



Under (1) he lists the attacking units and the defending units under (2). [On the first turn, he lists the hex number, not defenders, under (2).] He calculates the combat differential (except on the first turn, when the Japanese player does

PBM: OPERATION OLYMPIC

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STARTING PROCEDURE

After determining the sides and optional rules, the Japanese player makes a list of 100 numbers, randomly from one to six, and numbers them one to 100. Two copies of this list are made, one of which is retained, the other being sealed in an envelope with a copy of the Japanese deployment. The Japanese player signs it along the seal (leaving room for the American player's signature) and mails it, along with a list of Japanese counters (as opposed to units), including dummies and their positions, to the American player. The American player, in addition to signing the Japanese player's envelope, prepares his own list, written and sealed as above, and sends it, the Japanese player's envelope, and his (filled out) first turn turnsheet to the Japanese player. The game is thus begun.

PBM PROCEDURE

Step 1 — After the American player has completed the American Forces Movement Phase, he records his units' positions by writing the hex number on the line under the unit in Section I of the turnsheet.

Step 2 — The American player indicates amphibious attacks by designating with a star those units utilizing it and writing the number of the hex where the unit will land under that unit.

Step 3 — The American player conducts combat by filling out Section II in the following manner:

it) and enters it under (3), lists those of his units he wishes removed in an exchange under (4), and under (5) lists the letter and next number to be used to resolve combat. The American player indicates those of his units he wishes to advance after combat by circling them under column (1). (Obviously, victorious invading units will always "advance" after combat.)

Step 4 — The American player fills out Section III by writing a total of five letter-number pairs in the appropriate blanks, to be used in resolving Japanese Doctrine: one apiece for Reinforcements and Militia, and three for Tokko (only on turn one). Tokko attacks are resolved using this procedure: The first result will give the table used; the second, the American Casualty Points incurred; and the third, the area affected by the Tokko attack. The area is determined by taking the six areas in this order: Tsuno, Miyazaki, Ariake, Osumi, Satsumo, and Sendai; and numbering them one to six. If a result produces an area not being invaded, the invasion area next below it is affected. (Example: Ariake, Osumi, and Miyazaki are being invaded. The result is Sendai, which is not being invaded. This adjusts to Miyazaki. "One" always comes after "six" for the purposes of this system.) The other two are self-explanatory.

Step 5 — Reinforcements arriving that turn are indicated in Section I by recording the hex number where they will land and circling them. (This includes available Replacements.) The position of Supply counters after combat is noted, as well as the positions of Interdiction Counters.

The turnsheet is mailed to the Japanese player, who resolves Japanese Doctrine as above. (For Tokko attacks, use 14.25 as well.)

Combat is resolved by matching the letter and number under (5) and writing the result under (6). The combat result is listed in (7), American Casualty Points in (8), the hex(es) to which the attackers retreat under (9), and the hex(es) to which the defenders will retreat under (10). Note that the defender, not attacker as in FTF play, retreats units under this system. He is not allowed to retreat them according to whim, but must retreat them in accordance with 8.71 and 8.72. The Japanese player then fills out his own turnsheet, repeating Steps 1, 3, and the portion of 5 dealing with reinforcements (which always arrive at 5823, of course), using the Japanese units, naturally, and mails it to the American player. Also, he returns the American Random Number envelope with his signature in the appropriate spot. This procedure is followed for the remainder of the game. At the end of the game, each player mails to the other his Random Number envelope to verify his honesty.

DIE ROLL CONVERSION CHART

	1	2	3	4	5	6
A	3	4	5	6	1	2
B	4	5	6	1	2	3
C	5	6	1	2	3	4
D	6	1	2	3	4	5
E	1	2	3	4	5	6
F	2	3	4	5	6	1

Note: Optional rule 17.2 must be in effect in order to utilize this system. Also, note that the Japanese units are marked R, C, and L, for Reinforcement, Combat, and Line, respectively.

SUMMARY

In conclusion, this system I've presented is superior to one based on stock market results for a number of reasons (lack of newspapers with a stock page, misplaced turn whose CTD expires, etc.). One difference easily discerned between this system and similar ones appearing before in this magazine is the doubled number of digits on the Random Number list. This reflects the increased die rolls caused by the Japanese Doctrine tables. You are free to adjust this to whatever number you find necessary. Another difference is the Die Roll Conversion Table, which is different merely for the sake of originality. Gokuro-san!