

ISLAND WAR

Leyte

Return to the Philippines, October 1944

EXCLUSIVE RULES

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[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. reinforce-

ments: N = Northern Beach Area (hexes 2428, 2528, 2628), E = Eastern Beach Area (hexes 1332, 1232, 1132, 1032), S = Southern Beach Area (hexes 0610, 0511, 0512, 0513, 0514). 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 expends 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 than 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 are to enter 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] FPF 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 FPF 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 FPF.

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

[14.0] JAPANESE SPECIAL DEFENSIVE CAPABILITIES

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." Attacker or Defender Eliminated results are treated normally. Note 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.

Ratio	Victory Level
3.0 or more to 1	U.S. Decisive
2.5 — 2.99 to 1	U.S. Substantive
2.01 — 2.49 to 1	U.S. Marginal
2.0 to 1	Draw
1.5 — 1.99 to 1	Japanese Marginal
1.01 — 1.49 to 1	Japanese Substantive
1.0 or less to 1	Japanese Decisive

[16.0] SCENARIOS

GENERAL RULE:

Leyte contains three Scenarios: The American Assault Scenario, the Mountain Barrier Scenario, and the Final Collapse Scenario.

The instructions for each Scenario include each Player's Initial Deployment, Special Rules in effect or each particular Scenario, the length in Game-Turns of the Scenario, and the special Victory Conditions of that 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:

[16.1] THE AMERICAN ASSAULT

[16.11] U.S. INITIAL DEPLOYMENT

No U.S. units begin on the map in this Scenario.

[16.12] JAPANESE INITIAL DEPLOYMENT

Unit Type: 2-3-6. **Hexes:** 3/9 (2626), 2/9 (2426), 1/9 (2228), 3/33 (2327), 1/33 (2326), 1/20 (1623), 2/33 (1227), 2/20 (1130), 3/20 (1431).

Unit Type: 1-3-3/2-5. **Hexes:** 1/22 (2526), 2/22 (1430).

Unit Type: 2-1-10. **Hex:** 7 (1224).

[16.13] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. The **Japanese Player** deploys his units first.
3. Any U.S. unit which exits from hex 2925 may re-enter the game as a reinforcement **four** Game-Turns later. These units may enter on any

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 (2708), 5 (2610), 12 (2410), 8 (2312), 7 (2413), 383 (1423), 382 (1224), 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), 198 (1531).

[16.22] 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:** 1/20 (0723), 1/33 (1022), 2/9 (1322), 3/33 (1521), 1/9 (1721), 3/20 (1818), 41 (2505), 169 (2405), 171 (2407), Temp (2307).

Unit Type: 2-2-8. **Hex:** 1 (1904).

Unit Type: 1-2-8. **Hex:** 1 (1804).

Unit Type: 1-2-6. **Hex:** 364 (0808).

Unit Type: 1-3-3/2-5. **Hexes:** 1/22 (2602), 26 (2106), 1/1 (1207), 2/1 (1108), 3/1 (1209).

[16.23] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. **Japanese** units may not enter hexrow 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 Japanese units destroyed (see 15.1 and 15.2), receives full Point value for each U.S. unit south of hexrow 2400 and west of 0007 that 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), 26 (2405), 112 (2307), 7 (2208), 12 (2110), 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 (2204), 57 (2107).

Unit Type: 2-5-6. **Hex:** 13 (0515).

Unit Type: 2-3-6. **Hexes:** 1 (2101), 49 (2102), 169 (2105), 171 (2106), 57 (0616), 2/33 (1120), 1/20 (1318), Temp (1910), 3/77 (1611).

Unit Type: 2-2-8. **Hexes:** 1 (2203), 26 (0921).

Unit Type: 1-2-6. **Hexes:** 12 (0720), 3/11 (0614), 364 (0808).

Unit Type: 1-2-8. **Hexes:** 1 (2103), 26 (0817).

Unit Type: 1-3-3/2-5. **Hexes:** 1/22 (1902), 26 (2104), 1/1 (1905), 2/1 (1808), 3/1 (0713).

[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 Ormoc 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 interdict Japanese supply lines, and the garrison 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 Americans 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-fated attempts to recapture the already-useless airfields around Burauen. These actions included such ill-advised operations as the crash landing of loaded transports on the airstrips and the fielding of the remnants of the exhausted 16th Division, which had been hiding in the mountains without supply for over a month. Needless to say, these attempts were futile and costly.

