

Operation Olympic

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★	★	★	★	Game Turn	5	6	7	8	9

Operation OLYMPIC

THE INVASION OF JAPAN

1 NOVEMBER 1945

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[1.0] INTRODUCTION

Operation Olympic is a hypothetical simulation on a regiment-brigade level of the planned invasion of Japan in November 1945. The "Olympic" invasion against Kyushu, the southernmost of the Japanese Home Islands, was planned to secure a base for **Operation Coronet**, a follow-up invasion which was scheduled to be launched against the principal Home Island, Honshu, in March 1946.

As the Japanese were committed to a strict operational plan organized around the theme of an aggressive beach defense, the basic version of **Operation Olympic** is a solitaire game in which a single Player controls both of the opposing forces. During solitaire play, the Player should alternately direct each opposing force so as to maximize the ability of each force to fulfill its particular Victory Conditions. In doing this, the Player will have complete control over all of the American units while the Japanese units will be greatly restricted by the Japanese Doctrine Rules. To as great a degree as possible, the Japanese Doctrine Rules prescribe how and when Japanese units move and participate in combat. The Japanese Doctrine

Rules attempt to fill the role of the absent Japanese Player. They also help to introduce some of the uncertainty and competitive atmosphere heretofore missing in solitaire games.

In addition to the basic solitaire version, rules for a two-Player game, and optional rules for both the solitaire and two-Player versions are included.

[2.0] GENERAL COURSE OF PLAY

The basic version of **Operation Olympic** is a solitaire game. The solitaire Player controls both of the opposing forces which are to be utilized within the restrictions of all of the appropriate rules, and in as impartial a manner as possible. At the appropriate times each force's units are moved and used in combat so as to enhance that force's chance of fulfilling its Victory Conditions and thereby winning the game. In general, the American objective is to rapidly destroy or drive all Japanese units from the extreme southern portion of Kyushu, and to do this as economically as possible in terms of accumulating American Casualty Points. The general Japanese objective is to prevent the American objectives from being attained by inflicting the greatest possible number of American Casualty Points and continuing to occupy and defend southern Kyushu for as long as possible. During the game, in the appropriate Phases, the Player moves the units of the Phasing Force and executes attacks on Enemy Units. To move from one hex to another each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a difference between attacker and defender. A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

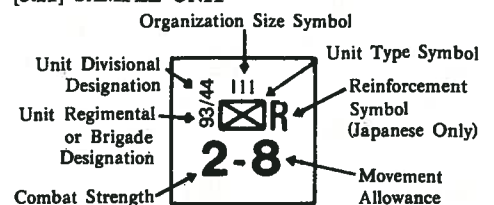
[3.1] THE GAME MAP

The 22" x 34" mapsheet portrays the Japanese island of Kyushu. The island is divided into northern and southern regions by a horizontal line running across the map from east to west. The distinction between northern and southern Kyushu becomes important as will be described in the Japanese Doctrine Rules and various other rules. A hexagonal grid is superimposed on the mapsheet to regularize the movement and position of the Playing pieces and to delineate the various terrain features located on the map.

[3.2] THE PLAYING PIECES

Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the various units of the opposing armies that were available for the campaign. The opposing forces (or Orders of Battle) are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the Player sort these units by type and color, and keep them in the storage compartments. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces. American units are green. Japanese units are brown.

[3.2.1] SAMPLE UNIT



[3.22] SUMMARY OF UNIT TYPES

Japanese Units



Coastal Combat Unit
(Combat Strength=2,3, or 4; Movement Allowance=4)



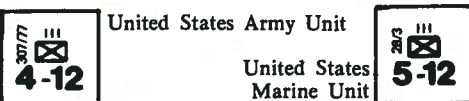
Line Combat Unit
(Combat Strength=1,2, or 3; Movement Allowance=8 or 10)



Reinforcement Combat Unit
(Combat Strength=1,2, or 3; Movement Allowance=8 or 10, Bearing an "R" symbol)

Dummy Unit
(Upside down U.S. Control Markers are used as Japanese Dummies)

American Units



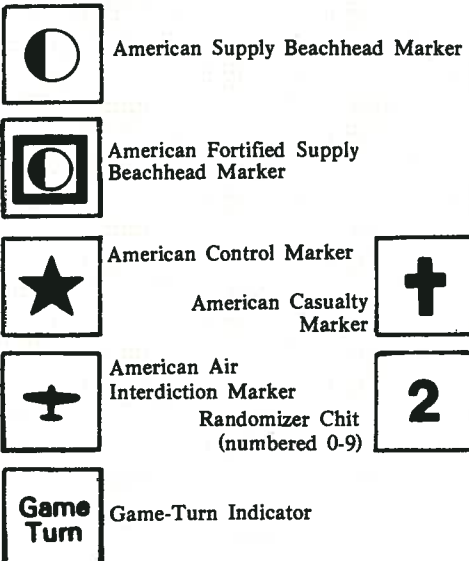
Unit Type Symbols:

The unit type symbols on the combat counters indicate infantry, armor, and airborne organizations. These are included for historical purposes only, and have no effect on the play of the game (all unit types function identically).

Organization Size Symbols

XX - Division X - Brigade III - Regiment

Game Markers



[3.3] DEFINITION OF TERMS

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points. In most cases a unit expends one Movement Point of its total Movement Allowance for each hex entered.

[3.4] GAME CHARTS AND TABLES

The game makes use of various charts and tables as part of its play system and also to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables on the map and in the rules before reading further.

[3.5] GAME EQUIPMENT INVENTORY

A Complete game of **Operation Olympic** should include the following parts:

- One Game Map
- One Rules Folder
- One Set of Die-Cut Counters
- One Die (not included in subscription edition)
- One Game Box (not included in subscription edition)

[3.6] GAME SCALE

Each complete Game-Turn represents one week of real time. Each mapsheet hex represents a distance of 6.5 kilometers measured from side to side.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Operation Olympic is played in turns called Game-Turns. In the two-Player version each Game-Turn is composed of two Player-Turns. In the Solitaire version each Game-Turn is composed of eight Phases which occur in rigid sequence (the Solitaire Player should ignore the Player-Turn references). All actions must be taken in proper sequence. Any action taken out of sequence is a violation of the rules. All Game-Turns are identical and follow one another until the game is ended (exception: see Special First Game-Turn rules 16.4). During each Game-Turn the force (American or Japanese) whose units are active (either in movement or combat) is called the Phasing Force.

[4.2] SEQUENCE OUTLINE

In the basic version of the game there is only one Player who is referred to as "the Player." American units are referred to as American Forces and Japanese units are referred to as Japanese Forces in the following sequence of play outline. The Solitaire Player should ignore the Player-Turn references.

A. THE AMERICAN "PLAYER-TURN"

1. **American Forces Movement Phase.** American units become the phasing Force. The Player may move any or all of the American Forces in any direction up to the limit of their Movement Allowances within the restrictions outlined in the Movement rules. Note: There is no American Forces Movement Phase on the 1st Game-Turn.
2. **American Amphibious Assault Phase.** The Player places American Forces which are participating in amphibious assaults in the current Game-Turn on the map according to the restrictions outlined in the Amphibious Assault rules.
3. **American Forces Combat Phase.** The Player may use American Forces to attack adjacent Japanese Forces at his option; combat is resolved as outlined in the Combat rules.
4. **American Reinforcement Phase.** The Player places American Reinforcements on the map according to the restrictions of the American Reinforcement rules.
5. **American Air Interdiction Phase.** The American Player may allocate and place the twelve American Air Interdiction markers on the map according to the American Air Interdiction rules. **Note: There is no Air Interdiction Phase in the Solitaire version of the game.**

B. THE JAPANESE "PLAYER-TURN"

1. **Japanese Doctrine Phase.** The Player determines the basic Japanese doctrine for the current Game-Turn according to the Japanese Doctrine Rules.
2. **Japanese Forces Movement Phase.** Japanese units become the Phasing Force. The Player may move any or all Japanese Forces within the restrictions of the Movement and Japanese Doctrine Rules.
3. **Japanese Forces Combat Phase.** The Player must use Japanese Forces to attack adjacent American Forces; combat is resolved as outlined in the Combat rules.
- C. **Air Interdiction Removal Phase.** The American Player removes all American Air Interdiction Markers from the map. **Note: This phase does not occur in the Solitaire version.**
- D. **Game-Turn Indication Phase.** The Player advances the Game-Turn indicator one space along the Turn Record/American Reinforcement Track, signalling the start of a new Game-Turn.

[5.0] MOVEMENT

Note: The movement of American units is restricted by the following general Movement rules. The movement of Japanese units is also restricted by all of the following Movement Rules. In addition, the movement of Japanese units is further restricted as outlined in the Japanese Doctrine Rules. In any instance in which a rule of Japanese Doctrine conflicts with a general rule, the Japanese Doctrine rules take precedence.

GENERAL RULE:

During the Movement Phase the Player may move as many or as few of the Phasing Force's units as he wishes. During each Force's Movement Phase, each unit may be moved as many or as few hexes as the Player desires as long as the unit's Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase nor transferred from unit to unit.

PROCEDURE:

Move each unit individually, tracing the path of its Movement through the hexagonal grid. Once the unit has been moved and the Player's hand withdrawn, the unit may not be moved again nor may the path be retraced and/or changed during the current Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS

During a Movement Phase, only the Phasing Force's units may be moved; all, some, or none of the eligible units may be moved. No Enemy (non-Phasing Force) units may be moved and no combat may occur during a Movement Phase. Movement is calculated in terms of Movement Points. Each unit expends one or more Movement Points from its total Movement Allowance for each hex it enters.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] The movement of Japanese units is subject to the restrictions of the Japanese Doctrine Rules (see 14.5).

[5.22] Units may never enter hexes occupied by Enemy units. Units may never enter an all-sea hex or move across an all-sea hexside (Exception: see Amphibious Assaults and American Reinforcements).

[5.23] A unit must immediately stop upon entering an Enemy controlled hex and it may move no

further. A unit occupying an Enemy controlled hex may never move (it may never leave a controlled hex even in subsequent Movement Phases) except to comply with a "Ar" or "Dr" combat result.

[5.24] A unit may never enter a hex unless it has sufficient Movement Points to expend to pay all of the movement entry costs dictated by the terrain (or interdiction marker) in the hex it is attempting to enter. However, a unit may always move a single hex (regardless of its Movement Allowance or the cost to enter the hex) in any given Movement Phase **EXCEPT TO MOVE OUT OF AN ENEMY CONTROLLED HEX.**

[5.25] The Movement Allowance of an unsupplied unit is halved.

