ISLAND WAR
STANDARD RULES
for the games
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1.0 INTRODUCTION

2.0 GAME EQUIPMENT
2.1 The Game Map
2.2 Charts and Tables
2.3 The Playing Pieces
2.4 Game Scale
2.5 Parts Inventory

3.0 SETTING UP THE GAME
4.0 SEQUENCE OF PLAY
4.1 Sequence Outline

5.0 MOVEMENT
5.1 Movement Restrictions and Prohibitions
5.2 Effects of Terrain
5.3 Effects of Other Friendly Units

6.0 ZONES OF CONTROL
6.1 Effects on Movement
6.2 Multiple Zones

7.0 COMBAT
7.1 Which Units Attack
7.2 Multiple Unit and Multi-Hex Combat
7.3 Combat Strength Units
7.4 Effects of Terrain
7.5 Diversionary Attacks
7.6 Combat Resolution
7.7 How to Retreat
7.8 Displacement
7.9 Advance After Combat

8.0 ARTILLERY
8.1 Barrage Attacks
8.2 Combined Attacks
8.3 Adjacent Attacks
8.4 Final Protective Fire
8.5 Defense
8.6 Terrain Effects

9.0 GROUND SUPPORT
9.1 Restrictions and Prohibitions

10.0 JAPANESE MasseD INFANTRY ("BANZAI") ATTACKS
10.1 Effect

[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" maphsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the maphsheets 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

[2.4] GAME SCALE
Each hexagon on the maphsheets 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

[3.0] MY PARTS

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

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 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

[4.0] GAME SCALE

Size

Designation

Attack Strength

4-10

Defense Strength

Barrage Strength

1-10

Range Allowance

Type

Movement Allowance

Type

Movement Allowance

Size

Designation

Attack Strength

4-10

Defense Strength

Barrage Strength

1-10

Range Allowance

Type

Movement Allowance

Type

Movement Allowance

[2.6] Game Map

[3.0] My Parts

[4.0] Game Scale

[5.0] Parts Inventory

Folio Game: QuadriGame:

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

[5.1] Parts Inventory

[5.2] Parts Inventory

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 Date**

**26 Dec 23**

**Events End Scen 3**

**3/0 Ground Support Points**

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.

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 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 distributes the resulting Fire Strength (if he wishes) to non-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 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.

II. 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. As each unit enters a hex that unit pays one or more Movement Points from its Movement Allowance.

**CASES:**

5.1 MOVEMENT RESTRICTIONS AND PROHIBITIONS

5.1.1 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.

5.1.2 A Friendly unit may never enter a hex containing an Enemy unit.

5.1.3 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.

5.1.4 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.

5.1.5 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).

5.1.6 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.

5.1.7 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

5.2.1 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.

5.2.2 A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point, regardless of other terrain in the hex.

5.2.3 A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends one Movement Point, regardless of other terrain in the hex.

5.2.4 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.

5.2.5 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

5.3.1 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.

5.3.2 There is no limit to the number of Friendly units that can pass through a single hex in one Game-Turn.

5.3.3 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 exerts 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

6.1.1 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.

6.1.2 Units do not pay any additional Movement Points to enter an Enemy-controlled hex.

6.1.3 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.

6.1.4 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 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 +9-8 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 combat may be resolved in any order that the attacker wishes, so long as all combat is 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 MULTIPLE 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 combat, 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 hexes. Terrain in hexes occupied by attacking units has no effect on combat.

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

[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 hex 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 more favorable terrain applies. All 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 attackers 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 (1.23). 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 hexes (see Terrain Key).
A1 = Attacker Retreats one hex.
Ae = 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 hex (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 into the combat zone that 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 or eliminated 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.
[7.93] Advancing victorious units may ignore Enemy Zones of Control.
[7.94] Only victorious units which were adjacent to the retreating unit during the combat and participated in that combat may advance. Non-adjacent Artillery units may not advance after combat.
[7.95] An advancing unit may not stray from the Path of Retreat.
[7.96] The option to advance must be exercised immediately before any other combat resolution. Units are never forced to advance after combat. After advancing, units may neither attack nor be attacked in that Phase (see 7.14), even if their advances place them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[7.97] Example: A defeated unit retreating three hexes may be followed by up to three victorious units in its Retreat Path.

[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 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.

[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 Points. Ground Support Points are presumed 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 Support 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 the 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.
ISLAND WAR

Bloody Ridge

Turning Point on Guadalcanal, September 1942

EXCLUSIVE RULES

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11.0 INTRODUCTION

12.0 REINFORCEMENTS

12.1 When Reinforcements Arrive

12.2 Where Reinforcements Arrive

12.3 Reinforcements and Combat

12.4 Airfield Effects

13.0 ARTILLERY

13.1 Final Protective Fire

13.2 Ground Support (Optional Rule)

14.0 VICTORY CONDITIONS

15.0 SCENARIOS

15.1 Scenario I

15.2 Scenario II

15.3 Scenario III

16.0 GAME NOTES

16.1 Historical Notes

16.2 Players' Notes

[11.0] INTRODUCTION

Bloody Ridge is a simulation of the attempt by Japanese forces to retake the airfield at Lunga Roads, Guadalcanal, after the unopposed 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 reinforce ments 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 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 that 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 may 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 FPF 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: 2-2-3/2-4. Hexes: 37 (1806).

