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[11.0] INTRODUCTION

Bloody Ridge is a simulation of the attempt by Japanese forces to retake the airfield at Luna Roads, Guadalcanal, after the unoccupied occupation of that field by U.S. Marines. The Marines were dependent upon control of the air, afforded by the airfield, for continued supply and reinforcement. The Japanese, who controlled the seas surrounding Guadalcanal, could have isolated and prevented the evacuation of the Marines had the airfield fallen into their hands.

[12.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive reinforcements. The number and type of reinforcement units received is listed on the Turn Record/Reinforcement Track. These units appear during the Owning Player’s Movement Phase of the Game-Turn next to which they are listed.

CASES:
[12.1] WHEN REINFORCEMENTS ARRIVE
Reinforcements arrive during the Movement Phase, after all units already on the map which are to move that Phase have been moved. Reinforcements may be moved during the Movement Phase in which they arrive. Reinforcements may not be deliberately withheld, and may not be brought into the game on some later Game-Turn. U.S. reinforcements may be delayed due to airfield effects (see case 12.4).

[12.2] WHERE REINFORCEMENTS ARRIVE
Japanese reinforcements may land on any coastal hex, or they may be placed on any hex on the east mapedge. U.S. units may land on coastal hexes between hexes 2003 and 3003, inclusive.

[12.21] On Coastal Hexes
Reinforcements may be placed in any Coastal hex in the specified area not occupied by an Enemy unit. Each reinforcement unit need only pay the cost for entering the terrain in the coastal hex; there is no additional cost for the landing. Any number of reinforcements may enter through the same Coastal hex.

[12.22] In Enemy Zones of Control
Reinforcements may arrive in an Enemy Zone of Control. However, if they do so they may move no farther than Movement Phase and must attack at least one Enemy unit to which they are then adjacent (see 7.1).

[12.23] On Mapedge Hexes
Units which are to enter on the mapedge may be placed in any hex in the first row of hexes at the mapedge. These units pay only the Movement Point cost for entering the hex at the mapedge (and all other hexes which they enter that Phase). They need not pay any additional Movement Points to enter, regardless of the number of units entering through the same hex.

[12.3] REINFORCEMENTS AND COMBAT
Reinforcements may engage in combat in the normal manner in the same Game-Turn that they arrive.

[12.4] AIRFIELD EFFECTS
If any hex of Henderson Field is occupied by a Japanese unit, no U.S. reinforcements can be brought into the game on that Game-Turn. Delayed reinforcements may land on the Game-Turn following that in which all airfield hexes are re-occupied by U.S. units.

[13.0] ARTILLERY

[13.1] FINAL PROTECTIVE FIRE
Only one Japanese or U.S. Artillery unit may apply FFP to a hex in a single Phase. There is no limit to the number of Barraging Artillery units which may attack a single Enemy hex.

[13.2] GROUND SUPPORT (OPTIONAL RULE)
[13.21] Each Player has a number of Ground Support Points available on each Game-Turn. This number is specified on the Turn Record/Reinforcement Track.
[13.22] Two of the Japanese Ground Support Points each Turn must be used in attacks against units in or adjacent to hex 2506, if they are to be used at all. The third may be used freely, according to the restrictions upon Ground Support.
[13.23] Ground Support Points may not be used as FFP, and may only be used against units in non-jungle, non-broken terrain hexes.
[13.24] Any and all U.S. units in or adjacent to hex 2506 on Game-Turn Seventeen are automatically attacked at +10 on the Combat Results Table. Thus, up to seven U.S. units may be automatically attacked at +10. This is the result of bombardment by the 360mm guns of Japanese battleships.

[14.0] VICTORY CONDITIONS

GENERAL RULE:
The Victory Conditions for all Scenarios are the same. The Japanese Player wins by occupying any two hexes of Henderson Field with any of his units at the end of any Japanese Combat Phase. Occupation is defined as having a unit physically in place in the hex. The U.S. Player wins the game by having avoided the fulfillment of the Japanese Victory Conditions at the end of the game.

[15.0] SCENARIOS

GENERAL RULE:
There are three Scenarios in Bloody Ridge. The first two simulate the two major Japanese land offensives on Guadalcanal. The third is a Campaign Scenario which links the period of the two offensives together.

The instructions for each Scenario include each Player’s Initial Deployment, Special Rules in effect for each particular Scenario, and the length in Game-Turns of the Scenario.

PROCEDURE:
Place a unit of the specified type on each of the hexes listed for that type. Hex numbers are shown in parentheses following each unit’s designation. Unit designations are provided for reference only; Players may ignore them.