[17.2] PLAYERS' NOTES

The American Assault

This Scenario presents both Players with a situation that is pretty much cut and dried. The U.S. Player should launch his attack and never let up the pressure. The Japanese Player should give ground as grudgingly as possible, but at the same time, should be careful to not waste units. The only counterattack situation he should find himself in is one in which he can surround a U.S. unit (usually the U.S. battalions are the only units against which the Japanese can be assured a kill). The U.S. Player should exit at least two units off the north map edge as quickly as possible; the Japanese Player should delay this action for as long as he can, and should consider the sacrifice of one battalion of the 16th Division to hold the U.S. units off, as these U.S. units may well end up behind the

Japanese position late in the Scenario. The correct Japanese tactic in playtesting turned out to be a constant interdiction of the road net. The U.S. units are pretty much immobile without the use of the roads and trails. The Japanese should remember that his reinforcements in this Scenario are significant, and should not just use them to counterattack; as with all Japanese units they are much more valuable on the defense.

The Mountain Barrier

This is a slugfest in the classic sense. The U.S. Player has the problem of passing through a nearly solid wall of strong Japanese units which are entrenched in rough terrain. The Japanese units have the burden of being strategically cut off from significant reinforcement. Careful use of the forces at hand is a must. The U.S. Player should not ignore the possibility of making a move in force around the south flank of the Japanese units to cut them off. The Japanese Player in this case should take advantage of his interior lines of roads and trails to stop the Americans wherever they attempt to push through the main range of mountains. It is in this Scenario that a certain time distortion takes place — a period of eight days is telescoped into two Game-Turns — this was the period of heaviest storms and operations were severely curtailed on both sides. A daring Japanese strategy for this Scenario would entail detaching a significant force to debauch into Leyte Valley to attempt to cut off the over-extended U.S. forces on the shores of Carigara Bay. This can only be accomplished by keeping the U.S. Player off-balance as to where this counter-offensive will take place and attempting to achieve a significant superiority in one area. Remember that U.S. units which cannot trace a Line of Communications are as good as dead.

The Final Collapse

This Scenario is a nightmare of delaying actions for the Japanese Player. He will find himself surrounded in more than one situation. This is the U.S. Player's chance to use maneuver to beat the Japanese. Once the 77th Division is landed, try to keep it from being pinned down and use it to maneuver into the Japanese units' rear areas to cut them off at critical junctures in the game. Using this strategy, it is also possible to stop the Japanese reinforcements from ever getting involved in the serious action of this Scenario. The key for the U.S. Player here is the destruction of Japanese combat units and cutting off all possible Lines of Communications to the western map edge. Care should be taken that no U.S. units are hampered 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)
Inf. Bns.: 34, 19 (N), 17 (E)
Art. Bns.: 13, 61, 52, 271, 465 (N),
363, 361, 49, 57 (E)

GAME-TURN TWO:

Cav. Regt.: 8 (N)
Inf. Regts.: 17, 381 (S)
Inf. Bns.: 383, 382, 32, 184 (S)
Art. Bns.: 63 (N), 198, 31 (S)

GAME-TURN SIX:

Inf. Regt.: 21 (N)
Inf. Bn.: 21 (N)
Art. Bn.: 947 (N)

GAME-TURN ELEVEN:

Cav. Regt.: 112 (N)
Inf. Bn.: 34 (0001)
Art. Bn.: 11 (N)

GAME-TURN TWELVE:

Inf. Regt.: 32 (0100)
Inf. Bn.: 32 (0100)
Art. Bn.: 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. Bn.: 305 (S)

GAME-TURN NINETEEN:

Inf. Regt.: 306 (S)
Inf. Bns.: 306, 307 (S)
Art. Bn.: 306 (S)

[18.2] JAPANESE REINFORCEMENTS

GAME-TURN THREE:

Inf. Bn.: Temp

GAME-TURN FOUR:

Inf. Regt.: 41
Inf. Bn.: 41

GAME-TURN FIVE:

Inf. Bns.: 169, 171

GAME-TURN SIX:

Inf. Bn.: 364

GAME-TURN SEVEN:

Inf. Regt.: 12
Art. Bn.: 26

GAME-TURN EIGHT:

Inf. Regts.: 1, 49, 57
Arm. Bn.: 1
Eng. Bn.: 1
Recon. Bn.: 1
Art. Bns.: 1/1, 2/1, 3/1

