

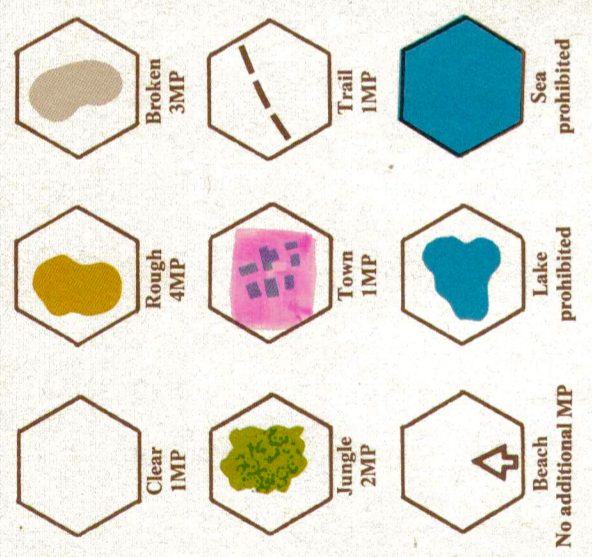


Saipan

15 JUNE 1944

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TERRAIN KEY



[7.61] INTEGRATED COMBAT RESULTS TABLE

Terrain Type: **Combat Differential (Attacking Strength minus Defending Strength)**

Rough	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10				
Broken, Town	-3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10			
Jungle	-5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10		
Clear	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10	
Die Roll:	1	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De	
	2	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De
	3	A2	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3
	4	A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2	D2
	5	A3	A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2
	6	Ae	A2	A2	A2	A1	A1	A1	•	•	D1	D1	D1

Attacks at less than the lowest differential are resolved at the lowest differential. Attacks at greater than +10 are resolved as +10 attacks.

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Clear	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10		
Die Roll:	1	-1	-1	A1	•	•	D1	D1	D1	D2	D2	D3	De	
	2	-1	-1	A1	•	•	D1	D1	D1	D1	D2	D2	D3	De
	3	-1	-1	A1	A1	•	•	D1	D1	D1	D1	D2	D2	D3
	4	-1	-1	A1	A1	A1	•	•	D1	D1	D1	D1	D2	D2
	5	-1	-1	A1	A1	A1	A1	•	•	D1	D1	D1	D1	D2
	6	-1	-1	Ae	A2	A2	A2	A1	A1	A1	A1	A1	A1	D1

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TURN RECORD/REINFORCEMENT

1	June 15	3-3-10
2	June 17	12
3	June 19	12
4	June 21	12
5	June 23	12
6	June 25	12
7	June 27	12
8	June 29	12
9	July 1	12
10	July 3	12
11	July 5	12
12	July 7	12
13	July 9	12
14	July 11	12
15	July 13	12

Six U.S. marine infantry units are received as reinforcements on Game-Turn One. 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. The Japanese Player receives no reinforcements.

The Game-Turn Marker should be placed in Game-Turn space number One. At the conclusion of every Game-Turn, the Game-Turn Marker should be moved to the next Game-Turn.