

1 Oct 20 Begin Scen 1 8/0	2-3-5 Ex4	3-2-5 Ex1	5-5-5 Ex4	1-4 Ex1	2-3-5 N4	3-2-5 N2	5-5-5 N2	5-5-5 N3
2 Oct 22 6/0	2-3-5 Ex2	3-2-5 Ex4	5-5-5 Ex2	1-4 Ex1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N1

TURN RECORD / REINFORCEMENT

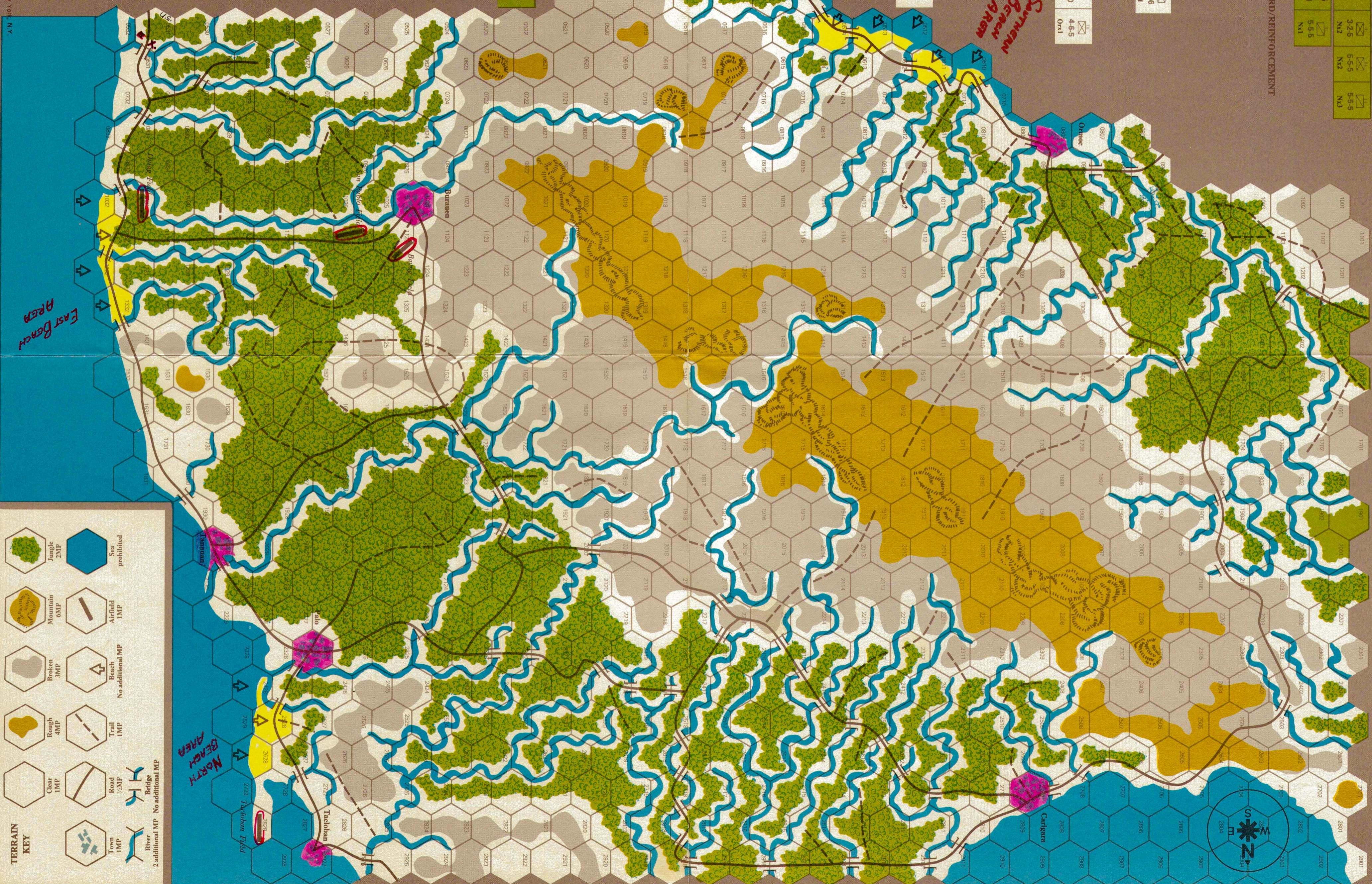
3 Oct 24 3/5	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	2-3-6 Or1	1-2-6 Or1
4 Oct 26 3/3	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	2-3-6 Or1	1-2-6 Or1
5 Oct 28 3/3	2-3-6 Or2	2-3-6 Or2	4-6-5 Or2	2-3-6 Or2	1-2-6 Or2
6 Oct 30 3/3	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
7 Nov 1 3/3	1-3-3 Or1	2-5 Or1	6-8-5 Or1	2-5 Or1	4-2-10 Or1
8 Nov 3 3/3	1-3-3 Or2	2-5 Or2	6-8-5 Or2	2-5 Or2	4-2-10 Or2
9 Nov 5 Begin Scen 2 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
10 Nov 7 4/0	2-3-6 Or3	2-3-6 Or3	4-6-5 Or3	2-3-6 Or3	1-2-6 Or3
11 Nov 9 0/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
12 Nov 18 0/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
13 Nov 27 0/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
14 Nov 29 3/0	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	2-3-6 Or1	1-2-6 Or1
15 Dec 1 3/0	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	2-3-6 Or1	1-2-6 Or1
16 Dec 3 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
17 Dec 5 End Scen 2 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
18 Dec 7 Begin Scen 3 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
19 Dec 9 6/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
20 Dec 11 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
21 Dec 13 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
22 Dec 15 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
23 Dec 17 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
24 Dec 19 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
25 Dec 21 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1
26 Dec 23 End Scen 3 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1

Each reinforcement unit should be placed in a space on the Track which depicts a unit of its type. Spaces not tinted are for Japanese units, spaced tinted green are for U.S. units. The number of units which should be placed in each space is indicated below the picture of the unit: x1 = one unit, x2 = two units, x3 = three units, etc.

