

# ISLAND WAR

## Saipan Conquest of the Marianas, June 1944 EXCLUSIVE RULES

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### [11.0] INTRODUCTION

**Saipan** is a simulation of the American invasion of the Island of Saipan in the Marianas in June, 1944. Saipan and nearby islands were vital bases which would allow American bombers, for the first time, to be based within range of the Japanese home islands. Thus, the Japanese hoped to deny the island to the Americans, or at least make the cost prohibitively expensive, thereby discouraging further island invasions even closer to Japan.

### [12.0] REINFORCEMENTS

#### GENERAL RULE:

Only the U.S. Player receives reinforcements. These units appear during the Owning Player's Movement Phase of the Game-Turn.

#### CASES:

#### [12.1] QUANTITY OF REINFORCEMENTS

A maximum of six infantry units may be taken as reinforcements on the First Game-Turn. 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. Once all of the U.S. units have been brought into play, the U.S. Player may receive no more reinforcements. Destroyed units may **not** be brought back into play as reinforcements.

#### [12.2] 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.

#### [12.3] WHERE REINFORCEMENTS ARRIVE

##### [12.31] On Beach Hexes

On the First Game-Turn only, reinforcements may be placed on any Beach hex not occupied by an

Enemy unit. On the Second and succeeding Game-Turns, reinforcements must enter through Beach hexes containing Beachhead Markers. On every Turn, each reinforcement unit expends all of its Movement Points to enter the hex. It may move no farther than that Turn.

##### [12.32] In Sea Hexes

On the First Game-Turn only, if the Beach hex into which a Player wishes to land a reinforcement unit is occupied by an Enemy unit, he may place the reinforcement unit in a Sea hex directly adjacent to the Beach hex. However, during the immediately following Combat Phase, the reinforcement unit must attack the unit in the hex in which it is to move. If the attack fails to force the Enemy unit out of the hex (preventing an advance after combat) the reinforcement unit is eliminated.

##### [12.33] In Enemy Zones of Control

Reinforcements may be placed in Enemy Zones of Control. However, they may move no farther than Game-Turn, and must attack one or more units to which they are adjacent (see 7.1).

##### [12.34] Beachhead Markers

A Beachhead Marker is placed in each Beach hex occupied by a U.S. unit at the end of the U.S. Player-Turn of Game-Turn One (and then only). Once placed, they may never be moved. On all following Game-Turns, U.S. reinforcements **must** enter Beach hexes containing Beachhead Markers. A Beachhead Marker is immediately and permanently destroyed if a Japanese unit enters or passes through its hex. If no vacant Beachhead Markers are available on a given Game-Turn, no reinforcements may enter the game that Game-Turn.

##### [12.4] REINFORCEMENTS AND COMBAT

Reinforcements may engage in combat normally in the same Game-Turn that they arrive.

### [13.0] VICTORY CONDITIONS

#### GENERAL RULE:

The Victory Conditions are the same for both Scenarios. In order for the U.S. Player to win, he must eliminate all Japanese units by the end of the game; in order for the Japanese Player to win, he

must eliminate all American units on the island. Any other result is a draw.

### [14.0] SCENARIOS

#### GENERAL RULE:

**Saipan** consists of two Scenarios: the Historical Scenario and the Free Deployment Scenario. The instructions for each Scenario include each Player's Initial Deployment, Special Rules in effect for each particular Scenario, and the length in Game-Turns of each 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.

#### [14.1] HISTORICAL SCENARIO

##### [14.11] JAPANESE INITIAL DEPLOYMENT

**Unit Type:** 3-4-8. **Hexes:** 1/135 (3418), 2/135 (3114), 3/136 (2107), 1/136 (1805), 2/136 (1505).

**Unit Type:** 5-6-8. **Hex:** 5 Base (2406).

**Unit Type:** 2-3-8. **Hexes:** Yok/1 (2307), 317 (1103), 318 (0504), 316 (0409), 1/118 (1513), 3/118 (1614), 1/18 (1515), 7 (1717), 2/118 (1817).