CASES:
[15.1] SCENARIO I
[15.11] JAPANESE INITIAL DEPLOYMENT
Unit Type: 1-1-3-1-6. Hex: 6 (3011).
Unit Type: 3-3-7/3-6. Hex: 1 (3409).
Unit Type: 2-2-14/2-6. Hexes: 1/10 (3508), 2/10 (3608).
Unit Type: 1-1-10. Hex: 7 (2711).
[15.12] U.S. INITIAL DEPLOYMENT
Unit Type: 2-3-10. Hexes: 1/1 (2603), 2/1 (3105), 3/1 (3108), 1/5 (2202), 2/5 (2607), 3/5 (1905), Comp (2608).
Unit Type: 3-3-6/3-4. Hex: 5/11 (2305).
Unit Type: 3-2-8. Hex: 1 (2906).
Unit Type: 1-1-26/1-1. Hex: 1/3 (2402), 2/3 (2904).
Unit Type: 1-1-15/1-6. Hex: 1 (2405).
1. SPECIAL RULES

1.1. The Japanese Player is the First Player. His Player-Turn is first in every Game-Turn. This Scenario begins on Game-Turn One, and continues through, and including Game-Turn Seven.

1.2. SCENARIO II

1.2.1. JAPANESE INITIAL DEPLOYMENT


Unit Type: 2-2-3/2-4. Hex: 45 (0806).

Unit Type: 1-1-3/1-6. Hex: 6 (2314).

Unit Type: 3-3-7/3-6. Hex: 2 (2318).


Unit Type: 2-2-14/2-6. Hexes: 1/20 (2214), 2/20 (2115).

Unit Type: 3-3-24/3-4. Hexes: 2/4 (0506), 1/4 (0606).

Unit Type: 2-2-14/2-4. Hexes: 1/2 (0105), 2/2 (0205), 3/2 (0306).

Unit Type: 1-1-10. Hex: 2 (2313), 19 (2414).

1.2.2. U.S. INITIAL DEPLOYMENT

Unit Type: 2-3-10. Hexes: 3/7 (0808), 3/1 (007), 5/5 (1706), 2/5 (1906), 2/5 (1907), 2/1 (2008), 1/1 (2309), 3/2 (2604), 2/7 (2105), 1/7 (2609).


Unit Type: 3-3-26/3-4. Hex: 5/11 (2305).

Unit Type: 3-2-8. Hex 1 (2706).

Unit Type: 1-1-10. Hex: 1 (2104).


Unit Type: 1-1-15/1-6. Hex: 1 (2202).

1.2.3. SPECIAL RULES

1. The Japanese Player is the First Player. His Player-Turn is first in every Game-Turn. This Scenario begins on Game-Turn One, and continues through, and including Game-Turn Seven.

1.3. SCENARIO III

1.3.1. JAPANESE INITIAL DEPLOYMENT

(Same as 15.11)

1.3.2. U.S. INITIAL DEPLOYMENT

(Same as 15.12)

1.3.3. SPECIAL RULES

1. The Japanese Player is the First Player. His Player-Turn is first in every Game-Turn. This Scenario begins on Game-Turn One and continues through, and including Game-Turn Seven.

16.0. GAME NOTES

16.1. HISTORICAL NOTES

The first Japanese attempt to retake Guadalcanal was planned within days of the Marines’ landing on August 7. The Japanese were conducting at this time a very promising, three-week-old campaign to cross to the south of the Owen Stanley Mountains in New Guinea and capture the strategic Port Moresby. Thus, there were in the adjacent Solomons Islands area a number of troops staging through; these included one of the two combat-ready infantry regiments available to Japanese planners with whom to oppose the American landing on Guadalcanal (the 144th). However, after assessing the situation, this formation was released for New Guinea (arriving on the 14th). The remaining infantry regiment available was the 28th, which had been earmarked for the ill-fated invasion of Midway in June and was, on August 7, enroute from Guam to the Japanese mainland. This destination was abruptly changed to Guadalcanal.

Upon arrival, the regiment’s 2nd Battalion immediately set upon the five Marine battalions then on Lunga Point, and was decimated. With somewhat more youth in itsPerimeter defense, the remainder of the regiment followed; the 1st Battalion on August 29, the 3rd on September 4.