Unit Type: 1-1-3-1-6. Hexes: 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: 1-1-26-1-4. Hexes: 1/3 (2402), 2/3 (2904).

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

[15.2] SCENARIO II

[15.21] JAPANESE INITIAL DEPLOYMENT

Unit Type: 2-2-3-2. Hex: 45 (0806).
Unit Type: 1-1-3-1/6. Hex: 6 (2314).
Unit Type: 3-3-7/3-6. Hex: 2 (2315).
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. Hexes: 2 (2313), 19 (2414).

[15.22] U.S. INITIAL DEPLOYMENT
Unit Type: 2-3-10. Hexes: 3/7 (0808), 3/1 (1007), 1/5 (1706), 2/5 (1906), 3/5 (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: 1-1-26/1-1. Hexes: 1/3 (2402), 2/3 (2904).
Unit Type: 1-1-15/1-6. Hex: 1 (2202).

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

[15.3] SCENARIO III

[15.31] JAPANESE INITIAL DEPLOYMENT
(Same as 15.11)

[15.32] U.S. INITIAL DEPLOYMENT
(Same as 15.12)

[15.33] SPECIAL RULES
1. The Japanese Player is the First Player. His Player-Turn is first in every Game-Turn.
2. 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 at Lunga Point, and was decimated. With somewhat more infantry reinforcement, 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 enclaves. They planned a limited offensive, conducted by the 35th Brigade, then stationed in the Netherlands East Indies. Arrival of the brigade 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 jumped 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 wait for the next Japanese move.

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 unfeasible, 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 game 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 PF. 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
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Systems Design and Game Development: Edward M. Curran
Production: Manfred F. Milkauhn, Larry Catalano, Linda Mosca, Kevin Zucker.
ISLAND WAR

Leyte

Return to the Philippines, October 1944

EXCLUSIVE RULES

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11.0 INTRODUCTION

12.0 REINFORCEMENTS

12.1 When Reinforcements Arrive
12.2 Where Reinforcements Arrive
12.3 Reinforcements and Combat
12.4 Air Assault

13.0 FFP LIMITATIONS

14.0 JAPANESE SPECIAL DEFENSIVE ABILITIES

15.0 VICTORY CONDITIONS

15.1 Value of Units in Victory Points
15.2 Territorial Objectives
15.3 Line of Communications
15.4 Levels of Victory

16.0 SCENARIOS

16.1 The American Assault
16.2 The Mountain Barrier
16.3 The Final Collapse

17.0 GAME NOTES

17.1 Historical Notes
17.2 Players’ Notes

18.0 ORDER OF APPEARANCE

[11.0] INTRODUCTION

Leyte is a simulation of the U.S. Army landings, and the subsequent campaign on Leyte Island in the Philippines during late 1944. Leyte’s strategic importance was due to its central location within the Philippines Islands and its vital role in Japanese communications and their oil supply from Indonesia.

[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 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

The exact locations in which reinforcement units arrive is indicated on the Turn Record/Reinforcement Track by a code letter. For U.S. reinforcements: N = Northern Beach Area (hexes 2428, 2528, 2628), E = Eastern Beach Area (hexes 1332, 1232, 1132, 1032), S = Southern Beach Area (hexes 0010, 0011, 0012, 0113, 0154). For Japanese reinforcements: Or = Ormoc (hex 0808). Units arriving on mapedges are followed by hexrow numbers.

[12.21] On Beach Hexes

The Turn Record/Reinforcement Track will specify which beach area a unit must enter in. The unit may then be placed in any Beach Hex in the specified area not occupied by an Enemy unit. Each reinforcement unit occupies two Movement Points to enter the hex. Any number of reinforcement units may enter through the same Beach 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 that Movement Phase and must attack at least one Enemy unit to which they are then adjacent (see 6.0).

[12.23] On Mapedge Hexes

Units which enter as a unit or at a particular mapedge specified on the Turn Record/Reinforcement Track may be placed in any hex in the first row of hexes at that particular 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.

[12.4] AIR ASSAULT

[12.41] There is one Air Assault Battalion in the game: the Japanese 4th Air Assault BN. This unit may arrive differently from other units.

[12.42] During the Game-Turn on which it is to enter as a reinforcement, it may be placed in any hex on the map, chosen at the discretion of the Japanese Player. After its placement, it is treated, in all ways, as a normal combat unit. It may not be withheld.

