

**Start Japanese Turn 3:**



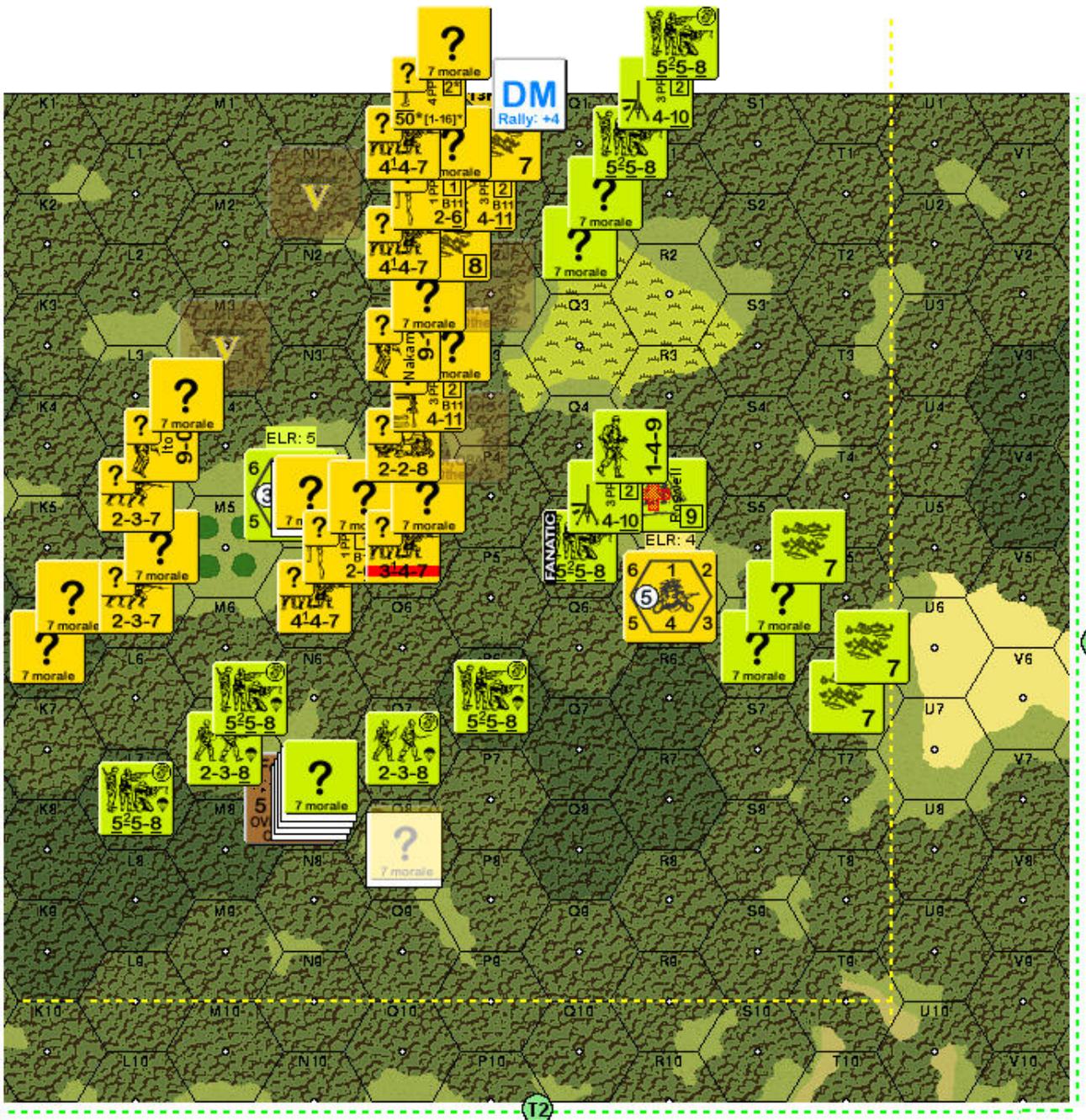
**Elements of A & D Companies, 1st Raider Battalion [ELR: 5 / SAN: 3]**

Enter on turn 1 along the north

					
2-3-8	2-3-8	2-3-8	5-5-8	5-5-8	2-3-8

The Japanese Sniper led his own war in the Jungle. The Paramarines did push strongly during their turn while the Japanese slowly fell back. In the previous CC-phase, none of the Japanese attacked the Paramarines in CC and all were able to avoid being ambushed thus retaining Concealment vs. the superior firepower. They would assault move back during this turn taking some casualties while doing so. However, the Marines could not get a grip on them.

**Start US Turn 4:**



Running into the fire of a Japanese MMG, the US that created a hero and a fanatic squad meanwhile. Japanese HS become more numerous after full squads voluntarily broke and were subsequently rallied by the Japanese leaders. The Japanese plan is to build the „Alamo“ around M3 and to hope that the yet undetected hidden HS in O7 would be able to advance into N7 during its last APh.

