ISLAND WAR

Okinawa
The Last Battle, April 1945
EXCLUSIVE RULES

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[11.0] INTRODUCTION
Okinawa is a simulation of combat between U.S. and Japanese forces over control of the Island of Okinawa in 1945. The game focuses on the battles which took place in the southern quarter of the island, as the Japanese attempted to demonstrate to the Americans that an invasion of the Japanese islands would be prohibitively costly.

[12.0] REINFORCEMENTS
GENERAL RULE:
Only the U.S. Player receives 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 normally during the Movement Phase in which they arrive. Reinforcements may be deliberately withheld, and brought into the game on some later Game-Turn.

[12.2] WHERE REINFORCEMENTS ARRIVE
U.S. Reinforcements may be brought onto the map in any hex at the northern or eastern mapedges. Reinforcements may conduct invasions on their Game-Turn of arrival (see 14.0).

[12.21] IN ENEMY ZONES OF CONTROL
Reinforcements may arrive in an Enemy Zone of Control. However, if they do so, they may move no farther that Movement Phase and must attack at least one Enemy unit to which they are then adjacent (see 6.0).

[12.22] ON MAPEDGE HEXES
Units which are to enter at a particular mapedge may be placed in any hex in the first row of hexes at that 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 extra 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.

[13.0] REPLACEMENTS
GENERAL RULE:
Both sides are allowed a certain number of replacements during the course of the game. They may be used only in the Campaign game.

[13.1] RESTRICTIONS
[13.11] At any time on Game-Turn Eighteen or after, the U.S. Player may replace a total of eight destroyed U.S. units. They may be brought into play all at once or in smaller groups.

[13.12] The Japanese Player receives one Replacement Point per Game-Turn. These Points are equivalent to the Defense Strength Point of an infantry unit. The Japanese Player may accumulate these Points from Game-Turn to Game-Turn. He may replace a destroyed unit by expending a number of Replacement Points equal to the Defense Strength of the unit. He may bring back as many units as he has Points for, but may replace only infantry units.

[13.13] The replacement of a unit does not nullify the Victory Points awarded for its original elimination.

[13.14] U.S. replacements return to play by entering from the northeast mapedge. Japanese replacements enter the game by appearing in a city hex in Shuri or Naha. They are limited to one unit per hex, which must be placed at the beginning of the Japanese Player-Turn.

[13.15] The Japanese Player may continue to bring in replacements and accumulate Replacement Points as long as there is at least one city hex in either Shuri or Naha which is still controlled by the Japanese. Control goes to the side which occupied, or was the last to have passed through the hex. All Shuri and Naha hexes start the Campaign Game controlled by the Japanese.

[14.0] INVASIONS
GENERAL RULE:
Both Players may make a limited number of invasions during the course of the game. Each Scenario tells whether or not either side may make an invasion.

CASES:
[14.1] INVASION PROCEDURE
[14.11] The U.S. Player may use either Marine or Army units or a combination of the two types in an invasion.

[14.12] The Japanese Player may use only engineer and/or commando units for his invasion.

[14.13] For a unit to be used in an invasion, it must have begun the Player-Turn in a clear terrain coastal hex, free of Enemy Zones of Control. It may not move during the Movement Phase. At the end of the Movement Phase simply place the unit on any other vacant clear terrain coastal hex. It may move no farther that Phase.

[14.14] No more than six U.S. units may make invasions in a single Game-Turn

[14.15] All eligible Japanese units may make invasions in every Game-Turn.

[14.16] Neither side may make invasions on the last Game-Turn of any Scenario.

[15.0] EXITING THE MAP
GENERAL RULE:
Players’ units may exit from the map. An exiting unit must pay the terrain cost in Movement Points to enter an imaginary hex presumed to be adjacent to the mapedge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited. Once a unit exits the map it may not return. Exited units are not considered eliminated (but see 17.4) and are kept separate from eliminated units.

[16.0] GROUND SUPPORT
[16.1] EFFECTS OF TERRAIN
The U.S. Player may never use his Ground Support Points as Barrage Strength against any Japanese unit which is in Rough terrain. [Note that there are no U.S. artillery units in the game.]

