



D-Day at Peleliu

D-Day at Peleliu is a solitaire game simulating the amphibious invasion of Peleliu in the Palau Islands. The Marines assaulted with the primary goal of capturing the airstrip nestled amid jungle and overlooked by forbidding mountain terrain. Though Maj. Gen. William Rupertus, commander of the division, predicted a quick four-day victory, the battle was instead a two-month fight to the death against some 10,000 tenacious Japanese.

Designer John Butterfield advances the solitaire system of his award-winning **D-Day at Omaha Beach** to the next level. You control the US forces against a Japanese defense determined to hold the island at all costs. An innovative no-dice combat system highlights unknown enemy deployments and the importance of using the right weapons and tactics. Event cards keep the action flowing and the rules simple while introducing historical detail.

Players familiar with **Omaha Beach** will recognize the hazardous amphibious landings, overlapping enemy fields of fire, uncanny enemy tactics, and the emergence of heroes and leaders as the battle unfolds. In **Peleliu** new features cover coordinated Japanese counterattacks, close combat, fortified positions in coral and mountain terrain, and the hellish canyons and peaks of Umurbrogol Mountain, ever after referred to by the Marines as "Bloody Nose Ridge."



Target Market

- WWII history buffs

Up-Sells & Cross-Sells

- D-Day at Omaha Beach (DG)
- D-Day at Tarawa (DG)
- RAF: Battle for Britain (DG)

Selling Points

- Solitaire
- John Butterfield design

Stock no

- 1026

MSRP

- \$80

UPC Code

- 095109010265

Contents

- 22" x 34" Mounted Game Board
- 352 die-cut counters
- 55 event cards
- One full-color Rules booklet
- Campaign Analysis article
- Player aid cards



Place your order today!

