

H11. Sword & Fire: Manila

Created 05/22

Sheet 01 of 04

Counter	No.	ID	Nationality	Notes
10-2	3		American	Cpt Daggs, Cpt Jaffe, Cpt Kyle
9-2	3		American	Lt Rogers, Lt Smit, Lt Whitfield
9-1	6		American	Lt Cooper, Lt DeCastro, Lt Ferg, Lt Kummeth, Lt Petras, Lt Waichu
8-1	7		American	Sgt Beaton, Sgt Leja, Sgt Malmström, Sgt Ricci, Sgt Rossi, Sgt Roth, Sgt Weston
8-0	7		American	Sgt Drake, Sgt Flanagan, Sgt Harris, Sgt Meyer, Sgt O'Connor, Sgt Pappas, Sgt Woods
7-0	8		American	Cpl Blad, Cpl Kelly, Cpl Kibler, Cpl Kohler, Cpl Pitcavage, Cpl Repetti, Cpl Robbins, Cpl Stanhagen
6+1	2		American	Col Eliso, Col Smith
1-4-9	2		American	Reese, Rodriguez
7 ⁵ -4-7 Assault Engineers /Commandos	30	A-Z; a-d	American	
6 ³ -6-7 Elite Square	32	a-z; AA-FF	American	
6 ³ -6-6 1st Line	26	u-z; AA-TT	American	
5 ² -4-6 2nd Line	12	a-l	American	
3-3- 7 Assault Engineers/Commandos HS	14	A-N	American	
3-4-7 Elite Square HS	8	a-h	American	
3-4-6 1st Line HS	10	q-z	American	
2-3-6 2nd Line HS	4	a-d	American	
2-2-7 Infantry crew	9	11-19	American	
HMG Browning M2 .50cal	6	a-f	American	
HMG Browning M1917A1	5	a-e	American	
MMG Browning M1917A4	8	a-f; AA-BB	American	
MTR 60* M2 60mm Mortar	6	a-f	American	1.
DC M-37	8	G-N	American	
FT M2-2	6	G-L	American	
BAZ 45 M9A1	6	T-Y	American	
Concealment 1/2-inch [CX]	24	aa-xx	American	
DM [Smoke +2]	12		Game-Terr	
DM [WP +1]	8		Game-Terr	
H-to-H MELEE [CC]	4		Game-Basic	
MELEE [CC]	4		Game-Basic	

Sheet 02 of 04

Counter	No.	ID	Nationality	Notes
10-1 [9-0]	4		Japanese	Cpt Hirano, Cpt Iwabuchi, Cpt Matsui, Cpt Noguchi
10-0 [9+1]	4		Japanese	Lt Aoki, Lt Fukua, Lt Ishida, Lt Shibata
9-1 [8-0]	6		Japanese	Sgt Fujii, Sgt Hara, Sgt Isada, Sgt Murata, Sgt Sakai, Sgt Ueno
9-0 [8+1]	6		Japanese	Sgt Asaka, Sgt Morita, Sgt Myazaki, Sgt Sentai, Sgt Uemura, Sgt Yoshida