The Game-Turn Marker should be placed in the Game-Turn space number One. At the conclusion of every Game-Turn, the Game-Turn Marker should be moved to the next Game-Turn. Reinforcement units are removed from the Track and placed on the map during the Game-Turn next to which they are listed. Where units are to enter the map is indicated by the entry code in each unit space.

Leyte

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Jungle 2MP
 Mountain 6MP
 Broken 3MP
 Rough 4MP
 Clear 1MP

Sea prohibited
 Airfield 1MP
 Beach No additional MP
 Trail 1MP
 Road 1MP
 Town 1MP

Bridge 2 additional MP No additional MP
 River

TERRAIN KEY

TURN RECORD/REINFORCEMENT																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
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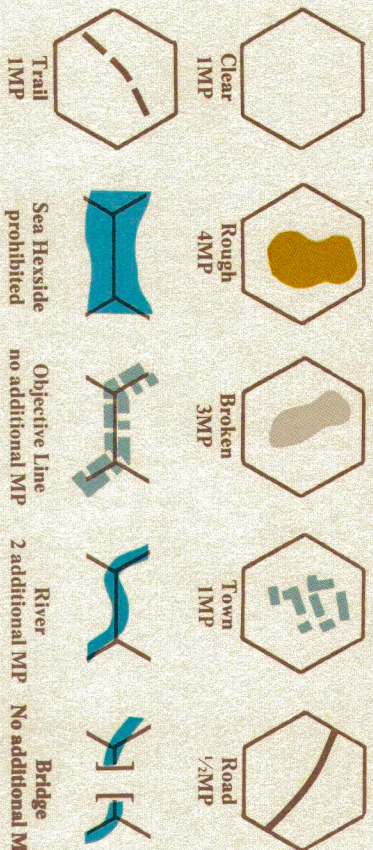
[7.61] INTEGRATED COMBAT RESULTS TABLE												
Terrain Type:		Combat Differential (Attacking Strength minus Defending Strength)										
Rough		-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10		
Broken, Town		-3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10	
River		-5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10
Clear		-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9
Die Roll: 1		A1	A1	A1	•	D1	D1	D1	D2	D2	D3	De
2		A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3
3		A2	A1	A1	A1	•	•	D1	D1	D1	D2	D3
4		A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2
5		A3	A2	A2	A1	A1	A1	•	•	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.



Okinawa

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Each reinforcement unit should be placed in a space on the Track which depicts a unit of its type. There are no Japanese reinforcements; all reinforcements are U.S. units. The number of units which should be placed in each space is indicated below the picture of the unit: x9 = nine units; x12 = twelve units.

The Game-Turn Marker should be placed in the Game-Turn space number One. At the conclusion of every Game-Turn, the Game-Turn Marker should be moved to the next Game-Turn. Reinforcement units are removed from the Track and placed on the map during the Game-Turn next to which they are listed. Reinforcements may be brought onto the map in any land hex at the northern or eastern mapedges. They may also conduct invasions on their Game-Turn of arrival (see 14.0).

MARPI POINT



Saipan

15 JUNE 1944

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

Die Roll:	1-17	18-34	35-51	52-68	69-85	86-100
Clear	A1	A1	A1	A1	A1	Ae
Jungle	A1	A1	A2	A2	A2	A2
Broken, Town	A1	A1	A1	A1	A1	A1
Rough	A1	A1	A1	A1	A1	A1
Combat Differential (Attacking Strength minus Defending Strength)	-7	-6.5	-4.3	-2	-1	0
	+1	+2.3	+4.5	+6.7	+8.9	+10

TERRAIN KEY

Clear 1MP

Jungle 2MP

Broken 3MP

Trail 1MP

Sea prohibited

Lake prohibited

Town 1MP

No additional MP

[7.61] INTEGRATED COMBAT RESULTS TABLE

Terrain Type:	Combat Differential (Attacking Strength minus Defending Strength)											
Rough	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10			
Broken, Town	—3	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10		
Jungle	—5	—4,3	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10	
Clear	—7	—6,5	—4,3	—2	—1	0	+1	+2,3	+4,5	+6,7	+8,9	+10
Die Roll:	1	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De
	2	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3
	3	A2	A1	A1	A1	•	•	D1	D1	D2	D2	D3
	4	A2	A2	A1	A1	A1	•	•	D1	D1	D2	D2
	5	A3	A2	A2	A1	A1	A1	•	•	D1	D1	D2
	6	Ae	A2	A2	A2	A1	A1	A1	•	•	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.

Six U.S. marine infantry units are received as reinforcements on Game-Turn One. One unit of any type may be taken each Turn after the First Game-Turn. The U.S. Player may choose any units not yet in play as reinforcements. The Japanese Player receives no reinforcements.

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

TURN RECORD/REINFORCEMENT

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