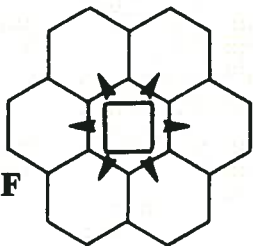
[5.26] An American Supply Beachhead is a game marker. It may never be moved out of the hex in which it is initially placed.

[5.3] TERRAIN EFFECTS ON MOVEMENT

The number of Movement Points a unit must expend to enter a given hex varies with the type of terrain in the hex and the type of terrain of any hexside being moved through. The number of Movement Points required to enter a given hex accumulates by addition. For example, to enter a clear terrain hex by moving through a rough terrain hexside costs a total of three Movement Points; one Movement Point to enter the clear terrain hex and two additional Movement Points to move through a rough terrain hexside. The effects of terrain on movement are fully detailed on the Terrain Effects Chart (see 5.4).

[5.4] TERRAIN EFFECTS CHART

(See Separate Sheet)



[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted in the cases below).

CASES:

[6.1] UNITS WITH NO ZONE OF CONTROL

Japanese Dummy units have no Zone of Control.

[6.2] MOVEMENT EFFECTS

[6.21] A unit may enter an Enemy controlled hex but it may not move **through** an Enemy Zone of Control. A unit must immediately stop upon entering an Enemy Zone of Control and may move no further in that Movement Phase. Once in an Enemy controlled hex, a unit may **not** move out of that hex until the Enemy unit(s) is either destroyed or retreated as a result of combat, or until the unit (Friendly) itself is forced to retreat as a result of combat.

[6.22] There is no additional Movement Point cost to enter an Enemy Zone of Control.

[6.23] More than one unit may exert a Zone of Control over the same hex.

[6.24] The overlapping of Zones of Control between **non-adjacent** opposing units has no effect upon those units; Zones of Control of adjacent opposing units, however, affect those opposing

units mutually, i.e., none of the adjacent opposing units can leave the Enemy controlled hexes they occupy except to comply with a Combat result.

[6.25] Units are never inhibited in any way by the Zones of Control of other Friendly units.

[6.26] Zones of Control always extend into all hexes except all-sea hexes, and through all hexsides except all-sea hexsides.

[6.27] Friendly units do **not** negate Enemy Zones of Control for Movement purposes. A unit may not move through a hex occupied by a Friendly unit if that hex is also an Enemy controlled hex.

[6.3] COMBAT EFFECT

Zones of Control do not affect combat; the presence of an Enemy unit's Zone of Control in a Friendly occupied hex does **not** force combat.

[6.4] SUPPLY EFFECTS

Supply lines may not be traced through Enemy controlled hexes, unless the hex is occupied by a Friendly unit. Thus for Supply purposes, Friendly units **do** negate Enemy controlled hexes.

[6.5] RETREAT EFFECTS

Units may not retreat (due to combat; see the Combat Results Table) into or through an Enemy controlled hex, unless another Friendly unit already occupies the controlled hex. Thus, for retreat purposes, Enemy controlled hexes are negated by Friendly units.

[7.0] STACKING

GENERAL RULE:

A maximum of three friendly units may occupy the same hex at a time anytime during the game. There may never be more than three friendly units in a single hex. Japanese units are further limited by the restrictions of case 7.3.

CASES:

[7.1] EFFECT ON MOVEMENT

[7.11] A unit may neither enter or move through a hex in violation of the stacking limit. The stacking limit of three friendly units per hex is applicable at all times including during the Movement and Combat Phases. Thus, a unit is prohibited from entering a Friendly occupied hex if the combination of the moving and stationary units in the hex would exceed three. Note: Units which are forced to retreat due to an "Ar" or "Dr" combat result are assumed to be retreating simultaneously and therefore must observe the stacking limit in each hex retreated into.

[7.12] There is no additional Movement Point cost to stack or unstack units.

[7.2] EFFECT ON COMBAT

[7.21] All units in a stack in a single hex must be attacked as a group. All of their Combat Strengths are totaled and this combined strength must be attacked. Units stacked in a single hex may not be attacked individually (Exception: see 8.22).

[7.22] Friendly units stacked in the same hex may attack into different hexes. If one unit in a stack of units is attacking a given hex, the other units in the stack are not compelled to join that attack. They may attack different hexes or may not attack at all (Exception: see 10.0, Procedure).

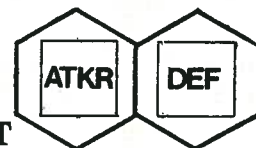
[7.3] STACKING POSITION & UNIT TYPES

[7.31] Different types of Friendly units may stack together freely (Exception: see 7.32). There is no effect from the position of a unit in a given stack and the position may be freely changed at any point in the Game-Turn.

[7.32] A Japanese unit may never end its movement in a Friendly occupied hex at the end of

any Japanese Forces Movement Phase. A Japanese unit may move through a Friendly occupied hex during its Movement Phase (subject to Stacking rule 7.11), however, Japanese units are prohibited from stacking at the end of any Japanese Forces Movement Phase.

[7.33] Only one of each of the following types of markers may be placed in a single hex; American Supply Beachhead marker, American Fortified Supply Beachhead marker, American Air Interdiction marker, American Control marker. These Game markers never count against the three Friendly units per hex stacking limit. Note: American Air Interdiction markers are not used in the solitaire game.



[8.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units. The units of the Phasing Force are used to attack (Attacker Force) and the units of the non-Phasing Force defend (Defender Force), regardless of the overall strategic situation.

PROCEDURE:

Total the modified Combat Strengths of all attacking units involved in a specific attack. Total the modified Combat Strengths of all units which are the object of a specific attack. Subtract the total strength of the defending units from the total strength of the attacking units. The result is the **attack differential** expressed in points. Roll the die and consult the Combat Results Table under the appropriate attack differential column. Apply any combat results immediately before resolving any additional attacks being made in the same Combat Phase.

[8.1] WHICH UNITS MAY ATTACK

[8.11] During the Phasing Forces Combat Phase, units of the Phasing force may attack Enemy units. Only units of the Phasing Force may attack, and only units which are directly adjacent to a given enemy unit may participate in an attack against that Enemy unit.

[8.12] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.13] Unsupplied units may never attack.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] Two or more American units may combine their Combat Strengths into a single Strength and attack a single Japanese unit or stack of units.

[8.22] Japanese units may never combine their Combat Strengths to attack an American unit. Each defending American unit must be attacked by a different Japanese unit.

[8.23] A Japanese occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes. Units may not attack through all-sea hexsides (Exceptions: see 10.0 Procedure).

[8.24] All Japanese units defending in a given hex must be involved in the combat, and they must all be attacked as a combined, single Combat Strength. Different Japanese units in a given hex may not, therefore, be attacked separately.

[8.25] If an American unit (or stack of units) is adjacent to more than one Japanese occupied hex, it may attack any or all of those hexes in a single combat (Exception: see 10.0 Procedure).

[8.26] Attacking, for American units (other than those engaging in Amphibious Assault, see 10.0), is voluntary; not every unit adjacent to a Japanese unit need participate in any attack. American units in a stack which are not participating in a given attack made by other units in the same stack are not affected by the results of the attack. Uninvolved American units in a stack are not affected by Japanese attacks against other American units in the same hex.

[8.27] For Japanese units, attacking is mandatory (see 8.51).

[8.3] EFFECTS ON COMBAT STRENGTH

[8.31] The Combat Strength of a single unit must be used as an integral whole. That is, it may not be split in order to apply a number of Strength Points to one attack and the remaining Strength Points to a second (or further) attack(s).

[8.32] The Combat Strengths of units may be affected by terrain and/or supply considerations. Such factors may either halve, double, or triple a unit's Combat Strength. If a unit's strength is halved, any remaining fraction of a Strength Point is rounded up. When several units in the same hex are being halved, halve the total combined Strength of the units and then round up any remaining fraction.

[8.33] Terrain effects upon Combat Strengths are not cumulative. The single most advantageous terrain effect (only) is applied. For example, a Japanese unit defending in a Town hex which is also a Rough Terrain hex would have its Combat Strength tripled if attacked (benefitting from the more advantageous effect of Rough Terrain and ignoring the Town terrain effect). See the Terrain Effects Chart for details on terrain effects on Combat Strengths.

[8.34] Unsupplied units may not attack. Supply effects on Combat Strengths are always taken into account before adjustment for terrain effects is made.

[8.35] American units in a hex containing an American Fortified Supply Beachhead marker have their defensive Combat Strength doubled (see 11.3).

[8.36] Japanese units making special (suicide) attacks have their Combat Strength doubled (see 8.54).

[8.37] The defensive Combat Strength of Japanese Coastal Combat units is doubled on the 1st Game-Turn (only).

[8.4] ADVANCE AFTER COMBAT

If, as a result of a given combat action, any of the defending hexes are completely vacated by the defending units, as many as three of the participating attacking units may move into the vacated hex at the Player's option (see 8.53). This advance must take place immediately, before resolving any other combats. This advance is not considered movement and does not require the expenditure of any Movement Points. This advance is not affected by any Zones of Control in the hex advanced into or from. Defending units may never advance after combat even if the attacker's hex is completely vacated due to an "Ae", "Ar", or "Ex" combat result.

[8.5] SPECIAL JAPANESE COMBAT RULES

[8.51] The maximum number of possible Japanese attacks must be made. The Player may not choose to prevent a possible Japanese attack from being made, nor may he make fewer Japanese attacks than the maximum number possible on each Japanese Forces Combat Phase.

[8.52] If more than one Japanese unit is in position to attack a single American unit, the Japanese unit

occupying the hex with the lowest identity number executes the attack. If a single Japanese unit is in position to attack more than one American unit, it must attack the American unit occupying the hex with the highest identity number. If, in a given hex, more than one American unit can be attacked, the American units are attacked in order of their Combat Strengths, the strongest American unit being first. If in the same situation all of the American units have the same Combat Strengths, Japanese attacks are made against the top American unit in the stack first, then the second unit, etc.

[8.53] A Japanese unit is required to advance after combat whenever possible.

[8.54] During the resolution of any Japanese attack, a die roll of "6" forces the Japanese unit involved to make a special (suicide) attack. If a "6" is rolled, the Japanese unit's Combat Strength is

immediately doubled. The outcome of the attack is found by cross-referencing the "6" die roll with the appropriate attack differential column selected after the Japanese unit's Combat Strength has been doubled. The indicated result is then applied against the defending American unit. Regardless of this result, the Japanese unit which executed the attack is immediately eliminated.

[8.6] REDUCTION OF ATTACK DIFFERENTIAL

The Player may not execute an attack using a lower attack differential than the actual calculated differential based on the modified Combat Strengths of the units involved.