GAME-TURN TEN:

Inf. Bns.: 57, 49, 1

GAME-TURN ELEVEN:

Inf. Regt.: 13
Eng. Regt.: 26
Inf. Bns.: 12, 3/11
Recon. Bn.: 26

GAME-TURN FIFTEEN:

Inf. Bn.: 3/77 (0001)

GAME-TURN EIGHTEEN:

Air Assault Bn.: 4 (see 12.4)

GAME-TURN TWENTY:

Inf. Regts.: 1/68, 2/68 (0001)
Inf. Bn.: 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. Milkuhn, Larry Catalano,**
Linda Mosca, Kevin Zucker.

ISLAND WAR

STANDARD RULES for the games

BLOODY RIDGE, SAIPAN, LEYTE, OKINAWA

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- 10.1 Effect

nents, 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" mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the mapsheet 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.

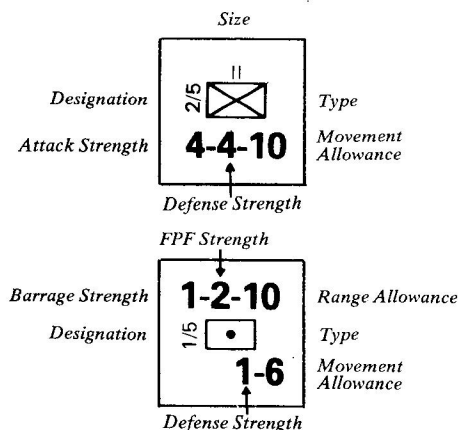
[2.2] CHARTS AND TABLES

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



Unit Types

	Infantry		Anti-Tank
	LVT (Amphibious)		Mortar
	Field Artillery		Mountain Artillery
	Defense (coastal) Artillery		Parachute
	Special Weapons (SP)		Commando
	Engineer		Machine Gun
	Armor		Reconnaissance
	Anti-Aircraft Artillery		Cavalry

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

Each hexagon on the mapsheet 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

Folio Game: QuadriGame:

Game Map	1	4
Die-Cut Counter Sheet	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die (or Randomizer)	1	1
Game Box	0	1
Folio (Folder)	1	0

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

[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 compo-

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	26 Dec 23	Date
Events	End Scen 3	
Ground Support Points	3/0	

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.

1. 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 sub-sequence where 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 allocates Final Protective Fire Strength (if he wishes) from non-adjacent 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 column 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.

2. 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

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own 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.

[5.12] A Friendly unit may never enter a hex containing an Enemy unit.

[5.13] 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.

[5.14] 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.

[5.15] 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).

[5.16] 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.

[5.17] 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

[5.21] 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 on the map. Movement Point costs are cumulative.

[5.22] 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.

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

[5.24] 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.

[5.25] 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

[5.31] A Friendly unit may move through hexes occupied by other Friendly units (at no extra Movement Point cost), but may not end the Movement Phase stacked in the same hex with another Friendly unit. Stacking is prohibited.

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

[5.33] 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

[6.11] 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.

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

[6.13] 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.

[6.14] 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 hexsides.

[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 onto 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 a +9. The attack would be resolved at +8-9 on the line 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 combats may be resolved in any order that the attacker wishes, so long as all combats are 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 addi-

tional 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 MULTI-HEX 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 combats, 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 hexsides. Terrain in hexes occupied by attacking units has no effect on combat.

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

[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 hexside 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 on the Combat Differential, then 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 attacks 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 (1,2,3). 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 hexsides (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 hexside (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 the Combat Result-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 retreated 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.

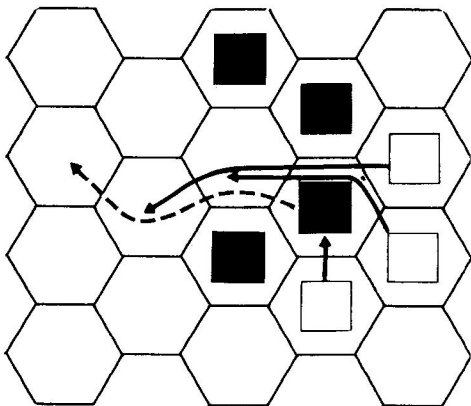
[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[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 advance places 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 De 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 Combat Strength 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 Strength 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 MASSES 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.

[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		
River	—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	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..