

D-DAY AT IWO JIMA

Rules Booklet



**DECISION
GAMES**

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1.0 INTRODUCTION

D-Day at Iwo Jima (DD IJ) is a solitaire game simulating the 1944 US invasion and conquest of Iwo Jima island. In this game, you control the US forces assaulting the Japanese garrison. The game system controls the opposing Japanese forces.

Important: Many rules cases are subdivided into sentences or paragraphs listed using small case letters, or numbers. Listing with numbers must be conducted in the order given. Letters are used to identify separate points within the case.

The game includes six scenarios. The first scenario covers the first day of the landings up until nightfall, with each game turn representing two hours of actual time. All other scenario's GTs each represent about a third of a day's daylight time (with three GTs equal to one day). Night time activity has been abstracted into the PM GT.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

2.0 GAME COMPONENTS

D-Day at Iwo Jima includes the following components:

22 x 34, inch mounted game board
528 playing pieces
One deck of 55 cards
Rules booklet
Campaign analysis
Storage bags
Five Player-Aid Cards

Important: Dice are not required to play *D-Day at Iwo Jima*.

2.1 The Map

The game map portrays most of Iwo Jima Island. Only the northernmost coastal bluffs and beaches have been omitted. A hexagonal grid is superimposed over the map's terrain features to regulate the placement and movement of units. Each hex approximates an area about 250 meters across. The type of terrain in each hex is identified on the Terrain Effects Chart (TEC), as are the effects of terrain on gameplay.

2.1.1 Japanese Positions

Hexes with a colored surrounding border are Japanese positions representing clusters of defensive works and fortified complexes.

a) Each position is color-coded and assigned a unique identity code consisting of a letter (A to M) and a priority number (from 1 to 9); the letter code and number are also used to prioritize game actions involving Japanese positions. Position colors are used with Japanese fire cards to determine which Japanese positions conduct actions.

b) Positions marked with an X or + symbol are hexes that Japanese units are initially setup for a scenario. Positions with the artillery symbol possess fixed artillery that contributes to that sector's artillery fire if they have not been captured.

c) The hilltop triangle signifies a terrain feature and is not associated with the target triangle symbol that appears on the fire card sections.

d) Some positions are solid black, they usually conduct actions on any Japanese action draw.

2.1.2 Japanese Position Groups (PG)

Many Japanese positions consist of more than one hex, and each such grouping is called a PG. All the hexes of a PG have the same surrounding position border color and are also marked with dashed lines of the same color linking the hexes together. Each PG conducts actions as one force, with its strength determined by the number of units and Depth markers occupying any of that PG's hexes. However, a player conducts actions against a PG's hexes individually, not against the entire PG.

2.1.3 Japanese Fire Dots & Fields of Fire

Most Japanese positions have a two-hex range field of fire (FOF) that is not marked on the map. Hilltop (triangle) positions have a range of three hexes. In these cases, the third hex of a black PG range is marked by a black fire dot that is either solid or checkered. A solid dot is an intense FOF, while a checkered dot is a steady FOF. The difference is explained in the Japanese action rules for fire. Only the black FoF are printed on the game map. All other FoF are indicated on the Setup Display for referencing during play.

2.1.4 US Beach Landing Boxes & Hexes

The boxes along the eastern and western beaches hold US units approaching each of those beaches for a landing. Each Beach Landing Box (beach box) is identified by a unique code name and number. A beach box is associated with two or three adjoining beach hexes. The blue boundaries around each box line up to its landing beach hexes. Each beach hex is marked with a landing arrow pointing inland from the coastline of the beach. Beach hexes are also proper map hexes for all other game functions, in addition to landing units from beach boxes.

2.1.5 Other Tracks & Displays

Japanese Reserve Display: Holds Japanese units in reserve during play; each Japanese Sector (1 through 4) has a separate display.

Japanese Eliminated Elite Units Display: Holds elite units eliminated during play.

US Infantry Loss Display: Holds eliminated infantry units during play. There are three of these (one for each US division).

USMC Division Reserve Displays: Holds US units currently in reserve. Each US division has a separate display.

US Command Post Range Track: Holds the markers used to show the command range of US regimental command posts (used starting Turn 6).

2.2 The Playing Pieces

The playing pieces consist of units and markers. Units represent specific US and Japanese military forces. The features of US and Japanese units differ. That is, only US units have steps and only Japanese units have an unrevealed side.

Markers are used to record a unit's status, and are placed either on top of, or below a unit. The use of each marker is explained in the rules. Markers

ELEMENTS OF JAPANESE POSITIONS

Black fire dots have special fire rules (6.0).

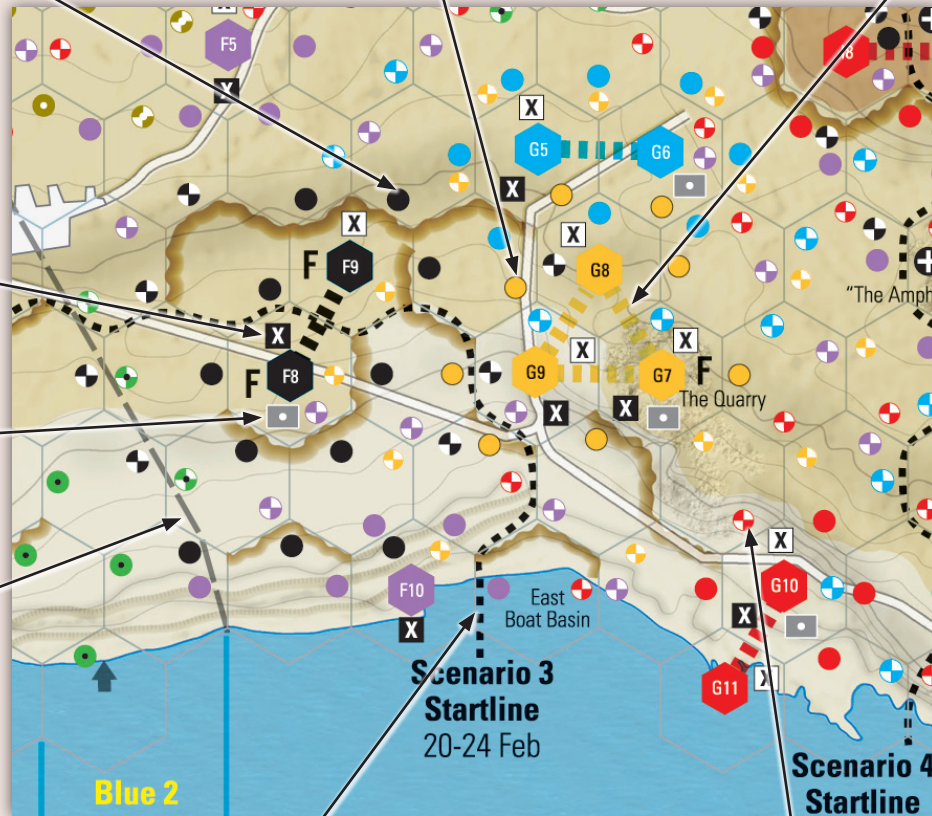
Solid Dots are Intense Field of Fire (FOF) hexes. In this case, the gold dot is intense fire dot for positions G8 or G9.

Connector link indicating Positions G7, G8 & G9 form a position group.

The black and white boxes with an X denote scenario setup positions for Japanese units.

Japanese initial setup hex and artillery position.

Artillery Sectors are divided by large grey dashed lines.



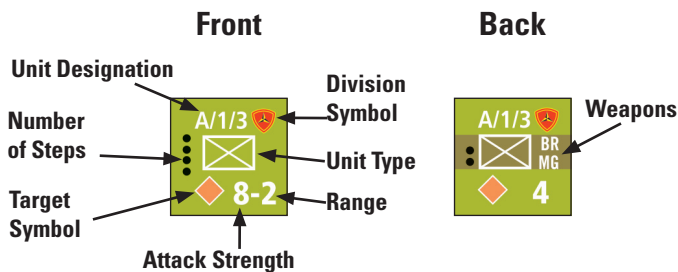
Scenario Startlines are noted using dashed black lines.

Checkered dots are Steady fire hexes. In this case the red checkered dot is Steady fire dot for position G10.

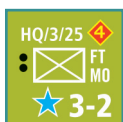
are also used to record information on the game map or on the various tracks associated with game play.

2.2.1 US Units

US Infantry Unit



Battalion Headquarters (HQ)



Regimental Headquarters



Heavy Weapons (HW)



Engineer Unit



Tank Unit



Weapons & Equipment: The US Weapons Chart lists all the weapons and equipment possessed by all full-strength regular infantry units, heavy weapons companies with more than one step, and all other US units regardless of strengths.

Important: US weapons are also listed on step loss markers.

Range: Some US units have a numerical range that allows them to attack or barrage Japanese units or positions from non-adjacent hexes. A range of U indicates they may do so from an unlimited distance. Naval gunfire, airstrikes, and artillery fire all have unlimited range.

Divisions: There are three USMC Divisions available for action on Iwo Jima. They are the 3rd, 4th, and 5th Marine Divisions. Each unit belonging to a

division displays that division's emblem in the upper right corner of the unit counter.



Designation: In addition to belonging to a division, all units are further identified by their sub-organization within their divisions. Units may belong to companies, battalions, and/or regiments within a division, listed in that order.

Example: The unit shown has a designation of A/1/23. It is A company, first battalion, 23rd Marine Regiment of the 4th Marine Division.



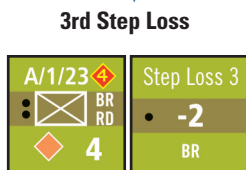
Steps: Each US unit possess from one to four steps, indicating a unit's overall manpower and cohesiveness. These steps are lost due to combat and events. Regular US infantry companies and HW companies with four steps are marked with a step loss marker whenever they suffer their first or third step loss.

- a) If there is a step loss marker underneath the unit, subtract two attack points from the attack strength that is showing on the face-up side.
- b) When a four-step unit suffers its second loss, flip it over to its reverse side (a dark color band signifies that the unit is on its reduced side), and remove the step loss marker.

Example: If A coy, 1st Battalion of the 23rd Regiment suffered one step loss the player would randomly pick a 'Step Loss 1' marker and place it under the counter. If the unit suffered a second step loss, the step loss marker would be removed, and the unit would be flipped to its two-step side.



If the unit suffered a third step loss, the player would randomly pick a 'Step Loss 3' marker and place it under the unit.



Target Symbol: A selector used to randomly determine which US units are affected by a Japanese action or event during play.

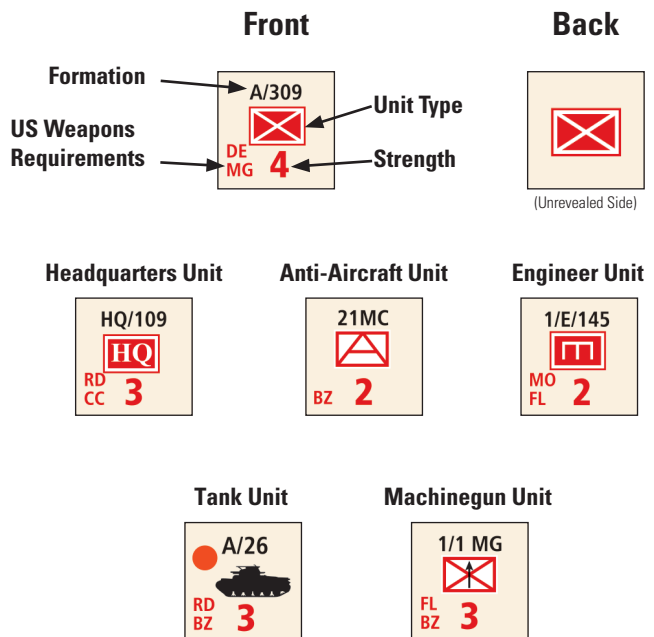


Note: Target symbols are color coded by battalion. The first battalion in each regiment is red, second battalion white and the third battalion is blue.

Heavy weapons, tank, engineer and regimental HQ units target symbols are black.

2.2.2 Japanese Units

Important: The back of all Japanese units represent their unrevealed side.



Important: The three Japanese tank units each have a different position color printed on their counter. A Japanese tank unit uses the position color on its counter when in a non-position hex. The color is disregarded when the tank unit is in a position hex.

Formations:

Japanese units belong to one of five formations:

SAG: Southern Air Group (approximately 2400 men assigned to general naval duties on the island).

TAP: Technical Air Personnel (mixture of machinists and mechanics from the Naval Air Group).

MC: Machine Cannon (20mm to 40mm)

E: Engineers

MG: Machinegun

Elite Japanese Units have a filled-in unit type box. (the entire unit box is red)



Strength: A quantification of the unit's ability when involved in close combat and when defending against US attacks.

US Weapon Requirements: weapons that attacking US units must possess to defeat Japanese units.

Important: A unit with a 'CC' requirement has an advantage in close combat.

Japanese Unit Depth Markers: Are placed underneath Japanese units according to setup rules, events, and/or Japanese actions. A depth marker

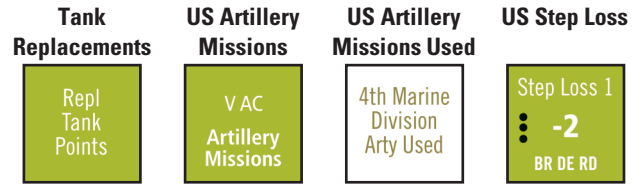
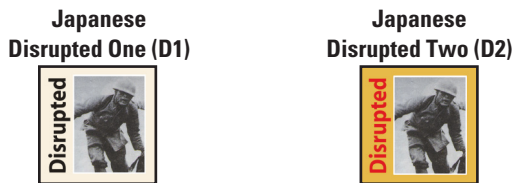
represents a unit that is fully deployed and positioned to maximize its combat effectiveness. Depth markers are usually deployed with their unrevealed side (the flag image) face up (representing an unknown quantity to you). They are only flipped to their revealed side by a US action against the hex they occupy, or as called for by events on the playing cards. Their exact properties and functions are described in 9.0.



Japanese Fortification Markers: These markers are placed in position hexes to strengthen Japanese defenses. They are placed according to an event or setup instructions.

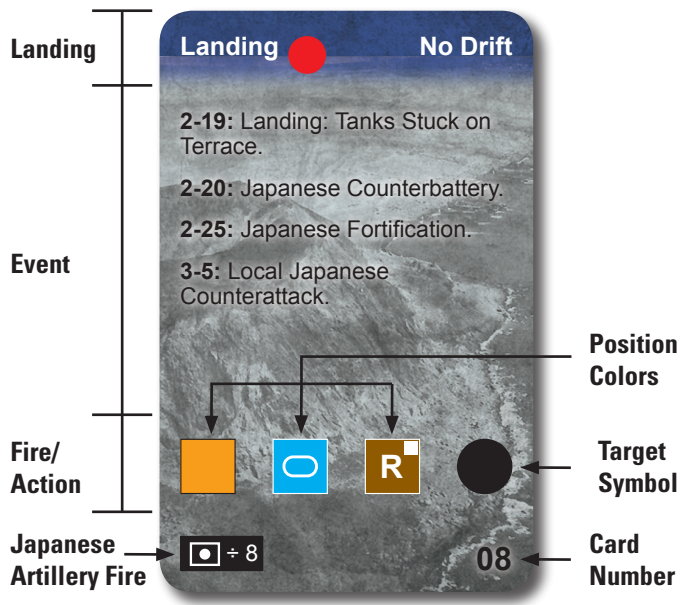


2.2.3 Other Markers



2.3 The Cards

Cards are used to determine any landing effects on US units, to generate events and Japanese actions, and other game functions. During play, cards are drawn from the deck and players consult the relevant section on a card to determine its effects. Each card is divided into three sections, with each section relating to a different element of game play and activity resolution.



Landing Section: Results displayed in this section affect US units in the beach landing box. The landing section color is used to determine a black position's color when resolving barrage and close combat.

Event Section: Used when a card is drawn during an Event Phase. This section may be further divided into sub-sections that only apply to scenarios occurring during the dates. A close combat event may also appear at the bottom of this section.

Important: The numbers are dates (example 2-23) not game turn ranges. Each event is valid on its listed event date and all subsequent dates until the next listed date on the card.

Fire/Action Section: Applies primarily during the Japanese Fire Phase and is used to determine the Japanese positions that fire at US units and/or perform other actions. This section is also sometimes used to resolve US actions (like infiltration moves and barrages). Japanese artillery fire is resolved by referencing the artillery value appearing beneath the fire color symbols on the card.

2.3.1 Card Draw

A single card draw is used for a single purpose. Ignore the other sections of the card unless otherwise directed.

a) Sometimes a player is required to draw one card for each committed US division. Each US division uses the card drawn for that specific division, ignore the card draw for any other US division, even if drawn during the same phase.

b) Cards drawn for landing checks, events, and Japanese fire/actions are placed in the appropriate card displays on the Turn Sequence Track.

c) Cards drawn for any other purpose are immediately placed in the discard pile. At the end of a game turn, all cards on the turn track are placed in the discard pile.

2.4 Charts & Tables

The following displays, charts and tables are included.

(pg48) Japanese Fire/Action Summary Chart	(PAC#4) US Attack Results, US Weapons, US Barrage Results, Japanese Fire
(PAC#1) Turn Sequence Track	(PAC#5) Set Up Map
(PAC#2) US Unit Holding Display	(PAC#6) Terrain Effects (TEC), Sequence of Play
(PAC#3) Record Track	

2.4.1 The Turn Sequence Track

The Turn Sequence Track is used to record what phase is currently being conducted in a game turn and what cards have been played so far in that turn. The track is composed of displays that lists (in order) the phases of a game turn and are large enough to hold the card that is currently in play during a phase. As you draw cards during each turn, place each card in the display containing the listed action for that card. At the end of the turn, remove all cards from the track and place them in a discard pile, off map. The phase marker may be moved along the track to record the current phase of a turn.