[16.2] FPF LIMITATION
The U.S. Player is limited in the number of FPF which he may use in a given combat. The U.S. may
[17.0] VICTORY CONDITIONS
Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for eliminating Enemy units, for reaching territorial objectives, for exiting from the map and (for the Japanese Player) withdrawing after U.S. units. Players must keep track of Victory Points on a piece of scratch paper.

CASES:
[17.1] VALUE OF UNITS IN VICTORY POINTS
[17.11] Each unit has a numerical Victory Point Value equivalent to the total of its Combat Strengths (Attack plus Defense Strengths for non-Artillery units; Barrage, FPF and Defense Strengths for Artillery units). Thus, a Marine battalion (4-4-10) would be worth eight Victory Points.
[17.12] Victory Points are awarded to the Player when he eliminates Enemy units. If the Japanese Player eliminated a U.S. 4-3-10, the Japanese Player would receive seven Victory Points.

[17.2] VICTORY POINTS FOR U.S. RETREATS
[17.21] The Japanese Player receives one Victory Point for each hex a U.S. unit retreats. This retreat can be the result of a Japanese attack or a U.S. attack. For example, if a U.S. unit received a "D2", retreat, the Japanese Player would receive three Victory Points. If a U.S. unit suffered an "A1", the Japanese Player would receive one Victory Point.
[17.22] Victory Points are awarded to the Japanese Player as soon as the Combat Result is applied, and for each U.S. unit which suffers a retreat result. If an American unit is destroyed, the Japanese Player receives the Points for the elimination of the unit and not for any hexes it may have retreated (as explained in case 7.74 of the Standard Rules).

[17.3] TERRITORIAL OBJECTIVES
[17.31] Each Scenario will state which two Objective Lines are in use for that particular Scenario. The Players receive certain Victory Points for the positions of their units in relation to these lines at the end of the Scenario. If the Japanese Player has a unit north of the primary line he receives 5 Victory Points for this. If the Japanese Player has a unit north of the secondary line, he receives 1 Victory Point. He receives these Points for each unit so positioned at the end of the game. (Note that a unit north of the primary line is also north of the secondary line, but would receive only the Victory Points for being north of the primary line.) The U.S. Player receives 4 Victory Points for each unit south of the secondary line at the end of the Scenario.

[17.4] VALUE FOR EXITING FROM THE MAP
[17.41] The Japanese Player receives three Victory Points for each Defense Strength Point exited off the Northeast mapedge. In addition, the U.S. Player must immediately remove any three of his units from the map as each Japanese unit exits. The units chosen need not be those units nearest to the exit hex.

[17.5] LINE OF COMMUNICATIONS
[17.51] All U.S. units on the map [only] are required to have a Line of Communications. U.S. units must trace a Line of Communications to any hex on the northeast mapedge at the end of each Scenario or else the Japanese Player will receive Victory Points.

[17.52] The Japanese Player receives three Victory Points for each U.S. unit which is unable to trace a Line of Communications at the end of the Scenario.

[17.53] A Line of Communications is defined as a series of contiguous hexes free of Enemy units or their Zones of Control. A Line of Communications may always be traced through a hex containing a Friendly unit, regardless of Enemy Zones of Control.

[17.6] JAPANESE AUTOMATIC VICTORY
In any Scenario, if the U.S. Player does not have at least one unit south of the secondary line and if the Japanese Player has at least one unit north of the secondary line, the Japanese Player automatically wins the Scenario, regardless of the Victory Point totals.

[18.0] SCENARIOS
GENERAL RULE:
The instructions for each Scenario include each Player's Initial Deployment. Units are identified by their Combat Strengths and Movement Values. Units must be deployed in the map area or specific hexes listed. Also included in each Scenario are Special Rules, the length in Game-Turns and Victory Conditions.

PROCEDURE:
The Japanese Player always sets up first in accordance with the placement constraints listed in each individual Scenario. He may only set up his units south of the Primary Line described in the Scenario. The U.S. Player then sets up his units. He is free to place them in any hex north of that Scenario's Primary Line not in a Japanese Zone of Control.