[8.7] RETREAT AFTER COMBAT

Units in Rough Terrain, Town, and/or City hexes must retreat a single hex due to an "Ar" or "Dr" combat result. Units in clear terrain hexes must retreat two hexes. All units are prohibited from

[8.8] OPERATION OLYMPIC COMBAT RESULTS TABLE

Die	Attack Differential								
	-2	-1	0	+1	+2, +3	+4- +7	+8	+9	+10
1	Ae 10/3	Ae 10/3	Ar 5/2	Ar 5/2	Dr 2/2	Dr 3/3	De 4/10	De 3/10	De 2/10
2	Ae 10/3	Ar 5/2	Ar 5/2	Ar 5/2	Dr 2/2	Dr 3/3	Dr 2/2	De 3/10	De 2/10
3	Ar 5/2	Ar 5/2	Ar 5/2	Dr 2/2	Dr 2/2	Dr 3/3	Dr 2/2	Dr 2/2	De 2/10
4	Ar 5/2	Ar 5/2	Ar 5/2	Dr 2/2	Dr 3/3	Dr 2/2	Dr 3/3	Dr 3/3	De 2/10
5	Dr 2/2	Dr 2/2	Dr 3/3	Dr 3/3	Dr 3/3	Dr 3/3	Dr 2/2	Dr 2/2	De 2/10
6	Dr 2/5	Ex 10/10	Ex 10/10	Ex 10/10	Ex 10/10	Dr 3/5	Dr 3/5	Dr 3/5	De 3/10

[8.9] EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All of the attacking units are eliminated.

De = Defender Eliminated. All of the defending units are eliminated.

Ar = Attacker Retreat. All attacking units are retreated.

Dr = Defender Retreat. All defending units are retreated.

Ex = Exchange. All of the defending units are eliminated first. Then an equal or greater number of attacking Strength Points are eliminated. The attacking Strength Point loss must equal or exceed the printed face-value of the total Strength of the eliminated defending units (plus the unmodified Strength of any Japanese Militia that were involved in the combat). Surviving attacking units (up to a maximum of three) may then exercise an Advance After Combat to occupy the vacated defender's hex.

COMBAT RESULTS TABLE NOTES:

1) Attacks at an attack differential of greater than +10 are treated as +10. No attack may be made at less than a -2 attack differential.

2) An "Ar" or "Dr" result causes a unit in Rough Terrain, City, and/or Town hex to retreat one hex.

A unit in Clear Terrain must retreat two hexes.
3) All results except "Ae" and "Ar" destroy an attacked intrinsic Japanese Militia Strength.

4) **American Casualty Points:** The number to the left of the slash represents the American Casualty points suffered when American units are attacking. The number to the right of the slash represents the American Casualty Points inflicted when Japanese units are attacking. The Casualty Point number is always multiplied by the number of American units involved in the combat, regardless of which units are attacking.

5) Whenever a "6" is rolled for a Japanese attack, the Japanese unit is considered to be making a Special Attack (see 8.54).

6) Instead of the indicated number, ten (10) American Casualty Points are suffered for each supplied American unit which is eliminated because it is unable to execute a required retreat. Thirty (30) American Casualty Points (rather than the indicated number) are suffered for each unsupplied American unit eliminated (either directly or due to an inability to retreat). Supplied American units are returned on the American Reinforcement Phase of the 3rd Game-Turn following the turn in which they were eliminated. Unsupplied American units are never returned once eliminated.

retreating into or through the following hexes and hexsides:

- Enemy occupied hexes;
 - Enemy controlled hexes unless occupied by a Friendly unit;
 - All-sea hexes;
 - All-sea hexsides; and
 - Friendly occupied hexes in violation of the three unit stacking limit, even in transit;
- Units which cannot retreat without violating the above restrictions are immediately eliminated.

[8.71] Japanese units which can retreat are retreated according to the following sequence of priorities:

- Into vacant hex.
- Into Friendly occupied hex which is not adjacent to any American unit.
- Into Friendly occupied hex which is adjacent to an American unit.

Within the above categories, a Japanese unit retreats according to the following sequence of priorities:

- Into a rough terrain hex;
- Into a non-American controlled City hex;
- Into a non-American controlled Town hex; and
- Into a Clear Terrain hex.

Within any of the priority categories, if two or more hexes meet the identical requirements, the Japanese unit must retreat into the hex with the higher identity number.

Note: Japanese units may stack up to a maximum of three units per hex at the end of any Combat Phase (although the retreat priorities discourage it). If possible, the Japanese units must be completely unstacked at the end of the next Japanese Forces Movement Phase. If this is impossible due to American units and/or American Zones of Control, the Japanese units may remain stacked for as long as necessary (with no adverse effect); however they must unstack at the earliest possible time.

[8.72] American units which can retreat are retreated according to the following sequence of priorities:

- If possible, no further from an American supply source than the hex abandoned;
- Into a vacant hex;
- Into a Friendly occupied hex; and
- Into a hex into which no American Supply Path can be traced.

Within each of the above categories, American units are retreated according to this second series of priorities:

- Rough terrain hex;
- American controlled City hex;
- American controlled Town hex; and
- Clear terrain hex.

Note: in both the solitaire and two-Player games, retreats are executed according to the appropriate priority rules. In the two-Player game, units are retreated by the Owning Player.

[8.73] Retreat movement does not expend any Movement Points.

[8.74] Retreated units have no ability to participate in combat in the hex retreated into during that Phase. They do, however, suffer the effect of any combat result which is subsequently achieved against the hex into which the retreat was made (Exception: see 8.26).

[9.0] REINFORCEMENTS AND REPLACEMENTS

GENERAL RULE:

During the course of the game, both American and Japanese Forces receive additional units (reinforcements). The Turn Record/American Reinforcement Track (printed on the map)

indicates by Game-Turn which American reinforcements enter the game at what time. The Reinforcement Track of the Japanese Doctrine Chart (see 14.23) indicates which Japanese reinforcements (Japanese units that bear an "R" designation) enter the game on given Game-Turns. The American Forces receive replacements by reintroducing American units previously destroyed in combat. There are no Japanese replacements.

Note: The total number of Japanese reinforcements is deliberately restricted by the number of Japanese units bearing an "R" (reinforcement) designation. The Japanese reinforcements for a given Game-Turn (as prescribed by the Reinforcement Track of the Japanese Doctrine Chart) must be selected only from "R" designated Japanese units not already in play. If "R" units of the appropriate type are not available to meet the reinforcements indicated by the Japanese Doctrine Chart, then those reinforcement units which are not available are permanently lost. Japanese reinforcements may not be taken from previously eliminated Japanese units.



CASES:

[9.1] JAPANESE REINFORCEMENTS

[9.11] The Reinforcement Track of the Japanese Doctrine Chart indicates which Japanese reinforcement units enter the game during given Game-Turns. During the Japanese Doctrine Phase of each Game-Turn, the Player rolls a die and compares the number rolled to the Reinforcement Track of the Japanese Doctrine Chart. The result indicates the type of Japanese reinforcements which enter the game. The Player immediately selects one each of the appropriate "R" designated Japanese units and places them on the map directly adjacent to the Japanese Reinforcement Entry Hex (hex # 5823, marked with an "R"). During the Japanese Forces Movement Phase of the same Game-Turn, the Player enters the reinforcements on the map, expending one Movement Point of each unit's Movement Allowance to enter the unit in hex # 5823.

[9.12] Japanese reinforcements may move and participate in combat on the Game-Turn on which they enter the map. On entering the map, Japanese reinforcements immediately become subject to all rules governing Japanese movement, stacking, combat, etc.

[9.13] If hex # 5823 is occupied by an American unit, Japanese reinforcements enter the map at the non-American controlled Town or City coastal hex nearest to hex # 5823. Japanese reinforcements may enter the map in an Enemy controlled hex.

[9.14] Japanese reinforcements cannot be delayed.

[9.15] If American Forces make amphibious assaults either in the Fukuoka or Imari Invasion Zones, the Player rolls for Japanese reinforcements on odd numbered Game-Turns only.

[9.16] Japanese reinforcements are never in reserve status.

[9.2] AMERICAN REINFORCEMENTS

[9.21] American reinforcements are placed on the map during the American Reinforcement Phase of the Game-Turn they are scheduled to arrive on as indicated by the Turn Record/American Reinforcement Track. As the American Reinforcement Phase occurs at the end of the American Forces Turn, American reinforcements cannot move or participate in combat on the American Forces Turn in which they arrive on the map.

[9.22] All American reinforcements which are scheduled to arrive after the 2nd Game-Turn may only enter the map on a hex occupied by an American Supply Beachhead marker. American reinforcements scheduled to arrive after the 2nd Game-Turn cannot be delayed.

[9.23] American reinforcements scheduled for the 2nd Game-Turn represent the American Floating Reserve and are subject to special rules. Essentially, the Player has three options as to how he employs these reinforcements. The three options are as follows:

a) The reinforcements can be entered on hexes occupied by American Supply Beachhead markers. If this option is chosen, the reinforcements may be delayed a maximum of one Game-Turn at the Player's option.

b) The reinforcements may be used to make amphibious assaults in one or more of the invasion zones which were assaulted on the first Game-Turn. If this option is chosen, the reinforcements may make amphibious assaults during the American Amphibious Assault Phase of either the 2nd or 3rd Game-Turns at the Player's option. Reinforcements that participate in amphibious assaults are subject to the Amphibious Assault rules (10.0).

c) The reinforcements may be used to make amphibious assaults in an invasion zone which was not assaulted on the 1st Game-Turn. If this option is chosen, the reinforcements may make amphibious assaults during the American Amphibious Assault Phase of either the 2nd or 3rd Game-Turns and are subject to the Amphibious Assault rules.

Note: It is entirely permissible to use a combination of the above options as long as all units making amphibious assaults adhere to the (10.0) restrictions, and all units entering as normal reinforcements adhere to the (9.0) rules.

[9.24] American reinforcements may not be placed in a hex in violation of the stacking limit.

[9.3] AMERICAN REPLACEMENTS

Any supplied American unit that is eliminated is returned to play (as a normal American reinforcement) on the third Game-Turn following the turn in which it was eliminated. For each of the eight invasion zones on the map there is a corresponding Replacement Track which consists of three boxes numbered from "1" to "3". When a supplied American unit is eliminated, it should immediately be placed in the # 1 box of the Replacement Track corresponding to the nearest invasion zone in which an American Supply Beachhead marker exists. At the beginning of each American Reinforcement Phase, all units in the Replacement Tracks should be advanced into the box with the next higher number. Any unit occupying a # 3 box at the start of an American Reinforcement Phase should arrive on an available American Supply Beachhead marker adjacent to the same invasion zone. If a unit due to arrive is prevented from doing so due to stacking limitations or the lack of an American Supply Beachhead marker, it simply remains in the # 3 box of that Replacement Track until a Supply Beachhead marker becomes available in the same invasion zone. A unit cannot be transferred from one Replacement Track to another. There is no stacking limit on units in Replacement Tracks. Unsupplied American units which are eliminated cannot enter Replacement Tracks. They are permanently lost.

