

# Battle of Guam 1944 play-through on Ultra Hard by Skipper

<http://conflict-series.com/>

Directing both landing forces on the peninsula to gain a secure stronghold:



Breaking out from the peninsula, turn 20



## Turn 30: Regrouping



## Turn 50: Armor heading south



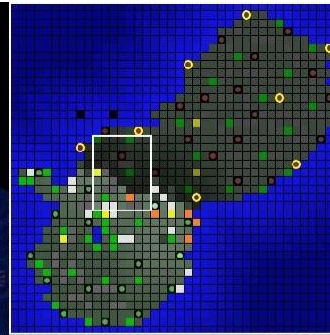
Turn 62:



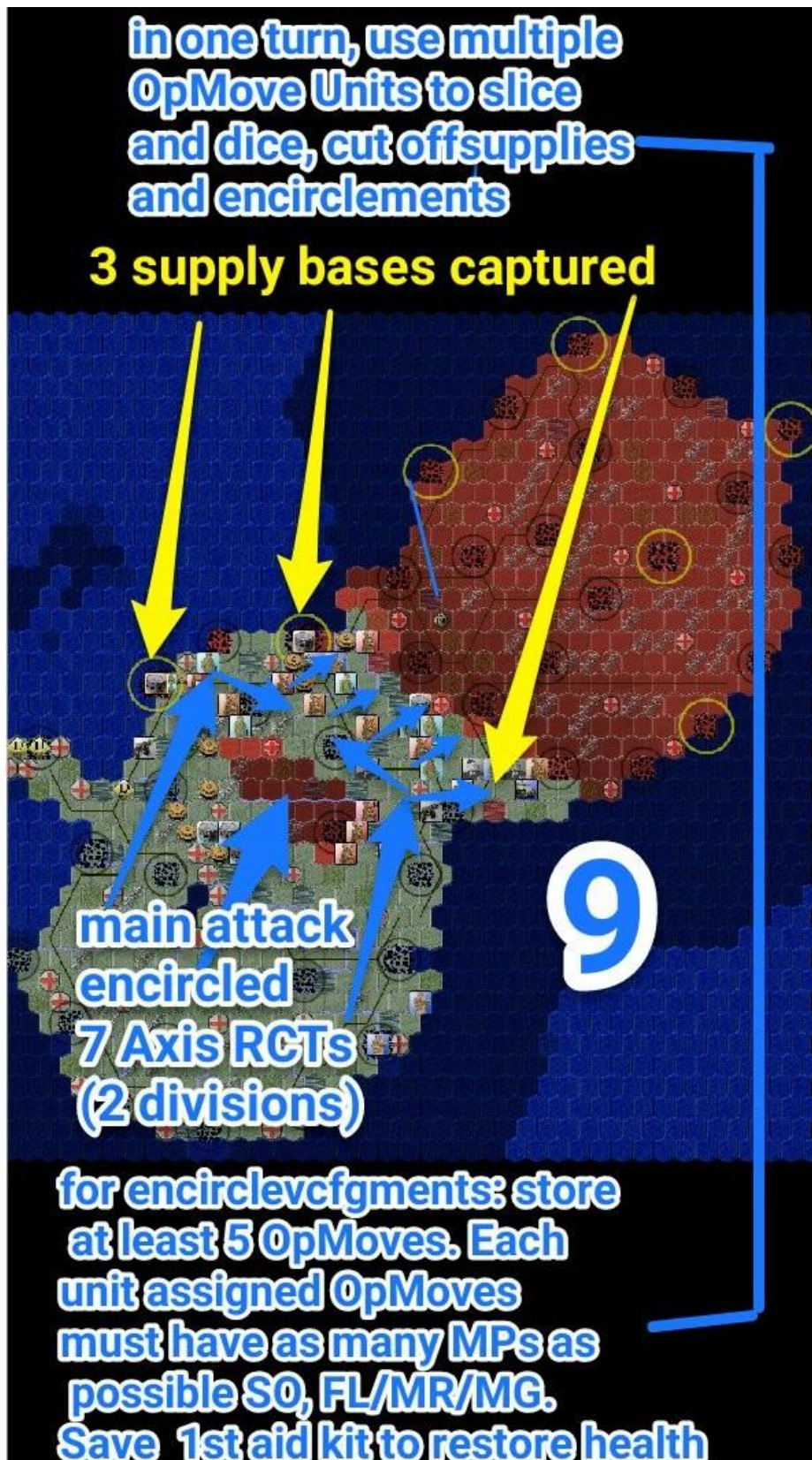
Turn 70: Preparing to push further south...