Meanwhile, the Marines had completed the paving of the runway at Lunga Point, and “Henderson” Field became operational with two Marine squadrons on August 20. Although air operations were at first disappointing, their significance was not lost on the Japanese, who by now recognized the real threat posed by the American enclave. They planned a limited offensive, conducted by the 35th Brigade, then stationed in the Netherlands East Indies. Arrival of the brigade began at once: the 124th Regiment (Aug. 30, 31, Sept. 7), Engineers (Aug 31), Anti-aircraft, mortar and anti-tank battalions (Sept. 4, Sept. 7, and Aug. 30, respectively).

This offensive hummed off on September 12, when the forward elements of the 35th Brigade discovered elements of the Marine parachute Battalion, which was mauled in the ensuing action. However, the Japanese, insisting upon a frontal assault along the ridge, were stopped.

Following the battle of “Bloody Ridge,” the Americans felt for the first time capable of expanding their perimeter. And with the arrival of the Seventh Marine Regiment, the operation, with the aim of forcing the main Japanese force beyond striking distance of the Lunga area, was begun. Although an outpost was established along the Matanikau River as a result of this operation, attempts to cross the river were repulsed with heavy losses. Further attempts on 7-9 October met with a similar fate, as the Japanese had planned a simultaneous crossing of the Matanikau from west to east. With the heavy losses incurred in these ill-advised offensives, the Marines were forced to consolidate their position and await the next Japanese move.

After the repulse of their 35th Brigade, the Japanese determined to send an entire division to Guadalcanal. This unit, the 2nd (Sendai), had begun its transfer (it also was based in the Netherlands East Indies) to Japanese bases in the Solomon, in August. It was to approach to the south of the American perimeter through the rough terrain to the west.

The Japanese approach route made the movement of heavy weapons prohibitively slow, and most of these were simply abandoned along the way. Such was the Japanese faith in success. Despite the warnings of the 35th Brigade’s commander (who was dismissed for his view that the main threat should be to the east of Bloody Ridge), the Japanese command again opted for the frontal assault against the ridge position. Predictably, this attack met with no more success than the first, and the Japanese prepared to send still another division, the 38th, perhaps never understanding the problem before them.

But in any case, the bulk of the 38th Division was destroyed by dive bombers while enroute to Guadalcanal; by this time, American control of the air in the lower Solomons had become complete. The Japanese then realized that further reinforcement was unfathomable and adopted the objective of delaying rather than defeating the Americans. The Japanese forces, the last of which were evacuated in February, 1943, were remarkably effective in that role and had actually restricted the Americans to the relatively small area shown on the map up until mid-January, 1943.

16.2. PLAYERS’ NOTES

SCENARIO I

Japanese Player: In this Scenario, you must avoid the obvious attack on Bloody Ridge, swing your forces to the west of the ridge, over the river, and drive for the airfield through the open terrain. It is to your advantage to sacrifice a few units to pin the main U.S. line. The units on your right wing should start working their way west, picking off any stray U.S. units as they go. The major weapon at your disposal is the ability to land reinforcements behind the U.S. line.

U.S. Player: You should attempt to establish a solid line of infantry while gathering units in the crucial area. The key to victory even though final victory is control of the airfield is in destroying the Japanese infantry. These are the heart of any attack, and once eliminated, the Japanese will be hurting for offensive punch.

SCENARIO II

Japanese Player: This Scenario presents a much different situation. You have more units of every type and would appear to have an even better chance of taking the airfield than in the First Scenario. This is a bit misleading. You will observe that the U.S. Player also has more units and has pushed his perimeter deeper into the jungle. Thus, you must defeat more Americans and cover a greater distance. To accomplish this you must avoid a set-piece battle and strive for maneuver and infiltration. Often, after the U.S. Player has poured his units into the main battle, you will find an opportunity to break through the U.S. left flank. While these things are going on you must also put pressure on the extended U.S. right, but this is usually countered with relative ease.

U.S. Player: Use your strength to bring the fight to the Japanese in the jungles, away from the airfield.

GENERAL

Avoid putting artillery in a position where Enemy infantry can move adjacent, thereby preventing the unit from firing Barrage or PFP. The Japanese Player can often run ashore, pinning a large number of artillery units if the U.S. Player is not careful with his beach defenses. A tactic which should be used whenever possible is to move adjacent to an Enemy line, concentrating your infantry against one or two units and using artillery to perform the necessary diversionary attacks. If the infantry are successful, the Enemy Player will find his line pinned for the Movement Phase and he will be forced to make attacks which might have unfavorable results for him.