[13.0] FFP LIMITATIONS

GENERAL RULE:
Due to the scale and doctrine of operations on Leyte, limitations are imposed on the use of U.S. and Japanese Final Protective Fire.

CASES:

[13.1] RESTRICTIONS

[13.11] No more than one artillery unit may apply FFP to a hex under attack in an Enemy Combat Phase.

[13.12] There is no limit to the number of artillery units which may use their Barrage Strength on any given attack; the limitation applies only to the use of FFP.

[13.13] Ground Support Points may never be used for FFP; there is no special limitation on their use as Barrage Strength Points.

[14.0] JAPANESE SPECIAL DEFENSIVE ABILITIES

GENERAL RULE:
Throughout the campaign on Leyte, the Japanese revealed amazing tenacity as defenders in rough or mountainous terrain. To simulate this, the following rule is applied.

CASE:

[14.1] MODIFICATION OF COMBAT RESULTS

One hex is always subtracted from a Combat Result of “retreat” assessed against a Japanese unit in Rough or Mountainous Terrain [only]. Thus, a Combat Result of “D2” becomes “D1”; “D1” becomes “no effect.” The same applies to Attacker Retreat results assessed against Japanese units attacking from Rough or Mountainous Terrain hexes; “A1” becomes “no effect.” An Attacker or Defender Eliminated results are treated normally. Notice that only Japanese units receive these benefits. All Combat Results against U.S. units are treated normally.

[15.0] VICTORY CONDITIONS

GENERAL RULE:
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 seizing Territorial Objectives, for exiting the map, and for blocking Lines of Communications.

PROCEDURE:
There is no Victory Point record chart. Players must keep track of Victory Points on a piece of scrap paper.

CASES:

[15.1] VALUE OF UNITS IN VICTORY POINTS

[15.11] Each unit has a numerical Victory Point value equivalent to the sum of its Combat Strengths; for non-Artillery units, add the Attack and Defense Strengths, for Artillery units, add the Barrage, Final Protective Fire, and Defense Strengths.

[15.12] Victory Points are awarded to the Player when he eliminates Enemy units. If the U.S. Player eliminated a Japanese 4-6-5 infantry regiment, the U.S. Player would receive 10 Victory Points.

[15.2] TERRITORIAL OBJECTIVES

[15.21] Each Scenario will state that a Player will receive a certain number of Victory Points for occupying a specific hex or hexes. These Points are awarded to the Player at the end of the game on the condition that his units fulfill the requirements. Example: In the Assault Scenario, the Japanese Player ends the game with a unit in Carigara. He therefore receives 15 Victory Points.

[15.22] In addition to the hexes listed in the Scenarios, the Japanese Player always receives 40 Victory Points for occupying one or more Beach Hexes, in the Northern or Eastern Beach Areas, at the end of any Scenario.
[15.3] LINE OF COMMUNICATIONS
[15.31] U.S. units (only), in order to receive the Victory Points for Territorial Objectives, must be able to trace a Line of Communications back to any Beach Hex which is active in that Scenario.
[15.32] A Line of Communications is defined as a series of contiguous hexes free of Enemy units or Zones of Control. It may be traced through a Friendly occupied, Enemy controlled hex. The first three hexes of this Line of Communications may be traced through any type of hex; after the initial hexes, the Line of Communications must be traced through contiguous road and/or trail hexes.
[15.33] The U.S. player does not receive Victory Points for objectives occupied by units that are unable to trace a Line of Communications; additionally, the Japanese player receives Victory Points for those U.S. units which, at the end of the Scenario, are unable to trace a Line of Communications.
[15.34] Japanese units are not subject to the Line of Communications rule (exception: 16.34).
[15.4] LEVELS OF VICTORY
Victory is determined by comparing the total Victory Points won by a Player, stating the comparison as a ratio (U.S. Player’s Points to Japanese Player’s Points) and evaluating this ratio according to the Schedule below.

<table>
<thead>
<tr>
<th>Ratio</th>
<th>Victory Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.0 or more to 1</td>
<td>U.S. Decisive</td>
</tr>
<tr>
<td>2.5 — 2.99 to 1</td>
<td>U.S. Substantive</td>
</tr>
<tr>
<td>2.01 — 2.49 to 1</td>
<td>U.S. Marginal</td>
</tr>
<tr>
<td>2.0 to 1</td>
<td>Draw</td>
</tr>
<tr>
<td>1.5 — 1.99 to 1</td>
<td>Japanese Marginal</td>
</tr>
<tr>
<td>1.01 — 1.49 to 1</td>
<td>Japanese Substantive</td>
</tr>
<tr>
<td>1.0 or less to 1</td>
<td>Japanese Decisive</td>
</tr>
</tbody>
</table>

Northern mapedge hexes within normal reinforcement restrictions.
4. The U.S. Player must exit any one (3-2-5) infantry unit off the Southern mapedge from hex 0531 on or before Game-Turn Three. If he fails to do so, at the end of Game-Turn Three, the Japanese Player removes, and receives Victory Points for any U.S. (3-2-5) of his choice as if it were a destroyed unit.
5. This Scenario begins on Game-Turn One and continues through Game-Turn Eight.