[9.4] Turn Record/American Reinforcement Track (see separate sheet)

[10.0] AMPHIBIOUS ASSAULT

GENERAL RULE:

An Amphibious assault is an attack which is executed during the American Forces Combat Phase by American units in an invasion zone hex against Japanese units in an adjacent coastal hex. Only American units can make amphibious assaults.

PROCEDURE:

During the American Amphibious Assault Phase the Player may place stacks of three American units in any all-sea hex in an invasion zone. No more and no less than three American units may be placed in an invasion zone hex. During the American Forces Combat Phase immediately following the Amphibious Assault Phase in which the units were placed in invasion zone hexes, each three unit American stack **must** attack a single adjacent coastal hex. All three American units in each American stack must participate in the attack. American units in different hexes (stacks) may **not** combine to attack a given coastal hex. Each stack of three American units must attack a different coastal hex. These attacks are resolved in the normal manner except as follows:

- Each stack must obtain a result which forces the defending hex to be totally vacated. If this result is obtained, the attacking stack is immediately advanced into the vacated hex (as in Advance After Combat).
- If the attack fails to completely vacate the defending hex, the attacking units are **automatically eliminated**.
- If a stack is placed adjacent to a vacant coastal hex (a hex occupied neither by Japanese units nor militia), the stack may advance into the hex at the end of the American Forces Combat Phase freely (as an Advance After Combat). A stack which enters a hex in this manner may not attack other Japanese units in that same Combat Phase.
- If a stack attacks a hex defended by Japanese militia, the militia strength must be destroyed in order for the stack to enter the hex.
- If a stack attacks a hex containing solely a Japanese dummy unit, the dummy unit is immediately removed from the map and the attacking stack is moved into the vacated hex. The stack may **not** attack any other Japanese units in the same Combat Phase.

CASES:

[10.1] MOVEMENT EFFECT

[10.11] A unit making an amphibious assault is placed on the map during the American Amphibious Assault Phase (after the American Forces Movement Phase). Therefore, a unit making an amphibious assault cannot move in the same American Forces Turn in which the assault is made except to advance into the assaulted hex.

[10.2] SUPPLY EFFECT

[10.21] A unit making an amphibious assault is automatically supplied at the instant the amphibious assault is executed.



[10.3] ESTABLISHMENT OF AMERICAN SUPPLY BEACHHEADS

[10.31] One American Supply Beachhead marker is placed in each successfully assaulted coastal hex at the end of the American Forces Combat Phase.

[10.4] GAME-TURN RESTRICTIONS

[10.41] All available American units are required to make amphibious assaults on the first Game-Turn.

[10.42] The American reinforcements scheduled to arrive on the 2nd Game-Turn may make amphibious assaults on either the 2nd or 3rd Game-Turns (see 9.23). After the 3rd Game-Turn, no amphibious assaults can be made. American reinforcements which are placed (landed) on a hex already occupied by an American Supply Beachhead marker are not considered to be making an amphibious assault.

[10.5] INVASION ZONE RESTRICTIONS

[10.51] There are a total of eight invasion zones indicated on the map which are designated Miyazaki, Ariake, Osumi, Satsuma, Sendai, Fukuoka, and Imari. Units making amphibious assaults are placed in hexes within these invasion zones (in stacks of three units per hex) during the American Amphibious Assault Phase. A maximum of fifteen units (five 3-unit stacks), and a minimum of six units (two 3 unit stacks) may be placed in any invasion zone from which an amphibious assault is made. This restriction is applicable in each Game-Turn in which amphibious assaults are made (Exception: see 10.53). Within each invasion zone, the stacks of American units making amphibious assaults must be placed in contiguous hexes. Each stack of three units may attack any adjacent coastal hex during the immediately following American Forces Combat Phase but each stack must attack a different coastal hex. Units may not remain in invasion zone hexes from one Game-Turn to another. All units placed in invasion zone hexes during the American Amphibious Assault Phase must attack an adjacent coastal hex during the American Forces Combat Phase of the same turn.

[10.52] If an amphibious assault is made in either the Fukuoka or Imari invasion zones, the American reinforcements scheduled for the 6th Game-Turn are cancelled. These units are considered to be operating against the peripheral islands off the northwestern coast of Kyushu (see also 9.15). Also, if an amphibious assault is made in either the Fukuoka or Imari invasion zones, all Japanese units in northern Kyushu are automatically released from reserve status immediately (see 14.21).

[10.53] Amphibious assaults can only be made from invasion zone hexes and the number of amphibious assaults which can be made on a single Game-Turn from any one invasion zone is limited by the number of hexes within that invasion zone. For example, as there are only three hexes in the Imari invasion zone, no more than three amphibious assaults can be made in this invasion zone in a single American Amphibious Assault Phase. Regardless of the size of an invasion zone, a maximum of five amphibious assaults (five 3-unit stacks) can be made in any one invasion zone on a given American Amphibious Assault Phase.

[11.0] AMERICAN SUPPLY BEACHHEAD MARKERS

GENERAL RULE:

American Supply Beachhead Markers are used to indicate supply sources for American units and points of entry for American reinforcements which are not making amphibious assaults. Supply Beachhead markers are game markers, not units. Supply Beachhead markers have no Zone of Control and cannot be attacked. They do not count against the stacking limit; however, only one Supply Beachhead marker may occupy a single hex.

[11.1] HOW AMERICAN SUPPLY BEACHHEAD MARKERS ARE USED

A Supply Beachhead marker is placed in each hex captured by an American amphibious assault at the end of the American Forces Combat Phase in which the amphibious assault was executed. Once placed, a Supply Beachhead marker may never be moved out of the hex in which it is initially placed (Exception: see 11.3).

[11.2] HOW AMERICAN SUPPLY BEACHHEAD MARKERS ARE DESTROYED

A Japanese unit may freely enter a hex occupied solely by an American Supply Beachhead marker (within the restrictions of the Movement, Zone of Control, and Japanese Doctrine rules). For all practical purposes a hex occupied solely by an American Supply Beachhead marker is considered a vacant hex. If a Japanese unit enters a hex occupied solely by a Supply Beachhead marker, the marker is immediately removed from the map and the Japanese unit continues its movement.



[11.3] FORTIFIED SUPPLY BEACHHEAD MARKERS

[11.31] Fortified Supply Beachhead markers function in all ways exactly like normal Supply Beachhead units. In addition, American units stacked in a hex containing a Fortified Supply Beachhead marker have their Combat Strengths doubled when attacked.

[11.32] At the end of any American Forces Combat Phase, the Player may replace any regular Supply Beachhead marker with a Fortified Supply Beachhead marker (Exception: see 11.35). Similarly, at the end of any American Forces Combat Phase, the Player may replace a Fortified Supply Beachhead marker with a regular Supply Beachhead marker. Substitution of one type of Supply Beachhead marker for the other may only be made at the end of an American Forces Combat Phase.

[11.33] American units occupying a hex containing a Fortified Supply Beachhead marker may not move and may not attack. If attacked while in a hex with a Fortified Supply Beachhead marker, American units have their Combat Strengths doubled.

[11.34] Except in their ability to double the defensive strength of any American unit stacked in the same hex, Fortified Supply Beachhead markers are identical in all respects to regular Supply Beachhead markers. They cannot be moved, have no Zone of Control, do not count against the stacking limit, and are destroyed by a Japanese unit entering the hex.

[11.35] A Supply Beachhead marker in a Town, City, or Rough Terrain hex cannot be replaced with a Fortified Supply Beachhead marker.

[11.36] There may never be more than one Fortified Supply Beachhead marker in a single hex. A hex may contain either a Fortified or a regular Supply Beachhead marker but not both.

[12.0] SUPPLY

GENERAL RULE:

A unit must be in supply in order to use its full Movement Allowance, to use its full defensive Combat Strength, and to be able to participate in attacks against Enemy units. A unit which is not in supply is "unsupplied". To be in supply, a unit must be able to trace a supply path of contiguous

hexes from the hex in which it is located to an appropriate supply source. The length of a unit's supply path is measured in Movement Points.

PROCEDURE:

Units trace supply to supply sources in the same manner as they move, counting Movement Points to cross the intervening hexes and hexsides to the source. Supply for movement purposes is determined at the beginning of each Forces Movement Phase for every unit of that Force. A unit that is supplied for Movement at the beginning of a Movement Phase is considered supplied for that entire Movement Phase and a unit that is unsupplied at the beginning of a Movement Phase is considered unsupplied for that entire Movement Phase. Supply for combat (attack and defense) is determined for each unit at the instant of combat.

CASES:

[12.1] SUPPLY PATHS AND SOURCES

[12.11] A Japanese unit is supplied if an unobstructed supply path of six or fewer Movement Points can be traced from the unit in question to a clear terrain or road hex and that clear terrain or road hex is connected by a contiguous line of unobstructed clear terrain and/or road hexsides leading to any one non-American controlled City hex, or any three non-American controlled Town hexes. A Japanese unit which cannot trace such a supply path is unsupplied.

[12.12] An American unit is supplied if an unobstructed supply path of six or fewer Movement Points can be traced from the unit in question to a clear terrain or road hex and that clear terrain or road hex is connected by a contiguous line of unobstructed clear terrain and/or road hexes leading to a hex occupied by either a regular or Fortified American Supply Beachhead marker. An American unit which cannot trace such a supply path is unsupplied.

[12.13] An unlimited number of units may trace a supply path through the same hexes, and an unlimited number of units may use the same supply source. The supply capability of a supply source is never reduced due to its being used as a supply source regardless of the number of units using it or the number of Game-Turns during which it functions as a supply source.

[12.14] A supply path may be traced through any hex which the Movement rules allow units to enter. A supply path can never be traced through an All-Sea hexside. A supply path may be traced in any direction. Except for the six Movement Points maximum length to a clear terrain or road hex, a supply path traced solely through clear terrain and/or road hexes may be as long and as devious as necessary.

[12.2] BLOCKING SUPPLY PATHS

[12.21] A supply path between a unit and a supply source is prohibited from being traced into or through the following types of hexes or hexsides:

- a) All Sea-hexes;
- b) All Sea-hexsides;
- c) Enemy occupied hexes;
- d) Enemy controlled hexes not occupied by a Friendly unit; and
- e) an American supply path may not be traced into or through a non-American controlled Town or City hex (i.e., a hex occupied by undestroyed Japanese militia).

If a supply path between a unit and an appropriate supply source cannot be traced without passing through any of the prohibited hexes and hexsides listed above, the unit in question is unsupplied.

[12.3] AUTOMATIC SUPPLY

[12.31] All Japanese units are automatically supplied on the 1st Game-Turn.