3.0 SETTING UP FOR PLAY

Lay out the map with the edge with the green, red, yellow and blue landing beaches closest to you. Then choose one of the following six scenarios for play. Scenario one instructions are listed in 3.1. All other scenario instructions are listed in 18.0:

1) D-Day, 19 February 1945 (Invasion): Covers the entire first day (turns 1-6) and takes approximately three hours to play. This is the recommended scenario for players new to the game system.

2) Surabachi: Depicts the 28th Marine Regiment's capture of this dominant height on the south end of the island. It starts on the AM GT of 20 Feb and concludes at the end of PM GT of 24 Feb (GT 7-21) and takes about 2 hours to play.

3) Drive to the North: Involves the complete capture of Airfield One and the advance to the Motoyama Plateau by the 4th and 5th Marine Divisions. It starts on the AM GT of 20 Feb and concludes at the end of the PM GT of 24 Feb (GT 7-21). This scenario takes approximately 5 hours to play. Surabachi and Drive to the North occur in the same time frame and may be combined into one scenario.

4) Hot Rocks: Clearing the Motoyama Plateau. This scenario begins on AM GT of 25 Feb and concludes at the end of the PM GT of 4 March (GT 22-45). This is an ideal scenario for two players cooperating against the solo system (each player takes one US division). This scenario takes about 12 hours to play.

5) Drive to the Sea: Involves the final clearing of the plateau and the practical end of organized Japanese resistance. This scenario begins on the AM GT of 6 Mar and concludes at the end of the PM GT of 10 Mar (GT 49-63). It requires approximately four hours to play.

6) Sands of Iwo Jima Campaign Game: Begins with the 0900 GT (game turn 1) of 19 Feb and concludes at the end of the PM GT of 11 Mar (GT 1-66). This scenario combines all aspects of the previous scenarios into a comprehensive look at the entire campaign until organized resistance came to an end. Special rules are added to represent strategic decisions not present in the smaller scenarios.

3.1 D-Day 19 February Scenario One

This scenario depicts the first day only. It covers the initial landings, the effort to isolate Surabachi (Sector 1) and capture all of Airfield #1. GT 1 is the first turn of the scenario and GT 6 is the last.

3.1.1 US Setup

Set up all units landing on GT 1 in the beach boxes. All US units landing on GT 2-6 should be made ready as they will be used also. Ignore arriving artillery points, you cannot use them.

Landing Beach Codes: G = Green, R = Red Beach, Y = Yellow, B = Blue. The number after each letter code is that beach box's number. The ID numbers represent all four units of a USMC Rifle Btn.

Example: When the set-up states to place 1/28, you would place HQ/1/28, A/1/28, B/1/28, and the C/1/28 infantry companies.

The other IDs are for divisional engineers and tank units. This setup is also printed on the Scenario Setup Display on the middle two-page spread of this booklet.

G: 1/28 & 2/28

R1: 2/27

R2: 1/27

G or R1: 1A/5Tk & B/5E (2nd Wave)

R2: 1C/5Tk & A/5E (2nd Wave)

Y1: 1/23

Y2: 2/23

Y1-Y2: 1C/4Tk & A/4E (2nd Wave)

B1: 1/25, 3/25

B1: 1A/4Tk & B/4E (2nd Wave)

3.1.2 US Reinforcements

GT2: 3/27 [R1 – R2]

GT3: 3/28 & 1B/5Tk [G–R1]; 3/23 [Y1]; 2/25 [B1]; 23HW Co & 25HW Co [Y or B]

GT4: 1/26 & 2B/5Tk [R1]; 1/24 [B1]; 27HW Co & 28HW Co [G or R]

GT5: 2/26 & 3/26 [R1]; 2/24 [Y1]; 1B/4Tk [Y2]; rest of 4th and 5th Division Eng [any]; 2 points of 4th Div artillery.

GT6: HW/26 [R1]; 3/24 [B2]; 3 points 4th Div artillery; 7 points of 5th USMC divisional artillery; 2B/4Tk [Y2].

3.1.3 Japanese Setup

Consult the Scenario Setup Display and follow the instructions for each Japanese Sector (1-4) on the map.

Important: In each sector, some units begin near the beaches (within 3 hexes of a beach hex) while others must be setup farther away. Mix up each group separately so that they can be picked randomly also. Do not look at the front sides while deploying them on the map.

- 1) Place one Japanese unit in every position with a white "x" on a black square. All Japanese units begin with their unrevealed side face up.
- 2) The depth markers should be divided up as indicated on each of the sector setups. When they are needed, the player should place them in a cup by sector so that they can be randomly picked. Sector 1 and 4 are not used in this scenario, you do not need to place the depth markers for those sectors in a cup.
- 3) Other units in a sector may belong to that sector's reserve. Place them in the appropriate Reserve Pool and draw them randomly when required by events, game rules or scenario instructions.
- 4) Forts are setup according to the fort setup rules (16.0) in Sector One only, and in hexes 0720 and 0820.

3.1.4 Special Rules

Before the Landing Phase on GT 1, shuffle the card deck and place it face down near the map. Then draw the top card. The three fire colors on that card indicate the Japanese positions that start this game turn in a disrupted state. Only positions within three hexes of a beach hex are affected.

- a) Tank and engineer units that land on GT 1 (2nd Wave) do so at the end of the US Action Phase, after all other actions are complete. The units listed as 2nd Wave then go through the same landing procedure that normally is conducted, with the exception that after landing these units may not move from a beach hex on this GT.
- b) All US units are always in command. You do not assign tank and engineer units to battalions.
- c) You may take no more than 8 replacement steps during the scenario.
- d) You may only expend replacement points on GTs 2 and 5.
- e) You receive one naval gunfire point and one airstrike point for use on game turn's 2, 4 and 6. Points must be used on the game turn received and may not be held over until the next game turn.
- f) US units may not enter Sector 1.

3.1.5 Victory Conditions

To win, you must meet all the following criteria. Not winning is losing.

- a) The US side cannot suffer more than fifty step losses total (you can record losses by using an unused counter on the US Record Track).

b) Additionally, at the end of the scenario, the Japanese must not be able to trace communication from any position on Surabachi to another position in any other sector.

c) At least one position on Airfield #1 and one position in sector three, must also be US controlled by the end of the scenario.

3.2 Units

3.2.1 Japanese Units

Consult the instructions for each scenario (18.0) and then follow the instructions for each sector as detailed on the Scenario Setup Display. Scenarios three, four and five have additional instructions listed on the Scenario Setup Display.

Important: Some units may already be eliminated and out of play, while others start in reserve unit pools belonging to certain sectors on the game map.

- 1) Mix together all depth markers and then place the number of depth markers listed for each sector in the appropriate Reserve Displays located on the main map. Some depth markers might be unavailable before starting play per scenario instructions; set them aside so they are not used.
- 2) Using the sector setup instructions sort all Japanese units by sector. Carefully read the Scenario Setup instructions on the Setup Display to ensure the correct number and type of units are placed in each scenario.
- 3) When setting up, the units and markers belonging to each sector should be mixed together in such a way that the player does not know the identity of the unit or strength of the depth marker. These units are then placed with their unrevealed side face up to start play.

3.2.2 US Units

US units are set up according to scenario rules.

- a) Some units may already have suffered step losses at the start of play. A step loss marker should be placed under the unit if necessary to show this.
- b) Some units may be scheduled to enter play in a later game turn of a scenario. The Reinforcement Schedule at the end of these rules will list units scheduled to arrive and where they appear.
- c) Other units that are immediately available for play may start in a holding display where they remain until a player selects them for use on the game map.

3.2.3 Markers

Disruption markers and garrison markers should be collected and kept near the game map for use as needed. US step loss markers are placed in cup to allow for random selection. Other markers will have to be placed on game tracks in spaces that correspond to values given for each scenario.

- a) Unused fort markers should be placed in a cup for random selection when called for.
- b) Place the turn marker in the space of the GTRT that the scenario begins with.
- c) Place the phase marker on the Turn Sequence and Card Track.

4.0 SEQUENCE OF PLAY

DDIJ is played in turns. Each turn consists of several phases, conducted in the below sequence. Move the phase marker along the Sequence Track to keep track of the current phase. During the turn, you will draw several cards for various functions. As you draw each card, place it in the appropriate box of the Sequence Track for reference.

I. US Amphibious Operations Phase (AOP)

- 1) Conduct a landing check for each beach box containing US units (5.1).
- 2) Move each unit in a beach box to any beach hex attached to that box (5.2).
- 3) Place units scheduled to arrive next turn in beach boxes (5.3).

II. HQ Phase, Starts Turn 7 (AM & PM GTs Only)

- 1) Place garrison markers in eligible position hexes within command range of a US command post (15.4).
- 2) Convert regimental HQ units to command posts and increase the command range of previously established command posts (15.1).
- 3) Expend replacement points to build back units and replace step losses (16.1).
- 4) Assign tank and engineer units to US regiments.
- 5) Transfer units and HQs to and from the USMC Reserve Pool (16.2). Units transferred from the pool are placed in hexes on the game map.
- 6) (PM GT only) Return eligible eliminated regimental HQ to the game map (15.3.3).

III. First Event Phase (Start Turn 2)

Draw an event card and implement the event listed for the current date.

Example: 2-19 refers to all turns on February 19th.

IV. Japanese Fire Phase

Draw a fire card and conduct Japanese fire against US units as follows:

- 1) Japanese positions that match the colors shown on the fire card, and that contain a non-disrupted Japanese unit or fort, fire at US units in the position's FoF. Check to see which US units are hit by fire (if any) and apply disruption or step losses as called for. Beginning on turn seven, Japanese positions may perform actions in addition to firing (13.0). Complete each action by a Japanese position before checking the next position. If any Japanese units are in counterattack stance, (14.4) conduct actions with those units first.
- 2) Remove disruption markers from eligible Japanese positions (6.4.2).

V. Second Event Phase

Draw an event card and implement the event listed for the current day.

Airfield objective events are persistent events. If there is not an event listed for the current day, no event takes place.

VI. US Action Phase

All units within the command range of their HQ may perform actions each turn.

- 1) Conduct naval gunfire and airstrike barrages.
- 2) Conduct movement (including preservation movement) and combat actions in any order you choose. Artillery and tank barrages can be conducted at any point in this step.
- 3) Resolve deliberate CC.
- 4) Remove disruption from US units that are eligible and did not conduct preservation movement. US units disrupted on even-numbered GTs use the lighter shade (D1) markers, while those disrupted on odd-numbered GTs use the darker shade (D2) markers. D1 markers may only be removed on odd-numbered GTs and D2 markers can only be removed on even-numbered GTs.

VII Japanese Artillery Fire Phase (GTs 3 & 6 and then every GT starting on GT 7)

Check each Japanese artillery sector, applying losses or disruptions to US units.

VIII. Japanese Raid Phase (starting with GT 7)

- 1) Check US occupied hexes for open flank.
- 2) For each US hex with an open flank, draw one fire card and inflict disruptions or hits due to a Japanese Raid.

IX. End of Turn

Move all cards from the Sequence Track to the discard pile and move the phase marker back to the beginning of the track. Move the turn marker one turn ahead on the GTRT.

- a) If the discard pile clearly has more cards than the draw deck, shuffle all discards back into the deck.
- b) Keep playing turns until the US forces suffer catastrophic loss (18.1) or until you complete the last turn of the scenario. If you have completed the last turn, determine if you have won or lost.

5.0 US AMPHIBIOUS OPERATIONS

US units enter play during the US Amphibious Operations Phase.

Sequence of the Amphibious Operations Phase (AOP)

- 1) **Landing Checks:** Starting from the south (your left) conduct a landing check (5.1) for each beach box containing one or more US units. Apply step losses and drift results as called for.
- 2) **Landing Units:** You may place each unit still in a beach box in a beach hex of your choice adjoining that landing box (5.2).

3) Arriving Units: Place units scheduled to arrive next turn in the beach landing box indicated for that unit on the TRT (5.3).

5.1 Landing Checks

a) Draw one landing card for each battalion (4 units) in each Beach Landing Box.

b) Draw one card for every grouping of four (or fraction of four) other unit types (engineers and tanks).

The landing section of the card shows a target symbol (circle, diamond or triangle) in one of the six Japanese position colors. Some landing cards also show a drift result.

c) If the color of the landing card's target symbol matches a fire square in the Beach Landing Box, remove one step from each US unit with the landing card's target symbol for each disrupted Japanese unit, depth marker and fortification in the position projecting fire into the box. All Japanese positions within three hexes of a beach hex (the hex that contains the beach arrow) are considered in range of the Beach Landing box associated with that beach hex.

d) GT 1-6 only: If the card has a drift result, one US unit with the landing card's target symbol drifts. Move the unit from its beach box to the adjacent beach box in the indicated direction. If more than one unit has the indicated

target symbol, you choose only one unit to drift. If there is no beach box in the indicated direction, the unit drifts in the opposite direction.

Important: HQ units do not have a target symbol and are not subject to drift or step loss during landing checks.

5.2 Landing Units

Move units in a beach box into a beach hex adjoining that box. Units may exceed the normal stacking limits at your option, but then all units in the stack are disrupted. You may choose to keep units in the beach box for landing next turn, but if you do, those units will undergo landing checks again.

5.3 Arriving Units

Take all units scheduled to land next turn and place each in the beach box listed for the unit.

a) If a unit's listing contains a beach color code name without a number (such as **Or** for Orange) that unit may be placed in any beach box of that color code.

b) A unit without a beach listing may be placed in any beach box.

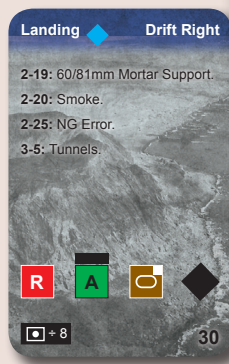
c) Any number of units may be placed in a beach box.

EXAMPLES OF LANDING CHECKS

The Landing Check Step of Turn 1's Amphibious Operations Phase is underway. For this example, Only the units in Beach Landing Box Blue 1 are considered.

Landing Check: You draw one card for the Blue 1 Landing Box. The landing section of the card shows a blue diamond. Since there is a blue fire box in Blue 1 and there is an undisrupted Japanese unit occupying the blue position, each US unit with a diamond symbol must take one step loss. In this case, both A/1/25 and I/3/25 (light green units) take one step loss. Place a Step Loss 1 marker under each unit. The landing box also indicates a Drift Right for a US unit with a diamond symbol, only one unit executes the drift (5.1.c). You select A/1/25 for the drift and places the unit and hit marker into the Blue 2 Landing Box. The black arrows show the two affected units (and their hit markers) after assessing landing check losses and drift.

Landing Units: After completing all landing checks, you move units in landing boxes to landing beach hexes adjoining each box. Within each box, the choice of the landing beach hex to place each unit is up to you. Units that are overstacked in landing beach hexes are immediately disrupted. In this case, the player decided to overstack hex 0416 (thus the disruption) but chose to leave the remaining units in the landing boxes. The greyed-out units denote the units that moved onto the beach landing hexes.

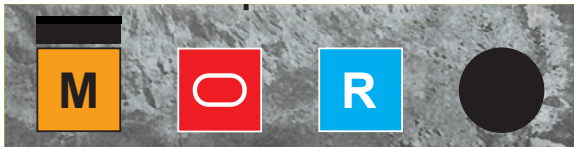


6.0 JAPANESE FIRE

During the Japanese Fire Phase, draw one fire card to determine which Japanese positions fire at US units.

- a) US units in the field of fire of a Japanese unit may be hit by fire and suffer disruption or step loss.
- b) Japanese black positions always fire. A black bar appearing above a fire color signifies that the lettered action now occurs in any black position within three hexes of a US unit, in lieu of the originally colored position. If no such black position exists near such another colored position, that original position conducts the lettered action.

Example: In the diagram below, the gold fire color box has a black bar over it. Any black position within three hexes of a US unit would conduct the "M" action (see Japanese Fire/Action Summary Chart). In this case the black positions would take this action, not the gold positions.



- c) All undisrupted occupied Japanese positions may potentially fire (whether the units there are revealed or unrevealed). Firing does not cause a Japanese unit to become revealed. The hex that potential fire is being directed at is called the target hex. The hex the FoF originates in is called the firing hex.

6.1 Reading the Fire Cards

Each fire card identifies Japanese positions eligible to fire and US units likely to be hit. Each fire card includes:

Japanese Position colors: Every non-disrupted Japanese-occupied position matching a color symbol on the card may be eligible to fire at US units in the position's FoF.

Example: Card Fire/Action Section.



- a) Some position colors on the fire card have a star, indicating that a US Hero or HQ may be hit by fire from a position of that color (10.4).

Important: To assist in distinguishing between the colors brown, green and red; all brown indicators have a white square and/or white letters/symbology (see below). Green indicators have a black square in the center, or upper right corner.



- b) Some position colors on the fire card include an Armor Hit Bonus, indicating that fire from positions of that color also hit US armored units (6.36).



- c) Many position colors on the fire card have action letters (A, I, M and R). On GTs 1-6, disregard all letters in the position colors. Lettered actions are available starting with GT 7 as explained in (13.0). Until lettered actions become available treat the position color as a fire action and ignore the letter codes.

US Target Symbol: US units with the target symbol indicated on the fire card are more likely to be hit by Japanese fire.