[16.14] VICTORY CONDITIONS
The Japanese Player receives Points for the following: 15 Points for occupying Carigara and 10 Points for each Japanese unit adjacent to or occupying any Airfield hex. The Japanese Player also receives Victory Points for the destruction of U.S. combat units, and, in addition, he receives full Victory Point value for any U.S. unit that is unable to trace a Line of Communications to a Beach hex.
The U.S. Player, in addition to Points received for destroyed Japanese units (see 15.1 and 15.2), receives Victory Points for occupying hexes 2215, 2312 and 2918. He receives Points only if the unit occupying the hex is able to trace a Line of Communications to a Beach hex.

[16.2] THE MOUNTAIN BARRIER
[16.21] U.S. INITIAL DEPLOYMENT
Unit Type: 5-5-5. Hexes: 34 (2705), 21 (2507), 19 (2057), 25 (2013), 12 (2400), 8 (2312), 7 (2413), 38 (1423), 38 (1124), 381 (1530).
Unit Type: 3-2-5. Hexes: 21 (2605), 19 (2606), 382 (1622), 383 (1024), 381 (1529).
Unit Type: 2-3-5-1-4. Hexes: 271 (2706), 947 (2607), 465 (2609), 13 (2809), 61 (2712), 63 (2513), 52 (2414), 363 (1525), 361 (1225), 19 (1531).

[16.12] JAPANESE INITIAL DEPLOYMENT
Unit Type: 6-8-5. Hex: 12 (2207).
Unit Type: 4-6-5. Hexes: 41 (2604), 1 (1406), 49 (1307), 57 (1310).
Unit Type: 4-2-10. Hex: 1 (2303).
Unit Type: 2-3-6. Hexes: 1/02 (7023), 1/3 (1022), 2/2 (1322), 3/3 (1522), 1/9 (1721), 2/3 (1818), 41 (2505), 169 (2407), 171 (2007), 21 (1108), 3/1 (1209).

[16.23] SPECIAL RULES
1. The U.S. Player is the First Player.
2. Japanese units may not enter hexes 0100.
3. This Scenario begins on Game-Turn Nine and continues through Game-Turn Seventeen.

[16.24] VICTORY CONDITIONS
The U.S. Player, in addition to Points received for destroyed Japanese units (see 15.1 and 15.2), receives full Point value for each U.S. unit south of hex 2400 and west of 0007 that he is able to trace a Line of Communications to Beach hexes.
The Japanese Player receives 15 Points (total for occupying Limon, in addition to Points received for U.S. units destroyed. Also, the Japanese Player receives full Victory Point value for each U.S. unit that is unable to trace a Line of Communications at the end of the game.

[16.3] THE FINAL COLLAPSE
[16.31] U.S. INITIAL DEPLOYMENT
Unit Type: 5-5-5. Hexes: 127 (2402), 7 (2504), 26 (2405), 112 (2307), 17 (2208), 12 (2100), 5 (2111), 8 (2011), 34 (1913), 19 (1914), 21 (1814), 382 (1716), 383 (1320), 381 (1022), 17 (0315), 32 (0415), 184 (0316).
Unit Type: 3-2-5. Hexes: 127 (2201), 7 (2505), 26 (2406), 382 (1518), 383 (1222), 381 (0821), 17 (0516), 32 (0517), 184 (0417).
Unit Type: 2-3-5-1-4. Hexes: 921 (2502), 271 (2503), 902 (2604), 14 (2507), 52 (2408), 61 (2410), 13 (2211), 11 (2115), 465 (2116), 947 (2016), 361 (1718), 363 (1522), 198 (1124), 31 (0216), 49 (0317), 57 (0318).

[16.32] JAPANESE INITIAL DEPLOYMENT
Unit Type: 4-6-5. Hexes: 41 (2303), 49 (2024), 57 (2017).
Unit Type: 2-5-6. Hex: 13 (0515).
Unit Type: 2-3-6. Hexes: 1 (2101), 49 (2102), 169 (2105), 171 (2106), 57 (0616), 2/3 (1120), 1/20 (1318), Temp (1910), 3/77 (1611).
Unit Type: 2-2-8. Hexes: 1 (2203), 26 (0921).
Unit Type: 1-3-3-2-5. Hexes: 1/2 (2602), 26 (2106), 1/1 (1207), 2/1 (1108), 3/1 (1209).

[16.33] SPECIAL RULES
1. The U.S. Player is the First Player.
2. This Scenario begins on Game-Turn 18 and continues through Game-Turn 26.