CASES:
[18.1] OUTER SHURI DEFENSES
[18.11] U.S. INITIAL DEPLOYMENT
15 (4-3-10).
[18.12] JAPANESE INITIAL DEPLOYMENT
In Yonahara: 3 (2-3-10).
West of 1800 hex row (inclusive): 4 (3-4-10), 1 (2-3-10).
Anyswhere south of Primary Line: 4 (3-4-10), 1 (2-3-10), 3 (1-2-10/-1-6), 2 (1-2-2-2/8), 1 (1-2-5/-1-6).

[18.13] SPECIAL RULES
1. The U.S. Player is the First Player.
2. No invasions are permitted in this Scenario.
3. The Primary Line is Line A. The Secondary Line is Line B.
4. This Scenario begins on Game-Turn One and continues through Game-Turn Twelve.

[18.14] VICTORY CONDITIONS
The U.S. Player wins if his Victory Point total exceeds the U.S. Point total by at least 50 Victory Points. Otherwise, the U.S. Player wins.

[18.2] JAPANESE COUNTERATTACK
[18.21] U.S. INITIAL DEPLOYMENT
19 (4-3-10).
[18.22] JAPANESE INITIAL DEPLOYMENT
3 (3-4-10), 3 (2-4-10), 11 (2-3-10), 2 (1-4-0), 2 (1-1-8), 1 (3-2-10), 5 (1-2-10/-1-6), 3 (1-2-2-2/8), 2 (1-2-15/-6).

[18.23] SPECIAL RULES
1. The U.S. Player is the First Player.
2. The U.S. Player is not permitted any invasions in this Scenario. The Japanese Player is allowed to invade on any two Game-Turns of his choice.
3. The U.S. Player must remove nine 4-3-10 battalions by exiting them from the northeast mapedge. They must be removed by Game-Turn 19 or else the Japanese Player will be awarded Victory Points. For each of the nine units which do not exit from the map in time, the Japanese Player is awarded three Victory Points. The Japanese Player continues to receive Points in this fashion each Game-Turn until the required nine units have been exited.
4. The Primary Line is Line B. The Secondary Line is Line C.
5. This Scenario begins on Game-Turn 14 and continues through Game-Turn 23.

[18.24] VICTORY CONDITIONS
The Japanese Player wins if his Victory Point total exceeds the U.S. Victory Point total by at least 50 Victory Points; otherwise the U.S. Player wins.

[18.3] FINAL SHURI DEFENSE
[18.31] U.S. INITIAL DEPLOYMENT
17 (4-3-10), 18 (4-4-10).
[18.32] JAPANESE INITIAL DEPLOYMENT
4 (2-4-10), 8 (2-3-10), 7 (1-2-10), 2 (1-2-10/-1-6), 2 (1-2-2-2/8), 1 (1-2-15/-1-6).

[18.33] SPECIAL RULES
1. The U.S. Player is the First Player.
2. There are no invasions permitted in this Scenario.
3. The Primary Line is Line C. The Secondary Line is Line D.
4. This Scenario begins on Game-Turn 29 and continues through Game-Turn 39.

[18.34] VICTORY CONDITIONS
The Japanese Player wins if his Victory Point total exceeds the U.S. Victory Point total by at least 50 Victory Points; otherwise the U.S. Player wins.

[18.4] BREAKOUT
[18.41] U.S. INITIAL DEPLOYMENT
2h (4-3-10), 18 (4-4-10).
[18.42] JAPANESE INITIAL DEPLOYMENT
1 (3-4-10), 2 (2-4-10), 6 (2-3-10), 7 (1-2-10), 2 (1-2-10/-1-6), 1 (1-2-2-2/8).

[18.43] SPECIAL RULES
1. The U.S. Player is the First Player.
2. The Japanese Player may make no invasions in this Scenario. The U.S. Player is permitted to invade on any one Game-Turn, but no sooner than Game-Turn 49.
3. The Primary Line is Line D. There is no Secondary Line.
4. This Scenario begins on Game-Turn 46 and continues through Game-Turn 60.