6.2 Fields of Fire (FoF)

A position's field of fire represents the hexes that can be hit by fire from that position. Other games in the *D-Day* series rely on colored dots on the map to represent such hexes. In **DD-IJ**, line of sight (LOS) and range determines fields of fire.

Note: To help in identifying FoF and fire color, the Setup Map shows colored dots for all positions as used in the other games in the series. Refer to it if FoF questions arise.

- a) LOS rules establish whether a clear field of fire can be traced to a hex without being blocked by terrain. LOS is traced from the center of the firing hex to the center of the target hex.
- b) Range measures how far a FoF (in hexes) can be traced from a position. Basically, can the enemy see you (LOS), and are you close enough for him to hit you (range).

Important: If US units are in a Japanese FoF, the Japanese position or unit creating that FoF is also in the FoF of those US units; i.e., FoF are reciprocal.

6.2.1 Position Groups (PG)

Positions with two or more component position hexes are considered one position and have one field of fire, even when some hexes in the position are occupied and some are not (2.1.2). A hex in a PG does not count for fire purposes if it does not have a LOS to the target hex and the FoF from that hex are negated if a US unit occupies it.

6.2.2 Range

A hex is normally in range of a Japanese position if it is within two hexes of that position. Do not count the hex the position is in. This range is increased to three hexes if the position is a triangular hilltop position (TEC).

Unlimited Range: US artillery fire, airstrikes, and naval gunfire have unlimited range. You do not need to calculate range when conducting these types of attacks.

US Unit Ranges: The range of US units is printed on their counters. If no range appears, then that unit's range is automatically one hex. US tank units have a range of two hexes for attack and three hexes when barraging.

Overlapping Fire: In a few places on the map, the proximity of Japanese positions causes FoF from positions of different colors to overlap. There is no location on the game map where Japanese positions of the same color project a FoF into the same hex.

Japanese Artillery Range: Japanese artillery range is handled differently than other types of fire. All the Japanese artillery points in a Japanese

artillery sector are within range of every hex in that sector. Additionally, artillery points are in range of every hex in an adjacent artillery sector.

Important: Artillery points on Surabachi are a special case: they are in range of Artillery Sectors Two and Three, in addition to their own.

6.2.3 Line of Sight (LOS) Determination

A valid LOS is the second component necessary to create a FoF. Terrain can block LOS through a hex or across a hexside. Terrain that does so is called blocking terrain. Blocking terrain never affects a FoF that originates from an adjacent hex (i.e., the range of the FoF is only one hex); all hexes adjacent to an enemy position or unit are in that enemy's FoF (and vice versa).

Blocking Terrain:

- Rocky or wooded terrain, and terrain that is at a higher elevation than both the hex the FoF originates from and terminates in block LOS.
- A bluff hexside blocks LOS.
- Units never block a LOS.
- If a LOS crosses through any part of a hex (except for the target hex) containing a blocking feature, that LOS is blocked.
- A LOS may be traced along the hexside of a hex containing blocking terrain but may not do so if both hexes adjacent to that hexside contain blocking terrain.

Elevations and Blocking Terrain:

- If a Firing hex is at the same elevation as the target hex, all blocking terrain prohibits the establishment of a valid FoF.
- If a Firing hex is at a higher elevation than the target hex, the LOS is blocked by an intervening hex entirely at the firing hex's elevation.
- A hex with both equal and lower terrain does not block the LOS from the higher elevation firing hex.
- A FoF that originates from a hilltop hex is blocked only by a hex entirely at the same elevation.
- LOS reciprocity also extends to elevations and blocking terrain. If a unit

at a higher elevation can see a unit at a lower elevation, the reverse LOS is also valid.

Bluff Hexsides: Bluff hexsides are a special case: LOS into a target hex adjacent to a bluff hexside is blocked by that bluff hexside regardless of elevation unless the firing hex is adjacent to the target hex. LOS reciprocity is in effect here, as well.

Beach Landing Boxes (beach boxes): US units in beach boxes are not considered to be in Japanese LOS during the Japanese Fire Phase. The fire squares in beach boxes are used only when making landing checks in the Amphibious Operations Phase (5.1).

Smoke: Smoke reduces the intensity of any FoF being projected from the hex containing the smoke marker. It reduces an intense FoF to a steady FoF. Steady FoF hexes are not affected. The maximum range that a position with a smoke marker can fire is reduced by one hex.

Example: The hilltop position in hex 1026 would normally be able to fire out to a three-hex range. If a smoke marker is placed on the position, all intense FoF hexes surrounding the position would become steady FoF hexes, and the position would only be able to conduct fire attacks out to a two hex range.

6.3 Resolving Japanese Fire

Upon drawing a fire card, resolve Japanese fire for all positions matching any of the three colors appearing on the card.

a) For each Japanese position firing, check each hex in its field of fire occupied by US units and refer to the Japanese Fire Chart.

b) Use the row of the chart for the type of fire projected into the hex by the Japanese position. Read across that row to the column listing the status of the Japanese position firing: either a position with all units revealed (not depth markers), or a position with any unrevealed units.

EXAMPLES OF OVERLAPPING & ABUTTING FIELDS OF FIRE

The setup map is used to illustrate overlapping fields of fire. Normally it should be clear as to the fields of fire for each position. Refer to the Setup map when in doubt as to the correct fields of fire.

In this illustration the overlapping fields of fire of three Japanese positions are outlined. Position I8 (red), Position Group G7, G8, & G9 (gold) and Position Group G5 & G6 (blue). Other fields of fire also exist on this map section. For the clarity of this example they are not included.

Each field of fire consists of hexes with intense and steady fire dots.

Abutting fields of fire. The proximity of some positions causes fields of fire from positions of the same color to abut, but fields of fire of a single color never overlap. If there is a question as to which position projects a given fire dot, note that dots are printed on the side of the hex nearest to the projecting position. In this illustration the fields of fire of I8 and G10 (just off south boundary of map) abut along two hex sides.



c) Read the result in the box to determine if any US units in the hex are hit by fire. Factors determining if a US unit is hit include the type of fire in the hex (intense or steady), the US unit's target symbol, and the US unit's type (armored or non-armored). Units hit by fire lose steps and/or become disrupted, as noted on the chart.

Intense Fire: The following target hexes in a Japanese position's FoF constitute intense fire:

- Beach hexes.
- Airfield hexes.
- Hexes that are adjacent to the firing Japanese position unless they contain woods or rocky terrain.
- Hilltop positions firing into non-adjacent hexes at a lower elevation without rocky or wooded terrain.
- A hex linked to a connecting position that is generating the FoF.

Steady Fire: All hexes that are in a Japanese position's FoF that are not listed in 6.3a, plus any hex that contains rocky or wooded terrain, regardless of the range, are steady fire hexes.

6.3.1 Hit Limits of Japanese Positions

In a single fire, a Japanese position or PG may hit a number of US units equal to the number of undisrupted Japanese units, depth markers and fortification markers in the position or PG.

Example: A lone unit in a position may hit just one US unit in a single turn, while a PG with two-unit markers and one depth marker may hit up to three US units.

a) If the number of US units eligible to be hit exceeds this limit, select the units to take hits in the following priority order.

Priority 1: Units in intense FoF hexes. If after checking all intense FoF hexes, the Japanese position has not reached its hit limit proceed to priority 2.

Priority 2: Units in steady FoF hexes. If after checking all steady FoF hexes, the Japanese position has not reached its hit limit, proceed to priority 3.

Priority 3: If the position is firing with machine guns (lettered M action), All steady FoF hexes become intense FOF hexes and hexes that are not in the position's FoF but that are adjacent to any steady FoF hexes for that position also are considered in the position's steady FoF.

b) If you need to select from among units within one of these priorities:

- 1) Select the unit closest to the firing position.
- 2) Then select the US unit with the most steps.
- 3) If a choice remains, you choose which units receive the hits.
- 4) A US tank unit in an intense FoF may be chosen as first priority to absorb two hits.

Important: When selecting units within a priority, always choose units that possess the same target symbol as the fire card or marker first.

6.3.2 Step loss because of Japanese Fire

A US unit hit by fire may suffer a one-step loss, as noted on the Japanese Fire Chart. In some cases, you may convert an infantry step loss into a disruption of two infantry units or into a tank unit step loss.

- a)** If the unit is a Btn/HQ, engineer or tank unit, flip it over to its reduced strength side. The next time the unit is hit, eliminate it.
- b)** If the unit is an infantry or heavy weapons company, it possesses four steps when at full strength.
 - The first time such a unit takes a loss, randomly draw and place a One Step loss marker under the unit. It's attack strength is reduced by two, as shown by the marker.
 - If it takes a second loss, remove the marker, and flip the unit to its reverse side (with a dark color band).
 - To show a third loss, draw and flip a One Step Loss marker to its reverse side (with the dark color band) and place it underneath the flipped company (subtract two from the attack strength shown on this side of the unit).
 - When a unit suffers a fourth loss, it is removed from the map and is placed in the appropriate Loss Box.

Important: You may choose to disrupt two units in the target hex instead of taking a step loss as long as no unit in that hex has the same fire symbol as the drawn fire card.

Important: You may choose to inflict one tank step loss on a tank unit if it is present with a unit that would normally be forced to take a step loss. Additionally, each step loss from a tank unit absorbs up to two non-tank step loss requirements. The fire card must not contain an armor hit symbol for the fire color of the position inflicting those hits.

6.3.3 Disruption Because of Japanese Fire

Some fire results cause a US unit to become disrupted instead of or in addition to losing a step; place a disrupted marker on the unit.

Important: Tank units are not disrupted by step losses. A tank unit is only disrupted by a step loss if it is not stacked with any other type of unit, or if all other units in the hex are disrupted in the same Action Phase (exception 6.3.6).

- a)** An already disrupted unit that incurs another disruption result is not further affected.
- b)** A unit may be disrupted by fire from one position and lose a step because of fire from another position in the same Fire Phase.

Exception: A regimental HQ unit is not disrupted by Japanese fire.

- c)** A US unit may take a hit (in addition to any already inflicted) to avoid

disruption as long as it does not have the target symbol shown on the fire card drawn for that fire combat.

6.3.4 Step Loss Limitation

A given US unit may not lose more than one step in a single Japanese Fire Phase, even if hit by fire from multiple Japanese positions (**exception: 14.2b**). Apply the excess hits to other targeted US units if available; if not, ignore the excess hits. However, you must attempt to hit the most US units possible when assigning hits from multiple positions.

Exception: A US unit may (voluntarily) be given more than one hit to avoid being disrupted (6.3.3c).

Example: If Japanese position A is limited to hitting two units and three units are eligible to be hit, one of which is also hit by position B, assume that position B hits that unit, and Position A hits the other two.

6.3.5 Concentrated Targets

A hex occupied by US units with a total of more than ten steps is a concentrated target. Concentrated targets are considered to have the target symbol shown on the Japanese fire card, regardless of the symbols printed on the units' counters.

6.3.6 Armor Hit Bonus

A position color with the armor symbol receives an armor hit bonus when firing, which means one US armor unit suffers an automatic step loss if in an intense FoF or is automatically disrupted if in a steady FoF. This result is in addition to any already suffered using the normal procedure. Step losses must take priority over disruption.

6.3.7 Firing on Stacks

Hits are against units, not stacks, although it may be a stack of units being fired on. One unit in a stack may be hit while the other is not. If both units in a stack are hit, both may lose a step.

6.4 Disrupted Japanese Units

A Japanese unit with a disrupted marker does not fire and does not project a FoF, except into its own PG hexes in which case the fire is downgraded from an intense FoF to a steady FoF.

6.4.1 Disruption in Position Groups

If a PG has units in more than one hex and any of those units are disrupted, the non-disrupted units in the position still fire. The disrupted unit and its depth marker do not contribute in determining if the position is eligible to fire and how many units it can hit.

Important: Disrupted Japanese units in black positions do contribute fire, however their FoF is downgraded one level if disrupted.

Example: A steady FoF disappears, while an intense FoF becomes steady.

6.4.2 Removing Disruption from Japanese Units

A Japanese unit remains disrupted until its position color appears on a fire card. After resolving all fire in the Japanese Fire Phase, remove disruption markers from every disrupted Japanese unit in a position matching a color appearing on the fire card. Black positions recover if they are within three hexes of a PG whose color is indicated on the fire card. All Japanese

disruptions are removed at the end of the PM GT of each day. Also, certain events call for removal of disruption from Japanese units.

6.4.3 Japanese Stacking Limits

Only one Japanese unit and one depth marker may be stacked in a hex.

Exception: If a black hilltop Japanese position contains two fortification markers, up to two Japanese units and two depth markers may occupy that position. If the position loses one of the fortification markers, the maximum stacking reverts to the normal one unit and one depth marker stacking restriction.

a) If a tank unit is present in a position, it can stack with one other Japanese unit and each can be stacked with a depth marker.

b) If a unit with a revealed depth marker is eliminated and the position is in communication, put the marker back in the Japanese Depth Marker Pool. If it is not revealed, stack it underneath any remaining Japanese unit in the position. If no other unit is present place the marker back in the Depth Pool.

6.5 Japanese Artillery Fire

In addition to fire from Japanese positions, Japanese artillery fire may also be conducted. Artillery fire may result in more step losses and disruptions against US units.

Japanese Artillery Value: Most fire cards also have a Japanese artillery value that is used to determine the effect of Japanese artillery.



6.5.1 When to Conduct Japanese artillery fire

Japanese artillery fire occurs during the Japanese Artillery Fire Phase in game turn 3 and 6. Beginning game turn 7 Japanese artillery fire is conducted every game turn.

6.5.2 Japanese Artillery Sectors

The game map is divided into four artillery sectors (1-4). Artillery fire is resolved separately for each sector. You draw one fire card for each sector. The current artillery fire strength in each sector is divided by the artillery value on the fire card drawn for that sector. The resulting value is the number of hits inflicted on the US units in that sector.

6.5.3 Artillery Fire Strength & Range

The artillery fire strength of a sector depends on how many artillery positions exist in that sector or are within range of it. Destroyed artillery positions are not counted.

Note: There are no artillery positions in sector two.

- a)** Each artillery position equals one artillery point.
- b)** Each position on a hilltop equals two artillery points.
- c)** Artillery positions in sector one each equal three artillery points.

d) Use the artillery sector markers to record the Japanese artillery strength in a sector based on these values. As artillery in the positions is eliminated or occupied, adjust the markers on the Japanese Record Track to reflect the current value of each sector. The starting full-strength artillery value for sectors one, three and four are printed on the Japanese track.

6.5.4 Artillery Sectors & Allocation of Fire

A sector's artillery points can be fired on US units in its own sector and adjacent sectors. Artillery points firing into an adjacent sector are halved. An artillery point can never be allocated to more than one sector at a time.

Exception: Do not halve sector one (Surabachi) artillery points when firing into sector two.

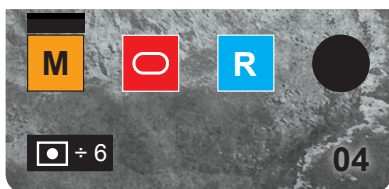
- a) If there are no US units in a Japanese artillery sector all that sector's points may be allocated to an adjacent sector.
- b) If US units are present in a sector only one-third of that sector's artillery points are allocated to an adjacent sector.
- c) If US units are present in sectors two, three and four, Japanese artillery in sector three can only be allocated against its own sector and sector four.

6.6 Artillery Fire Procedure

Japanese artillery attacks are conducted in each artillery sector containing US units. Draw a fire card for each sector. If the card displays the artillery symbol at the bottom of the card, artillery fire must be resolved for that sector. The procedure used is the same for each sector. Conduct Japanese artillery fire (starting with the lowest numbered sector eligible to fire) in the order listed below:

- 1) Total the artillery fire strength firing into the sector. Include artillery points firing from within the current sector and from adjacent sectors.
- 2) Divide the total strength by the divisor shown next to the artillery symbol on the current fire card. The result is rounded to the nearest whole number (i.e., if fractional result less than one half, round down, if equal to or greater than one-half round up).
- 3) The resulting value is the total number of step losses due to artillery fire that must be satisfied by US units in that sector.

Important: Each artillery sector used the card drawn for that sector when determining the effects of artillery fire.



Example: If there are nine Japanese-occupied artillery positions in artillery sector three (and four of them are on hilltops) the artillery value existing within that sector is $5 + 8 = 13$. Sector four has twelve artillery points and no US units within it, so all twelve are allocated to sector three. Their value is halved because they are firing into an adjacent sector, which leaves 6 points to be added to the original 13. For a total of 19 artillery points. The value on

the fire card next to the artillery symbol is "6". 19 divided by 6 results in a value of 3.16 , so the result is 3 step losses that must be inflicted on the US units in sector three.

6.6.1 Hit Priority for Japanese Artillery Fire

Units must be in the current sector (6.6). Within a sector, artillery hits must be spread evenly as possible between all the active US regiments in that sector. Units are hit according to the following priority:

- 1) In a beach landing box. Skip this priority if not being conducted against sector two and beginning GT 7.
- 3) In a landing beach hex. Skip this priority if not being conducted against sector two and beginning GT 7.
- 4) A unit closest to an airfield hex. If more than one, choose a hex that is closest to the leftmost intact black Japanese position.
- 5) Always select a unit with the most steps in a hex. If a choice remains, you choose which unit to hit.
- 6) A unit in an intense FoF (other than black).
- 7) Use the fire colors that appear on the fire card for priority.

Important: HQ units are immune to artillery fire.

6.6.2 Inflicting Artillery Step Losses & Disruptions

When a step loss must be inflicted, use the same procedure used for Japanese fire listed in 6.3.2 and 6.3.3.