**Unit Type:** 1-2-8. **Hex:** 16 (0802).

**Unit Type:** 2-1-8. **Hex:** 9 (1816).

**Unit Type:** 3-2-3/1-4. **Hex:** 25 (0710).

**Unit Type:** 2-1-10/1-4. **Hexes:** 1/3 (1609), 2/3 (1510).

**Unit Type:** 4-2-10/1-4. **Hex:** 3/10 (1409).

##### [14.12] U.S. INITIAL DEPLOYMENT

No U.S. units begin the game on the map. However, U.S. Game-Turn One reinforcements must be placed on hexes 1203, 1102, 1002, 0902, 0801 and 0702; note two units must attack.

##### [14.13] SPECIAL RULES

1. The **U.S. Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One and continues through Game-Turn Fifteen.

#### [14.2] FREE DEPLOYMENT SCENARIO

##### [14.21] JAPANESE INITIAL DEPLOYMENT

The Japanese Player freely deploys his entire force anywhere on the map he desires.

##### [14.22] U.S. INITIAL DEPLOYMENT

No U.S. units begin the game on the map. However, the U.S. Player must choose **any six** Beach Hexes in which he will put his First Game-Turn reinforcements. He first writes the hex numbers on a separate sheet of paper. Then the Japanese Player deploys his forces. Finally, the U.S. Player reveals to the Japanese Player which hexes he has chosen. The U.S. Player **must** attack the hexes he wrote down.

##### [14.23] SPECIAL RULES

1. The **U.S. Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One and continues through Game-Turn Fifteen.

### [15.0] GAME NOTES

#### [15.1] PLAYERS' NOTES

**Japanese Tactics:** The Japanese Player has three advantages at the beginning of the game which he must utilize to the utmost. First, there is the initial numerical superiority; second, there is artillery parity; third, there is the Banzai attack. The

BEACH  
HEAD

Japanese Player must remember that he cannot cover all the beaches. As a result, he must attempt to cover the more important areas while maintaining a mobile reserve. Once the U.S. forces have landed, he must bring in as many units as possible to oppose the landings. This is where the numerical superiority pays off. The Japanese Player must react quickly because this advantage will not last. He must ignore his own casualties. As long as there is a chance of defeating the U.S. forces on the beaches, these attacks must be kept up.

Should the U.S. Player succeed in establishing a firm beachhead, there will come a point where the Japanese Player must break off contact with the enemy forces. Delaying this even one Game-Turn can mean the difference between a Draw and losing the game. When this point in the game occurs, the Japanese Player should withdraw his remaining forces to the roughest terrain available. From this point on, it is merely a matter of survival. The U.S. forces will have overwhelming strength. The Japanese Player will be attempting to avoid contact with the enemy while trying not to be surrounded. Under no circumstances should the Japanese Player perform a Banzai attack, even if the elimination of a U.S. unit is assured. The U.S. Player will simply have such superiority in numbers that the loss will not matter to him. Remember, all the Japanese Player has to do at this point is to survive until the end of the game.

**U.S. Tactics:** The first problem facing the U.S. Player is simply getting and staying ashore. Two avenues of action are open. The first is to invade six adjacent Beach Hexes. This will give the U.S. Player concentration of forces and allow his units to support each other. However, if he chooses a beach area near to the Japanese mobile forces, he could find himself in serious trouble.

The second possible action for the U.S. Player is to invade several different areas. This has the advantage of forcing the Japanese Player to spread

his mobile reserves over a wide area and almost guarantees the successful landing of at least one invasion area. However, one or more of the remaining invasion areas may well be lost. Also, it will prove difficult to concentrate forces and will adversely affect reinforcements.

After the U.S. Player lands, he should attempt to push a little in shore and establish a defensive perimeter. This will mean that the reinforcements for the first one or two Game-Turns should be infantry, as they will be needed on the perimeter (note that this infantry should be marine, not army). After a perimeter has been established, as much artillery as possible should be brought ashore. Sufficient artillery will make the U.S. forces immune to even Japanese Banzai attacks. It will also prove of immense value in any attacks.