DESIGN CREDITS

Game Design: Kevin Zucker
Physical Systems and Graphics: Redmond A. Simonsen
Systems Design and Game Development: Edward M. Curran
Production: Manfred F. Milkuhn, Larry Catalano, Linda Mosca, Kevin Zucker.
[1.0] INTRODUCTION

The Island War game system is a simulation of World War II ground combat in the Pacific Theater. Each game in the system represents a clash between American and Japanese forces on one of the many Pacific islands. The playing pieces represent the actual units which participated in the battles, and the map represents the actual terrain over which those units fought. Two rule folders are provided. The first contains Standard Rules, which are common to all the games in the Island War system. The second folder contains Exclusive Rules for each game in the system, and the Initial Deployment and Reinforcement Rules.

The game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

Each of the 22" x 17" mappers portrays the battle area. A hexagonal grid is superimposed over the terrain features on the map sheet in order to regularize movement and the positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Table, the Terrain Key, and the Turn Record/Reinforcement Track.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the historical battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by the piece. These playing pieces will hereafter be referred to as "units."

[2.3.1] How to Read the Units

Size

Designation

Type

Movement

Allowance

Attack Strength

4-4-10

Defense Strength

FPF Strength

Barage Strength

1-2-10

Range Allowance

Type

Movement

Allowance

Defense Strength

Unit Types

- Infantry
- Anti-Tank
- LVT (Amphibious)
- Mortar
- Field Artillery
- Mountain Artillery
- Defense (coastal) Artillery
- Parachute
- Special Weapons (SP)
- Engineer
- Commando
- Machine Gun
- Armor
- Reconnaissance
- Anti-Aircraft Artillery
- Cavalry

Unit Designations:
The regiment to which the battalion belongs is shown to the right of the slash. In Leyte, detached battalions bear only the identity of their regiment.

Unit Sizes:
1 = Company, 11 = Battalion, 111 = Regiment.

[2.3.3] Definition of Terms

Attack Strength is the relative strength of a non-artillery unit with regard to attacking other units, expressed in terms of Attack Strength Points.

Defense Strength is the relative strength of a unit with regard to defending against the attacks of Enemy units, and is expressed in terms of Defense Strength Points.

Barrage Strength is the relative strength of an Artillery unit when attacking Enemy units, and is expressed in terms of Barrage Strength Points.

Final Protective Fire (FPF) Strength is the relative ability of an Artillery unit to add to the Defense Strength of Friendly units, and is expressed in terms of FPF Strength Points.

Movement Allowance is the maximum number of clear terrain hexes through which a unit may be moved in a single Movement Phase; each such hex requires one Movement Point of the Movement Allowance. More than one Movement Point may be expended for some hexes.

Range Allowance is the maximum number of hexes from the hex of an Artillery unit using its FPF or Barrage Strength (exclusive), to the defending unit's hex (inclusive).

[2.4] GAME SCALE

Each hexagon on the map sheet represents from 500 to 2000 yards of real terrain from side to side. Each Game-Turn is equivalent to one or two days of real time.

[2.5] PARTS INVENTORY

Folio Game: QuadriGame:

Game Map 1
Die-Cut Counter Sheet 1
Standard Rules Folder 1
Exclusive Rules Folder 1
Die (or Randomizer) 1
Game Box 0
Folio (Folder) 1

If any of these parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, New York 10010
Questions regarding the rules of the game (stated in a "Yes or No" or multiple choice manner) will be answered, if accompanied by a stamped, self-addressed envelope.

3.0] SETTING UP THE GAME
The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The differently colored units represent forces of opposing sides. Players should determine which side each will play. The Players then consult their respective Initial Deployment Charts. These charts tell the strength of each unit which is in play (on the map) during the First Game-Turn. Unit values are listed as follows: Attack Strength - Defense Strength - Movement Allowance. For artillery units: Barrage Strength - Final Protective Fire Strength - Range Allowance - Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up hexes for their units, in which case one Player or the other will be instructed to deploy first. Each reinforcement unit should be placed in a space on the Turn Record/Reinforcement Track which depicts a unit of its type. If there is no quantity indication (x1, x2, etc.), only one unit of the type shown is received. Other information presented on the Turn Record/Reinforcement Track is:

Game Turn: 26 Dec 23
Events: End Scen 3
Ground Support Points: 3/0

The Ground Support Points are listed U.S. first, Japanese second. If there is only one number here, it represents U.S. Ground Support (only). The date of the Game-Turn is the opening date of the historical period represented.

The Scenario Special Rules indicate which Player is the First Player. The Scenario Victory Conditions tell how the game is won. Play proceeds according to the Sequence of Play for the number of Game-Turns specified in the Scenario.