Counter	No.	ID	Nationality	Notes
8-0 [7+1]	8		Japanese	Cpl Ichikawa, Cpl Kawaguchi, Cpl Kojima, Cpl Mei, Cpl Maruyama, Cpl Matsuda, Cpl Oka, Cpl Takeuchi
8+1 [7+2]	4		Japanese	Col Koko, Col Kondo, Col Kubo, Col Kudo
(1)-0-9	6		Japanese	Hasegawa, Kinoshima, Matsumoto, Nakagawa, Nakagima, Sigiya
1-4-9	2		Japanese	Ieyasu, Nobunaga
4 ⁴ -4-8 [3 ⁴ -4-8] Assault Engineers	22	K-V; a-j	Japanese	
4 ¹ -4-7 [3 ¹ -4-7] 1st Line	16	a-p	Japanese	
3-4-7 [2-3-7] 2nd Line	26	a-z	Japanese	
3-3-6 [2-2-6] Conscript	12	a-l	Japanese	
2-3-8 Assault Engineers HS	10	a-j	Japanese	
2-3-7 1st Line HS	8	R-Y	Japanese	
1-3-7 2nd Line HS	10	R-Z; a	Japanese	
1-2-6 Conscript HS	4	Q-T	Japanese	
2-2-8 [1-2-8] Infantry crew	16	14-29	Japanese	
1-2-7 Vehicular crew	10	15-24	Japanese	
HMG .50 cal Type 93	5	A-C; a-b	Japanese	
HMG Type 92 Jukikanju	7	F; a-f	Japanese	
MMG Type 96	10	a-f; aa-dd	Japanese	
LMG Taisho 11 Nambu	14	a-n	Japanese	
FT Type 93/100	6	A-C; a-c	Japanese	
DC	8	K-R	Japanese	
MTR 50* Type 89 Hvy Grenade Launcher	4	a-b; aa-bb	Japanese	1.
HMG(a) M2 .50cal	4	A-D	Japanese	
MMG(a) Browning M1917A4	4	A-D	Japanese	
dm MMG(a) [dm HMG(a)]	4		Japanese	
dm MTR 51mm [dm MTR 81mm]	2	B-C [C-D]	Commonwealth	
Concealment 1/2-inch [CX]	26	a-z	Japanese	
H-to-H MELEE [CC]	6		Game-Basic	
MELEE [CC]	5		Game-Basic	
Turn Marker	1		Game-Basic	Japanese/American

Counter	No.	ID	Nationality	Notes
First Fire AAMG [Final Fire]	2		Game-Veh/Ord	
First Fire All MG [Final Fire]	2		Game-Veh/Ord	
First Fire BMG [Final Fire]	2		Game-Veh/Ord	
First Fire BMG/CMG [Final Fire]	2		Game-Veh/Ord	
First Fire CMG [Final Fire]	2		Game-Veh/Ord	
First Fire Inherent [Final Fire]	6		Game-Veh/Ord	
First Fire MA [Final Fire]	2		Game-Veh/Ord	
First Fire SA [Final Fire]	2		Game-Veh/Ord	
First Fire SW [Final Fire]	6		Game-Veh/Ord	

H11. Sword & Fire: Manila

Counter	No.	ID	Nationality	Notes
Prep Fire [Bounding Fire]	15		Game-Veh/Ord	
PIN	15		Game-Basic	
Berserk [Wound]	7		Game-Basic	
Blaze [Flame]	10		Game-Terr	
Fanatic	7		Game-Basic	
Location Japanese [Location American]	30		Game-Camp	
Perimeter Japanese L [Perimeter American R]	15		Game-Camp	
Perimeter Japanese R [Perimeter American L]	15		Game-Camp	
M5A1 Light Tank	6	a-f	American	5.
M4 Medium Tank	6	a-f	American	8.
M4A1 Medium Tank	6	a-f	American	9.
M4(105)	2	D-E	American	17.
M4A3(105)	2	A-B	American	17.
M18 GMC	6	a-f	American	24.
M3 Halftrack	6	e-f; aa-dd	American	28.
M3A1 Halftrack	2	a-b	American	29.
M8 Armored Car	2	a-b	American	42.
M7 HMC	6	E-F; a-d	American	44.
LVT(A)4	6	a-f	American	47. Opt. c-f BMG
LVT4	8	a-f; aa-bb	American	51. Opt. d-f; aa-bb BMG
M4A3E8(105) Dozer	3	C-E	American	4. Correction (FW)
POA-CWS-H5 Flame Tank	4	A-C; F	American	5. Correction (FW)
M37 HMC	3	B-D	American	21. Correction (FW)
Carrier 3 inch 81mm Mortar	2	D-E	Commonwealth	67.
IP Carrier 3-in. 81mm Mortar	2	B-C	Commonwealth	71. Opt: B BMG
MTR 81* M1 81mm Mortar	3	E-F; a	American	3.
MTR 107 M2 4.2-inch Mortar	3	A-B; a	American	4.
ART 105 M2A1 105mm Howitzer	3	E-F; a	American	14.
ART 155 M1 155mm Howitzer	3	A-C	American	18.
MTR 81* OML 3-in. Mortar	4	A-D	Commonwealth	2.

