ISLAND WAR QuadriGame
Four Complete Pacific Battles in one package!
Based upon the Borodino-NAW System ● Separate 17" x 22" Maps and Counter Sheets

The *Island War QuadriGame* consists of four games, completely new and individual, and sold both separately and as a complete set. Each of the four games depicts one of the decisive battles against the Japanese Island Empire in World War II.

The rules to all the *Island War* games are interchangeable. The Standard Rules folder and the optional rules it contains are common to all four titles in the Quadri Game. In addition, each game has its own Exclusive Rules folder, which includes special rules, historical set-up, Players' Notes and Designer's Notes.

The game mechanics used in this series are based on the *Borodino-Napoleon at Waterloo* system; the Standard Rules are modeled close after those in the *Modern Battles QuadriGame*. The scale of the maps ranges between 500 and 2000 yards per hex, and each Game-Turn represents one or two days of real time. All units are battalion sized. Movement is sequential and single phased. Zones of Control are rigid and combat is mandatory between adjacent opposing units. However, Japanese units have a limited infiltration capacity reflected in their ability to move, one hex per Game-Turn, from one American controlled hex to another. The Combat Results Table is "bloodless," with multiple-hex retreat results, and is a differential type. The terrain effects are integrated into the CRT; each outcome column has several differential headings, one for each of the terrain effect types.

Bloody Ridge Turning Point on Guadalcanal, September 1942

The Solomons Islands are a double chain of tropical islands, which form an arc 1000 miles from Townsville, Australia, on the straight-line route to Hawaii. In June of 1942, two Japanese Navy construction battalions began paving an airstrip on Guadalcanal in the southern Solomons. Within two months, the Americans had discovered and occupied the nearly-completed Japanese base. Once there, withdrawing the small force of Marines was unthinkable; inexorably, the fight for the island escalated, drawing off more and more of the forces available to both sides. In September and again in October, the counter-invading Japanese troops launched frontal assaults along the high ground to the south of the airfield. These assaults resulted in heavy losses for both sides, but the Americans retained possession of the airfield and for the Japanese, defeat was only a matter of time.

Saipan Conquest of the Marianas, June 1944

The island of Saipan is strategically located at the outer limit of the range of B-29 bombers attacking the home islands of Japan. And the significance of Saipan was lost neither on the Japanese nor the Americans.
Thus, when the Marines landed on Saipan, the strong Japanese defense force there repeatedly attacked the Americans on the beaches and later fiercely defended every inch of the island, though their final "banzai" charge.
The Americans must establish a solid beachhead and then bring in the artillery that will give them the superiority to take the island. The Japanese must first attempt to defeat the Americans on the beaches. Failing in this, they must attempt to withdraw to the interior, fighting a skillful delaying action. The outcome of the game is often in doubt until the final Game-Turn.

Leyte Return to the Philippines, October 1944

The Philippine Islands lie astride the vital sea lanes over which Japan received her oil. In October, 1944, MacArthur's promise to return to the Philippines was made good when, after a massive pre-invasion bombardment, four American divisions (one cavalry and three infantry) stormed ashore on the island of Leyte. For almost two months the Americans ground away at the tenacious Japanese defenders.
Leyte is a simulation of the long campaign in the jungles of the Philippines. The American forces try to utilize their initial superiority to overwhelm the Japanese before the large enemy reinforcements can be brought to bear. The Japanese Player has a firm ally in the jungle terrain that constricts American movement.
Scenarios recreate the entire campaign from the initial American invasion to the mopping up of the last pockets of Japanese resistance. Special rules deal with the tenacity with which the Japanese held their positions and with American supply.

Okinawa The Last Battle, April 1945

The Japanese Imperial Headquarters was determined to hold Okinawa, and hoped that the Navy's Special Attack Corps [*kamikaze*], supported by a large portion of the surface fleet and small suicide boats, could destroy the covering forces of the American Fifth Fleet and the support shipping. But these tactics of desperation could not achieve their aim, and it was now up to the commander of the Japanese Thirty-Second Army, General Mitsuru Ushijima, to drive the Americans into the sea. Having learned the lessons of the previous island battles, Ushijima did not defend the beaches, but occupied the rugged terrain around the town of Shuri. More realistic than his superiors, he did not expect to defeat the Americans, but firmly intended to levy a heavy price for Okinawan territory. The Americans paid the price.

Okinawa is a simulation of the last major battle of World War II. Scenarios allow the Players to start the action at the most critical points in the course of the battle. The Campaign Game recreates the entire battle.

The *Island War* QuadriGame will sell for $12. Available 31 October 1975.
Each individual Folio Game will sell for $5. Available 15 November 1975.