[16.34] VICTORY CONDITIONS
In addition to Points received for Japanese units destroyed, the U.S. Player receives full Point value for all Japanese units unable to trace a Line of Communications off the western mapedge.
In addition to Points received for U.S. units destroyed, the Japanese Player receives full Point value for all Japanese units able to trace a Line of Communications off the western mapedge; he also receives Points for U.S. units unable to trace a Line of Communications to Beach hexes. The Japanese Player receives 10 Victory Points for occupying Orofino at the end of Game-Turn Twenty-Two.

[17.0] GAME NOTES
[17.1] HISTORICAL NOTES
The final result of several long strategic conferences in mid-1944 was the decision to invade the Philippines. This decision was due in no small part to the insistence of Gen. Douglas MacArthur, who, having retreated from the Philippines in 1942, vowed to make his return and liberate the islands from Japanese control. Leyte was chosen as the invasion site because it is central to all the Philippine Islands. It supposedly had two or three good airfields from which the Americans could establish air operations. The Japanese supply line on the island was not particularly large. The Japanese knew that the end was near and, thinking mistakenly that the air battle of Formosa had been a big success, decided that Leyte would be the last stand for the Japanese armed forces. Shortly after the landing took place, the Navy made its infamous, "almost successful" Leyte Gulf attack, and for a short time the Japanese actually held air superiority over Leyte. The problems of U.S. land forces on the heavily jungled island were, however, very small. The Japanese thought for a long time that the Americans would land a division at most; they actually landed four. Consequently, the Japanese reinforcements (which were substantial when they arrived intact) managed to put up a real fight only for half the island. The Japanese 16th Division, however, fought a valiant, if only partially successful delaying action from October
20, 1944 to November 3, 1944. The 16th Division fought the U.S. 1st Cavalry, 24th Infantry, 96th Infantry and 7th Infantry Divisions, each of which was better equipped and somewhat better led. After the initial U.S. advance across the Leyte Valley, the Americans ran head-on into the Japanese “attack force.” The Japanese still believed (incredibly) that the Americans had landed only one division, or two at most. They thus expected that the crack 1st Infantry Division in conjunction with the 102nd Independent Infantry, would push into Leyte Valley and threaten the U.S. presence there. As the Japanese were preparing to attack, the Americans launched an attack of their own. The Japanese, despite their excellent defensive terrain, were hard pressed to hold the American advance into Ormoc Valley. The Japanese had problems of their own: after only a few weeks of fighting in the jungles of Leyte, the men of the 24th Division, which had borne the brunt of the physically exhausting jungle fighting, were beginning to show the strain. Supplying troops in the mountains was a difficult task, and was becoming impossible as the American heavy equipment ripped up what few second-class roads there were. Promised American air support was almost non-existent, and the Japanese airfields on Leyte had proven to be useless to the Americans. Then, as the final stroke, the weather itself closed in. For almost two weeks, storms of high intensity rolled over much of the island. Thus, the irregular dates for Game-Turns Twelve and Thirteen. The Japanese held on in well-placed and tenaciously defended coconut log and concrete pillboxes. By the beginning of December, 1944, the Japanese had realized that their position on Leyte was hopeless. They had only a fraction of the beleaguered island and were overwhelmingly outnumbered. The Americans, however, were somewhat displeased with the success of their operations which had long since fallen behind schedule on Leyte. The successful Japanese defense of Ormoc Valley, and American supply problems, were frustrations to the high command. To remedy the situation and put an end to the Leyte campaign, the Americans elected to land a fresh division behind the Japanese position. This landing took place on December 7, 1944. By the 15th, Ormoc was well in American hands, and by the 21st, the Japanese forces on Leyte were either isolated, destroyed or in rout. As a sidelight in the campaign, the Japanese made several ill-advised attempts to recapture the already-useless airfields around Butuan. These actions led to a Climactic battle. Care should be taken that no U.S. units are harpered by the Air Assault Battalion. It should be dealt with quickly and efficiently; no more U.S. units than are absolutely necessary should be used in dealing with the unit.

[18.0] ORDER OF APPEARANCE

[18.1] U.S. REINFORCEMENTS

GAME-TURN ONE:
Cav. Regts.: 7, 12, 5 (N)
Inf. Regts.: 34, 19 (N), 383, 382, 32, 184 (E)
Art. Bns.: 34, 19 (N), 17 (E)

GAME-TURN TWO:
Cav. Regts.: 8 (N)
Inf. Regts.: 17, 381 (S)
Inf. Bns.: 383, 382, 32, 184 (S)
Art. Bns.: 53 (N), 198, 31 (S)

GAME-TURN THREE:
Inf. Regts.: 21 (N)
Inf. Bns.: 21 (N)
Art. Bns.: 947 (N)

GAME-TURN ELEVEN:
Cav. Regts.: 112 (N)
Inf. Bns.: 34 (0001)
Art. Bns.: 11 (N)

GAME-TURN TWELVE:
Inf. Regts.: 32 (0100)
Inf. Bns.: 32 (0100)
Art. Bns.: 49 (0100)