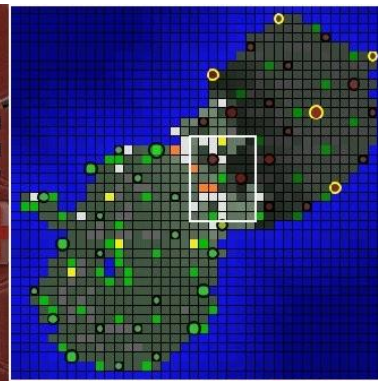


[illegible]



Using operational movement to make a big jump forward and cut off enemy units



[illegible]

Turn 142: Japanese push back: Somebody will be encircled, but who?





161: Survived the scare, but at what cost



Turn 167: Recovery for the final push



**form up into 4 groups**

**only 10 Allied RCTs left**

**1**

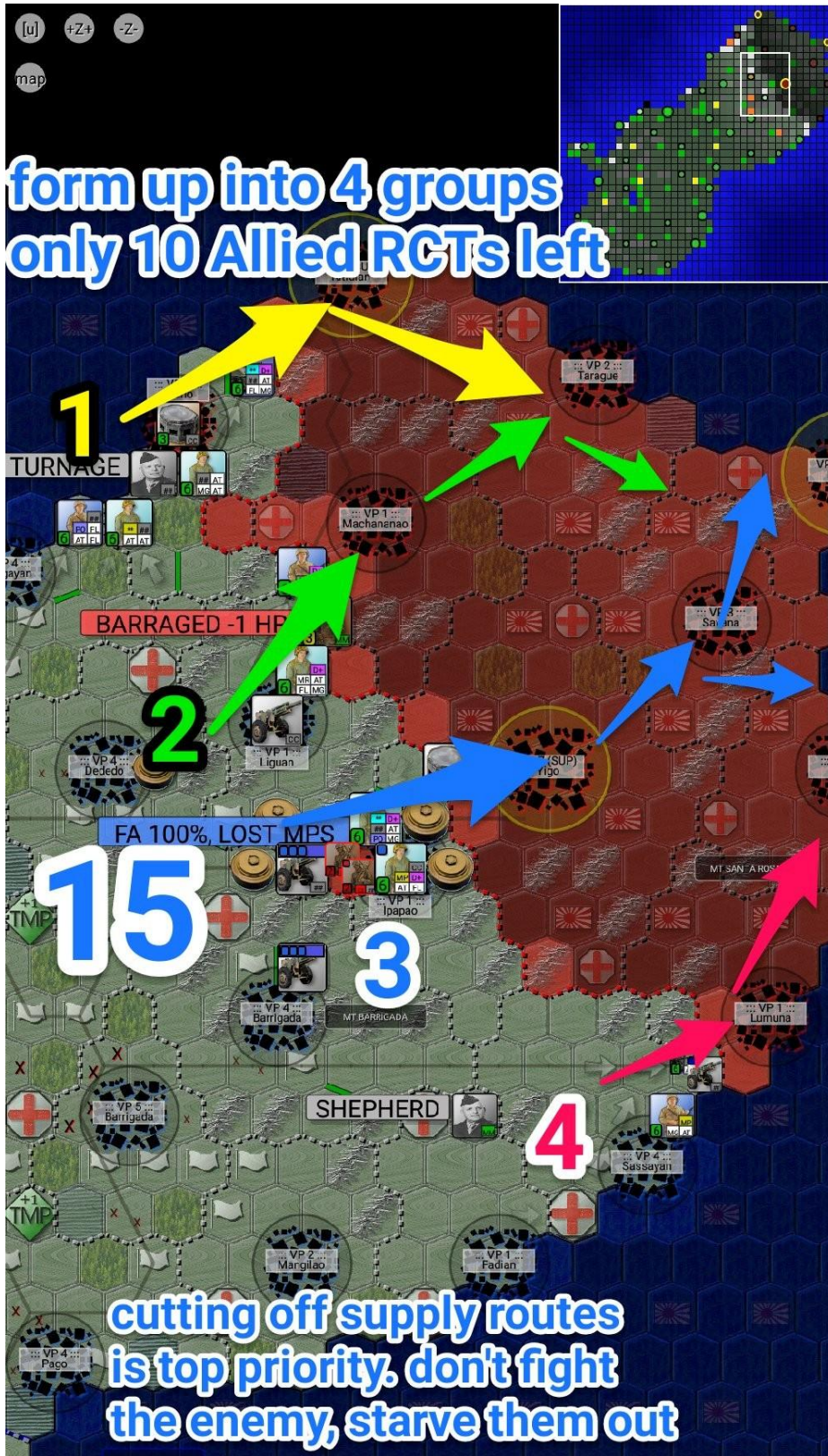
**2**

**15**

**3**

**4**

**cutting off supply routes is top priority. don't fight the enemy, starve them out**



184: Victory!



The plan to win at Ultra Hard difficulty level