4.0] SEQUENCE OF PLAY
This game is played in successive Game-Turns, composed of alternate Player-Turns. During each Game-Turn the Players maneuver their units and resolve combat in sequence, according to the following outline and within the limits provided by the rules which follow. At the conclusion of the last Game-Turn, the Victory Conditions are consulted and a winner is determined.

4.1] SEQUENCE OUTLINE
THE GAME-TURN
The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below.

1. FIRST PLAYER-TURN
   A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement, Zones of Control, Terrain Effects and Exclusive Rules of the game. The Phasing Player may bring Reinforcements onto the map as allowed by his Reinforcement Schedule and the Reinforcement Rules. The non-Phasing Player may not move his units.
   B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player’s units. The Phasing Player may execute his attacks in any order he desires. Each attack follows the following subsequence when appropriate:
      a. The Phasing Player states the number and strength of his attacking ground units.
      b. The Phasing Player allocates Barrage Strength Points (if he wishes) from Artillery units and Ground Support Points.
      c. The non-Phasing Player allocates Final Protective Fire Strength (if he wishes) from non-adjacent Artillery units and Ground Support Points.
      d. The Combat Differential (total attacking strength minus total defending strength) is calculated, the terrain-type occupied by the defending unit is found and the combat differential column from that line is consulted. The die is rolled under that heading (see Combat Results Table) and the indicated result is immediately applied.
      e. During the Combat Phase, neither Player may move his units, except when called for as a result of combat.

2. SECOND PLAYER-TURN
The Second Player now becomes the Phasing Player and executes Movement and Combat in the sequence described above.

3. GAME-TURN RECORD INTERPHASE
The Turn Marker is advanced one space along the Turn Record/Reinforcement Track, signaling the start of a new Game-Turn.

5.0] MOVEMENT
GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. At each unit enters a hex, that unit pays one or more Movement Points from its Movement Allowance.

CASES:
5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS
[5.11] Movement may never take place out of sequence. A Player’s units may be moved during his Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after Combat is resolved. During the Enemy Player’s Movement Phase, and during both Players’ Combat Phases, except when advancing or retreating as a result of Combat, Friendly units must not be moved.
[5.12] A Friendly unit may never enter a hex containing an Enemy unit.
[5.13] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. A unit may expend all, some or none of its Movement Points in any one Game-Turn, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.
[5.14] An American unit may never exit a Japanese controlled hex during any Movement Phase. A Japanese controlled hex may be exited only during a retreat or advance as a result of Combat. An American unit may never exit an American controlled hex during any Movement Phase. These units may exit from an American controlled hex only during a retreat or advance as a result of Combat. Japanese infantry and engineer units may exit American controlled hexes (see 6.14).
[5.15] Once a unit has been moved and the Player’s hand taken from the piece, it may not be moved any further during the Player-Turn nor may it change its move without the consent of the opposing Player.
[5.17] There are no supply rules (unless otherwise noted in a specific game’s Exclusive Rules). Units are considered to be “in supply” at all times. Isolation has no effect on Movement or Combat.

5.2] EFFECTS OF TERRAIN
[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one Movement Point. When the Terrain Key calls for a Movement Point expenditure to cross a terrain hexside, this cost is in addition to the terrain cost for entering the hex. Movement Point costs are summarized on the Terrain Key on the map. Movement Point costs are cumulative.
[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only 1/2 Movement Point, regardless of other terrain in the hex.
[5.23] A unit which moves from one trail hex directly into an adjacent trail through a trail hexside expends one Movement Point, regardless of other terrain in the hex.
[5.24] A unit may not enter a hex if it does not have sufficient Movement Points remaining to pay the Movement Point cost to enter the hex itself and the hexside being crossed.
[5.25] Armored units may enter only clear and Town hexes; they may enter any other hex only via a road or trail hexside.

5.3] EFFECTS OF OTHER FRIENDLY UNITS
[5.31] A Friendly unit may move through hexes occupied by other Friendly units (at no extra Movement Point cost), but may not enter the Movement Phase stacked in the same hex with another Friendly unit. Stacking is prohibited.
[5.32] There is no limit to the number of Friendly units that can pass through a single hex in one Game-Turn.
[5.33] Friendly controlled hexes never interfere with Friendly movement.

6.0] ZONES OF CONTROL
GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any unit in that hex. However, upon which a unit enters a Zone of Control are called Controlled Hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:
6.1] EFFECTS ON MOVEMENT
[6.11] All units exert a Zone of Control at all times, regardless of the Phase or the Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.
[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.
[6.13] There are only two ways for a unit (except Japanese infantry and engineer units) to exit an Enemy controlled hex: either by retreat or advance as a result of Combat, or by removal of the Enemy unit exerting the Zone of Control as a result of Combat.
[6.14] Japanese infantry and engineer units which begin the Movement Phase in an American controlled hex may move to any adjacent hex. They may move one, and only one hex; they may even move directly from one American controlled hex to another American controlled hex. Note that this rule does not allow Japanese units to retreat into or
through American controlled hexes as a result of Combat.

