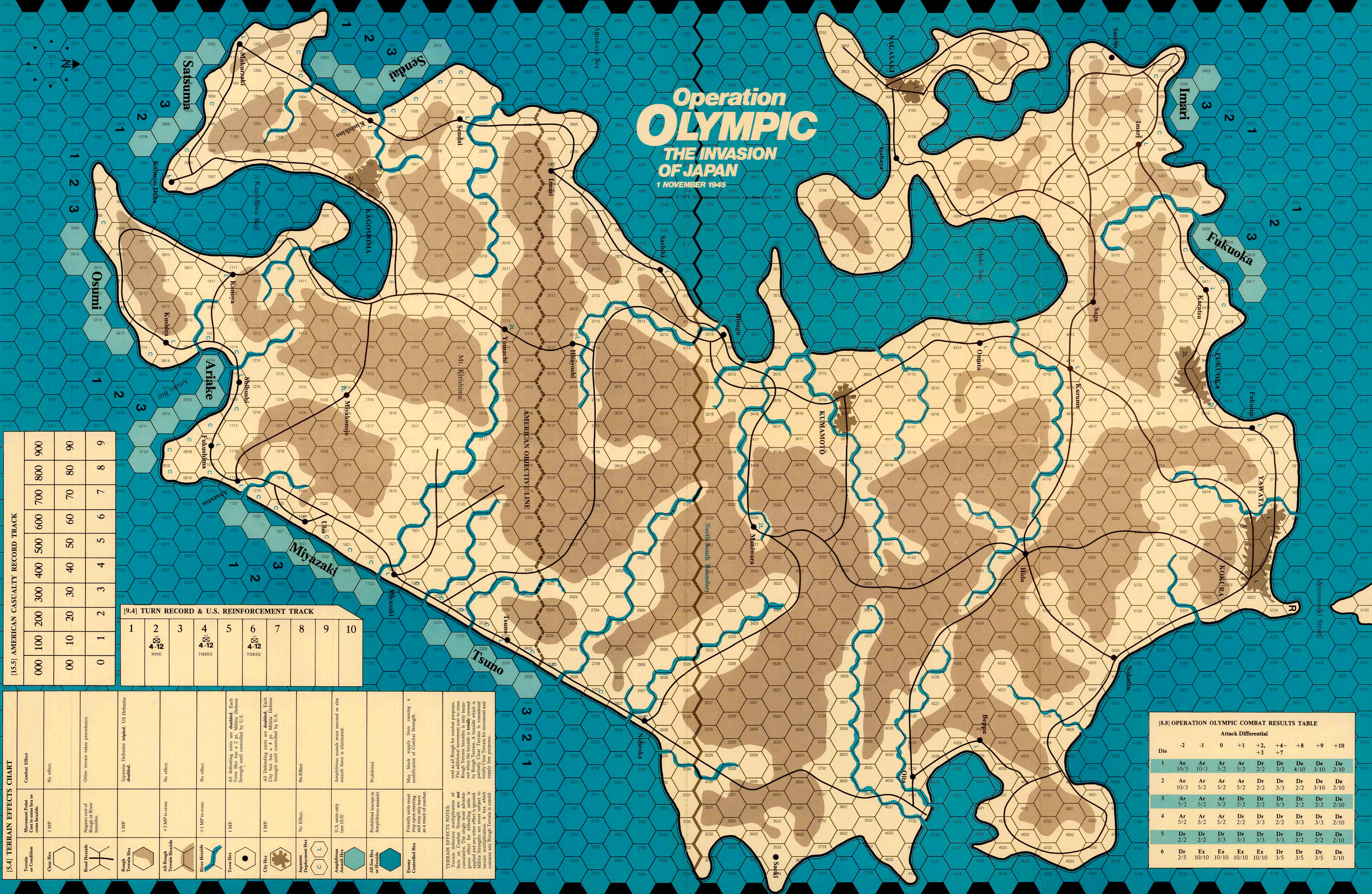


# Operation OLYMPIC

## THE INVASION OF JAPAN

1 NOVEMBER 1945



[15.5] AMERICAN CASUALTY RECORD TRACK

000	100	200	300	400	500	600	700	800	900
00	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9

[9.4] TURN RECORD & U.S. REINFORCEMENT TRACK

1	2	3	4	5	6	7	8	9	10
	4-12		4-12		4-12				
	NINE		THREE		THREE				

[5.4] TERRAIN EFFECTS CHART

Terrain or Condition	Movement Point Cost to enter hex or cross hexes	Combat Effect
Clear Hex	1 MP	No effect.
Road Hex	Negates cost of Rough or River hexes.	Other terrain takes precedence.
Rough Terrain Hex	1 MP	Japanese Defender tripled; US Defender doubled.
All-Rough Terrain Hex	+2 MP to cross	No effect.
River Hex	+1 MP to cross.	No effect.
Town Hex	1 MP.	All defending units are doubled. Each Town Hex has a 2 pt. Militia Defense Strength unit controlled by U.S.
City Hex	1 MP.	All Defending units are doubled. Each City Hex has a 4 pt. Militia Defense Strength unit controlled by U.S.
Japanese Deployment Hex	No Effect.	No Effect.
All-Sea Hex or Hexide	U.S. units only (see 0.0)	Amphibious assault must succeed or the assault force is eliminated.
Enemy Controlled Hex	Prohibited (except in Amphibious assault).	Prohibited.
	Friendly units must stop upon entering and may only leave as a result of combat.	May block supply lines, causing a modification of Combat Strength.
	TERRAIN EFFECTS NOTES: Terrain effects are cumulative. The single most advantageous terrain hex is the one that is most favorable to the attacking force. Militia Strengths are never subject to terrain multiplication. A hex which contains any Rough Terrain is considered as All-Rough Terrain for movement and supply line purposes.	

[8.8] OPERATION OLYMPIC COMBAT RESULTS TABLE

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