

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 N3

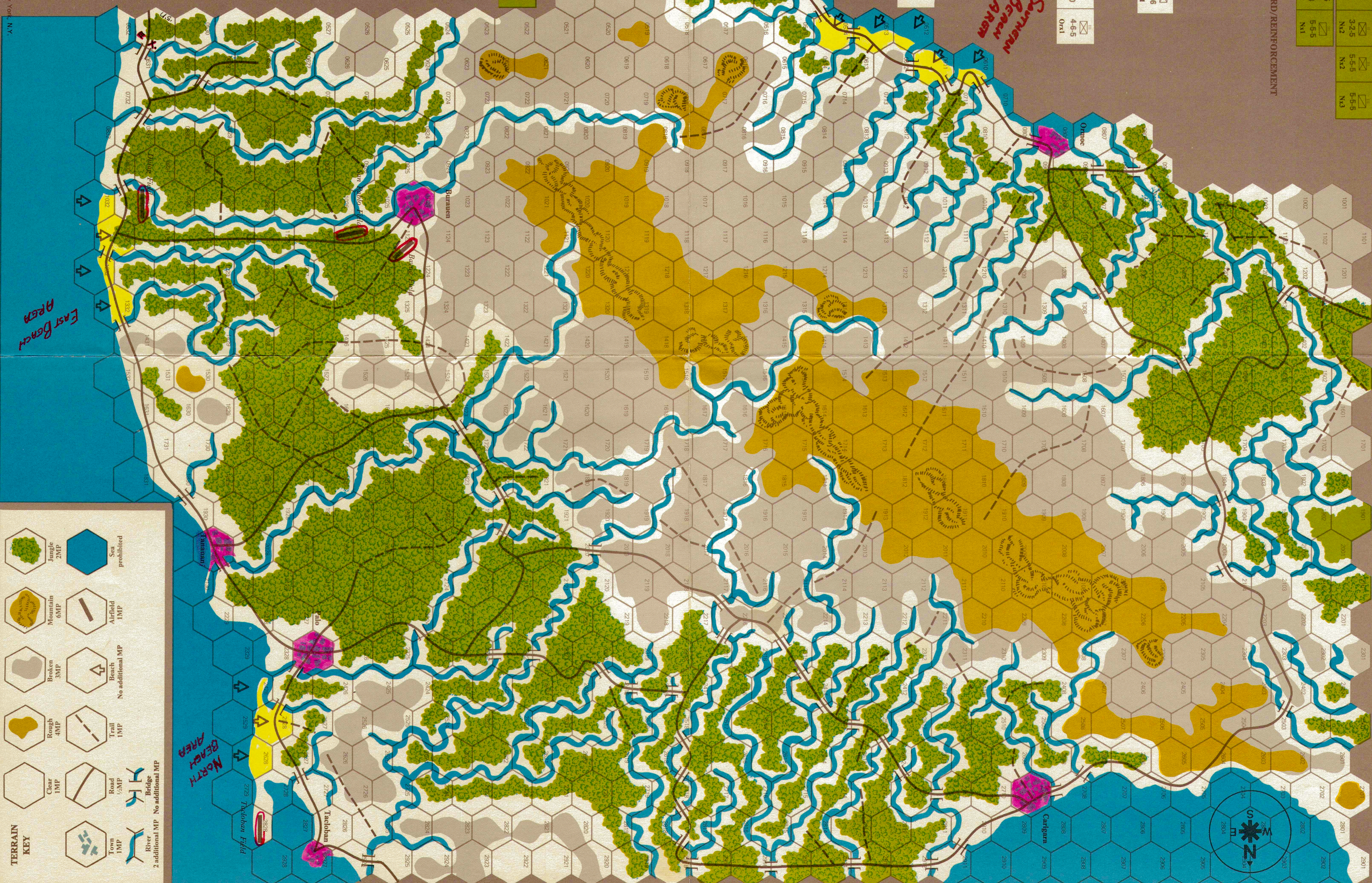
TURN RECORD/REINFORCEMENT

3 Oct 24 3/5	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	1-2-6 Or1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
4 Oct 26 3/3	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	1-2-6 Or1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
5 Oct 28 3/3	2-3-6 Or2	2-3-6 Or2	4-6-5 Or2	1-2-6 Or2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
6 Oct 30 3/3	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-2-6 Or1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
7 Nov 1 3/3	1-3-3 Or1	2-5 Or1	6-8-5 Or1	2-5 Or1	1-3-3 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
8 Nov 3 3/3	1-3-3 Or1	2-5 Or1	6-8-5 Or1	2-5 Or1	1-3-3 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
9 Nov 5 Begin Scen 2 3/0	1-3-3 Or3	2-5 Or3	6-8-5 Or3	2-5 Or3	1-3-3 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
10 Nov 7 4/0	2-3-6 Or3	2-3-6 Or3	4-6-5 Or3	1-2-6 Or2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
11 Nov 9 0/0	2-3-5 010001	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
12 Nov 18 0/0	2-2-8 Or1	2-5-6 Or1	1-2-8 Or1	1-2-6 Or2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
13 Nov 27 0/0	2-3-5 010001	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
14 Nov 29 3/0	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	1-2-6 Or2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
15 Dec 1 3/0	2-3-6 Or1	2-3-6 Or1	4-6-5 Or1	1-2-6 Or2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
16 Dec 3 3/0	2-3-5 N1	3-2-5 N1	5-5-5 N1	1-4 N1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
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	3-2-5 N1	5-5-5 N1	5-5-5 N3
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	3-2-5 N1	5-5-5 N1	5-5-5 N3
19 Dec 9 6/0	2-2-8 N1	2-2-8 N1	4-6-5 N1	1-2-6 Or1	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
20 Dec 11 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
21 Dec 13 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
22 Dec 15 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
23 Dec 17 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
24 Dec 19 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
25 Dec 21 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3
26 Dec 23 End Scen 3 3/0	1-2-6 N1	2-4-5 N1	0001x1	0001x2	2-3-5 N1	3-2-5 N1	5-5-5 N1	5-5-5 N3

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



TERRAIN KEY

- Sea prohibited
- Mountain 6MP
- Broken 3MP
- Rough 4MP
- Clear 1MP
- Bridge 2 additional MP
- Road 1MP
- Town 1MP
- River
- Beach 1MP
- No additional MP
- Trail 1MP
- 2 additional MP