GAME-TURN THIRTEEN:
Inf. Regts.: 184, 17 (0100)
Inf. Bns.: 184, 17 (0100)
Art. Bns.: 31, 57 (0100)

GAME-TURN EIGHTEEN:
Inf. Regts.: 307, 305 (S)
Inf. Bns.: 305 (S), 1/49, 2/49 (E)
Art. Bns.: 305 (S)

GAME-TURN NINETEEN:
Inf. Regts.: 306 (S)
Inf. Bns.: 306, 307 (S)
Art. Bns.: 306 (S)

[18.2] JAPANESE REINFORCEMENTS

GAME-TURN THREE:
Inf. Bns.: Temp

GAME-TURN FOUR:
Inf. Regts.: 41
Inf. Bns.: 41

GAME-TURN FIVE:
Inf. Bns.: 169, 171

GAME-TURN SIX:
Inf. Bns.: 364

GAME-TURN SEVEN:
Inf. Regts.: 12
Art. Bns.: 26

GAME-TURN EIGHT:
Inf. Regts.: 1, 49, 57
Arm. Bns.: 1
Eng. Bns.: 1
Recon. Bns.: 1
Art. Bns.: 1/1, 2/1, 3/1

GAME-TURN TEN:
Inf. Bns.: 57, 49, 1

GAME-TURN ELEVEN:
Inf. Regts.: 13
Eng. Regts.: 26
Inf. Bns.: 12, 3/11
Recon. Bns.: 26

GAME-TURN FIFTEEN:
Inf. Bns.: 3/77 (0001)

GAME-TURN EIGHTEEN:
Air Assault Bns.: 4 (see 12.4)

GAME-TURN TWENTY:
Inf. Regts.: 1/68, 2/68 (0001)
Inf. Bns.: 1/77 (0001)

[18.2] JAPANESE REINFORCEMENTS

GAME-TURN THREE:
Inf. Bns.: Temp

GAME-TURN FOUR:
Inf. Regts.: 41
Inf. Bns.: 41

GAME-TURN FIVE:
Inf. Bns.: 169, 171

GAME-TURN SIX:
Inf. Bns.: 364

GAME-TURN SEVEN:
Inf. Regts.: 12
Art. Bns.: 26

GAME-TURN EIGHT:
Inf. Regts.: 1, 49, 57
Arm. Bns.: 1
Eng. Bns.: 1
Recon. Bns.: 1
Art. Bns.: 1/1, 2/1, 3/1

GAME-TURN TEN:
Inf. Bns.: 57, 49, 1

GAME-TURN ELEVEN:
Inf. Regts.: 13
Eng. Regts.: 26
Inf. Bns.: 12, 3/11
Recon. Bns.: 26

GAME-TURN FIFTEEN:
Inf. Bns.: 3/77 (0001)

GAME-TURN EIGHTEEN:
Air Assault Bns.: 4 (see 12.4)

GAME-TURN TWENTY:
Inf. Regts.: 1/68, 2/68 (0001)
Inf. Bns.: 1/77 (0001)

DESIGN CREDITS

Game Design: Jay Nelson
Physical Systems and Graphics: Redmond A. Simonsen
Systems Design and Game Development: Edward M. Curran
Production: Manfred F. Mulkern, Larry Catalano, Linda Mosca, Kevin Zucker.
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.

CASES:
[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. Exit 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] FFP LIMITATION
The U.S. Player is limited in the number of FFP which he may use in a given combat. The U.S. may
use no more than four (4) Ground Support Points as FFP in a given combat. There is no limitation on the use of Japanese FFP.

[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) for retreating from 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, FFP 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. If a U.S. unit received a "DZ", 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
[18.12] JAPANESE INITIAL DEPLOYMENT In Yonabara: 3 (2-3-10). West of 1800 hex row (inclusive): 4 (3-4-10), 1 (2-3-10). Anywhere 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 28 and continues through Game-Turn 38.
[18.14] 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.

[18.2] JAPANESE COUNTERATTACK
[18.21] U.S. INITIAL DEPLOYMENT 27 (4-3-10).
[18.22] JAPANESE INITIAL DEPLOYMENT 3 (3-4-10), 3 (2-4-10), 1 (2-3-10), 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 does 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 (1-2-5-1-6).
[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.
[18.52] JAPANESE INITIAL DEPLOYMENT
Anywhere south of Primary Line:
All Japanese units.

[18.53] 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.

[18.54] 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
eliminating 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.

[19.0] GAME NOTES
[19.1] PLAYERS' NOTES
In all the Scenarios, the burden of the attack is on
the U.S. Player. It is the only player that can
make the 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.

[19.2] 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 decidely 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 in the U.S. that the Japanese
Player should 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 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.

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 3/4 of the island. The actual
battle for Okinawa did not begin until the U.S.
troops first approached the outer Shuri defenses.