[12.32] American units making an amphibious assault are automatically supplied at the instant the assault is made.

[12.4] JAPANESE MILITIA SUPPLY

[12.41] Japanese militia suffer the effect of being unsupplied exactly like Japanese units. Japanese militia in a City hex, however, are always supplied (in a Japanese supply source). Japanese militia trace a supply path in the same manner as Japanese units. Japanese militia in a Town hex may use that Town hex as one of the three non-American controlled Town hexes required as a Japanese supply source.

[12.5] SUPPLY EFFECTS

[12.51] Supplied units have their Movement Allowance and Combat Strengths unimpaired. Unsupplied units may not attack Enemy units. Unsupplied units have their Movement Allowance halved and their Combat Strength is halved when attacked by Enemy units. Units may remain in an unsupplied state indefinitely, i.e., they are never eliminated solely by being unsupplied.

[12.52] Supply effects are always considered before terrain effects. Thus, an unsupplied unit has its defensive Combat Strength halved before any adjustment for terrain is considered. If a unit's Combat Strength is halved, fractions are rounded up. When several units in a given hex are being halved, halve the total combined Strength of all of the units involved and then round up any remaining fraction.

[12.6] SPECIAL SUPPLY RESTRICTIONS

American units may never voluntarily move into a hex if it is impossible to trace an American supply path into that hex at the instant the American unit is attempting to enter it. This restriction is applicable during all American Forces Movement Phases (only). During any Combat Phase, to comply with a retreat combat result, American units may enter hexes in which they become unsupplied. Japanese units may freely move out of supply during both Movement and Combat Phases.

[13.0] JAPANESE MILITIA

COMMENT:

As Kyushu was to be the scene of the final battle, the Japanese planned to employ the majority of the island's adult population in suicidal militia formations. Although it is difficult to estimate the effect these militia would have had we assumed that they would have been employed primarily in defending the cities and towns of Kyushu.

[13.1] MILITIA STRENGTH AND LOCATION

Each town hex has an intrinsic militia strength equivalent to two Combat Strength Points. Each City hex has an intrinsic militia strength equal to four Combat Strength Points. These militia strengths are not represented by unit counters. Japanese militia strengths are purely defensive in nature; they can never be used to attack American units. The intrinsic militia strength of a Japanese Town or City hex in and of itself has no Zone of Control; however, American units are prohibited from entering a Town or City hex until its intrinsic militia strength is destroyed (see 13.2). When a Japanese unit in a Town or City hex is attacked, the intrinsic militia strength of the hex is added to the Combat Strength of the defending Japanese unit(s). Intrinsic militia strengths are never adjusted for terrain effects but suffer the effect of being unsupplied exactly like Japanese units. The Japanese militia strength of a Town or City hex

may be modified, when attacked, by the Japanese Doctrine Chart die roll (see 14.24).

[13.2] DESTRUCTION OF JAPANESE MILITIA

When American units attack a Town or City hex (whether occupied or vacant of Japanese combat units), the intrinsic militia strength of the hex (if not already destroyed) must be attacked. The intrinsic militia strength is considered destroyed if a "De," "Dr," or "Ex" combat result is achieved against the hex. The Player indicates that the intrinsic militia strength of a hex has been destroyed by placing an American Control marker on the hex. As long as there is an American Control marker on the hex, the hex is considered an American controlled hex which allows an hex. If a Japanese unit enters a hex containing an American Control marker, the marker is immediately removed and the Player makes note of the fact that the city or town has been recaptured by the Japanese. If the Americans re-enter the hex in any Phase, the Control marker is restored. In any case, once an intrinsic militia strength has been destroyed it is permanently lost and can never be revived. Note: An American unit does not have to actually enter a hex to place an American Control marker on it. American Control is achieved and the marker should be placed as soon as a Combat result which destroys the intrinsic militia strength is achieved against the hex.

[14.0] JAPANESE DOCTRINE

COMMENT:

The solitaire game utilizes the Japanese Doctrine rules to formulate the guidelines under which the Player uses the Japanese Forces to conduct the defense of Kyushu. The Japanese Doctrine rules consist of the Japanese Doctrine Chart and special rules governing the movement of Japanese units.

[14.1] PURPOSE OF THE JAPANESE DOCTRINE CHART

The Japanese Doctrine Chart determines how quickly the Japanese Forces react to the American invasion, governs the arrival and strength of Japanese reinforcements, and determines the effectiveness of the Japanese militia and the tokko air and naval suicide attacks against the American invasion at its outset.

[14.2] DESCRIPTION OF THE JAPANESE DOCTRINE CHART

The Japanese Doctrine Chart is divided into five tracks (or columns) each of which governs a specific aspect of Japanese doctrine. Track nrs. 1 and 2 govern the release of Japanese units from reserve status (see 14.21). Track #3 governs the introduction of Japanese reinforcements onto the map. Track #4 is used to determine the effectiveness of the Japanese militia in an attacked Town or City hex. Track #5 determines the effectiveness of the Japanese air and naval tokko forces against the American invasion on the first Game-Turn. In general, at the appropriate times a die is rolled for each aspect of Japanese doctrine and the resulting doctrine is obtained by cross-referencing the number rolled under the appropriate Doctrine Chart track. The following cases describe in detail exactly how each of the Doctrine Chart tracks are used.

[14.21] Track #1 governs the release of Japanese Coastal Combat units (2-4, 3-4, and 4-4 units) from reserve status. At the beginning of the game, all Japanese units on the map are considered to be in reserve status, that is, the units are deployed facedown on the map and are prohibited from moving until released from reserve status. At the

beginning of each Japanese Doctrine Phase, the Player rolls a die and cross-references the rolled number under Track #1 to determine which Japanese Coastal Combat units are released from reserve status. Units which are released should immediately be turned face-up to indicate that they are free to move on the immediately following Japanese Force's Movement Phase. If the die roll indicates that one half of the Japanese Coastal Combat units are released, the Player simply begins with the Coastal Combat unit closest to hex #5823 and flips over every other Coastal Combat unit along the entire coast of Kyushu. Once a unit is released from reserve status it remains released for the remainder of the game. Thus, as soon as all of the Coastal Combat units have been released, the Player may ignore Track #1 for the remainder of the game. Note: In addition to the units released by the Doctrine Chart, any Japanese unit is immediately released from reserve status at the instant an American unit moves adjacent to it. All Coastal Combat units are automatically released from reserve status at the beginning of the Japanese Force's Movement Phase on the 4th Game-Turn. Thus, after the 4th Game-Turn Track #1 of the Doctrine Chart is ignored for the remainder of the game.

[14.22] Track #2 governs the release of Japanese Line combat units (1-8, 2-8, 2-10, and 3-10 units nor bearing an "R" designation) from reserve status. In their initial deployment Japanese Line combat units are either Northern units (units deployed north of the boundary line dividing northern and southern Kyushu) or Southern units (units deployed south of the boundary line). The Japanese Line units are further subdivided into Coastal Line units (units deployed in a part-Sea hex) and Inland Line units (units deployed in all-Land hexes). Track #2 is used to release Line combat units in the same manner as Track #1 is used to release Coastal Combat units. During each Japanese Doctrine Phase, immediately after the release of Coastal combat units, the Player rolls the die to determine which Line combat units are released. All Line combat units are automatically released at the beginning of the Japanese Force's

Movement Phase of the 4th Game-Turn. Track #2 is also ignored after the 4th Game-Turn.

[14.23] Track #3 governs the introduction of Japanese reinforcements. During each Japanese Doctrine Phase throughout the game a die is rolled and the indicated reinforcements are introduced onto the mapsheet at Entry hex (#5823). in accordance with the Japanese Reinforcement rules (see 9.1). Japanese reinforcements are placed on the map during the Japanese Doctrine Phase and may move during the Japanese Force's Movement Phase of the Game-Turn in which they arrive on the map. Japanese reinforcements are never in reserve status.

[14.24] Track #4 determines the effectiveness of Japanese militia in a Town or City hex under American attack. Before resolving an American attack against a Town or City hex, the Player rolls a die and modifies the regular intrinsic militia strength of the attacked hex as indicated on Track #4. A separate die roll is made and compared to Track #4 for each individual combat in which an intrinsic Japanese militia strength is being attacked.

[14.25] Track #5 determines the effectiveness of the Japanese tokko forces assigned to strike the American invasion fleet during the first week of the American landings on Kyushu. Track #5 is used on the 1st Game-Turn only. At the start of the American Amphibious Assault Phase of the 1st Game-Turn, after the American units have been placed in the invasion zone hexes, the Player rolls the die and compares the result to Track #5. This will direct him to one of three Tokko Results Tables. He then immediately rolls the die a second time and compares the rolled number to the proper Tokko Result Table. If the result is "No Effect," nothing else happens and the American Forces proceed with their amphibious assaults. If a number (either 100, 200, or 300) is obtained, the Player should immediately record that number on the American Casualty Points Track (see 15.5). The Player then rolls the die a third time and compares the rolled number to Tokko Results Table #4 to determine in which of the invasion zones the casualties have been inflicted. Each of

the abbreviations on Tokko Results Table #4 represents one of the six invasion zones in southern Kyushu. The abbreviations stand for the following invasion zones:

T—Tsunno
M—Miyazaki
A—Ariake
O—Osumi
Sa—Satsuma
Se—Sendai

The die roll is compared to Tokko Results Table #4. If the result indicated an invasion zone in which no American units have been placed the Player continues rolling the die until a zone in which there are American units is indicated. For each 100 American Casualty Points inflicted by tokko, three American units must be removed from an invasion zone hex. The American units are always removed from the American occupied invasion zone hex with the highest identity number. If insufficient American units are available in an invasion zone to match the required tokko losses, the die is rolled again and the losses are taken from the resulting invasion zone. This procedure is repeated until three American units have been removed for each 100 American Casualty Points inflicted by tokko. These American units must be immediately removed from play (before the American amphibious assaults are initiated) and they are permanently lost. No additional American Casualty Points are scored for the loss of these units. Each group of three American units must be removed from a single invasion zone hex (for every 100 Casualty Points one stack of three American units is eliminated).

Note: If American units occupy hexes in either the Fukuoka or Imari invasion zones, the American tokko losses are simply taken in priority of hex identity numbers, the first losses taken from the American occupied invasion zone hex with the highest identity number. This procedure is continued until the required number of American units are eliminated. The highest hex identity number is always assumed to mean the hex numbered with the highest four digit total, i.e., hex #2326 is higher than hex #2325.