Exception: A unit that takes a step loss in this phase is not disrupted.

If there is more than one undisrupted US unit in the hex, you may disrupt all US units in the hex in lieu of taking a step loss.

6.7 Knocking Out Japanese Artillery

The artillery in an artillery position is permanently destroyed if occupied solely by a US unit or if a barrage against the position achieves an artillery destroyed result. Place an artillery destroyed marker in the position, as a reminder. If the Japanese reoccupy a position with undestroyed artillery, that artillery again contributes to any Japanese artillery fire from that sector.

6.8 Black Position Groups

Because they are uniquely different and more lethal, black PGs have special rules that govern their activities. Black PGs have their FoF printed on the main map due to their importance and frequency of fire.

6.8.1 Disruption

Black PGs always fire, even those PGs containing only disrupted units. There is not a necessary fire color needed to indicate that they fire. If only disrupted units occupy such a position, the fire level is downgraded from intense FoF hexes are reduced to steady FoF hexes, and steady FoF hexes temporarily cease to exist. Black PGs recover from disruption if they are within three hexes of a PG whose color is indicated on the fire card. It does not matter that the colored position is not Japanese controlled or occupied-just its presence on the map is needed.

6.8.2 Letter Actions

Black PGs execute any Japanese letter actions indicated on the fire card color boxes if a black line appears above a PG color and a PG of that color is Japanese occupied and within three hexes. If this happens, the colored position does not undertake the lettered activity.

Exception: Ignore the assault letter action if the position affected is a black PG.

6.8.3 Command

A black PG that can trace a line of communication (of any length) to another black PG that is not controlled by the US side is in command. Other PGs that are within three hexes of a black position group that is in command, can then trace command to that black PG.

6.8.4 Surabachi

The Surabachi black PG provides command for all sector one PGs, until it is taken by US units.

6.8.5 CC & Barrage

When a black PG is involved in a CC or barrage, draw a separate card to temporarily determine the fire color for that PG. Use the color indicated in the Landing Section of the card.

7.0 US ACTIONS

During the US Action Phase, you may conduct actions with any US units or stacks that are undisrupted and in command.

US units may conduct any of the following actions in any order if eligible:

- Barrage (tank and artillery points; and naval fire and airstrike markers only) Naval gunfire and airstrikes must occur conducting any other actions.
- During GT 1 through 6, you may move all units up to two hexes. Beginning GT 7 all units may move up to three hexes.

Important: The first time a US unit enters the FoF of a Japanese PG and that PG is unoccupied, you draw a card, and if that PG's color is shown as one of the fire colors, a Japanese unit from the Reserve Pool is immediately placed in the PG hex closest to that US unit. All FoF effects are immediately in play.

Important: If you attempt to enter an unoccupied Japanese position with a US unit and that position is in communication with a black PG, you must follow the procedures detailed in 9.6.

- Enter an adjacent revealed enemy occupied hex for close combat (tanks, infantry, engineers and infantry HQs). Upon doing so you may immediately resolve close combat in the hex or wait until all actions are completed in the phase and then resolve a deliberate close combat in the hex.
- Attack (all), but not a hex that has or will be barraged in this Action Phase.
- Remove disruption markers.

The process of conducting these actions is described in the rules in this section and section 8.0. Note that some actions are separately categorized as Combat Actions, which can inflict losses, disruptions and defeat on Japanese units and Positions. Also note that movement can trigger Japanese MUF fire that must be immediately resolved.

7.1 Independent Actions

Independent actions may be conducted by units that are either out of command, disrupted, or are in command by commanding themselves. Units in the following situations may conduct independent actions:

- a) A disrupted unit may make a preservation move if it cannot recover.
- b) A unit with a hero or inspired marker is always in command and may perform all actions normally.
- c) An infantry unit in a landing beach hex conducting a one-hex preservation move (7.3.5).
- d) A hero may be flipped (if inspired it would be removed) to un-disrupt a US unit, regardless of the disruption marker color or enemy FoF.

7.2 Conducting Actions

A unit may perform an action individually, or units that began the phase stacked together may perform a single action as a stack. You may rotate units to help you keep track of the expenditure.

7.2.1 Actions by Stacks

Units in a stack may perform an action together as a single action, if they perform the same exact action.

Example: They move into the same hex, or attack the same Japanese position, or barrage the same hex.

7.3 Movement Action

A unit may move one, two or three hexes in any direction. The TEC lists terrain that limits or prohibits movement for certain unit types.

Exception: On GTs 1-6, this is reduced to two hexes.

7.3.1 Movement Limitations

A unit must end its move if it meets any of the criteria below:

a) It is a non-tank unit and it has moved three hexes (two hexes on GT 1 through 6).

b) It is a non-tank unit and it has entered a second FoF hex.

Important: Japanese disruption does not negate the above restriction.

c) The unit moved adjacent to a Japanese unit (disrupted or not) or intact fortification (Japanese occupied or not).

d) The unit has triggered Movement Under Fire (7.3.3) attempting to leave a hex and has been disrupted by that fire. The unit's movement ends in the hex it was attempting to leave.

e) The unit has entered a Japanese occupied position to conduct CC.

f) A hilltop, rocky or wooded hex.

g) Tank units may not cross bluff or cliffside hexsides unless a road runs through those hexsides.

Important: Additional movement limitations apply to certain unit types. See the Terrain Effects Chart and US Action Summary.

7.3.2 One hex Movement

Certain other conditions may also limit a unit to only one hex of movement per Action Phase. These are listed below:

- a) Any kind of unit that begins its movement in a terrace hex that hasn't been bulldozed.
- b) A non-tank unit crossing a bluff hexside (up or down) that does not contain a road.
- c) A non-tank unit avoiding movement under fire that is not moving with a tank unit.
- d) Any US units conducting Movement Under Fire (7.3.3).

7.3.3 Movement Under Fire (MUF)

In previous games in the *D-Day* series only infiltration fire affected US units attempting to maneuver next to a position. Iwo is somewhat different in that US units will take fire while maneuvering within FoF.

- a) Whenever a US unit moves out of a hex with an active FoF, it may trigger MUF.

Important: Black PGs that are disrupted still project active FoF (although they are downgraded one level).

For the purposes of MUF, as soon as a US unit is adjacent to an occupied Japanese PG hex, that PG is no longer eligible to conduct MUF beyond a one hex range (two hex range if a hilltop position).

Important: The FoF still exists for determining the two hex FoF movement limit for US non-tank units.

Example: A US non-tank unit moves next to a Japanese occupied hilltop PG hex. That PG does not contribute any MUF fire out to its usual third hex of fire range if any such US unit is adjacent to an occupied hex of that PG. Disrupted US units still suppress this MUF FoF. A second US unit may now leave a hex that would ordinarily be in that PG's third hex of FoF without triggering any kind of MUF. The second unit still could enter only one more hex that would normally be considered an FoF.

- b) If a US non-tank unit leaves an active FoF and does not utilize one hex movement (7.3.2) it always triggers MUF, unless it is leaving a steady FoF and is moving with a US tank unit.
- c) A US tank unit alone, or moving with leg units, triggers MUF if it leaves an intense FoF to enter any other kind of FoF that is active, and it does not use one hex movement.
- d) A US unit that moves directly from an intense FoF adjacent to an occupied undisrupted Japanese PG into another intense FoF projected from the same PG is subject to a form of MUF called infiltration fire as the US units are attempting to infiltrate between/next to a Japanese PG. Units that are entering an empty Japanese PG hex that is linked to another hex of that PG occupied by an undisrupted Japanese unit must also undergo intense

infiltration fire to enter that hex. If the US units are disrupted, they may not enter.

Important: If US units are already in that occupied PG hex, no infiltration fire occurs. Smoke markers in a PG reduce the infiltration fire from intense to steady.

- e) When MUF is triggered, it is resolved in the same manner as all other Japanese fire, and hit limits still apply. One fire card is drawn for each hex of movement that triggered MUF (resolve fire before continuing any movement) and any active Japanese PGs with the indicated fire colors contribute in the normal fire fashion to that of MUF fire.

Important: MUF fire is somewhat different in that only Japanese PGs that are adjacent to the moving US units participate in the MUF directed against them. Black PGs participate if any color within three hexes of that black PG appear on the drawn fire card.

7.3.4 Moved HQ

Once you move an HQ unit, it no longer provides command for the rest of the Action Phase, except to any units it is stacked with (11.3). Plan the sequencing of your units' actions accordingly.

7.3.5 Preservation Move

A US unit that begins its action in a US landing beach hex may conduct an independent action to move one hex into a hex other than a beach landing hex.

- a) A preservation move may be into a hex in a steady FoF, but only if a hex not in a FoF is not available. A preservation move may not be made into a hex in an intense FoF or into an enemy-occupied hex.
- b) A disrupted unit may make a preservation move, but if it does so it may not recover from disruption in the same Action Phase.
- c) A disrupted unit may not move to a hex adjacent to any Japanese units or fortifications.

7.3.6 Terrace Hexes

Units that start their move in an un-bulldozed terrace hex may only move one hex that phase.

- a) Starting with GT 7, all beach hexes containing terraces have been bulldozed.
- b) On GT 10, all terrace hexes adjacent to active beach hexes are considered bulldozed (ramps have been constructed to get units off the beach quicker).

7.3.7 Cliff Hexsides

No unit may move or attack across a cliff hexside.

7.4 Enter Hex Occupied by Revealed Enemy Unit

A US unit that begins the Action Phase adjacent to a hex occupied by a revealed enemy unit may conduct an action to enter the hex. The terrain being crossed or entered must not prohibit movement by that unit's type. Doing so constitutes the unit's entire action and triggers close combat (8.6).

- a) US units may not enter a hex occupied by an unrevealed enemy unit.
- b) A unit may not enter an enemy-occupied hex that was attacked in the same Action Phase but may enter a hex that was barraged.

7.5 Stacking Units

More than one US unit may end an Action Phase in a hex, the units in such a hex are considered stacked. Stacking limits apply at all times. If US units exceed stacking limits at any time during the turn, you must immediately disrupt (your choice) the number of units that exceed the stacking limit (7.5.2).

Important: You cannot voluntarily exceed the stacking limits outlined in 7.5.2 in hexes adjacent to enemy units. If such a situation occurs, all units in the stack are disrupted.

7.5.1 HQ, Heroes & Marker Stacking

Regimental HQ units, heroes and garrisons do not count toward stacking limits. Neither does any kind of informational marker (such as disruption or step loss). HQ/Infantry units do count as a unit for stacking purposes.

7.5.2 Stacking Penalties

There is no limit to the number of steps or units that may occupy a hex. However, the number of units that can operate effectively in a hex is limited.

- a) US stacks containing more than ten steps are considered a concentrated target during Japanese fire (6.3.5).
- b) Up to four units (two of which can be rifle infantry companies) can occupy a hex or conduct activity as a stack without being automatically disrupted. The instant this limit is exceeded, all other units beyond this limit are disrupted.

Important: Only disruptions that occurred in the previous game turn may be removed at the end of this Action Phase, so violating stacking limits because of movement will mean that the disruptions will remain until the next turn.

7.6 Disrupted US Units

A US unit with a disrupted marker may not perform any action, except removal of their disruption marker or a preservation move.

Note: Wait until all other units have performed their actions before removing disruption markers from US units, so that you do not inadvertently perform other actions with those units.

- a) US units disrupted on odd-numbered GTs are marked with the lighter shaded US D markers.
- b) US units disrupted on even numbered GTs are marked with the darker shaded D markers.
- c) Lighter shaded disrupted units can only recover on even numbered GTs, while the darker shaded disrupted units can only recover on odd-numbered GTs.
- d) If a unit does not recover, switch its D marker shade with the appropriate side so that you know it is eligible to recover in the next GT.

Important: US units cannot recover from disruption if adjacent to undisrupted Japanese units or fortifications.

8.0 US COMBAT ACTIONS

During the US Action Phase, your units may attempt to disrupt and destroy Japanese units via an attack action, a barrage action or a close combat.

Important: A Japanese position cannot be the subject of an attack action and a barrage during the same US Action Phase.

Attack a Japanese-occupied hex: An attack must include at least one infantry or engineer unit adjacent to the Japanese-occupied hex. Other units may participate from adjacent hexes and, if capable of ranged fire, from non-adjacent hexes. A hex occupied by both US and Japanese units may not be attacked.

Barrage a revealed Japanese-occupied hex exclusively from non-adjacent hexes: Naval fire and airstrikes (no range limitations), tank units and artillery points (within range) may barrage a Japanese-occupied hex. A hex occupied by both US and Japanese units may not be barraged.

Conduct Close Combat (CC): After you conduct an action to move a unit or stack of units into an enemy-occupied hex you must resolve close combat, either immediately or at the end of the US Action Phase. A CC resolved at the end of the action phase is called a deliberate CC. A hex may not be CC'd more than once per Action Phase. If you have CC'd a hex and the Japanese force is still intact, rotate them to show that they cannot be CC'd again in this phase.

8.1 Units Eligible to Attack

An attack must include at least one rifle infantry, infantry/HQ or engineer unit attacking a Japanese-occupied hex from an adjacent hex. If this requirement is met, other units may join in the attack against the same Japanese-occupied hex within the following conditions:

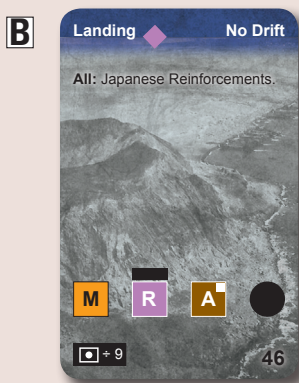
- a) All participating units with a range of 1 must be in a hex adjacent to the Japanese-occupied hex and must not be attacking through a fortification's blocked side.
- b) Infantry units with a printed range of 2 must be adjacent to or within range of the Japanese-occupied hex. Infantry units may not conduct ranged fire if there is no LOS to the hex being attacked.
- c) All infantry units must belong to the same battalion, with the exception that one rifle unit from the same division may participate if all units are in command and a Hero (not inspired) is stacked with that extra unit.
- d) One heavy weapons unit may participate if an attacking unit is of the same regiment.
- e) Up to two tank units may participate if within range and LOS, and at least one of the following is true:
 - The tank unit is adjacent to the target hex, or;
 - The tank unit is adjacent to or stacked with an attacking infantry or infantry HQ unit, or;
 - The tank units are in command.

7.3.3 MOVEMENT & MOVEMENT UNDER FIRE RESOLUTION (MUF) EXAMPLE OF PLAY

This example illustrates a complex maneuver to engagement by three US battalions and supporting units. Detailed Close Combat descriptions have been left out. The white boxes with black letters (A-H) denote starting US units/stacks and their final locations after movement.

A) The first move is a one-hex move by G/2/27. The unit is leaving a steady FoF, but since it is conducting a one hex move, it does not undergo MUF. This move places a US unit next to Japanese PG 3 (1222), thereby reducing that PG's range by one hex for firing against moving US units. In this case, that range was reduced from two hexes to one. This means that US units in B, G, and H will not be vulnerable to MUF from position 3.

B) The US B stack enters the revealed Japanese PG 4 (it can do this because the Japanese unit is revealed). Because it is attempting to enter the PG the Japanese PG conducts MUF against the stack. Had the units entered one at a time, they might each be vulnerable to MUF separately, it is better in this case to try to enter as a stack. The fire is intense (because the Japanese unit is not disrupted, and the US units are attempting to enter the PG), but the US player draws card 46 which does not have the fire color of this Japanese position. Therefore, the MUF is ineffective. Now the reasoning for this move was so the US player could conduct an immediate CC against this position. The dark blue arrows depict the movement routes of each of these lettered stacks. A dashed blue arrow represents a failed move. The red boxes with white lettering are used to identify the Japanese occupied hexes for this example. Fields of Fire are not depicted in this example, but players can consult the setup diagram to see how they correspond to this example. The order of movement is conducted alphabetically.



If the CC succeeds in clearing the Japanese from this hex, subsequent US movement in this same action will now be unaffected by the Japanese unit that was originally in this PG. For the purposes of this example, without getting into CC details, let's assume the US player conducted the CC at the end of this stack's movement and the Japanese unit was defeated (and removed).

C) B/1/27 now moves (using three hex movement) unhindered to 1125. Note that clearing 1024 facilitated this.

D) In the same way that G/2/27 reduced PG 3's FoF in A above, C/1/28 attempts to move adjacent to PG 1 in 1721. Because it is not using one hex movement and is leaving a steady FoF in 1719, it must first undergo MUF from PG1. The US player draws card 31 for PG 1's fire. The PG's color (green) and the target symbol indicator (circle) indicate that fire has occurred and that C/1/28 must be hit. Even though PG 1 can inflict up to two hits (a unit and a depth marker) a US unit can only be forced to take one hit per phase. Because the Japanese unit was unrevealed (consult the Japanese Fire Table) the unit takes a step loss and is disrupted. The disruption halts C/1/28's movement in the hex the fire occurred in; it cannot complete the move. Had the target symbol not been a circle, the US player could have chosen to take an extra hit on C/1/28 and not disrupt the unit, which would have allowed it to finish its movement.



E) D did not tie up the Japanese PG 1. The US player has two more stacks to maneuver against PG 1. If he successfully gets one stack adjacent to PG 1, he can negate the MUF against the remaining stack at the two-hex range. Therefore, the stack with 2A/5T tank platoon is chosen as the obvious candidate for the next move against PG1. Now tanks units may leave a steady FoF without

undergoing MUF, and so may any non-tank unit that moves with them. Because of this, B/1/28 will not undergo MUF in 1520. It gets a free ride with the tank unit into 1620, where it must stop because it has moved adjacent to an occupied Japanese PG.