Once sufficient forces have been brought ashore, an all-out offensive should be started with the objective of clearing all Japanese units off the island. Remember, that the fighting is taking place on an island, and it will often be possible to pin Japanese units against the coast. Attempt to surround enemy units whenever possible. One last word of caution: beware of stray Japanese units. Only one enemy unit need survive to turn a sure victory into a Draw.

#### [15.2] DESIGNER'S NOTES

Gathering the information on the battle proved more difficult than was anticipated. The first major problem that was encountered was in obtaining a map of the island itself. The **West Point Atlas** was of no help; the same holds true for the Army's official history. Finally, a day spent at the map section of the New York Public Library yielded two maps that were suitable. The maps showed both terrain and vegetation.

This led to the second major problem. The scale of the game had to be changed considerably from what was first desired. Originally, **Saipan** was to be designed on a scale of 600 meters per hex. It simply would not fit onto the mapsheet. Eventually, the

scale had to be expanded to its present size of 900 meters per hex. This was not especially desirably from a game mechanics point of view, but it worked.

A good order of battle for both sides was obtained in the book **Saipan**, published by the Marine Corps. However, once the order of battle was established, another problem arose. The composition of units in terms of both manpower and materiel vary greatly, particularly in the Japanese formations. Fortunately, a study had been done in one of SPI's **Kampf** booklets giving a complete break-down of the make-up of Japanese units. After this data was compiled, it was simply a matter of sitting down with a pocket calculator and computing Combat Strengths. Various Japanese units had artillery integrated into them rather than organized into separate formations. This is accounted for by the larger Japanese units in the game — mainly the 3-4-8's. Another thing that had to be factored in was the weaponry of the Americans. This is the main reason that Marine units are stronger than Army units. They were liberally equipped with automatic weapons, had heavy weapons companies attached to their battalions and were equipped with, of all things, sawed-off shotguns. These proved quite effective in the battle. The only real "fudge factors" in the game is the amount of Ground Support Points. To be honest, playtesting determined those strengths. Whatever worked was used. It should be noted, however, that the ranges of the artillery units are accurate.

#### DESIGN CREDITS

Game Design: **Kip Allen**

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**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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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.

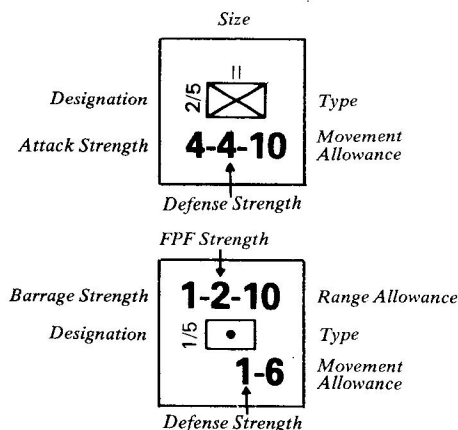
### [2.2] CHARTS AND TABLES

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



## [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-

#### 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

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

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.

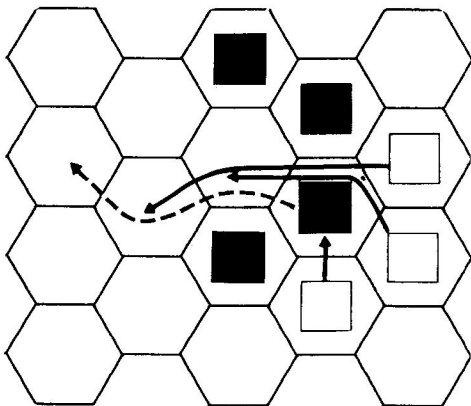
[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[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)

<b>Rough</b>	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10			
<b>Broken, Town</b>	—3	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10		
<b>River</b>	—5	—4,3	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10	
<b>Clear</b>	—7	—6,5	—4,3	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10
<b>Die Roll: 1</b>	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De	De
<b>2</b>	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De
<b>3</b>	A2	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3
<b>4</b>	A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2	D2
<b>5</b>	A3	A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2
<b>6</b>	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..