[14.3] JAPANESE DOCTRINE CHART

Die Roll	TRACK #1 Release of Coastal Combat Units	TRACK #2 Release of Line Combat Units	TRACK #3 Japanese Reinforcement Units	TRACK #4 Japanese Militia Strength	TRACK #5 Tokko Results Table Used	Die Roll
1	All	All	3-10, 2-10	Tripled	Tokko #3	1
2	Half	All	2-10, 2-8	Doubled	Tokko #2	2
3	Half	All Inland	2-8, 1-8	Normal	Tokko #2	3
4	Half	All Coastal	1-8	Normal	Tokko #1	4
5	Half	All Southern	1-8	Normal	Tokko #1	5
6	None	All Northern	None	Halved	Tokko #1	6

All Coastal Combat and Line Combat Units are automatically released at the start of the Japanese Forces Movement Phase of the 4th Game-Turn. Any Japanese unit is automatically released when an American unit moves adjacent to it. "Half" refers to releasing half of the remaining unreleased Japanese units, regardless of prior releases.

Use on all Game-Turns (Exception: see 9.15)

Use for each intrinsic Militia Strength at instant of Combat. Modify the normal intrinsic Militia Strength as indicated.

Use only on first Game-Turn during American Amphibious Assault Phase.

[14.4] TOKKO RESULTS TABLES

Table Nr.	Die Roll					
	1	2	3	4	5	6
Tokko Nr. 1	100	100	•	•	•	•
Tokko Nr. 2	100	100	100	100	•	•
Tokko Nr. 3	300	200	100	100	•	•
Tokko Nr. 4	Tsuno	Miyazaki	Ariake	Osumi	Satsumo	Sendai

Note: Adjusted die-roll results of less than "1" are read as "1" (see 16.52).
• = No Effect

[14.5] JAPANESE MOVEMENT DOCTRINE

COMMENT:

The Japanese Doctrine Chart determines the basic plan of operations of the defense of Kyushu. The Japanese Movement Doctrine rules which follow govern the Player's use of the Japanese Forces and prescribe in detail exactly how each Japanese unit's tactical movement is to be executed. To the fullest possible extent, we have tried to provide rules which minimize the need for potentially prejudiced Player-decisions. We expect, however, that where such decisions are necessary, the Player will choose the best possible course of action for the Japanese Forces during the movement and Combat Phases in which the Japanese are the Phasing Force.

[14.51] Japanese Forces are always moved in a rigidly restricted order. Japanese units are moved in order of the slowest and weakest unit being the first to move while the fastest and strongest unit moves last. In effect then, Japanese units move in the following sequence.

- a) All (2-4) units
- b) All (3-4) units
- c) All (4-4) units
- d) All (1-8) units
- e) All (2-8) units
- f) All (2-10) units
- g) All (3-10) units

[14.52] The movement of all Japanese units must be made by the most direct possible route (shortest in terms of Movement Points) toward a specific destination hex. If a unit's Movement Allowance is sufficient, the unit must end its movement in the proper destination hex. If a unit's Movement Allowance is not sufficient to allow the unit to enter its destination hex, the unit must move as far as possible toward its destination hex.

[14.53] There are two types of destination hexes, Primary Destination Hexes and Secondary Destination Hexes. A Primary Destination Hex is defined as any vacant hex adjacent to an American unit. A Secondary Destination Hex is defined as a vacant hex which is adjacent to a Primary Destination hex. No Japanese unit may have a Secondary Destination until all Primary Destination Hexes on the entire map are occupied by Japanese units.

[14.54] Each Japanese unit is moved into (or toward) a destination hex according to a strict sequence of priorities. These priorities are listed as follows:

- 1) Each Japanese unit must move into (or toward) the nearest Primary Destination Hex (nearest to the unit in terms of Movement Points). If two Primary Destination Hexes are equidistant, the unit moves according to these sub-priorities:

- A) Into a Rough Terrain Hex;
- B) Into a City Hex;
- C) Into a Town hex;
- D) Into a Clear Terrain hex.

2) As soon as all Primary Destination Hexes are occupied by Japanese units, each Japanese unit must move into (or toward) the nearest Secondary Destination Hex. Secondary Destination Hexes which are equidistant from the moving Japanese unit are chosen according to the same sequence of priorities as listed for equidistant Primary Destination Hexes.

[14.55] In any category of Japanese units (see 14.51), the first unit to move is the unit nearest its destination hex (in terms of Movement Points). Then the second nearest unit in that category is moved, and so on until all the units in that category have completed their movement. The same procedure is then repeated for the next category of Japanese units. This procedure continues to be repeated until all Japanese units have completed their movement.

[14.56] If two (or more) Japanese units (in the same category) are equidistant from their destination hex(es), the unit occupying the hex with the highest identity number moves first, followed by the unit in the next highest numbered hex, and so on.

[14.57] If one Japanese unit is equidistant from two or more destination hexes (or equal priority), the unit moves toward the destination hex with the higher identity number.

[14.58] A hex is not considered a destination hex (i.e., it should be ignored) if a Japanese unit with an infinite Movement Allowance could not move into the hex due to the blocking nature of American Zones of Control and/or all-Sea hexsides.

Note: The Japanese Movement Doctrine Rules are the final product of prolonged (and painstaking) playtesting. Although the Japanese Force's chances for winning the game improve substantially when a Japanese Player (using the two-Player rules) controls the movement of Japanese units, the solitaire rules do allow a reasonable chance for a Japanese victory. The Japanese Movement Doctrine Rules accurately reflect the planned Japanese responses to the American invasion. The rules should be read several times. The Player will find after playing a few games that the rules will become very easily implemented. It is simply a matter of becoming accustomed to the various movement sequences and developing an "eye" for which Japanese units are nearest their destination hexes and therefore eligible to move before other units.

[15.0] AMERICAN CASUALTIES

GENERAL RULE:

In each and every instance in which American units are involved in combat (whether attacking or defending), casualties, quantified as "American

Casualty Points," are inflicted on the American units involved. American Casualty Points do not necessarily represent the elimination of an American unit. They represent the accumulating manpower losses taken by units during sustained combat operations. Each American Casualty Point represents about 100 actual casualties. The accumulation of American Casualty Points are kept track of on the American Casualty Points Track (15.5). The total number of American Casualty Points inflicted during the game are used in accordance with the Victory Conditions in determining the relative performance of each of the opposing forces and which force "wins" the game.

CASES:

[15.1] HOW AMERICAN CASUALTY POINTS ARE INFLICTED

[15.11] American Casualty Points are inflicted in each and every individual combat action in which American units are involved. Each combat result on the Combat Results Table is accompanied by a pair of numbers. The number to the left of the slash represents the American Casualty Points suffered when American units are attacking. The number to the right of the slash represents the American Casualty Points inflicted when Japanese units are attacking. The Casualty Point number next to the combat result is always multiplied by the number of American combat units involved in the combat, regardless of which force's units are attacking.

As an example, a Japanese unit (a 2-4) is attacking an American 4-12 unit in clear terrain. The attack differential is -2. A die roll of "4" is made by the Player. Cross-referencing the die roll under the -2 column, the result reads "Ar, 5/2". As it is a Japanese attack, the number to the right of the slash is used. This number is multiplied by the number of American units involved in the combat; in this case only one unit is involved. Thus, two American Casualty Points are inflicted as a result of this combat. The Player would immediately add two American Casualty Points to the current total American Casualty Points indicated on the American Casualty Points Track.

[15.12] The Casualty Point number taken from the Combat Results Table must always be multiplied by the number of American Combat units involved in the combat, regardless of which units are attacking. Only the number of American units involved is important. The number of Japanese units involved in the combat has no effect on the number of American Casualty Points inflicted. Nor is any significance given to the elimination of Japanese units. Japanese casualties are totally ignored for all purposes, i.e., no casualty computation is made for Japanese Forces.

[15.2] AMERICAN CASUALTY POINTS AND THE ELIMINATION OF AMERICAN UNITS

[15.21] Instead of the number indicated on the Combat Results Table, ten (10) American Casualty Points are suffered for each supplied American combat unit which is eliminated.

[15.22] Instead of the number indicated on the Combat Results Table, thirty (30) American Casualty Points are suffered for each unsupplied American combat unit which is eliminated.

[15.3] TOKKO AND AMERICAN CASUALTY POINTS

[15.31] No additional American Casualty Points (other than the number obtained from the Tokko Results Table) are scored for American units eliminated by the Japanese tokko forces on the 1st Game-Turn (see 14.25).



[15.4] HOW TO USE THE AMERICAN CASUALTY POINTS TRACK

The American Casualty Points Track is used to keep track of the accumulation of American Casualty Points throughout the game. The track is divided into three columns. At the beginning of the game, the Player places one American Casualty marker in each column in the box labeled "0". As American Casualty Points are inflicted, the Player advances the markers along the appropriate columns (or tracks) to reflect the cumulative total number of casualty points inflicted in the game. For example, if at the end of Game-Turn #6, 349 American Casualty Points have been inflicted, the marker in the "100s" column would be in the box labeled "3." The marker in the "10s" column would occupy the box labeled "4," and the marker in the "1s" column would occupy the box labeled "9."

[15.5] AMERICAN CASUALTY POINTS TRACK

(See map sheet)

[16.0] THE SCENARIOS: HOW TO SET-UP AND START THE GAME

GENERAL RULE:

There are actually two different versions of the OPERATION OLYMPIC game; the standard, or Solitaire Game, and the Two-Player Game. Each of these versions is called a Scenario. The Solitaire Game uses all of the standard game rules and is ten Game-Turns in length. Certain of the standard game rules are inoperative and other special rules are incorporated in the Two-Player Game. Optional rules may be used in either of the Scenarios. At the end of whichever Scenario is played, the victor (or victorious force) is determined by reference to the Victory Conditions.

CASES:

[16.1] HOW TO SET-UP AND START THE SOLITAIRE GAME

The Solitaire Game is set-up according to a rigid sequence. First, the Player deploys the Japanese Coastal Combat, Line, and Dummy units. These should be deployed face-down on the map in the appropriate Initial Deployment Hexes (see 16.21 and 16.22). The Player then deploys the initial American Forces in the invasion zone hexes from which amphibious assaults will be made on the first Game-Turn (see 16.3). The Player then begins the game in accordance with the Special 1st Game-Turn rules (16.4).

[16.2] INITIAL DEPLOYMENT OF JAPANESE FORCES

[16.21] A total of thirty-nine (39) Coastal Combat Unit Initial Deployment Hexes (indicated by the code-letter "C") have been represented on the map. At the beginning of the game, the Player takes all of the Japanese Coastal Combat Units (2-4s, 3-4s, and 4-4s) and places them face-down on any clean, smooth surface adjacent to the mapsheet. There are a total of twenty-nine (29) of these units provided in the counter-mix. The Player now adds ten (10) Japanese Dummy Units, and, leaving all of these units face-down, he proceeds to thoroughly mix the Dummy and actual unit counters. After thoroughly mixing them, the Player deploys the units (face-down), placing one unit in each of the Coastal Combat Unit

Deployment Hexes. Note: Due to the fact that Japanese units remain face-down until released from reserve status, it is suggested that the Player mark a "C" on the back-side of the Coastal Combat units and on ten Japanese Dummy units to distinguish them from Line units. This will aid him in recognizing which units are to be released from reserve status when indicated by the Japanese Doctrine Chart.