[18.44] VICTORY CONDITIONS
The Japanese Player, in addition to the normal Victory Points for U.S. retreats, eliminated units and Japanese units exited from the map, receives at the end of each Game-Turn one Victory Point for each Japanese unit remaining on the map at the end of that Game-Turn.

The Japanese Player receives no Points for Territorial Objectives. The U.S. Player receives no Victory Points at all in this Scenario. The Japanese Player wins if he achieves 100 Victory Points. The U.S. Player wins if the Japanese Player does not reach this level.

[18.5] THE CAMPAIGN SCENARIO
[18.51] U.S. INITIAL DEPLOYMENT
Same as case 18.11.
JAPANESE INITIAL DEPLOYMENT
Anywhere south of Primary Line:
All Japanese units.

SPECIAL RULES
1. The U.S. Player is the First Player.
2. The Japanese Player may make invasions on any
two Game-Turns. The U.S. Player may also make
invasions on any two Game-Turns, but may not
make more than one if there are any Japanese
units north of Line D.
3. The Players should use Replacement Rules.
4. The Primary Line is Line A. There is no
Secondary Line.
5. This Scenario begins on Game-Turn 1 and
continues through Game-Turn 60.

VICTORY CONDITIONS
The U.S. Player receives no Victory Points. The
Japanese Player receives the normal Victory Points
for U.S. retreats and eliminated units, and for
exiting the map. In addition, he receives four
Victory Points for each unit the U.S. Player brings
onto the map as either Reinforcements or Replace-
ments. He also receives 10 Victory Points per
Game-Turn (starting on the 45th Game-Turn) if
there is at least one Japanese unit remaining on the
map. This is determined at the end of each
Game-Turn. The Japanese Player also receives
four Victory Points for each U.S. unit which makes
an invasion during the course of the game. If a
particular unit were to participate in two invasions,
the Japanese Player would receive four Victory
Points for that unit for each invasion—a total of 8
Victory Points. The Japanese Player wins if he
achieves at least 500 Victory Points during the
course of the game. Otherwise, the U.S. Player
wins.

DESIGNER’S NOTES
Okinawa was the most difficult game of the four to
hammer into the Island War system. In the
process, it went through a considerable variety of
configurations [the final version of which captures
the flavor of the struggle, while preserving the ease
of play which the Standard Rules provide].
Okinawa was a decidedly different type of opera-
tion from all the other Pacific battles that had
gone before it. The size and terrain of the island, as
well as the concentration of Japanese troops and
equipment, coupled with the almost unbelievably
elaborate defensive networks, combined to make
Okinawa the most formidable endeavor of the
Pacific war for the U.S. This perspective of the
battle is most often obscured because Okinawa
came at the end of the war, at a time when U.S.
might seemed invincible and the Japanese seemed
already defeated. It need only be pointed out that
by bringing all available firepower to bear, the
conquest of southern Okinawa, an objective that
was planned to be achieved in 40 days by two
divisions, required 83 days and six divisions, plus
reinforcements. Okinawa cost the U.S. 65,000
casualties, including 12,281 dead.

On Okinawa, the Japanese had hoped to make the
price of victory so high that the U.S. would
consider a negotiated peace rather than an
invasion of Japan. In a sense, the plan worked. All
of the predictions about the devastating losses
expected from an invasion of Japan were based
primarily on the experience at Okinawa. Unfortu-
nately rather than a negotiated peace, Okinawa sealed the decision to drop the atomic
bomb. Thus, the Victory Points in the Scenarios
are designed around the basic Japanese goals of
holding on as long as possible and inflicting
maximum U.S. casualties.

The mapboard depicts only the southern quarter
of the island. The Japanese elected to allow the
U.S. troops to come ashore un molested and
overrun the northern ⅔ of the island. The actual
battle for Okinawa did not begin until the U.S.
troops first approached the outer Shuri defenses,
as depicted in the First Scenario.

There is one Special Rule that deserves comment.
The prohibition against the U.S. Player using
barrage attacks against the Japanese in Rough
terrain was designed to show the total ineffect-
iveness of U.S. artillery during the campaign. In
one case, six battleships and twenty-seven battalions
of artillery fired over 19,000 rounds for a thirty
minute period prior to an infantry assault. This
barrage inflicted less than 190 casualties and the
attack was completely repulsed with heavy
casualties, while the Japanese remained virtually
intact.