Sheet 04 of 04

Counter	No.	ID	Nationality	Notes
M3A1(a)	4	A-D	Japanese	9.1
Armored Bulldozer	2	A-B	Game-Veh/Ord	
Bulldozer	2	D-E	Game-Veh/Ord	
AT 37L Type 94 Rapid-Fire Gun	4	E-F; a-b	Japanese	7.
AT 47L Type 1 Machine-Moved Gun	4	A-B; a-b	Japanese	8.
INF 70* Type 92 Infantry Gun	4	C-D; a-b	Japanese	10.
AA 12.7(12) Type 92 Twin-Mount High-Angle Machine Gun	4	D-F; a	Japanese	20.
AA 20L(4) Type 98 High-Angle Machine Cannon	4	A-B; a-b	Japanese	21.

Counter	No.	ID	Nationality	Notes
AA 25LL(8) Single-Mount Naval High-Angle Machine Cannon	4	E-F; a-b	Japanese	22.
AA 25LL(12) Twin-Mount Naval High-Angle Machine Cannon	4	A-B; a-b	Japanese	22.
AA 25LL(16) Triple-Mount Naval High-Angle Machine Cannon	4	C-F	Japanese	22.
AA 75 Type 88 7.5cm Mobile Field High-Angle Gun	4	E-F; a-b	Japanese	23.
AA 120L Year-10 Type 12cm Naval High-Angle Gun	6	A-D; a-b	Japanese	24.
Sniper	1		Japanese	
Sniper	1		American	
Concealment 5/8-inch [HD 1]	2	M-N	Japanese	
Concealment 5/8-inch [HD 2L]	2	K-L	Japanese	
Concealment 5/8-inch [HD 2R]	2	U-V	Japanese	
Concealment 5/8-inch [HD 3]	2	S-T	Japanese	
Concealment 5/8-inch [Trench]	8	O-R; W-Z	Japanese	
Cellar [Roof]	8		Game-Terr	
Level 3 [Roof]	8		Game-Terr	
Debris [Bridge Out]	6		Game-Terr	
Debris [Burnt Out Wreck]	6		Game-Terr	
Bomb Crater [Burnt Out Wreck]	10		Game-Terr	
Rubble Wooden [Rubble Stone]	30		Game-Terr	
Pillbox "Brown" 1+3+5 [Pillbox "Gray" 1+5+7]	8		Game-Terr	
Pillbox "Brown" 2+3+5 [Pillbox "Gray" 2+5+7]	2		Game-Terr	
Area Acquisition	6	AA-FF	Game-Veh/Ord	(Maroon)
Area Acquisition	6	AA-FF	Game-Veh/Ord	(Olive Drab)
Smoke +3 [Dispersed +2]	8		Game-Veh/Ord	
WP +2 [Dispersed +1]	10		Game-Veh/Ord	

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Scenarios

Mapsheets

Name	ID	ID	Description
Race to the River	HASL SF01	SFM01	Northwest Manila
Power Struggle on Provisor	HASL SF02	SFM02	Northeast Manila
The Grim Reaper's Lair	HASL SF03	SFM03	West Manila
Light 'em Up	HASL SF04	SFM04	East Manila
No Safe Refuge	HASL SF05	SFM05	Southwest Manila
Deliver Us From Evil	HASL SF06	SFM06	Southeast Manila
Breakin' Into the Slammer	HASL SF07		
Meeting at the Elks Club	HASL SF08		
First, Do No Harm	HASL SF09		
High Rent Hooligans	HASL SF10		
Venture Into Carnage	HASL SF11		
Checkout Time	HASL SF12		
You Can Fight City Hall	HASL SF13		
The Price of Postage	HASL SF14		
No Greater Love	HASL SF15		
Struggle Without End	HASL SF16		
Assault Across the Pasig	HASL SF17		
And the Walls Come a-Tumblin' Down	HASL SF18		
Fortress Within a Fortress	HASL SF19		
Through the Breach, into the Fire	HASL SF20		
A Mass for Humanity	HASL SF21		
Bamboo Spear Banzai	HASL SF22		
Iwabuchi's Sarcophagus	HASL SF23		
Dash for the Stairs	HASL SF24		
A Change in Government	HASL SF25		
Clearing the North Shore	SF CG I		
Fighting for the Fortresses	SF CG II		
1st Cavalry Moves North	SF CG III		
The Walled City	SF CG IV		
Destruction of the Pearl	SF CG V		