F) Because an undisrupted US unit is now adjacent to PG1, PG1's FoF for MUF purposes is reduced by one hex (now only adjacent). This means that US stack F in 1519 can move two hexes to 1620 without undergoing MUF in hex 1619 from PG1.

G) US units in 1420 will attempt to move to 1522 to reduce PG2's FoF from three hexes to two (it is a Hilltop PG, so the range from 1524 reaches out to 1421 and 1521, as does the PG hex 1523. The US player draws card 49, which has brown fire color and a circle target symbol. Therefore, the PG fires using steady fire. Only the engineer unit (B/5E) is affected, but it must take a step loss, is disrupted and halts its movement in 1521. The F/2/27 company may continue its movement and stops in 1522 (it must do because it has moved through two hexes with enemy FoFs and is also now adjacent to an enemy occupied PG). Because no unit is adjacent to the enemy occupied PG hex in 1524 (the one with the hilltop), that hex may still fire out normally to three hex distance.



H) The final US move is the stack in 1320 attempting to get to 1422. Because a tank unit accompanies the non-tank units, the entire stack does not undergo MUF in the steady FoF in hex 1421. Had 1421 contained a part of the airfield, however, the hex would then have contained an Intense FoF and the stack would have been subject to MUF from the hilltop in 1424. This concludes the movements for this group of US units.



f) Up to three divisional and four corps artillery points may participate in the same attack. You may add artillery points to the attack under the following conditions:

- The sector the target hex is in must contain a US unit.
- A US unit that is in command and within the command range of a US regiment has a LOS to the target hex and has radios.

g) Up to one Naval gunfire and one airstrike may be included in the attack if you have naval gunfire or airstrike points to expend, and at least one attacking infantry unit has a radio or is in command of an HQ.

8.1.1 Determining Range

A hex is in range of a US unit if the distance in hexes between them (counting the target hex but not the US unit's hex) is equal to or less than the US unit's range. Artillery, naval gunfire, and airstrikes all have unlimited range (meaning every hex on the game map is in their range).

8.1.2 Attack is an Action

Each unit participating in an attack against a single Japanese-occupied hex must conduct an action to participate in the attack (7.2). A unit unable to conduct an action may not attack.

8.1.3 HQ Attacks

Regimental HQ units do not directly participate in an attack and are not affected by the results of an attack. HQ/infantry units participate in attacks as infantry units.

8.2 Attack Weapons

Design Note: *As in most war games, a successful attack requires greater numerical strength than the enemy, but equally important in DDIJ is employing the right weapons and tactics.*

Every US unit possesses one or more weapons, as shown on the US Weapons Chart, or on the unit itself or on the loss marker currently under the unit. Every Japanese unit and depth marker lists weapon requirements. US units with the required weapons attack the Japanese unit more effectively than US units without.

8.2.1 Reduced-Strength US Infantry Weapons

US units with a step loss marker possess only the weapons listed on that marker. Heavy weapon infantry units possess all their weapons until reduced to one step.

Important: Weapons listed on a loss marker change from counter to counter, so that a unit's weapons compliment may fluctuate throughout the game.

8.2.2 Flanking

Some Japanese units and depth markers list flanking (**FL**) as a weapon requirement. This weapon (a tactic) is not possessed by any US unit.

a) To meet the flanking requirement in an attack, US units must be attacking the Japanese-occupied hex from at least two hexes that are adjacent to the target but not to each other.

b) If both the Japanese unit and its depth marker list the flanking requirement, the US units must be attacking from at least three hexes adjacent to the Japanese hex to satisfy the requirement. The three hexes may be adjacent to each other.

8.2.3 Japanese Close Combat Requirement

Some Japanese units and depth markers list close combat (**CC**) as a weapon requirement. This requirement cannot be met by any attacking US unit except a hero officer.

Strategy tip: *A Japanese unit with CC cannot be defeated by US attack or barrage, only close combat will get the job done. A Japanese depth marker with CC can be eliminated by an attrition result in a US attack or by barrage.*

8.2.4 Heroes & Weapons

When a unit with a hero attacks from an adjacent hex, the hero provides a weapon "wild card." The hero may stand in for any one weapon requirement of your choice, after all Japanese weapon requirements are revealed.

Exception: A hero cannot stand in for the flanking or close combat requirement unless he is an officer.

Important: A hero can increase your attack strength by one, instead of providing a weapon wild card, at your option. This benefit is not cumulative.

If more than one hero is involved in an attack, you may only name one wild card weapon or strength increase.

8.2.5 HQ Radios

US regimental HQ units possess radios, a weapon requirement for defeating certain Japanese units. A US unit attacking a Japanese position from an adjacent hex when in command of an HQ may include the HQ's radio among its weapon capabilities.

8.2.6 Naval Fire

The naval fire weapon requirement can be met by expending a naval gunfire point as a part of the US attack (8.5). In addition, a hero's wild card can satisfy the naval fire requirement.

8.2.7 Infantry Range

Infantry units with four steps and heavy weapons units with two, three or four steps have a range of 2. When such a unit is attacking from an adjacent hex, it has all weapon capabilities listed for its type on the US Weapons Chart. When participating in an attack from a non-adjacent hex, a ranged infantry unit can bring fewer of its weapons to bear, as noted on the chart.

Important: An infantry unit's attack strength is halved when attacking at a 2-hex range.

8.2.8 Tank Weapons

As noted on the US Weapon Chart, the weapon capabilities of a US tank unit depend on its range from the target hex.

a) Tank attack and barrage strength is halved at three hex range.

b) Tank barrages and support is also halved firing across or into any terrain that ordinarily halves US attack strength.

c) At a range of 1-3 hexes, the tank fulfills the requirement for artillery (AR), bazooka (BZ), browning automatic rifle (BR) and a machine gun (MG).

d) At a range of 1 hex, tanks fulfill the requirement for a flamethrower (FT).

8.3 Resolving an Attack

Resolve an attack by comparing the strength and weapons of the attacking US units to the strength and weapon requirements of the units and markers in the Japanese-occupied hex under attack. The Japanese defenders may become disrupted, lose their depth marker, gain a depth marker, or be defeated because of the attack. A defeated Japanese unit is removed from play, temporarily or permanently.

Exception: A defeated elite Japanese unit retreats to an adjacent PG hex if in doing so, it does not create an overstack situation. The presence of US units adjacent to that hex do not prevent this retreat.

US units may become disrupted because of attacking, and sometimes lose a step. Once you have declared an attack action against a Japanese-occupied hex and selected all the US units performing actions to participate in the attack (including expenditure of a naval gunfire or airstrike marker if you have either), resolve the attack as follows:

a) Reveal the Japanese unit, if not revealed. If the hex has an unrevealed depth marker, do not reveal it yet.

b) Add up the total strength of your attacking units and compare it to the strength total of the revealed Japanese unit and depth marker (if present and revealed). The Japanese strength may be increased by the terrain in the Japanese position's hex or a Japanese hero, as noted on the TEC.

c) Check to see if your attacking units possess all the weapons required to defeat the revealed Japanese unit and depth marker (if present and revealed). If a US hero is participating, the hero may stand in for one required weapon other than FL or CC.

d) Refer to the US Attack Table. The table has three columns that each relate to the defense posture of Japanese units and depth markers in the position. Use the column that corresponds with this posture (revealed, unrevealed, presence of a depth marker).

- Locate the line corresponding to the numerical comparison of your attack strength to the Japanese defense strength. Cross-index that line with the column to find the attack result.
- For each weapon requirement not met by the US attacker, decrease the odds of the attack by one row (i.e. move the horizontal row being used up one line). If this adjustment results in being at the 1:3 row and there are still unfulfilled weapons requirements, shift the column being used one to the left. After this column shift, any more unmet weapon requirements are ignored.

e) Apply the attack result to the Japanese units and marker in the target hex, and to US units if called for. If the target hex includes an unrevealed depth marker, the attack result may direct you to immediately reveal the marker, recalculate the weapon and strength comparison, and consult the Attack Table again, applying row and column shifts as required. Attack results are explained on the Attack Table.

8.3.1 Multi-Unit Attacks

An attack by more than one unit against a Japanese-occupied hex is resolved as a single attack. Add the strengths of all your participating units together to acquire a single strength total and utilize all the weapons of your participating units. A given Japanese occupied hex may be attacked only once in each US action phase.

8.3.2 Attacking Position Groups

Hexes in a PG are attacked individually. Japanese units in the other hexes of the PG do not aid the defense of the attacked hex and are not affected by the outcome of the attack.

8.3.3 Japanese Elite Withdrawal

When a US attack defeats an elite in-communication Japanese unit, the unit withdraws instead of being eliminated.

a) If there is an adjacent unoccupied Japanese position move the withdrawing unit there.

b) If there is an adjacent occupied Japanese position hex and the withdrawing unit would not be overstacked, move it face down into that position, unless there are any revealed units or depth markers already there, in which case the withdrawing unit is moved face up. If an elite unit could not withdraw due to stacking, then return that withdrawing unit to the Reserve Pool for that sector.

c) Otherwise place the withdrawn unit face down into the Japanese Reserve Box for that sector.

d) Place defeated units not eligible to withdraw in the Japanese Eliminated Units Box on Turns 1-6. Starting Turn 7, defeated units not eligible to withdraw are removed from play.

Important: A unit is not eligible to withdraw if it is not elite, or not in Japanese communication.

8.3.4 No Advance After Combat

There is no advance after combat when a Japanese unit is defeated by an attack. A separate action is required to move a US unit into the hex.

8.4 Conducting a Barrage Action

US tank units, artillery points, naval gunfire points and airstrike points can barrage revealed Japanese units. Any Japanese unit not in a PG is always revealed. Units are eligible to barrage a position (or unit) if all the requirements in 8.4.1 are satisfied.

a) If these conditions are met, draw a fire card and refer to the US Barrage Table. Cross reference the strength of the barraging unit with the card's fire colors and target symbols to determine how the Japanese position is affected by the barrage.

b) If the target unit is in a hilltop hex or contains a fortification, use the column of the table one to the left of the barrage strength.

Important: A Japanese position or unit may be barraged only if revealed. A hex occupied by both US and Japanese units cannot be barraged.

8.4.1 Barrage Conditions

A Japanese-occupied hex may be barraged only once per Action Phase.

a) Tanks are the only units that can combine to conduct a barrage, no other units can combine their strength into one barrage. A maximum of two tank units may combine their strengths into a single barrage (that is why the 6+ column exists). The tank units must either be stacked together, or in hexes adjacent to each other.

b) Naval and airstrike barrages must be conducted before any other actions in the Action Phase.

c) Tanks and artillery barrages can occur during any point in the Action Phase.

d) Draw one fire card for each barrage.

e) When more than one tank unit participates in a barrage, use the fire symbol on the strongest tank. If they are at equal strength, use diamonds, triangles or circles in that order.

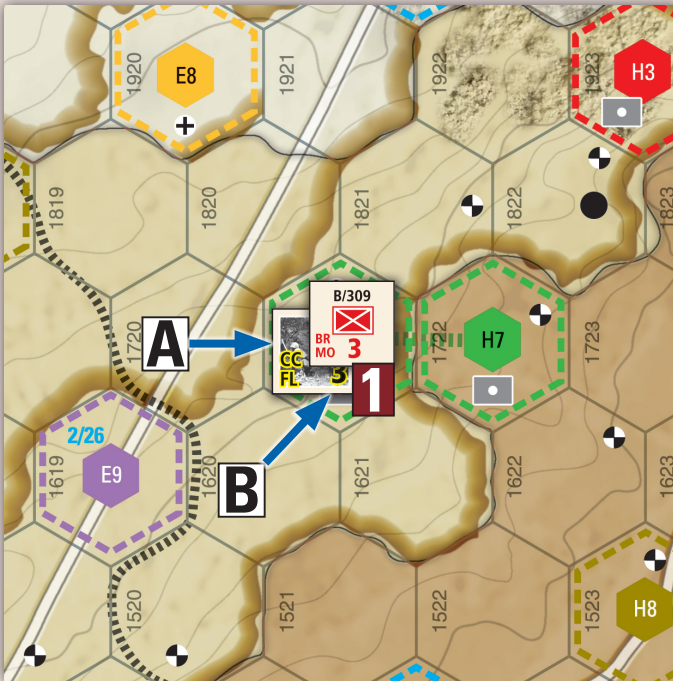
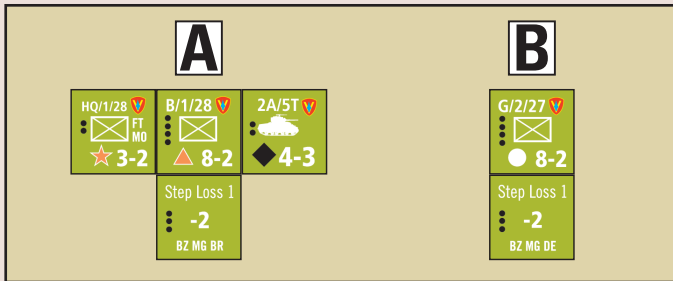
8.4.2 Resolving a Barrage

To resolve a barrage, conduct the following steps in order:

1) Calculate the strength of the barrage and find the column on the Barrage Table that the strength equals or exceeds.

8.5 ATTACK EXAMPLES

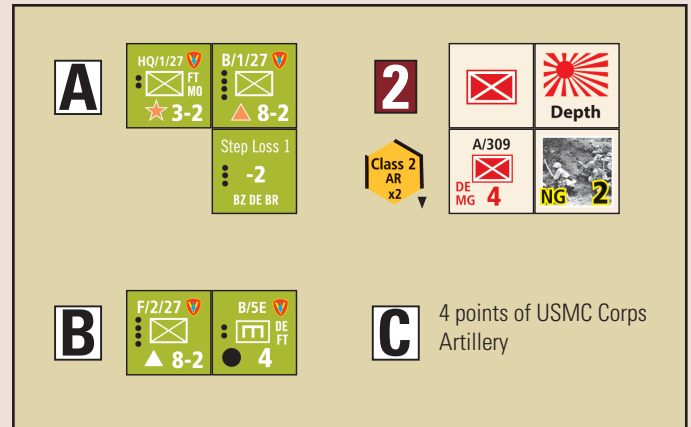
Example 1



Example 1

Two US stacks (A & B) are attacking the Japanese PG in 1721 occupied by an elite Japanese unit and its depth marker. US stack A is attacking across a bluff hexside. Consider all US units in command and within range of the 28th Marine Regt HQ. G/2/27 can attack because up to one other rifle company can participate with a Btn as long as that company belongs to the same division. No air, naval or artillery support is being called in for this attack. Assume that all Japanese fire has already occurred. The raw odds for this attack are A= 3+6 (the company has suffered a step loss) +4 = 13 divided by two (halved because these units are attacking across a bluff hexside) equals 7 (round fractions up) added to B = 6 (-2 for the step loss) gives a total of 13, which is divided by the total strength of the Japanese force (3+3) = 6, resulting in a 13/6 ratio = 2:1. The US player meets all the weapon requirements listed on the Japanese unit and depth marker except for CC (that cannot be satisfied during an attack) and FL (flanking) that would require two US attacking stacks not adjacent to one another. For each requirement that cannot be met, the final odds are shifted one row up (worse for the attacking US player). In this case, the result goes from 2:1 up to 1:1 (for FL and CC) and under the Japanese Unit and Revealed Depth Marker column the result is JD, which disrupts all Japanese units in the position hex.

Example 2



Example 2

The US player is attacking an unrevealed hilltop fortification (class 2) in hex 1524. Because it has not been revealed (only an attack will reveal a fortification) the US player can only take a chance that the orientation of the blocked hexsides (the dark thick borders indicated on the fort's hexagon pattern) are such that the two US forces (or even just one) A & B will be able to complete their assault. In addition to the forces in A & B, the US player also commits 3 divisional and 4 Corps artillery points to the attack. The attack will only be allowed if at least one adjacent stack is able to attack. After deciding to attack and committing his units and artillery, the US player flips over the hidden Japanese Fortification marker. Luckily for the US player, the two hexsides he is attacking from are not impeded from doing so by blocked hexsides. Had both hexsides from 1423 and 1424 been blocked, the combat would have ended immediately (and the artillery points expended) with a no effect (although the fortification would still be revealed). The next step would be to determine the initial Japanese defending strength against the US attack. The Japanese unit is flipped to its revealed side (A company of the 309th Btn) and has a printed strength of 4. It is also an elite

Example 3



Example 2



unit. The depth marker is not yet flipped over. The defense strength of the unit is tripled (the fortification doubles it, and being on a hilltop is another multiplier, for an overall tripling of the unit's strength) to 12. The US attack strength is $3+6=9$ from A, and $8+4=12$ from B and then 7 points of artillery are added to give a combined US total attack strength of 28 pts. The US units meet the weapon requirements listed on the Japanese unit (DE and MO) and the artillery points meet the AR requirement found on the fortification marker. Therefore, the combat odds do not shift up on the attack table. The attack remains at 2:1. The result is JX, which eliminates the depth marker (if the position is in communication, it can be culled). This ends the attack. Had the odds been 3:2 or less, the Japanese depth marker would have been flipped over and the attack would have to be recalculated, with the NG requirement not being met, resulting in a 1:2 overall attack and a No Effect.

2) If barraging with airstrikes, NG, or artillery points, use the fire symbol on the chart.

3) Draw a Fire card. Consult the three fire colors on the card and the fire symbol. If any of the fire colors match the position's color, you have a color match. If the fire symbol matches the barraging unit's symbol, or (in the case of tanks) the firing units target symbol, you have a symbol match. Find the result row that corresponds to the type of matches you have (if any) and cross-index that line with the column found in step one. The result is the Barrage Result.

