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Alaska's War: Scenario 11

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Scenario Eleven Kiska Evacuation 15 August 1943

Had the American/Canadian forces been able to catch up to the retreating Japanese on Kiska, they might have had a shot at disrupting the Japanese evacuation. The encounter would likely have happened on the eastern side of the island near Vega Bay. As with all encounters in the Aleutians, the Americans would have had numerical superiority but would be fighting the terrain at least as much as the Japanese.

Note: This scenario uses Map 2 from [Afrika Korps](#) and pieces from [Battle of the Bulge](#) and [Guadalcanal](#).

Game Length: 24 turns

First Turn: 0800

Other: Treat all light-colored hexes as Muskeg, and all shaded areas as 20-meter hills. Treat the solid-line roads as tracks on which foot and mechanized units may travel, and the dotted lines as tracks on which only foot units may travel. See [Alaska's War](#) for further information on Muskeg and tracks.



Japanese Rear Guard Screening Force

Set up in hex 1310:

- 1 x Type 95 (Reduced)

Set up in hexes 1210, 1310 and/or 1212:

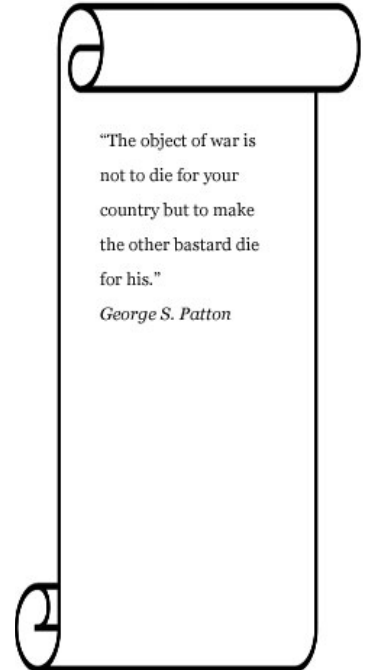
- 2 x INF
- 1 x HMG
- 1 x 37mm AT

Leader: 1 x LT

Elements, Kiska Occupation Force

Setup within 2 hexes of hex 2034:

- 8 x INF
- 1 x ENG
- 2 x SER



"The object of war is not to die for your country but to make the other bastard die for his."
George S. Patton

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Leaders: 1 x MAJ, 1 x CAPT, 5 x LT

Japanese Evacuation Point Guard

Set up in hex 2406, 2405 or 2404:

- 1 x 37mm AT

Leaders: 1 x CAPT

Initiative: 6

Morale: 9/8

Off-board artillery: none



Lead Units, Kiska Invasion Forces

Enter anywhere on the west edge except for vehicles, which must enter on the track just west of hex 0213:

- 2 x M5 Stuart (reduced)
- 1 x LVT
- 16 x INF
- 1 x Scout
- 2 x HMG
- 1 x 81mm

Leaders: 1 x COL, 3 x CAPT, 6 x LT

Initiative: 4

Morale: 8/6

Off-board artillery: none


Special Rules

1. The American initiative level is lowered by one for every five steps eliminated (tanks count double).
2. The Japanese initiative level is never reduced.
3. Maximum visibility is 3 hexes for the entire game, due to fog.
4. Treat the American Scout unit as Alaska Scouts (see *Alaska's War* special rules section).
5. Place a wreck counter each time a vehicle step is eliminated in a track hex.
6. The Japanese tank unit may not exit the board (see victory conditions).

Victory Conditions

The Japanese player receives one victory point for every American step eliminated (tanks count double), and one VP for each Japanese step that exits the east edge of the board from hexes 2406, 2405 or 2404.

The American player receives one VP for each Japanese step that does not exit the map from the three eligible hexes listed above for any reason (due to elimination or otherwise; the tank step counts double). The Japanese tank unit cannot exit the board, so the American player will automatically score two VPs for it.



A player who scores three to nine more VPs than his or her opponent scores a Minor Victory. A player who scores 10 or more VPs than his or her opponent scores a Major Victory. Any other result is a draw.

[Try this scenario yourself with Panzer Grenadier: Alaska' War!](#)