[16.22] A total of thirty-four (34) Line Unit Initial Deployment Hexes have been marked on the map (indicated by the code-letter "L"). The counter-mix provides thirty-five (35) Japanese Line Combat Units (1-8s, 2-8s, 2-10s and 3-10s which do not bear an "R" reinforcement designation). The Player should add five (5) Japanese Dummy Units to the line Combat Units. He should then precede exactly as he did with the Coastal Units, mixing and deploying the Line Units (face-down) in the Line Unit Initial Deployment Hexes. One unit must be placed in each Initial Deployment Hex except two units are placed in each of the following hexes; #1607, #1615, #2313, #3420, #5314, and #5415. These hexes have been distinguished by a "2L" designation printed on the map. Note: As with the Coastal Combat Units, the Player is advised to mark all of the Japanese Line and five Dummy units with an "L" on the backside.

[16.23] When the Player has completed 16.21 and 16.22 there should be a total of seventy-nine (79) face-down units on the map (29 Coastal Combat Units, 35 Line Combat Units, and 15 Dummy Units). These represent the total initial strength of the Japanese Forces. Each of these face-down units is considered to be in reserve status and may not move until released either by the Japanese Doctrine Chart, or by an American unit moving adjacent to it. In addition to the initial Japanese Forces, Japanese reinforcements may periodically arrive on the map during the course of the game. Japanese reinforcements always arrive face-up and are never in reserve status.

[16.24] Japanese Dummy units are incorporated into the initial Japanese Forces to introduce some uncertainty concerning the actual disposition of Japanese Combat Strength at the beginning of the game. Face-down American Control markers are used as Japanese Dummy units. The dummy units never function, in any manner, like actual Combat units. Whenever a dummy unit is released from reserve status (either by the Japanese Doctrine Chart or by an American unit moving adjacent to it) the dummy unit is immediately removed from the map. Dummy units have no ability to move, no Combat Strength and no Zone of Control.

[16.3] INITIAL DEPLOYMENT OF AMERICAN FORCES

[16.31] On the first Game-Turn a total of eighteen (18) American (4-12) Army units and nine (9) (5-12) Marine units are available. All of these units are required to make amphibious assaults on the 1st Game-Turn in accordance with the Amphibious Assault rules (see 10.0).

[16.4] SPECIAL FIRST GAME-TURN RULES

There are a considerable number of rules which, although they may effect play in later Game-Turns, have particular importance to the 1st Game-Turn. After both the Japanese and American initial forces are deployed, the Player should refer to each of the following rules to determine its impact, if any, on the conduct of the 1st Game-Turn; (4.2 a #1, 8.37, 9.15, 10.0, 11.1, 12.3, and 14.25). The Player begins the game by first resolving the Japanese tokko attack (see 14.25), and then he proceeds to make American amphibious assaults in accordance with (10.0).

[16.5] THE TWO-PLAYER GAME

In most respects, the Two-Player Game is similar to the Solitaire Game. In the Two-Player Game,

however, the Japanese Player is freed from the restrictions imposed on the Japanese Forces by certain of the Japanese combat and doctrine rules. Whereas the Solitaire Game rules reflect the aggressive beach defense plan formulated by the Japanese Imperial General Headquarters, the Two Player Game rules allow the Japanese Player to conduct the Japanese Forces as he sees fit. Also, while in the Solitaire Game the effect of quickly realized American air superiority is built into the game through the use of the Japanese Doctrine Chart, the Two-Player Game incorporates American Air Interdiction rules as tangible game-mechanic. The Two-Player Game is set-up in identical fashion to the Solitaire Game. Of course, the sequence of play is altered so that the actual American Player performs all the functions associated with the American Player-Turn while the Japanese Player executes the functions associated with the Japanese Player-Turn. The basic course of play remains exactly as in the Solitaire Game except as is detailed in the following cases.

[16.51] There are twelve American Air Interdiction markers available. During the American Air Interdiction Phase of each American Player-Turn the American Player may place as many or as few of the interdiction markers as he chooses anywhere on the map (Exception: see 16.52). He may place a maximum of one air interdiction marker in each hex. These air interdiction markers remain on the map throughout the Japanese Player-Turn. During the Japanese Player-Turn a Japanese unit must expend three (3) additional Movement Points to leave a hex occupied by an American Air Interdiction marker (above and beyond the normal cost of the hex the unit is entering upon leaving the interdicted hex). The American Player removes all of his air interdiction markers from the map during the Air Interdiction Removal Phase of each Game-Turn. Note; An American Air Interdiction Marker does not exert an American Zone of Control. An Air Interdiction marker has no effect other than to force a Japanese unit in the same hex to expend three additional Movement Points to leave that hex.

[16.52] The twelve American Air Interdiction markers normally may not be used by the American Player during the 1st Game-Turn as it is assumed that the available American air strength is guarding the invasion fleet against the Japanese tokko effort. However, the American Player has the option of using either six, or all twelve Air Interdiction markers on the 1st Game-Turn if he desires to do so. The penalty for this is that for each six Air Interdiction markers used, the Japanese Tokko Results Table die roll has "1" subtracted from it. As the tokko effect is determined before the American Air Interdiction Phase of the 1st Game-Turn, the American Player must announce in advance if, and how many Air Interdiction markers he wishes to use. The Japanese Player then proceeds to resolve the tokko attack as in (14.25) but he subtracts "1" from the Tokko Results Table die roll (not the Doctrine Chart die roll) for each six interdiction markers the American has announced he will use. All twelve Air Interdiction markers are available on every Game-Turn thereafter. Note: Air Interdiction markers can never be eliminated.

[16.53] The Japanese Player is completely freed from the restrictions of all of the following cases and/or rules: (5.21, 8.51, 8.52, 8.53, 14.21, 14.22, 8.27 and the Japanese Movement Doctrine rules—14.51-14.58). Japanese units are still prohibited from voluntarily stacking at the end of a Japanese Movement Phase. Japanese units may not combine their Combat Strengths to attack an American unit. However, Japanese units are never required to attack. If the Japanese Player elects to

make attacks he is restricted only by cases (8.22 and 8.54). The Japanese Player never uses Track #s 1 or 2 of the Japanese Doctrine Chart. All Japanese units are automatically released from reserve status at the start of the Japanese Doctrine Phase on the 1st Game-Turn. The Japanese Player uses Track #s 3, 4, and 5 of the Japanese Doctrine Chart exactly as in the Solitaire Game. The Japanese Player moves his units according to the general (5.0) Movement rules. The Japanese Movement Doctrine rules (14.5) are totally ignored. Both Players must adhere to the (8.7) Retreat After Combat rules. Units are retreated by the Owing Player.

[17.0] OPTIONAL RULES

COMMENT:

The following optional rules can be used to introduce added variety to the basic game situation presented in **Operation Olympic**. Optional rules should be used in Two-Player games only with the consent of both Players.

[17.1] THE "HISTORICAL" OLYMPIC PLAN VARIANT

(TO BE USED ONLY IN THE SOLITAIRE GAME)

The Solitaire Player who wishes to simulate the American invasion exactly as planned may do so by adhering to all of the standard Solitaire Game rules except as follows;

During the American Amphibious Assault Phase of the 1st Game-Turn, nine (4-12) American Army units must make amphibious assaults from the Miyazaki invasion zone; nine (4-12) units must make amphibious assaults from the Ariake invasion zone; and nine (5-12) Marine units must make amphibious assaults in the Sendai invasion zone.

[17.2] JAPANESE FREE DEPLOYMENT

(TO BE USED ONLY IN TWO-PLAYER GAMES)

This rule allows the Japanese Player to deploy his initial forces as he wishes. In the American Player's absence, the Japanese Player deploys his units face-down exactly as described in (16.2). However, he may deploy the Coastal combat (and ten dummy units) anywhere he wishes as long as each of these units is deployed in a Coastal Combat Unit Deployment Hex and no more than one unit is deployed in each such hex. Similarly the Japanese Line combat units (and five dummy units) may be deployed freely as long as each unit is deployed in a Line Unit Deployment Hex. Only one unit may be deployed in each hex except two units may be deployed in any six Line Unit Deployment hexes. As soon as the Japanese Player completes his deployment, all Two-Player Game rules take effect.

[17.3] OPTIONAL HIDDEN TOKKO VARIANT (TO BE USED ONLY IN TWO-PLAYER GAMES)

This rule may be used either with the optional Tokko Results Table (see 17.4) or with the standard Tokko Results Table. It is employed as follows. At the beginning of the game, before the American Player deploys his initial units in the invasion zones he will select, the Japanese Player secretly records in writing the distribution of his tokko forces among the eight possible invasion zones. Three (3) Tokko Points are available to him. He may distribute these three Tokko Points in any manner he chooses, i.e., he may use all three points in one invasion zone, he may use two points in one invasion zone and the third point in a second invasion zone, or he may use one point in each of three invasion zones. After he has recorded the distribution of these Tokko Points, the American Player deploys his initial units. After all of his units

are deployed, the Japanese Player reveals the positions of his tokko forces by showing the secret record to the American Player. If any of the Tokko Points have been allocated to an invasion zone in which there are American units the Japanese Player proceeds to resolve the effect of these tokko attacks. The number of Tokko Points allocated to an invasion zone determines which Tokko Results Table to use. For example, if two Tokko Points were allocated to the Miyazaki invasion zone the American Player deployed units in that zone, the tokko attack is resolved on Tokko Results Table #2. The procedure for resolving the tokko attacks is exactly as described in (14.25). The Japanese Player resolves all tokko attacks during the American Amphibious Assault Phase of the 1st Game-Turn. There are no additional Tokko Points which can be used after the first Game-Turn. Note: When using this rule there is no need to consult Tokko Results Table #4. Units eliminated by tokko attacks are removed from the hex with the highest identity number in the invasion zone in which the Tokko Points (used to make that particular attack) were committed.

[17.4] OPTIONAL TOKKO RESULTS TABLE

COMMENT:

Either in the Solitaire Game or the Two-Player Game the Optional Tokko Results Table can be used. It is used exactly as described in (14.25) except it allows for more finely differentiated results. See (17.41) for an Explanation of these results.

Table#	Die Roll					
	1	2	3	4	5	6
#1	33	33	33	•	•	•
#2	66	66	33	33	33	•
#3	200	100	66	33	33	•
#4	T	M	A	O	Sa	Se

[17.41] Explanation of Results

•=No Result

33=One American unit (regiment) is eliminated and 33 American Casualty Points are inflicted.