4) Apply the results.

Important: Results against a fortification hex require an extra procedure to determine if the fortifications suffer reduction itself (17.0).

8.5 Naval Gunfire, Airstrikes & Artillery Points.

Naval gunfire (NG), airstrikes (AS), and US artillery are all represented by points of each type that are used to either support attack actions or conduct separate barrage actions by themselves.

- a) You receive 1 NG point and 1 AS point at the start of each game day.
- b) Each NG point has a combat strength of 6.
- c) Each AS point has a combat strength of 5.
- d) Artillery points are received according to the Reinforcement Schedule.
- e) You may also receive NG and AS points from an event card.
- f) Record the number of all such points available according to events, daily allotments, and usage on the US Record Track.
- g) You may never save more than 2 NG and 2 AS points that were unused from the previous day into the next.

Example 3

This example involves the barraging of a Japanese fortification. The fortification has been revealed, and therefore it may be barraged. The US player can only barrage a fortification if he has an undisrupted US unit adjacent to that fortification that is in command. Assume this is so. F/2/27 is adjacent to the fortification which allows the US player to barrage the fortification. The 2A and 2C tank companies from the 5th Marine division are two hexes away (they are within the command range of the 27th Marine Regiment HQ). Their attack strengths are normal at two hex range and they are stacked together or adjacent to each other, allowing them to combine for a barrage. The barrage strength is therefore $4+4=8$. The barrage strength remains on the 6+ column as the strength was greater than 6 against a hilltop fort. Before drawing the fire card, the US player must designate which of the tank symbols he is going to use as the firing unit. Only one symbol may ever be used for each barrage. In this case, the US player chooses the circle symbol on 2C/5T. The US player draws a card from the deck (#48). The card has both the circle symbol and a brown fire color. He compares the fire colors on that card to the position's color. In this case, H-9 is brown. The US player therefore uses the bottom row on the barrage chart since he matched both the color and the symbol on the draw card. The result is that all Japanese units in the hex are disrupted, any Japanese artillery in the position is destroyed (place a destroyed artillery marker in the hex and reduce the Japanese artillery strength for that sector), one depth marker is eliminated, and there is a possible reduction of the fortification (fortification hit). Another card is drawn to see if the fortification suffers reduction. That ends barrage.



h) Artillery points become available starting GT 7.

i) Artillery points can be used once per game day (once per turn box on the track) and are kept track of on the US Record Track. They may be lost or gained due to game events.

j) All such points may be eligible to either conduct separate barrage actions, or support attack actions by other US units (8.1 & 8.4.1).

8.5.1 Supporting an Attack

You may expend points to support a US attack if the eligibility requirements are met (8.1). The attack is supported as follows:

a) The strength of the NG or AS point is added to your attack strength (6 or 5 respectively).

b) If expending a NG point (only), the weapon requirement for naval artillery (NA) is met.

c) The number of artillery points expended is added to the attack strength and satisfies all AR and DE requirements.

8.5.2 Barrage & Attack Prohibition

A hex cannot be both barraged and attacked in the same Action Phase. A hex occupied A close combat can still be conducted in a hex that was either barraged or attacked in that same phase.

8.5.3 US Artillery

As explained above, all US artillery is represented using artillery points. The rules will state how much artillery is available at the start of each scenario, and additional artillery points may arrive via the Reinforcement Schedule.

a) Each marine division will have an allotment of artillery points assigned to it and those points can only be used if a unit from the assigned division has a LOS to the target hex.

b) There are also eight extra artillery points that represent corps assets (155Hs). These points are also kept track in the same manner as divisional points. They may be used with any of the three divisions.

8.5.4 Artillery Fire Restrictions

You may never assign more than three divisional and four corps artillery points to the same attack or barrage. Any increment less than these restrictions is always allowed.

8.6 Close Combat

Close combat can occur at two points in the sequence of play, and is resolved separately in each hex containing opposing units:

Japanese Action Phase: If a Japanese unit moves into a US-occupied hex, the Japanese unit must immediately conduct close combat against US units in the hex.

US Action Phase: During the US Action Phase: you may perform a regular or deliberate CC.

- A regular CC is conducted by a single stack of US units immediately after entering a Japanese occupied hex.

- A deliberate CC allows other units that were not part of that original stack to enter the hex and to participate in the same CC and is conducted as the end of the Action Phase.
- A deliberate CC does not allow other US units to move and ignore the Japanese units that were originally in that CC hex, since deliberate CCs are the last actions to be resolved in an action phase.
- Units conducting either type of CC and that were disrupted by that CC cannot recover in the same phase.
- When conducting a deliberate CC, if US units already occupy the hex being CC'd, other US units entering that hex to join in on the CC do not undergo infiltration fire.

8.6.1 Close Combat Procedure

Resolve each close combat by first revealing all unrevealed Japanese units and depth markers in the hex. Then draw cards blindly for each side and place them face down in a Japanese pile and a US pile using the below procedures.

Important: The maximum number of cards that each side can draw is five (i.e., five US cards and five Japanese cards).

1) US Card Draw: Draw one card for every three steps (round down) possessed by units in the combat. A maximum of four cards are drawn, no matter the number of steps. HW companies count as one step only. Tank steps are doubled. Then draw one additional card for each of the following that apply:

Important: US units that are disrupted prior to the CC cannot participate in that CC. US units conducting a CC are only disrupted if the unit received at least one step loss during the CC. The disruption takes place after completion of the CC.

- If one or more US units with a flamethrower (FT) are in the combat.
- If one or more US heroes are in the combat.
- If the Japanese unit is in counterattack stance (14.4).

2) Japanese Card Draw: Draw one card for each (disrupted and/or undisrupted) unit and another for each depth marker present. Draw additional cards for the Japanese side:

- One card if the Japanese are attacking and not in counterattack stance.
- One card if the Japanese force has a total strength of 4 or more, not modified by terrain.
- One card for each close combat (CC) requirement listed on the Japanese unit and depth marker in the combat.
- If the Japanese unit occupies a fortification, hilltop, rocky or wooded terrain; or if the Japanese unit is a tank. In this case, only draw one card if any of the above apply.

3) Reveal Japanese Card: Reveal the top card from the Japanese pile (unless counterattacking) and then conduct the below procedures in order.

- a)** If the card shows a close combat event (CC), implement the event (21.0).
- b)** If the CC is occurring in a black Japanese position, draw an additional card from the deck to temporarily assign a color to that position to resolve the CC. Use the color shown on that card's landing section symbol.

c) Then, if the card shows the color of the position (first three symbols) in which the close combat is occurring:

- Discard the top card from the US pile and remove a step from a participating US unit of your choice.
- You may eliminate a US hero in close combat instead of eliminating the last step of the unit to which the hero is assigned.
- You may also choose to discard two cards instead of taking the step loss.

d) Finally, you may conduct US withdrawal under fire, at your option.

4) Reveal US Card: Reveal a card from the US pile and then conduct the below procedures in order.

a) If the card shows a close combat event, implement the event (21.0).

b) Then, if the card shows the color of the position in which the close combat is occurring, discard the top card from the Japanese pile (if any). Then do the first of the following that applies:

- If the Japanese participants are not disrupted, place a disruption marker.
- If already disrupted, remove a depth marker from the Japanese participant.
- If already disrupted and no depth marker is present, eliminate a Japanese unit.

c) If the card shows neither an event or the position color, the revealed card has no effect. In any case, discard the revealed card.

5) Repeat steps 3 and 4: Continue until all participating units on one side are eliminated, or until all cards on both sides have been revealed. If one side runs out of cards before the other, continue revealing cards for the other side one after the other. If cards remain undrawn after a close combat, return the undrawn cards to the top of the card deck.

Important: If the Japanese unit in a close combat is in counterattack stance (13.4) and any US units are adjacent to the close combat hex, reverse the order of steps 3 and 4. That is, the US side reveals the first card.

8.6.2 Ending CC by Elimination

The close combat ends immediately if all units of one side are eliminated, or if the Japanese are eliminated by the Conscripts Surrender CC Event.

a) Place elite Japanese units eliminated in close combat in the Eliminated Units Box. Remove all non-elite Japanese units eliminated in close combat from play.

Important: Japanese units in the Eliminated Box may come back into play later. This is explained in the replacement rules.

b) The survivors remain in the hex and become disrupted.

Exception: A Japanese unit conducting close combat in a non-position hex as part of the assault action becomes disrupted and is moved to a nearby position hex, per the action description (12.8).

8.6.3 Ending CC by Exhaustion

The close combat ends if both sides' card piles are exhausted.

a) Surviving defending units remain in the hex and are disrupted.

b) Return surviving US attacking units to the hex or hexes from which they entered the close combat hex, if they were disrupted due to the CC, they remain disrupted.

c) Disrupt surviving attacking Japanese units and move them to the position from which they entered the close combat. If the attacking Japanese unit came from the reserve box, return it there.

8.6.4 Ending CC by US Withdrawal

You may choose to withdraw all participating US units during a close combat following the reveal and implementation of a Japanese card, even if your units are disrupted. To withdraw, draw one more Japanese card and implement its results (and event if any). Then place the surviving US units in a hex adjacent to the close combat hex. If more than one hex is available, in a hex from which US communication can be traced, then you choose.

8.6.5 Japanese Tanks in CC

Japanese tank units sometimes conduct close combat against US units in non-position hexes (14.2 & 14.4.2). In this case, use the color on the tank unit's counter as the position color when checking for close combat hits by both sides. If the Japanese tank unit survives the CC in a non-position hex, disrupt the unit and place it in the nearest unoccupied position.

8.6.6 Disruption in CC

Japanese units can begin a close combat in a disrupted state and can become disrupted during close combat. US units cannot start a close combat disrupted. Being disrupted does not affect a Japanese unit's conduct of close combat; whereas a US unit disrupted in close combat can spend a close combat round removing the disruption.

8.6.7 Japanese Survivors

Japanese units and depth markers that survive a close combat remain revealed.

8.7 Close Combat Events

CC events are listed at the end of this rule booklet (21.0).

9.0 JAPANESE UNITS, DEPTH & RESERVES

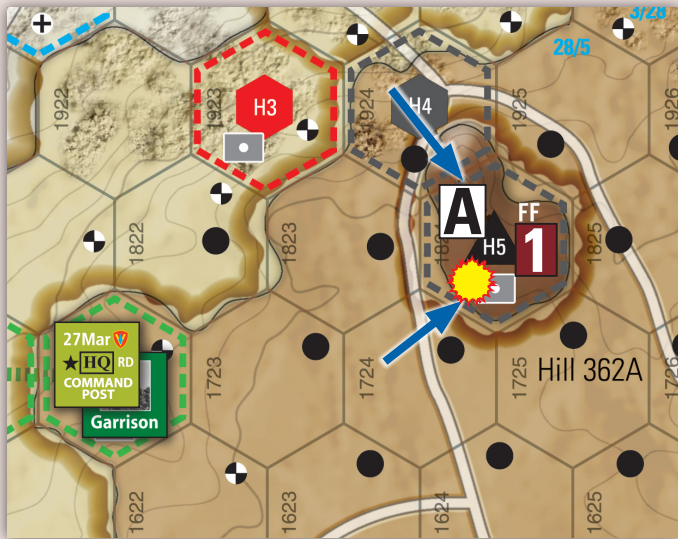
Japanese units on the map occupy Japanese position hexes. A unit may occupy a Japanese position hex alone, or with one depth marker stacked beneath it (6.4.3). At the start of play few Japanese units on the map have depth markers beneath them. During play depth markers and Japanese reserve units enter play in several ways:

a) A unit without a depth marker gains one as called for by an event, or as the result of an unsuccessful US attack, or via the Japanese re-supply or muster action.

b) Units in the Japanese Reserve Box may be placed in position hexes because of a reinforcement event, the Japanese reinforce action, or when a depth marker is revealed to be a tactical reinforcement.

8.7 EXAMPLE OF CLOSE COMBAT

This CC example illustrates a very complicated situation, mostly since the Japanese PG is a Black Hilltop position with two intact fortification markers. This is a Deliberate CC as the US player moved units from more than one stack into the PG hex and the CC must be resolved at the end of the US Action Phase. Assume that movement and barrage and attacking has occurred in this and previous action phases, and supporting units involved in this, while they would be present, have been omitted to avoid cluttering this example of play. The US units are all in command by being within command radius of the 27th Mar Rgt HQ (let's say its current command radius is "4" for this example. This also provides the radio component to all US units in range.



Through earlier attacks, the top fortification marker was revealed and found to be a Class 1 fort (the strongest kind). The US units entered the PG hex from the hexes with the dark blue arrows (they could only have done so through those hexsides as the others were blocked). The units would have had to undergo MUF to enter the hex, and F/2/27 suffered a step loss, and then the US player inflicted another step loss to avoid disrupting the unit (which would have prevented it from entering the PG hex). This was allowed because the MUF fire card did not have the triangle target symbol that is on F/2/27. The other reduced units had taken a hit during the preceding Japanese Fire Phase. So the units listed for "A" are now in the PG Hex.

A	E/2/27 8-2 Step Loss 1 -2 BZ MG BR	F/2/27 4 Heroism	B/5E 4 DE FT	C/5E 2 DE FT
	1	Class 1 NG+AR x3	Class 2 AR x2	
	D/309 DE CC 4	A/309 DE MG 4		

Since this hex still has two intact forts and is a Black PG, stacking rules allow for two Japanese units and their associated Depth markers. Either because of setup or card actions, two Japanese units and depth markers for each ended up in this PG hex. All are flipped to their revealed sides as soon as the US player initiates the CC.

Next, the number of cards for the US and Japanese sides must be determined. The cards will be drawn from the draw deck.

The US side gets one card for every three steps (round down), up to a maximum of four if he has twelve steps. If there had been a Heavy Weapons company in the stack, it would always count as only one step-regardless of its actual strength. US Tank units, if present count double the number of steps currently with the unit. In this example, there are 8 total steps, so the US side receives two cards for strength. Also, if any FT weapons are present (Tanks also qualify as FT capable) one more additional card is drawn for the US side. A Hero (not inspired) also grants one extra card to the US side. In this example, the US player then draws a total of four cards.

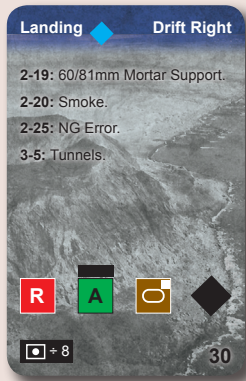
The Japanese are given one card for each unit and one card for each Depth marker, plus one card if CC appears on any unit and/or Depth marker. Additionally, one extra card is drawn if there are any intact fortifications in the PG hex. No more than five cards are ever drawn for the Japanese side in a CC-excepting extra cards that may be drawn due to a CC event on one of the originally drawn Japanese CC cards. In this example, the Japanese draw the maximum number of possible CC cards (5).



Because this is a Black PG hex, the US player must also draw one fire card to determine the temporary "color" of the Black PG hex to resolve this CC. Draw one card from the draw deck and use the color shown on the Landing Symbol (in this case card #9 is drawn and the Landing Symbol is a red circle, so red will be the stand-in color for this Black PG hex).



Now resolve the CC by starting with the Japanese PG and flip the first card (card #49) which has a red fire color. Therefore, the Japanese PG has started with a hit against the US force. The top US card is discarded (without being revealed) and the US player must inflict one step loss on some unit in the US force. He chooses to take a hit on E/2/27 (reducing it to its two-step loss side).

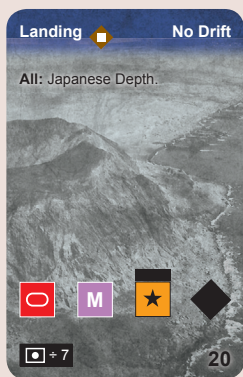
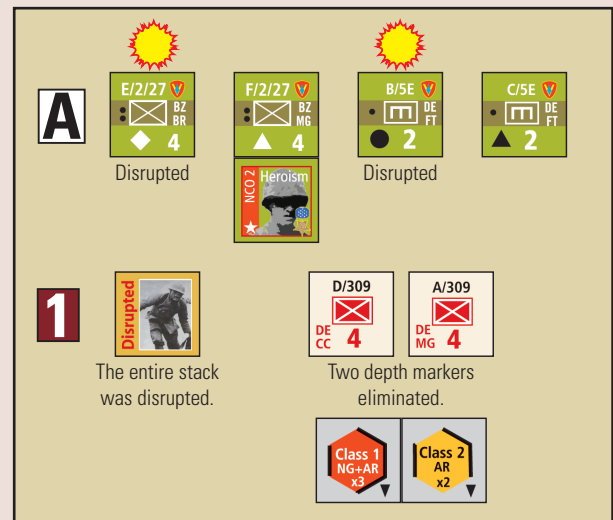
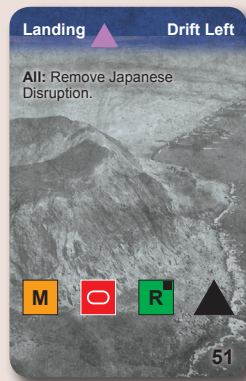


Next, the player reveals the top US card (card #30) with a red fire color, so the US players has hit the Japanese PG. There was no CC event. The top unrevealed Japanese card is discarded, and the entire Japanese stack is disrupted.

The Japanese force must take one extra hit because of this last card draw. The hit must be a depth marker because they are eliminated before units. The Japanese force is now down to just the two units and the fort markers.