[6.15] Zones of Control extend into all types of terrain hexes and across all types of terrain hexides.

[6.2] MULTIPLE ZONES

[6.21] If there are both Enemy and Friendly Zones of Control cast over a given hex, they have no affect on each other; both Zones co-exist and the hex is mutually controlled by both Players.

[6.22] There is no additional effect when more than one unit casts its Zone of Control over a given hex.

[6.23] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[7.0] COMBAT

GENERAL RULE: Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. See also Ground Support Rules (9.0).

The Phasing Player is termed the Attacker; the other Player the Defender, regardless of the overall strategic situation.

PROCEDURE: Total the Attack Strength, Barrage Strength and Ground Support Strength of all attacking units involved in a specific attack; total the Defense Strength and the Final Protective Fire of all units which are the object of a specific attack. Subtract the total Strength of the defending units. The result is the Combat Differential expressed in Points. It may be either a positive or a negative number.

Consult the Combat Results Table, find the terrain-type which the defending unit occupies, directly across that line find the appropriate combat differential column, roll the die under that column heading, and then apply any Combat Results immediately, before resolving any additional attacks that are being made in the same Combat Phase. Example: If thirteen Strength Points were attacking a unit with four Strength Points in a Jungle hex, the Combat Differential would be +9. The attack would be resolved at +8-9 on the line corresponding to Jungle terrain. [A die roll of one would result in a D-3.]

Having determined the proper column on the Combat Results Table (7.61), the attacker rolls the die. The result indicates a line which is crossed-indexed with the proper column. The intersection of line and column yields a Combat Result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] Each non-Phasing unit that has a Phasing unit adjacent to it must be attacked by some Phasing unit during that Combat Phase. The Phasing Player may resolve these attacks in any fashion desired, so long as all adjacent units are attacked within the requirements of rule 7.2.

[7.12] All of the Phasing Player’s units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] A defending unit may be attacked by as many as six adjacent units, with possible additional Artillery Barrage Strength (see 8.0) and Ground Support (see 9.0).

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

[7.15] Non-Artillery units may attack only if in a hex adjacent to the defending unit.

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player’s unit is in a Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to or are within range of the Enemy occupied hex.

[7.23] Attacks may involve any number of attacking or defending units. For the attacks to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the addition of Barraging Artillery units, which need not be adjacent.

[7.3] COMBAT STRENGTH UNITY

A given unit’s Attack and Defense Strengths are always unitary. That is, a unit’s Strength may not be divided among different combats, either for attack or defense.

[7.4] EFFECTS OF TERRAIN

[7.41] Defending units, only benefit from the terrain in the hex they occupy and/or that hex’s perimeter hexides. Terrain in hexes occupied by attacking units has no effect on combat.

[7.42] Defending units do not benefit from River hexides unless all units attacking that defending unit are attacking across River hexides.

[7.43] The effect of terrain (on combat) has been integrated into the Combat Results Table. Simply find the terrain which the defending unit benefits from, trace over to the proper Combat Differential column, and roll the die under that column heading.

[7.44] Terrain benefits for combat are not cumulative. A defending unit always benefits only from the most advantageous terrain. Example: A unit in rough terrain behind a River hexside would benefit from the rough terrain only.

[7.45] When two or more defending units are being attacked in a single combat and are on two different types of terrain, each having a different effect, the Phasing Player may voluntarily reduce the Differential of any given attack. That is, he may never voluntarily shift to the left of his Combat Differential column.

[7.5] DIVERSIONARY ATTACKS

[7.51] In making a series of attacks, a Player may allocate his attacking units so that some attacks are made at “poor” Differentials, so that adjacent attacks may be made at more advantageous Differentials (by allotting most of the attacking force to the major objectives). These attacks are known as diversionary or holding attacks.

[7.52] The Phasing Player may never voluntarily reduce the Differential of any given attack. That is, he may never voluntarily shift to the left of his Combat Differential column.

[7.6] COMBAT RESOLUTION

[7.61] Combat Results Table

(See separate sheet.)

[7.62] Explanation of Results

D1, D2, D3 = Defender Retreats the indicated number of hexes (1.2). Each Player retreats his own units. He must retreat his units in accordance with the Retreat Rules (see 7.7). Units may not retreat across prohibited hexides (see Terrain Key).