Okinawa saw the first large deployment of U.S.
armor in the Pacific, including the first major use
of armored flame throwers. The armor was almost
totally committed in tank-infantry teams, rather
than in segregated formations. Thus, the U.S.
Attack Strengths have been increased to reflect
the organic armor. Likewise, the Japanese employed
their 47mm anti-tank guns with great effectiveness
against the armor, and the Defense Strengths of
certain Japanese units were increased to reflect
this capability. The Japanese Order of Battle is fairly
complete, as good records are available. Some
small units that were canibalized for replacements
during the battle have been intentionally omitted.

Finally, the limitations on additional U.S.
invasions in southern Okinawa are the result of
logistical constraints. There was a general re-
tance at all levels of command to risk another
“Anzio.”

GAME NOTES

Players’ Notes
In all the Scenarios, the burden of the attack is on
the U.S. Player. He must not pass up the
opportunity to dislodge a Japanese unit from a
strong defensive position. Typically, the U.S.
Player should always take advantage of Japanese
units that are not in Rough terrain, because they
are vulnerable to U.S. Ground Support. Since the
Japanese Player receives Points for retreating U.S.
units, avoid making attacks which are unneces-
sary. The U.S. Player should be careful to
maintain a solid front and allocate some units to
rear security to guard against a possible Japanese
invasion. The best chance the U.S. Player has is to
advance down the two coasts where the terrain is
not as difficult.

The Japanese Player is always on the defensive.
Careful consideration should be made of any con-
templated counterattack. It will be almost
impossible to launch any sort of formal attack to
destroy U.S. units. The best bet to destroy U.S.
units is after the U.S. Player has made a mistake or
has suffered an adverse result while attacking,
and opened a hole in his line. However, it is by far
better to just sit there and let the U.S. dig his own
grave by attacking. Never “Banzai” unless it is
absolutely imperative and even then think it over.
Banzai attacks help the U.S. in the long run
because there are fewer units he has to destroy.

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[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 rules 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” mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the mapsheet 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.”

[2.31] How to Read the Units

Unit Types
- Infantry
- Anti-Tank
- LVT (Amphibious)
- Mortar
- Field Artillery
- Mountain Artillery
- Defense (coastal) Artillery
- Parachute
- Special Weapons (SP)
- Engineer
- 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.

[2.32] 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 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 mapsheet 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
- Die-Cut Counter Sheet
- Standard Rules Folder
- Exclusive Rules Folder
- Die (or Randomizer)
- Game Box
- Folio (Folder)
- 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
- Date
- Events
- Ground Support Points
- End Scene
- 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. After the end 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.

I. 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 sub-sequences 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.

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. 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 move.

[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.

[5.15] Japanese armored or Artillery units 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).

[5.16] 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 and 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 end 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. Hexes 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 hexes.

[6.2] MULTIPLE ZONES
[6.21] If there are both Enemy and Friendly Zones of Control cast over a given hex, they have no effect 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 a +9. The attack would be resolved at +8-9 on the die 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 cross-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 unityary. 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 hexide 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 on the defending unit, the defending units benefit from the terrain most favorable to the defender.

[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, 2, 3 = 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 units(1) 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 hexide (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 7.91) 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 themselves 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 cooperat

[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 bombarding effects 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, had 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 Friendly 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 hexside benefits if attacked solely by Artillery and/or Ground Support. Defending units do receive hexside benefits if they are subject to a Combined Attack involving adjacent non-artillery units, all of which are attacking across the terrain hexside type in question.
### INTEGRATED COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Terrain Type:</th>
<th>Combat Differential (Attacking Strength minus Defending Strength)</th>
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</thead>
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<tr>
<td>Rough</td>
<td>-2 -1 0 +1 +2,3 +4,5 +6,7 +8,9 +10</td>
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<td>Broken, Town</td>
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<tr>
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<tr>
<td>Clear</td>
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<tr>
<th>Die Roll:</th>
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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.