Since all Japanese cards and US cards for this CC have been played, the CC ends due to exhaustion. The surviving US forces are withdrawn from either of the two hexes they came from. US units that suffered hits during this CC are disrupted. The Japanese disruption remains also. You can see that this will be a tough position to reduce, as it will require multiple CC's to reduce. If both Japanese units and Depth markers had been eliminated, the US player would still have to eliminate the fort steps, as each fort step is then considered a unit. Although, the Japanese player would only get one card during each CC for any fort presence in the PG hex.

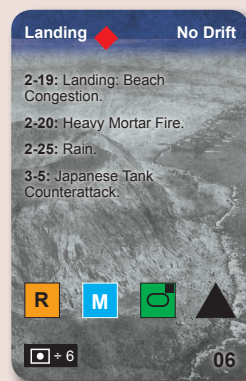
Another Japanese card is revealed (card # 51) again a red fire color. The top US unrevealed card is discarded and one more hit is inflicted on the US force. The US player chooses to take a hit against the B/5E unit.



The US player now reveals his last remaining card (card #20) red, with no CC event. Since the Japanese force is now disrupted, one Depth marker is removed from the Japanese force and one of the two remaining Japanese cards is discarded. The Japanese force has one remaining card, and the US force has none.

c) The first time a US unit enters the FoF of a Japanese PG and that PG is unoccupied, you draw a card, and if that PG's color is shown as one of the fire colors, a Japanese unit from the Reserve Pool is immediately placed in the PG hex closest to that US unit. All FoF effects are immediately in play.

The Japanese card is revealed (card #06) yellow. The Japanese force has missed.



9.1 Revealing Japanese Units & Depth Markers

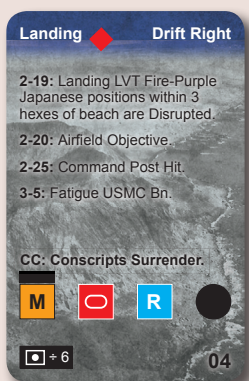
Japanese units and depth markers are initially placed on the map face down (unrevealed), unless otherwise specified. The general type of unit or marker is identified on the back of the counter. An unrevealed unit exerts a field of fire and may conduct actions.

The US force is awarded one more card from the draw deck because of the Heroism event (card #4). The card has a red fire color and a CC event Conscripts Surrender. Had there been any non-elite Japanese units in this CC, they would now be eliminated because of the surrender event.

a) A Japanese unit is revealed as the result of US actions (usually an attack) (8.0).

b) When a Japanese unit is revealed in a US attack, its depth marker remains unrevealed until the unit is subject to a sufficiently strong attack. At that time, the unit's depth marker is revealed to add to the unit's defense.

c) A revealed Japanese unit or depth marker remains revealed until removed from the map. A revealed Japanese unit may also become unrevealed by certain US attack results.



9.2 Adding Depth to Japanese Units

Depth markers are added to Japanese units during play because of event card draws, Japanese actions and sometimes because of an unsuccessful US attack (see US Attack Results Chart). An event may require you to add a depth marker to one unit, or to add depth markers to two units.

a) A Japanese unit must be in communication to receive a depth marker (12.2). Disrupted units may receive a depth marker. If no unit is eligible to receive a depth marker, no depth marker is placed. A depth marker may only be placed in a Japanese position occupied by a Japanese unit or fortification. Depth markers never occupy a hex on their own.

b) To resolve a depth marker event, choose one Japanese unit without a depth marker, other than a tank unit or unit in counterattack mode, and place a depth marker beneath it. If there is more than one eligible Japanese position without a depth marker, use the below procedure.

c) Choose the Japanese unit closest in hexes to a US unit. If several choices exist, use the letter and number codes for the positions to determine the position that receives the marker. Priority goes alphabetically, and then from lowest to highest position number.

Example: Both "F9" and F8" are equidistant, place the depth marker in "F8".

d) Upon selecting a Japanese unit to receive a depth marker, randomly draw a depth marker from the depth marker pool and place it beneath the unit, unrevealed.

e) If the event calls for the placement of two depth markers, repeat this procedure.

9.2.1 Re-placing Depth Markers

A depth marker may be placed with a Japanese unit that previously lost its depth marker due to US attack or barrage. There is no limit to the number of times a Japanese unit may lose a depth marker and receive another, if it is in Japanese communication.

If a unit with a revealed depth marker is eliminated and the position is in communication, put the marker back in the Japanese Depth Marker Pool.

Tank exception: Each Japanese tank unit begins the game with a depth marker, and may not receive another, even if the original depth marker is lost.

9.2.2 Depth Marker Depletion

If the Depth Marker Pool is empty when a depth marker is called for, you cannot add another depth marker (the Japanese have run out of depth). If a Japanese depth marker is eliminated while out of communication, it is permanently eliminated.

9.3 Reserve Unit Placement

Japanese reserve units enter play when:

- a)** A lettered Japanese action calls for Japanese reinforcements; or,
- b)** An event card draw directs you to place a Japanese reinforcement unit; or,
- c)** The procedure in 9.0c calls for reserve unit.

For each reinforcement called for, draw a Japanese reserve unit at random from the Reserve Pool. Place the unit face down in an empty Japanese position hex in communication. Select the specific position in or nearest to a black position hex using the following priorities:

- 1)** A position hex adjacent to a US unit. Place in the hex with the lowest position number if two or more are adjacent.
- 2)** A position hex within two hexes of a US unit. Place in the hex with the lowest position number if two or more qualify.
- 3)** The hex with the lowest position number.
- 4)** The hex with the lowest position letter.

9.3.1 Depth Markers & Reinforcements

Once you have determined the reinforcement unit's position draw a depth marker from the depth pool and place it beneath the reinforcement unit, unrevealed.

9.3.2 Positions Eligible for Reinforcements

A Japanese position must be in communication to receive a reinforcement unit (12.2). If no positions can trace communication, the reinforcement unit does not appear.

Important: An unoccupied position may be adjacent to US units and still be in communication, and thus eligible to receive a reinforcement.

a) A reinforcement unit may not be placed in a position occupied by a US unit or garrisoned.

b) A reinforcement unit may not be placed in a position already occupied by a Japanese unit.

c) A reinforcement unit may be placed in a position hex that is part of a PG, even if the other hex in the group is occupied by a US or Japanese unit.

9.3.3 Empty Reserve Pool

If the Reserve Pool is empty when a reinforcement unit is called for, the reinforcement does not enter play.

Important: Some Reserve Pools are associated with specific sectors on the map, and only if all positions in that sector are under US control are the reserves in that pool shifted to an adjacent sector. Always shift to the right (N).

9.4 Japanese Tactical Reinforcements

A Japanese reinforcement unit enters play when you reveal a depth marker reading Tactical Reinforcement. When this happens, immediately conduct the following:

- a)** Remove the depth marker from play.
- b)** Draw a unit from the Japanese Reserve Pool and place it in the unoccupied position hex nearest to the position from which you removed the depth marker. If the Reserve Pool is empty, the tactical reinforcement does not enter play.

c) If two or more positions are equidistant, place the reserve in the position closest to a US unit. If still equidistant, place the reinforcement in the lower numbered position, then lowest lettered position.

9.5 Reserve & Depth Marker Culling

When Japanese elite units and depth markers are eliminated while in communication, place them in the Japanese Eliminated Units Box. During the first Event Phase of each AM GT, conduct the following:

- a) Randomly select two elite units in the Japanese Eliminated Elite Units Box.
- b) Then randomly place one unit aside, it is permanently removed from play. Do not reveal the unit.
- c) If there are any positions still Japanese occupied in Sector 3, place the other unit face down (do not reveal it) in the Japanese Sector 3 Reserve Display.
- d) If there are no Japanese occupied positions in Sector 3, place the unit in the Japanese Sector 4 Reserve Display.
- e) Repeat this process until no longer able to remove two units from the Eliminated Box.
- f) Once all eligible reserve units are placed, repeat the process with all depth markers in the Eliminated Box.

9.6 Reserve Rejuvenation

If you attempt to enter an unoccupied Japanese position with a US unit and that position is in communication with a black PG, you must draw one card and conduct the below procedure.

Important: If there are no Japanese units in that sector's Reserve Display, ignore this procedure.

- a) If the PG color appears on the fire card, draw one unit from the Reserve Pool for the appropriate sector.
- b) Immediately use the drawn unit to conduct infiltration fire.
- c) After resolving the fire, if the US unit can enter the hex and conduct CC normally. If no Japanese units are left in the Reserve pool, ignore this requirement.

10.0 JAPANESE RAIDS

Raids are a special operation that Japanese forces initiate whenever US units on the frontline have insufficient protection on their flanks.

10.1 Raid Check

During the Japanese Raid Check Phase, you must check to determine if any US units undergo a Japanese raid. Raids occur against US occupied hexes that are not adequately supported on their flanks by friendly units.

You must first determine which US occupied hexes are susceptible to enemy raids. A US occupied hex may be subject to a Japanese raid if:

- a) There are fewer than two US-occupied hexes within two hexes of the US occupied hex being checked; and,
- b) At least one hex adjacent to the US occupied hex is in Japanese communication. The hex may or may not be occupied by Japanese units.

Important: Hexes that only contain disrupted US units are not eligible in preventing a raid check.

Note: Many hexes behind the US front line will not have to be checked as no Japanese LoC can usually be traced to them.

10.2 Raid Resolution

After determining that a US occupied hex is eligible for a Japanese raid, draw one card from the deck.

- a) If the position color of an occupied Japanese position within three hexes of the raid target matches one of the card's fire position colors; and that position is occupied by a depth marker or unit (disruption does not matter) conduct the raid.
- b) The raid is conducted using the above color match. Count the number of occupied Japanese positions, adding the below to the total.
 - 1) If the raid occurs during the PM turn, add one to the number of raiding positions.
 - 2) If any Japanese position within three hexes of a black PG conducts a raid, add one to the number of raiding positions.
- c) If the number of raiding Japanese positions is equal to the number of US units in the hex, one US unit is disrupted.
- d) If the number of position is greater than the number of US units, one US unit suffers a step loss and is disrupted.

11.0 US HEROES, HEADQUARTERS & COMMAND

Key US individuals and command formations are represented by hero markers, infantry/HQ units and regimental HQ units. These types are collectively referred to as leaders.

11.1 Heroes

Heroes are individual soldiers, NCOs, and low-level officers who performed above and beyond the call of duty, inspiring their fellow soldiers with initiative and courage in the face of overwhelming danger. **DDIJ** includes counters to represent some of these men. Each of these three types of heroes may have capabilities that will aid you in conquering Iwo Jima. Not all capabilities will be the same.

11.1.1 Hero Entry

Heroes are randomly drawn from a cup.

- a) If a rifleman or NCO is picked, he is placed with one infantry unit of your choice and stays with that unit until removed from play.

10.0 RAID EXAMPLE

In this example, US units on the frontline must be checked for the possibility of Japanese raid attacks being conducted against them. Raid hexes are possible only adjacent to US units and only if those hexes are in Japanese communication. The dashed blue line illustrates the hexes that are in Japanese communication and those that are not. The hexes to the right of the dashed line are still in Japanese communication and must be checked. Note that if a Japanese PG that was not occupied and still in communication existed within two hexes of PG E7, E7 would also still be in communication since it has not been garrisoned or is not currently US occupied. But since no other such position is within two hexes, it does not qualify as in communication.

A US occupied hex is susceptible to a Japanese raid if there is more than one non-US occupied hex adjacent to that US occupied hex that is also not adjacent to another un-disrupted US occupied hex. In this case, the following hexes must undergo a raid check: 1122, 1421, and 1920.

Hex 1920 is vulnerable because the US unit in 1819 is disrupted and therefore cannot "cover" hex 1820. 1122 and 1421 are vulnerable because they each have two such hexes (marked with the yellow explosions). All other US hexes either have covering units, or the hexes adjacent to them are not in Japanese communication.

Next, one card is drawn for the raid check. The card is card #31 that signifies that Red, Brown, and Green positions conduct raids (marked on the above map by the bold R's). Count the number of raiding PGs within three hexes of the US occupied hexes that are subject to a raid. If PG H5 had been within three hexes of 1920, it would also be added to the green raiding



PG since H5 is a black PG. Also, if it is a PM GT, one is added to the value of all raids.

Hex 1920 has a raid value of one (bold one only from green PG) and since the number of US units in the hex exceeds this value, the raid has no effect.

For hex 1421 the raid value is two, therefore one of the US units in this hex must be disrupted. Use the correct shade of disruption marker for this GT.

For hex 1122 the raid value is also equal to the number of US units in the hex, therefore one US unit is disrupted. In this case, that means the only unit there is disrupted. Note that in all these cases, if the raid value had exceeded the number of units in the affected hex, one unit would have had to take a step loss and be disrupted.

b) An Officer is placed with one US Btn HQ of your choice. He may be moved to and from any unit within the battalion using normal unit movement until he is removed from play.

11.1.2 Hero Command

a) A hero rifleman's company is always in command.

b) All units in a hex are in command if an NCO hero is present in the hex.

c) An officer hero keeps all units of his battalion plus any engineers and tanks stacked with them in command.

d) An officer hero stacked with a battalion HQ can un-disrupt two of the battalion's companies at the end of any Action Phase regardless of the color of the disruption marker.

Example: Two companies of the battalion are disrupted, one of the companies has a D-2 and one has a D-1. An officer hero stacked with the battalion HQ, allows you to remove both disruption markers.

e) An NCO or officer hero allows any units the hero is stacked with to un-disrupt in any phase and in any kind of FoF (even if adjacent to enemy PGs). The color of the disruption marker has no affect on this ability.

f) An officer hero allows a moving stack to pick up units as though they began movement together.

11.1.3 Hero Attack Wild Card

A hero stacked with a unit attacking a Japanese unit from an adjacent hex provides the attack with one of the following benefits:

a) When checking to see if you have the weapons required to defeat the Japanese position the hero counts as one required weapon of your choice.

Exception: Close combat (8.6) or flanking (8.2.2).

b) When calculating and comparing your attack strength to the Japanese defense strength, you may use the hero to increase your strength by 1.

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c) An officer hero satisfies the flanking requirement.

11.1.4 Hero in Close Combat

If US units involved in a close combat include one or more heroes, you draw one additional card for the US side (8.6).

11.1.5 Hero Sacrifice

A hero may be killed by Japanese fire (11.4). You may also voluntarily sacrifice a hero to save a unit. If a hero is with a one-step unit that must take a step loss because of close combat or Japanese fire, you may choose to sacrifice the hero instead of eliminating the unit.

11.1.6 Inspired Units

When a hero is killed by Japanese fire or voluntary sacrifice, his marker is flipped over to the inspired side and remains with his unit until he is killed again.

a) A unit with an inspired marker may convert one step loss into a disruption by eliminating the inspired marker.

b) An inspired unit does not receive the hero's attack wild card bonus or close combat card draw.

11.1.7 Counter Mix Limit

The counter mix includes eight hero markers. Once all eight hero markers have been placed, no more heroes can enter the game until more are made available by the elimination of inspired markers. If an event calls for a Hero and none are available, treat it as a no event. There's no limit to how many times a hero marker may be recycled.

11.2 Regimental Headquarters & Command

The nine-regimental headquarters of the three committed Marine Divisions are represented by HQ units, each comprising the regiment's commander, his staff and equipment. Regimental HQs do not come into play until GT 7.

11.2.1 Regimental HQ Capabilities

Each regimental HQ unit has the following capabilities:

a) An HQ commands all three battalions of its regiment. It may command one extra battalion from a different regiment of the same division. A battalion not in command by its regiment is out of command unless an officer hero or event has provided command.

b) An HQ commands all US tank and engineer units of the same division if they are in command range (15.0).

c) An HQ allows units to utilize divisional and corps artillery points and call in NG and AS points.

d) A unit that attacks a Japanese position from an adjacent hex while in command of an HQ is considered to possess a radio.

e) An HQ enables tank and artillery units in its command to conduct ranged fire (8.1).

f) Starting with GT 7, an HQ may establish a command post to increase the range of its command.

g) An HQ unit does not count as a unit for purposes of stacking.

h) An HQ acts like a garrison for the hex it is currently occupying.

11.2.2 Regimental HQs & Close Combat

You cannot move a regimental HQ unit into an enemy occupied hex. If a Japanese unit enters a hex occupied by a regimental HQ unit, the HQ is considered a one-step unit for purposes of drawing cards and elimination in the ensuing close combat.

11.3 Infantry/Btn HQ Units & Command

US infantry units with HQ in their designation have the properties of infantry units and have limited HQ capabilities. These units can also be recognized by their star symbol (in place of a normal target symbol). Each infantry/HQ unit has the following HQ capabilities:

a) An infantry/Btn HQ unit is always in command of itself.

b) An undisrupted infantry/Btn HQ provides command to all infantry units belonging to its battalion. The unit must be within three hexes. Enemy FoF or units have no effect on this range. The Btn HQ must be in command from its superior regimental HQ.

c) A disrupted Btn HQ has its command range reduced to its own hex and all adjacent hexes.

d) A Btn HQ may command one rifle infantry company of your choice from the same regiment, in addition to the units in its battalion.

e) A Btn HQ also commands all tank and engineer units from the same division stacked with infantry units in its battalion.

f) Infantry/HQ units conduct actions like other infantry units, and count toward stacking limits.

Design Note: *Reorganization of US Marine divisions in 1944 increased the manpower and support weapons in each infantry battalion's HQ company.*

11.4 Japanese Fire Against Leaders

A leader (a hero, regimental HQ or infantry/HQ unit) may be hit by Japanese fire during the Japanese Fire Phase. If a fire card includes a Japanese position color with a star, a position of that color may hit a leader in its field of fire.

a) If more than one hit must be taken in any single Japanese fire and a leader is present, the leader must absorb one hit.

