

Bataan Overlord campaign

January to April 1942



After Japanese landings on Luzon Island in December 1941, US general MacArthur decided to group together all his troops in the Bataan peninsula, which was easier to defend. The Bataan campaign lasted more than three months from the attack of the first defense line on the 2nd of January 1942 till the surrender of US and Philippine troops near Mariveles on the 08th of April. The different battles of this campaign were focused above all on the successive defense lines made by US and Philippine troops: the Porac-Guagua line at the gate of the peninsula, the Mauban-Abucay line, main defense line on both sides of Mount Natib and finally, the Bagac-Orion line with Mount Samat as main resistance center. The capture of mount Samat was the reason of the collapse of the US resistance. The fall of Bataan was followed, one month later, by the fall of Corregidor Island then by the infamy of the "Death March" for US and Philippine prisoners. The battle of Bataan is the theme of this 4th memoir'44 Overlord campaign played in three successive scenarios.

Jdrommel.

To play Bataan Overlord campaign, you need two base game, two Pacific Theater expansions, the Operation Overlord expansion and secondarily the Equipment Pack expansion (for the cavalry figures).

Campaign notes

This campaign is played in the chronological order of the three scenarios:

- 1 – Ligne Porac-Guagua (n°13285)
- 2 – Ligne Mauban-Abucay (n°13318)
- 3 – Ligne Bagac-Orion (n°13349)

It is an Overlord campaign, it means it could be best to play by team composed with a general-in-chief and three subordinate generals on each side.

The general-in-chief organizes his command: he decides which subordinate general is in charge of each sector (right, center, left) according to the tactical objectives (scenario) or strategic objectives (campaign) and to the experience of his generals (attacking or defender, experienced veteran or young commander). The general-in-chief can change the sector of a subordinate general between two scenarios.

For the whole campaign the general-in-chief has at his disposal a little reserve of reinforcement units that he can use according to the tactical situation in some sector. Before the beginning of each scenario, the general-in-chief chooses one reinforcement unit in his Army reserve and allocates it to a subordinate general. Each reinforcement unit could be used only one time in the campaign.

Axis Army reserve: 1 tank unit, 1 artillery unit, 1 infantry unit.

Allied Army reserve: 1 tank unit, 1 cavalry unit, 1 infantry unit.





Victory Conditions

Counting up the Victory points:

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

The team who gains the higher number of Victory points is the winner of the campaign.

The general-in-chief winner of the campaign is promoted Field Marshall, the looser is appointed to a new command in the General Staff as inspector of the training camps for the Reserve Army.

Subordinate generals of the winner team are awarded in front of troops, subordinate generals of the looser team are shot in front of troops or ordered to an early retirement according the habits and customs of their country (maybe Seppuku for the Japanese?)

Victory Points Counter Sheet

(Allied maximum : 45 VP, Axis maximum : 51 VP)

<i>SCENARIO</i>	<i>ALLIES</i>		<i>AXIS</i>	
Porac-Guagua Line	(13)		(15)	
Mauban-Abucay Line	(16)		(18)	
Bagac-Orion Line	(16)		(18)	
Total	(45)	VP	(51)	VP

Bibliography

- « The fall of the Philippines » - Louis Morton - 1953.