66=Two American units (regiments) are eliminated and 66 American Casualty Points are inflicted.

100=Three American units are eliminated and 100 American Casualty Points are inflicted.

200=Six American units are eliminated and 200 American Casualty Points are inflicted.

Note: When using the Optional Tokko Results Table, after determining in which invasion zone(s) American losses are to be taken, the American Player may select which units are eliminated. Amphibious assault stacks which suffer losses for tokko attacks are still required to execute an amphibious assault.

[18.0] VICTORY CONDITIONS

The motive behind the American plan to invade Japan was to bring the war to a more rapid conclusion that could be obtained by means of air and naval blockade. As the second **Coronet** invasion of Honshu was scheduled only four months after **Olympic**, the American operations in Kyushu would had to have been completed early enough to allow Kyushu to be developed into a base for the second invasion. For this reason, both the Solitaire and Two-Player games allow only ten Game-Turns in which to achieve the American objectives. Basically, the American objectives are to secure the southern half of Kyushu and to capture the principal southern port of Kagoshima through which the men and material for **Coronet** were to be funneled onto Kyushu. The Japanese had only one

objective: to inflict casualties on the American assault forces. If the cost of **Olympic** was made high enough, the Japanese believed the Americans would be forced to relax their demand for Japan's unconditional surrender. Casualties inflicted on the Japanese Forces on Kyushu would be of little consequence if the basic Japanese goal could be achieved.

As American combat strength, if correctly used, is more than sufficient for the task (barring annihilation of the invasion force by the Japanese tokko effort), the American Forces (or Player) either "win" the game or fail in the attempt. Given unlimited time and a total lack of concern for the casualties they sustain, an American victory is, of course, inevitable. Knowing this, we were forced to develop some means of challenging this American superiority to make the game itself a challenge. To do this, we turned the Americans' own casualty estimates against them. In the Solitaire game, the Player is challenged not merely to produce an American victory, but to win as decisive a victory as he can by accumulating as many Victory Points as he is able to, and allowing as few as possible Japanese Victory Points to be scored. In successive games, the Solitaire Player should always try to improve on his previous "record" victory. In the Two-Player game, the American Player faces the added challenge of opposing an independent Japanese commander. To fully evaluate each Player's performance, we suggest two Players play a pair of games and compare the score obtained by each in the role of the American Player.

[18.1] HOW TO DETERMINE VICTORY

At the end of the tenth Game-Turn play ceases and victory points are awarded to both forces (or Players) according to the Victory Points Schedule.

[18.2] VICTORY POINTS SCHEDULE

[18.21] American Victory Points are awarded at the end of the game as follows:

A. Five hundred [500] American Victory Points are scored if there are no Japanese combat units south of the American Objective Line (the line running across Kyushu just north of the 2400 hex row). If, at the end of the game one or more Japanese units are south of the American Objective Line (either supplied or unsupplied), determine the northernmost hex row south of which there are no Japanese combat units. From this hex row count the number of hex rows north to the American Objective Line. From a base of 500 American Victory Points, deduct thirty (30) points for each hex row between the American Objective Line and the hex row which is immediately south of the southernmost Japanese unit(s).

For example, if at the end of the game, the southernmost Japanese unit occupies hex #2023, this would mean that there are no Japanese combat units south of the 2000 hex row. There are five hex rows between the Objective Line and the 2000 row. The Player therefore subtracts 150 (30x 5) Victory Points from five hundred giving a total of 350 American Victory Points. Note: The presence of Japanese militia in non-American controlled Town and/or City hexes does not affect the number of American Victory Points awarded.

B. Two-hundred [200] American Victory Points are scored if all three Kagoshima City hexes are under American control (occupied by an American Control marker) at the end of the game. Note: If only one or two Kagoshima hexes are controlled see (C).

C. Twenty-five [25] American Victory Points are awarded for each individual City hex which is occupied by an American Control marker at the end of the game. This applies to every City hex on the map, including City hexes north of the American Objective Line. Note: If (B) is fulfilled only 200 American Victory Points are awarded for control of all of Kagoshima, not an extra 25 points per hex.

d. Ten [10] **American Victory Points** are awarded for each individual Town hex which is occupied by an American Control marker at the end of the game. This applies to every such Town hex on the map, including Town hexes north of the American Objective Line.

[18.22] Japanese Victory Points are awarded at the end of the game as follows:

A. One [1] **Japanese Victory Point** is awarded for every **American Casualty Point** accumulated up to and including the 300th **American Casualty Point**.

B. One and one-half [1 1/2] **Japanese Victory Points** are awarded for each **American Casualty Point** over the 300th point up to and including the 500th **American Casualty Point**.

C. Two [2] **Japanese Victory Points** are awarded for every accumulated **American Casualty Point** over 500 **casualty points**.

[18.23] After separately totaling the American and Japanese Victory Points subtract the Japanese total from the American total to determine the net victory point total. If the number is positive, an American Victory has been achieved. If the number is negative, for game purposes, it should be considered a Japanese victory regardless of the strategic situation depicted on the mapsheet at the end of the game. In pairs of Two-Player games, compare the final score each Player achieves as the American to determine the match winner.

[19.0] GAME NOTES

[19.1] PLAYER'S NOTES

The Solitaire Game

The initial, and perhaps the key problem, is selecting the invasion zones in which the American amphibious assaults should be made. The major American effort will have to be made in the south in order to fulfill the prime objective of clearing all Japanese units from south of the American Objective Line. Of the six southern invasion zones, Sendai offers the most direct access to Kagoshima (another prime objective) and should therefore be incorporated into the American invasion plans. In planning the American invasion several options should be considered. If two or more adjacent invasion zones are assaulted, the beachheads can be rapidly linked in preparation for a concentrated drive inland. American assaults in close proximity to one another, however, make it easy for the Japanese Forces to concentrate and contain them. Assaults on widely separated beaches in comparison will spread the Japanese too thin to successfully contain the Americans. In the Solitaire Game, assaulting the Fukuoka or Imari zones will draw off most of the Japanese units stationed in northern Kyushu and diminish the Japanese reinforcements. Also, an American breakout in the north can accumulate a wealth of victory points for captured city hexes. After the American has made the first invasion he has the ability to make one more. This can be of the utmost importance as it can save a faltering first invasion or add icing to the cake. It should be planned in such a way as to outflank the Japanese defensive line and thus force a general retreat.

The first step is to clear enough room around the beachhead so as to permit retreat and to allow the use of the American's mobility. When you make an attack never use more

units than absolutely necessary as this only multiplies the casualties. It is better to attack and destroy an enemy unit so that it will not be around to bother the Americans again. However, it is by far better to retreat a unit when it has no place to go because it requires less units to achieve such a result and therefore less casualties. When the American starts to advance inland he should attempt to stay in the rough terrain as much as possible.

The Two Player Game

Everything that was said to the American in the Solitaire Game counts in this game only more so because there is now a live Japanese Player instead of a predictable system. The American cannot afford very many mistakes because of the Japanese Player's ability to make any move he wishes. The American must be patient and wear down the Japanese combat strength by making as many safe attacks as possible and stretching the Japanese line to the breaking point. He must never give them time to organize a good defense. To further this goal the American must make careful use of his air interdiction so as to slow the Japanese as much as possible and prevent them from making rapid movement of their reinforcements.

A trick to use as the Japanese is to pin as many Americans as possible while using a minimum of his own. This, in effect, deprives the Americans of one of their best weapons - mobility. This brings us to the point of the Japanese lack of mobility. Although this is a serious problem it is not fatal. The thing the Japanese must do is plan for every likely eventuality and place his units accordingly. This means that the Japanese Player must "predict" where the Americans will attack.

[19.2] OPERATION OLYMPIC DEVELOPER'S NOTES

There are two ways to simulate a hypothetical "historical" event. The first method is to exploit the absence of historical example and develop an intriguing "what if" type of game in which every factor of potential influence is incorporated into the game to allow the Player "to pull all the strings." While this usually makes for a "dirty" game system, both the designer and the player have so much fun that the dirt can be justified. Because **Operation Olympic** was designed as a solitaire game, however, a different approach was required.

In a solitaire game, the Player controls both of the opposing forces. Few Players can cope with the added burdens of dirty game mechanics. Keeping this in mind, **Operation Olympic** was frequently laundered during its development. A number of seemingly necessary options such as American air and naval power which appear to have "come out in the wash" are actually built into the game through the relatively easy to use Japanese Doctrine rules.

The real hidden gem in the game is the Japanese Movement Doctrine Rules. Actually, they represent the backbone of the game and are directly responsible for making **Operation Olympic** the first true solitaire simulation using a hex grid map. After bending our brains developing these rules,

we were amazed to find that they not only "work" in terms of the Japanese situation in this game, but with minor modifications they appear to be applicable to most hexagonally based land conflict simulations. As more than half the game players we've heard from play most of their games solitaire, **Operation Olympic** will be an important test case.

Of interest also, are the special rules governing Japanese attacks. The rules reflect the incredible lack of coordination which the Japanese Army fell prone to in the latter stages of the war. A curious thing is that as restrictive as the rules appear to be, in many ways the results are beneficial to the Japanese. Keeping unstacked, and on the defense in rough terrain the Japanese can cause far greater American casualties than by mounting attacks. The Japanese "special attacks" may draw blood, but the game mechanics prevent the Japanese from prematurely squandering their strength in massive self-defeating banzai charges. A solitaire game can have no opponent but there must be some opposition to challenge the solitaire Player. We feel the Japanese Doctrine Rules do this and for that reason alone they constitute a minor masterpiece.

The Japanese pinned their hope for success largely on the tokko onslaught against the American troop transports during their approach toward the Kyushu invasion zones. Although our research indicated the Japanese overestimated the damage the tokko forces could inflict, the game allows a small chance for the "Divine Wind" to all but destroy the Americans prior to their landings. On average, however, tokko plays only a small part in the overall scheme of **Operation Olympic**.

The ability to inflict casualties seemed necessary in order to develop the Victory Conditions for **Operation Olympic**. The rate of casualties inflicted on the American Forces in the game appears accurate in comparison with the historical examples provided by the Okinawa and Iwo Jima campaigns. Unfortunately, keeping track of the American casualties adds dirt to the design but no more so than any game in which Victory Points are accumulated from one Game-Turn to the next.

Once we felt satisfied with the solitaire version, the Two-Player Game practically designed itself. A few extras could now be added without overburdening either player. The goal we are aiming at from now on will be to offer both a Solitaire and Two-Player version for many, if not most, of our future games.

[20.0] DESIGN CREDITS

Game System Design: James F. Dunnigan
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