A1 = Attacker Retreats one hex.

Ac = Attacker Eliminated. Defender may advance into the hex.

De = Defender Eliminated. Attacker may advance into the hex.

[7.7] HOW TO RETREAT

When the Combat Result requires a Player’s unit(s) be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

[7.71] In retreating, a unit may initially leave an Enemy controlled hex; thereafter it may not enter an Enemy controlled hex. Friendly units do not negate Enemy Zones of Control for purposes of retreat.

[7.72] A retreating unit may not cross a prohibited hexside (see Terrain Key).

[7.73] Where possible, a retreating unit must retreat into and through vacant hexes. If no other route is available, the retreating unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves into or through (see 7.8).

[7.74] In all cases, the retreating unit must terminate its retreat the Combat Result-indicated number of hexes away from its former combat position. If it cannot, and can retreat only a portion of the number of obligated hexes, it is eliminated in the last hex to which it is able to retreat. The retreat path (see 7.9)1 terminates in the hex a unit is eliminated in.

[7.8] DISPLACEMENT

[7.81] If Friendly units occupy hexes in the only possible retreat route available to a retreating unit, those Friendly units are displaced (moved out of their hexes) by the retreating unit. The displaced unit is moved one hex (by the Owning Player) as if it were itself retreating. Then the retreating unit enters the vacated hex and, if necessary, continues its retreat. The retreating unit may displace as many units as necessary to retreat the indicated number of hexes.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can therefore displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.83] If a retreating unit displaces a unit in a hex which the Phasing Player had intended to Barrage Attack, the attack against that hex may not take place. Of course, the displaced unit may be Barrage Attacked in its new hex.

[7.9] ADVANCE AFTER COMBAT

[7.91] Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat, it will leave a path of vacant hexes behind it called the Path of Retreat (this includes hexes vacated pursuant to 7.74). Any or all Friendly victorious units which participated in the combat and were adjacent to the retreating unit are allowed to advance along the Enemy Path of Retreat.

[7.92] The advancing victorious units may cease advancing at any hex along the Path of Retreat.
[8.0] ARTILLERY

GENERAL RULE:
Artillery units may participate in combat from adjacent and non-adjacent hexes. The Artillery unit’s Barrage Strength may be used to attack Enemy units. The Artillery unit’s Final Protective Fire Strength may be used to supplement the Defense Strengths of other Friendly defending units. In either case, Artillery units need not be adjacent to, but must be within range of the defending unit. An Artillery unit may use both its Barrage Strength and Final Protective Fire Strength in a single Game-Turn. When attacked, an Artillery unit defends itself with its own Defense Strength.

CASES:

[8.1] BARRAGE ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units up to the extent of their Range Allowance, but they are never forced to attack an Enemy unit merely because it is within range. Artillery units are not subject to Line of Sight restrictions.

[8.12] Range from the Barraging Artillery unit to the defending unit is counted by including the target hex (defending unit’s hex), but not the Barraging unit’s hex.

[8.13] Artillery units may only attack a single Enemy-occupied hex when barraging, except when making a combined attack with other units attacking from adjacent hexes (see 8.2).

[8.14] Barraging Artillery (Artillery attacking from a non-adjacent hex) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks. Of course, other units cooperating with the Barraging Artillery units from an adjacent position would be affected by Combat Results.

[8.15] In attacks made solely by Artillery and/or Ground Support Strength, only Combat Results of D2, D3 and D4 affect the defending unit.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other Barraging Artillery and/or Ground Support, or in concert with any Friendly units making adjacent attacks, adding their bombardment worthwhile to the attack. These attacks are called Combined Attacks.

[8.22] When Friendly units are attacking adjacent Enemy units in more than one hex, the Barraging Artillery units need be within range of only one of the defending units to add their Barrage Strength to the attack.

[8.3] ADJACENT ATTACKS

[8.31] When adjacent to an Enemy unit, Artillery units must participate in an attack against adjacent Enemy units. In making this attack, the Artillery unit uses its Barrage Strength.

[8.32] When attacking from an adjacent hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.33] Artillery units attacking from an adjacent hex must suffer all the Combat Results of their attacks.

[8.4] FINAL PROTECTIVE FIRE

[8.41] A non-Phasing Artillery unit, which has not yet been subject to a successful attack in the current Combat Phase, had suffered no adverse Combat Results in the previous Combat Phase, and is not adjacent to an Enemy unit, may use its Final Protective Fire Strength (FPF) to supplement the Defense Strength of a Friendly unit which is under attack. If a non-Phasing Artillery unit has been displaced, has suffered a Combat Result in the previous Combat Phase, or is adjacent to an Enemy unit, it may not use its FPF during the current Enemy Combat Phase.