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 ineffectiv-
ness 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 to 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 reli-
tance at all levels of command to risk another
"Anzio."

DESIGN CREDITS
Game Design: Larry Pinsky
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.
[11.0] INTRODUCTION

Saipan is a simulation of the American invasion of the Island of Saipan in the Marianas in June, 1944. Saipan and nearby islands were vital bases which would allow American bombers, for the first time, to be based within range of the Japanese home islands. Thus, the Japanese hoped to deny the island to the Americans, or at least make the cost prohibitively expensive, thereby discouraging further island invasions even closer to Japan.

[12.0] REINFORCEMENTS

GENERAL RULE:
Only the U.S. Player receives reinforcements. These units appear during the Owning Player’s Movement Phase of the Game-Turn.

CASES:
[12.1] QUANTITY OF REINFORCEMENTS
A maximum of six infantry units may be taken as reinforcements on the First Game-Turn. One unit of any type may be taken each turn after the First Game-Turn. The U.S. Player may choose any units not yet in play as reinforcements. Once all of the U.S. units have been brought into play, the U.S. Player may receive no more reinforcements. Destroyed units may not be brought back into play as reinforcements.

[12.2] 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.

[12.3] WHERE REINFORCEMENTS ARRIVE

[12.3.1] On Beach Hexes
On the First Game-Turn only, reinforcements may be placed on any Beach hex not occupied by an Enemy unit. On the Second and succeeding Game-Turns, reinforcements must enter through Beach hexes containing Beachhead Markers. On every Turn, each reinforcement unit expends all of its Movement Points to enter the hex. It may move no farther than its Turn.

[12.3.2] In Sea Hexes
On the First Game-Turn only, if the Beach hex into which a Player wishes to land a reinforcement unit is occupied by an Enemy unit, he may place the reinforcement unit in a Sea hex directly adjacent to the Beach hex. However, during the immediately following Combat Phase, the reinforcement unit must attack the unit in the hex in which it is to move. If the attack fails to force the Enemy unit out of the hex (preventing an advance after combat) the reinforcement unit is eliminated.

[12.3.3] In Enemy Zones of Control
Reinforcements may be placed in Enemy Zones of Control. However, they may move no farther that Game-Turn, and must attack one or more units to which they are adjacent (see 7.1).

[12.3.4] Beachhead Markers
A Beachhead Marker is placed in each Beach hex occupied by a U.S. unit at the end of the U.S. Player-Turn of Game-Turn One (and then only). Once placed, they may never be moved. On all following Game-Turns, U.S. reinforcements must enter Beach hexes containing Beachhead Markers. A Beachhead Marker is immediately and permanently destroyed if a Japanese unit enters or passes through its hex. If no vacant Beachhead Markers are available on a given Game-Turn, no reinforcements may enter the game that Game-Turn.

[12.4] REINFORCEMENTS AND COMBAT
Reinforcements may engage in combat normally in the same Game-Turn that they arrive.

[13.0] VICTORY CONDITIONS

GENERAL RULE:
The Victory Conditions are the same for both Scenarios. In order for the U.S. Player to win, he must eliminate all Japanese units by the end of the game; in order for the Japanese Player to win, he must eliminate all American units on the island. Any other result is a draw.

[14.0] SCENARIOS

GENERAL RULE:
Saipan consists of two Scenarios: the Historical Scenario and the Free Deployment Scenario. 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 each 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.

[14.1] HISTORICAL SCENARIO

[14.1.1] JAPANESE INITIAL DEPLOYMENT
Unit Type: 5-6-8. Hex: 5 Base (2406).
Unit Types: 2-3-8. Hexes: Yok/1 (2307), 317 (1103), 318 (5050), 316 (4049), 1/118 (1513), 3/118 (1614), 1/18 (1515), 7 (1717), 2/118 (1817).
Unit Type: 1-2-8. Hex: 16 (0802).
Unit Type: 2-1-8. Hex: 9 (1816).
Unit Type: 3-2-3/1-4. Hex: 25 (0710).
Unit Type: 2-1-10/1-4. Hexes: 1/3 (1609), 2/3 (1510).
Unit Type: 4-2-10/1-4. Hexes: 3/10 (1409).

[14.1.2] U.S. INITIAL DEPLOYMENT
No U.S. units begin the game on the map. However, U.S. Game-Turn One reinforcements must be placed on hexes 1203, 1102, 1002, 0902, 0801 and 0702; note two units must attack.

[14.1.3] SPECIAL RULES
1. The U.S. Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One and continues through Game-Turn Fifteen.

[14.2] FREE DEPLOYMENT SCENARIO

[14.2.1] JAPANESE INITIAL DEPLOYMENT
The Japanese Player freely deploys his entire force anywhere on the map he desires.