[8.42] The Friendly defending unit receiving Final Protective Fire must be in range of the Artillery unit providing the FPF. This range is computed to the hex occupied by the defending unit [the Enemy unit], not to the hex occupied by the attacking unit [the Enemy unit].

[8.43] FPF Strength Points are simply added to the Defense Strength of the unit receiving Final Protective Fire.

[8.44] When an Artillery unit supplies FPF, it neither benefits nor suffers from the Combat Result.

[8.45] FPF may not be used to supplement the Defense Strength of a Friendly unit which is under attack solely by Enemy Artillery (either adjacent or non-adjacent) and/or Ground Support.

[8.5] DEFENSE

When an Artillery unit is attacked in any fashion, it uses its Defense Strength, not its FPF.

[8.6] TERRAIN EFFECTS

[8.61] An Artillery unit may use its Barrage or FPF Strength anywhere within its Range Allowance, regardless of intervening terrain or units (either Enemy or Friendly).

[8.62] Defending units benefit fully from the terrain in the hex they occupy when attacked by Artillery (regardless of range). Defending units do not receive any hextide benefits if attacked solely by Artillery and/or Ground Support. Defending units do receive hextide benefits if they are subject to a Combined Attack involving adjacent non-artillery units, all of which are attacking across the terrain hextide type in question.

[9.0] GROUND SUPPORT

GENERAL RULE:
Some Artillery and/or Air Power in the game is not represented by units, but rather by the allocation of Ground Support Points on a Game-Turn by Game-Turn basis. These Points are allotted on the Turn Record/Reinforcement Track. The Players must record (on scratch paper) the allocation and expenditure of Ground Support. Ground Support Points are used to come from off the playing area and do not have any range limitations (unless otherwise stated in the Exclusive Rules).

PROCEDURE:
Ground Support Points may be used during any Combat Phase, exactly as if they were Artillery, and can function as Barrage or FPF. Example: A Player has 10 Ground Support Points allocated in a given Game-Turn. When he is the Phasing Player, he may use these Points as Barrage Strength Points. When he is the non-Phasing Player, he may use these same Points as FPF.

CASES:

[9.1] RESTRICTIONS AND PROHIBITIONS

[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.12] A Player may assign all available Ground Support Points to one target unit, or he may split them up between as many targets as he sees fit.

[9.13] Ground Support Points have unlimited range. They may attack any Enemy unit on the map.

[9.14] Ground Support may not be accumulated from Game-Turn to Game-Turn. If they are not used in the Turn allocated by the Track, they are lost.

[10.0] JAPANESE MASSED INFANTRY ("BANZAI") ATTACKS

GENERAL RULE:
The Japanese Player may elect to convert any regular combat involving infantry/engineer units into a massed infantry ("Banzai") attack.

PROCEDURE:
The Japanese Player declares that a regular attack will become a "Banzai" attack before the die is rolled for that combat. He then doubles the Attack Strength of all Japanese infantry and engineer units involved in that combat. The die is rolled and cross-referenced with the new Differential column on the CRT and the result is applied as in normal combat. At this point, the Japanese Player must remove infantry and engineer units whose total printed Attack Strength equals the printed Defense Strength of the American unit. These units are destroyed to reflect the suicidal nature of the tactics employed in such an attack.

CASES:

[10.1] EFFECT

[10.11] The Japanese Player may double only the Attack Strength of infantry or engineer units involved in that combat. Armor or Artillery may not be doubled in this type of attack.

[10.12] When removing units whose Attack Strength equals the Defense Strength of the American unit, the Japanese Player must remove infantry and/or engineer units first. If there are not enough units of this type to meet the requirement, then he must remove armor and adjacent Artillery units in that order.

[10.13] Barraging Artillery units may not be removed to meet the exchange requirements of these rules.
### INTEGRATED COMBAT RESULTS TABLE

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<thead>
<tr>
<th>Terrain Type:</th>
<th>Combat Differential (Attacking Strength minus Defending Strength)</th>
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<td>-2 -1 0 +1 +2,3 +4,5 +6,7 +8,9 +10</td>
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<tr>
<td>Broken, Town</td>
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<tr>
<td>River</td>
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<tr>
<td>Clear</td>
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Attacks at less than the lowest differential are resolved at the lowest differential. Attacks at greater than +10 are resolved as +10 attacks.