[14.2.2] U.S. INITIAL DEPLOYMENT
No U.S. units begin the game on the map. However, the U.S. Player must choose any six Beach Hexes in which he will put his First Game-Turn reinforcements. He first writes the hex numbers on a separate sheet of paper. Then the Japanese Player deploys his forces. Finally, the U.S. Player reveals to the Japanese Player which hexes he has chosen. The U.S. Player must attack the hexes he wrote down.

[14.2.3] SPECIAL RULES
1. The U.S. Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One and continues through Game-Turn Fifteen.

[15.0] GAME NOTES

[15.1] PLAYERS’ NOTES
Japanese Tactics: The Japanese Player has three advantages at the beginning of the game which he must utilize to the utmost. First, there is the initial numerical superiority; second, there is artillery parity; third, there is the Banrai attack. The
Japanese Player must remember that he cannot cover all the beaches. As a result, he must attempt to cover the more important areas while maintaining a mobile reserve. Once the U.S. forces have landed, he must bring in as many units as possible to oppose the landings. This is where the numerical superiority pays off. The Japanese Player must react quickly because this advantage will not last. He must ignore his own casualties. As long as there is a chance of defeating the U.S. forces on the beaches, these attacks must be kept up.

Should the U.S. Player succeed in establishing a firm beachhead, there will come a point where the Japanese Player must break off contact with the enemy forces. Delaying this even one Game-Turn can mean the difference between a Draw and losing the game. When this point in the game occurs, the Japanese Player should withdraw his remaining forces to the roughest terrain available. From this point on, it is merely a matter of survival. The U.S. forces will have overwhelming strength. The Japanese Player will be attempting to avoid contact with the enemy while trying not to be surrounded. Under no circumstances should the Japanese Player perform a Banzai attack, even if the elimination of a U.S. unit is assured. The U.S. Player will simply have such superiority in numbers that the loss will not matter to him. Remember, all the Japanese Player has to do at this point is to survive until the end of the game.

U.S. Tactics: The first problem facing the U.S. Player is simply getting and staying ashore. Two avenues of action are open. The first is to invade six adjacent Beach Hexes. This will give the U.S. Player concentration of forces and allow his units to support each other. However, if he chooses a beach area near to the Japanese mobile forces, he could find himself in serious trouble.

The second possible action for the U.S. Player is to invade several different areas. This has the advantage of forcing the Japanese Player to spread his mobile reserves over a wide area and almost guarantees the successful landing of at least one invasion area. However, one or more of the remaining invasion areas may well be lost. Also, it will prove difficult to concentrate forces and will adversely affect reinforcements.

After the U.S. Player lands, he should attempt to push a little in shore and establish a defensive perimeter. This will mean that the reinforcements for the first one or two Game-Turns should be infantry, as they will be needed on the perimeter (note that this infantry should be marine, not army). After a perimeter has been established, as much artillery as possible should be brought ashore. Sufficient artillery will make the U.S. forces immune to even Japanese Banzai attacks. It will also prove of immense value in any attacks.

Once sufficient forces have been brought ashore, an all-out offensive should be started with the objective of clearing all Japanese units off the island. Remember, that the fighting is taking place on an island, and it will often be possible to pin Japanese units against the coast. Attempt to surround enemy units whenever possible. One last word of caution: beware of stray Japanese units. Only one enemy unit need survive to turn a sure victory into a Draw.

[15.2] DESIGNER’S NOTES
Gathering the information on the battle proved more difficult than was anticipated. The first major problem that was encountered was in obtaining a map of the island itself. The West Point Atlas was of no help; the same holds true for the Army’s official history. Finally, a day spent at the map section of the New York Public Library yielded two maps that were suitable. The maps showed both terrain and vegetation.

This led to the second major problem. The scale of the game had to be changed considerably from what was first desired. Originally, Saipan was to be designed on a scale of 600 meters per hex. It simply would not fit onto the mapsheet. Eventually, the scale had to be expanded to its present size of 900 meters per hex. This was not especially desirably from a game mechanics point of view, but it worked.

A good order of battle for both sides was obtained in the book Saipan, published by the Marine Corps. However, once the order of battle was established, another problem arose. The composition of units in terms of both manpower and materiel vary greatly, particularly in the Japanese formations. Fortunately, a study had been done in one of SPI’s Kamp books giving a complete break-down of the make-up of Japanese units. After this data was compiled, it was simply a matter of sitting down with a pocket calculator and computing Combat Strengths. Various Japanese units had artillery integrated into them rather than organized into separate formations. This is accounted for by the larger Japanese units in the game — mainly the 3-4-8’s. Another thing that had to be factored in was the weaponry of the Americans. This is the main reason that Marine units are stronger than Army units. They were liberally equipped with automatic weapons, had heavy weapons companies attached to their battalions and were equipped with, of all things, sawed-off shotguns. These proved quite effective in the battle. The only real “fudge factors” in the game is the amount of Ground Support Points. To be honest, playtesting determined those strengths. Whatever worked was used. It should be noted, however, that the ranges of the artillery units are accurate.

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