Exception: *If a tank unit is present, 6.3.2 applies and you may absorb two hits by taking one hit on the tank unit.*

b) If a hero is hit, he is killed; flip his marker to the inspired side or if the inspired side is showing the marker is eliminated.

c) If a regimental HQ is hit, remove it from the map and place it one turn ahead on the Turn Track. The HQ will re-enter play via amphibious operations.

Example: *If hit on GT 7, place it on Turn Track space 8.*

d) If a two-step infantry/Btn HQ unit is hit, it loses a step. A one-step infantry/HQ unit is eliminated when hit.

11.4.1 Leader Disruption

Heroes and regimental HQs do not become disrupted by Japanese fire or actions, although the units they are stacked with may. Infantry/Btn HQ units may become disrupted due to close combat and enemy fire and actions.

12.0 CONTROL & COMMUNICATION

Each US unit *controls* the hex it occupies, and most US units control adjacent hexes. Japanese units do not control hexes per se; they affect nearby hexes through their FoF. US control affects whether Japanese communication can be traced to a Japanese position or hex. Japanese fields of fire affect whether US communication can be traced to a US unit or hex.

12.1 US Control

US units of the following types control the hex they occupy.

Infantry
Infantry/HQs
Regimental HQs
Engineers
Command Posts
Garrisons
Tanks on an airfield hex

A US unit of either of the following also controls the six adjacent hexes around it, even if disrupted:

a) Infantry unit with three or four steps

b) Two US infantry, infantry/Btn HQ or engineer units stacked together in any combination and possessing three or more total steps control the hex they occupy and all six adjacent hexes, even if disrupted.

Important: *A US unit in a hex with a Japanese unit does not exert control over any hex.*

12.2 Japanese Communication

A Japanese position must be in communication to:

- Receive a reserve unit.

Exception: *Conduct an infiltrate action and tunnel event.*

- Receive a depth marker.
- Withdraw after being defeated by a US attack.
- Perform certain lettered actions.
- Launch Japanese raid attacks.

a) A PG is considered a single position when tracing Japanese communication.

b) The communication path may not pass through any hexes occupied or controlled by US units.

c) A Japanese communication path may not pass through a US landing beach.

d) A Japanese position is in communication if it can trace a path of hexes from its hex to an intact black Japanese hilltop position that is itself in communication. A black position must trace to another black position (of any type) to be in communication itself.

e) Surabachi is a special case: Positions A4 and A6, and A8 all provide communication for any other position in Sector 1.

12.2.1 Negating US Control for Communication

A Japanese unit in a hex adjacent to a US unit negates US control of that hex for purposes of tracing Japanese communication through the hex, including tracing communication for the Japanese unit itself. When tracing communication for an unoccupied Japanese position or for a position occupied by both Japanese and US units, the position's hex itself can be in US control and still be in Japanese communication if a communication path can be traced.

12.2.2 Timing of Communication Determination

Communication status of Japanese positions is determined at the moment it is required.

12.3 US Communication

US units must be able to trace communication to secure Japanese position hexes for victory purposes. A hex is in US communication if you can trace a path of hexes of any length from the hex to any US landing beach hex. The path may not pass through any hexes occupied by or in the field of fire of a Japanese unit.

12.3.1 US Communication & Japanese FoF

US communication may not be traced into or through a hex in the FoF of a Japanese unit even if that hex is occupied by a US unit. A disrupted unit's FoF still blocks US communication. An empty Japanese position has no field of fire for purposes of tracing US communication.

13.0 JAPANESE LETTERED ACTIONS

Starting with GT 3, Japanese positions can conduct actions other than firing, as called for by action letters (M, R, A & I) appearing with the position colors on the fire cards. These actions and when they go into effect are summarized on the Japanese Action Summary at the back of this booklet.

Example: At the start of turn 6 actions on the Japanese Action Summary identified with the letter R become available. From this point forward, when a position color on a fire card includes the letter R, positions of that color may conduct resupply, redeploy, reinforcement and overruns in certain situations, instead of regular fire.

Lettered actions may be performed by Japanese-occupied positions with and without US units in their fields of fire. In some cases, even unoccupied Japanese positions may perform actions. Action letters stand for a variety of actions, depending on the Japanese position.

13.1 Action Procedure

When you draw a fire card, check all the following types of Japanese

positions matching the colors on the fire card to determine if each fire or conduct some other action.

Exception: If no US units are in Sector 3 or 4, don't check positions in Sector 4.

- Every Japanese occupied position.
- Every unoccupied position within three hexes of a US unit and in Japanese communication.
- If a position color on the card shows the "I" action, also check unoccupied positions not in Japanese communication.

a) For each position, refer to the Japanese Action Chart, cross-referencing the game turn and the position's situation with the symbol/letter on the fire card to determine if the position conducts the action represented by the letter, or if it fires normally, or if it conducts no action. If a check results in fire or other action, conduct the action immediately, before checking the next position.

b) Once lettered actions come into effect, the sequence in which you check Japanese positions for fire and actions may have an impact on play. Therefore, check all positions matching the first (leftmost) position color on the card first, then all positions matching the second color, then the third. Within a position color, check all positions hexes in order from west (closest to you) to east.

c) Black Positions are a special case; there are no specific black fire colors to associate a lettered action with. Instead, one of the three fire colors on the card may have a black line above it. In this case, should a black position be within two hexes of a position of that color, it conducts the lettered action indicated by that other position's color, and the original position does nothing. Always conduct black position lettered actions first.

13.2 Machine Gun Action [M]

Eligible position: Occupied position with US units in its FoF.

a) All steady FoF hexes become intensive FoF hexes.

b) US occupied hexes that are not in the position's FoF but that are adjacent to any steady FoF hexes for that position also are considered in the position's steady FoF.

13.3 Mortar Action [M]

Eligible position: Occupied position with no US units in its FoF and possesses an intact artillery position.

a) The Japanese unit fires mortar shells at US units within the position's mortar range.

- Mortar range for units in positions other than hilltop positions is three hexes.
- Mortar range for hilltop positions is four hexes. Increase the position's hit limit by one unit.

b) All hexes within a position's mortar range may be hit by mortar fire. Treat all hexes within the position's mortar range as if in the position's steady field of fire.

c) US units (including armor) with the target symbol indicated on the fire card are eligible to be hit.

d) A unit hit by mortar fire loses a step but is not disrupted. A player may disrupt two units instead of taking a step loss.

13.3.1 Multiple Targets Tank Fire

Tank units in the position draw another card for multiple fire. If no tank units are present, revert to mortar action.

13.3.2 No Eligible Targets

If no US units with the target symbol shown on the Japanese fire card are within mortar range of the position, the position conducts no action.

13.4 Muster Action [M]

Eligible positions: Unoccupied position in Japanese communication within three hexes of a US unit. Place a reserve unit and depth marker in the position.

13.4.1 Mustering in a Position Group

If multiple hexes in a PG are eligible for the muster action, place a reserve unit and depth marker in just the lower numbered position.

13.4.2 Placement Priority

If there are more positions eligible for muster than available units, place the units in the hexes that are closest to US units.

13.5 Re-Supply Action [R]

Eligible position: Occupied position with US units in its field of fire. If one or more Japanese units in the position have no depth marker and can trace communication, draw and place a depth marker for each such unit, face down. After checking for depth marker placement, all units in the position fire.

13.6 Redeploy Action [R]

Eligible position: Occupied position with no US units in its field of fire. The Japanese unit in the position hex redeploy to an unoccupied position hex within three hexes of its current position and closer to the nearest US unit.

a) If a destination position meets these conditions, move the unit and its depth marker (if any).

b) If these conditions are not met, the position conducts no action.

c) If more than one unoccupied position qualifies, place the unit in a qualifying position hex of a different color; if more than one or none, in the position nearest the redeploying position; then in the lower numbered position.

d) If after redeploying, any US units are in the newly-occupied position's field of fire, conduct fire, regardless of the color of the new position.

13.6.1 Redeployment in a Position Group

A Japanese unit may redeploy to a position hex in the same or different PG. Units never redeploy from a black PG hex.

13.7 Reinforce Action [R]

Eligible positions: Unoccupied position in Japanese communication

within three hexes of a US unit. Place a reserve unit and a depth marker in the position. If after reinforcing, any US units are in the newly-occupied position's field of fire, conduct fire.

13.7.1 Reinforcing a Position Group

If both hexes in a PG are eligible for the reinforce action, place a reserve unit and depth marker in the lowest numbered eligible hex only.

13.7.2 Reinforcement Priority

If there are more positions eligible for reinforcement than available reserve units, place the units in the hexes that are closest to US units. If no depth markers are available, place a reserve unit alone.

Important: When conducting all reinforcement, redeploy and resupply actions; no position receives a second unit from the reserve pool (and consequently a second depth marker) until all positions not in US control in that sector have at least one unit already. Priority for placing a second unit is as follows:

1) Black positions with a hilltop must all receive a second unit/depth marker; then,

2) Other hilltop PG hexes must all receive a second unit/depth marker; then,

3) All other PG hexes.

13.8 Assault Action [A]

Eligible position: Occupied position without artillery.

If a Japanese-occupied position has US units in its intense FoF, move the Japanese unit and its depth marker (if any) from the position into a hex occupied by one or more of those US units, then conduct close combat. Black PG ignore assault actions. Do not assign this to a black PG from another color PG.

a) If more than one US unit is in the position's field of fire, choose the unit or units in the hex closest to the Japanese-occupied hex you are checking. If hexes are equidistant, choose the hex with the fewest US steps, then your choice. The US unit need not be in a position hex.

b) If a Japanese-occupied position has no US units in its field of fire, move the Japanese unit and depth marker to a position hex no more than three hexes away from its current position and closer to the nearest US unit. The unit may move into an unoccupied or US-occupied position hex. If entering a position hex with US units, conduct close combat. If entering a position hex with a garrison marker, remove it.

c) If two or more eligible positions are equidistant from the nearest US unit, move to the position closest to the Japanese unit's current position, then you choose.

13.8.1 Assault by Position Group

If both hexes of a PG are Japanese-occupied positions, check each position hex separately for assault.

13.8.2 Assault Timing

Units conducting the assault action gain the benefit of any disruption or step loss inflicted on US units by other Japanese units in the phase.

13.8.3 Close Combat Initiation

If the assault action results in a close combat in a non-position hex, use the color in the position hex from which the Japanese unit began its assault to resolve the close combat. If the assaulting unit survives the close combat in a non-position hex, return it to the position hex from which it came, disrupted.

13.9 Ambush Action [A]

Eligible Position: Unoccupied position (position must be in communication) and US unit must be within three hexes. Disrupt one US unit with matching target symbol.

- a) Always select the closest US unit that meets the above requirements.
- b) If more than one US occupied hex is equidistant, choose the hex with the greatest number of steps.
- c) If a choice remains randomly pick the US occupied hex affected.

13.10 Artillery Action [A]

Eligible Position: Occupied position with artillery symbol. If there is a US unit in the position's intense FoF conduct the following. If no US unit is in the position's intense FoF, ignore the action.

Important: This is exception to requirement on Japanese Fire/Action Summary Chart that there are no US units in FoF.

- a) Draw one fire card. If the artillery fire symbol is present, inflict on step loss on one US unit in the position's intense FoF.
- b) If more than one hex in the position's intense FoF is US occupied, conduct the attack against the hex with the greatest number of steps.

13.11 Infiltrate Action [I]

Eligible positions: Unoccupied (non-garrisoned) Japanese position not in Japanese communication and within three hexes of a US unit. Place a reserve unit (but not a depth marker) in the position. The unit does not fire in the Japanese Fire Phase in which it is placed.

13.11.1 Infiltrating a Position Group

If multiple hexes in a PG are eligible for the infiltrate action, place the reserve unit in the lowest numbered position hex.

13.11.2 Infiltration Priority

If there are more positions eligible for infiltration than available units, place the units in the hexes that are closest to US units, then in the lowest lettered and lowest number PG hex.

14.0 JAPANESE TANK UNITS

The Japanese forces include three tank units. During play, when a tank's position is selected to perform an action, the tank performs actions specific to tanks.

14.1 Japanese Tank Extended FoF

A position occupied by a Japanese tank unit projects a steady field of fire into all hexes one hex beyond the position's printed field of fire (that is, all hexes outside of but adjacent to a hex in the position's printed field of fire). This extended FoF cannot extend beyond three hexes. Use the same LoS

rules as used by hilltop positions but use the actual elevation in the hex the tank unit occupies.

14.2 Japanese Tank Actions

A Japanese tank unit performs an action when its position color appears on the Japanese fire card. Tank units may also perform an action as the result of an event. It is possible for a Japanese tank unit to be in a non-position hex. In this situation, use the color on the tank unit as its position color. When in a position hex, use the hex's color. All Japanese tank units start the game unrevealed.

a) Default Tank Action: Fire or Advance. A tank activated by a position color with the [I] action letter, performs the fire or advance action.

Fire: If any US units are in the tank unit's field of fire.

Advance: If no US units are in the tank's field of fire.

- 1) Move the tank unit and depth marker (if any) to a position hex that is unoccupied or occupied by a non-armor Japanese unit, and no more than three hexes away and closer to the nearest US unit.
- 2) If two or more eligible position are equidistant from the nearest US unit, move to an unoccupied position, then the position closest to the tank unit's current position, then to the highest numbered position.
- 3) A tank unit will move to a Japanese-occupied position only if the unit in that position can trace Japanese communication.

4) If the tank moves to a Japanese occupied position that is already fully stacked, the tank swaps positions with the top unit. Place the other unit and its depth marker (if any) in the position from where the tank unit advanced.

b) [M] Tank Action: Multiple Fire:

Fire: If any US units are in the tank unit's field of fire. Then if any US units remain in the unit's field of fire after resolving the first fire action, conduct a second fire action, resolved as a separate action from the first. If no US units are in the tank unit's field of fire, no extra action.

c) [R] Tank Action: Overrun

Fire: If no US units are in the tank unit's field of fire, no action. If any US units are in the tank unit's field of fire.

1) If the tank fires but no US units are hit, no further action.

2) If the tank fires and hits one or more US units, then move into the hex occupied by the nearest hit unit and conduct close combat. If hit US units are equidistant, move to the hex occupied by the fewest US steps, then you choose.

3) The tank unit may move into a non-position hex when performing this action. If it does so, use the position color printed on the tank's counter to resolve the close combat. If the tank unit survives the close combat in a non-position hex, move the unit to the nearest unoccupied position (this could be the position from which the tank unit came). If unoccupied

positions are equidistant, move to the position closest to a US unit, then the lowest numbered position.

d) [A] Tank Action: Double Advance or Fire

- 1) Conduct an advance, as described in the default action above.
- 2) If the tank unit can complete an advance, then check to see if the unit can advance again. If so, advance the unit a second time following the same procedure as above.
- 3) If the tank unit is unable to advance at all via this action, fire. Do not fire if the tank advances once.

14.3 US Actions Against Japanese Tanks

Japanese tank units may be attacked like any other Japanese position, may be subject to close combat, and may suffer disruption and defeat. A defeated Japanese armor unit does not withdraw and is not placed in the Eliminated Units Box, it is removed from play.

Important: Japanese armor units and depth markers do not receive benefit from terrain (do not double an armor unit's strength when attacked) regardless of the terrain. When US tanks fire on Japanese tanks, their attack strengths are doubled.

14.4 Japanese Counterattack Stance

Japanese tank units and certain other Japanese units enter counterattack stance (CA) when the counterattack event is drawn. All units in counterattack stance conduct the counterattack action in every Japanese Fire Phase, regardless of the position colors and actions showing on the fire card.

14.4.1 Setting up Counterattack Stance

When the counterattack event occurs, set up counterattack stance as follows:

- a) Select two Japanese non-tank units within three hexes of at least one Japanese non-artillery position. Place these units in counterattack stance by placing a revealed depth marker on top of the unit.
- b) If more than two non-tank units are within three hexes of a tank unit and not in an artillery position, select the one unit closest to a tank unit. If equally close, then select units farthest from a US landing beach.
- c) Remove disruption markers from the units, if present. If this is a local counterattack, select only one unit.

14.4.2 Counterattack Action

During the Japanese Fire Phase, All CA units conduct the counterattack action regardless of the colors on the fire card.

- a) Conduct all counterattack actions before conducting actions with other units in the Japanese Fire Phase.
- b) Conduct the counterattack action one unit at a time, beginning with the CA unit closest to a US landing beach. If equally close, then the westernmost unit goes first.
- c) Actions for Japanese units in counterattack stance are limited to

movement and close combat. To conduct a counterattack action, move the CA unit to a hex within three hexes of the unit's current hex. The unit does not fire. Among hexes within three hexes, choose the hex listed first in the following priorities:

- 1) Unoccupied position hex with a field of fire into a US landing beach hex.

Important: Beginning game turn 13, ignore the above priority.

- 2) A hex occupied by a US unit, even if not a position hex. If more than one, the hex closest to a US landing beach hex, then the southernmost hex. Immediately conduct close combat.
- 3) Unoccupied position hex closer to a black PG hex than the CA unit's current hex.
- 4) If multiple choices exist within any of these priorities, move to the hex closest to the moving unit. If still more than one choice, move to the westernmost hex, then southern-most.
- 5) If no hex meets any of these priorities for a CA unit, that unit conducts no action.

14.4.3 Modifications to Close Combat

These modifications apply to a close combat involving a Japanese unit in counterattack stance, during the Japanese Fire Phase or the US Action Phase.

- a) Do not draw an additional Japanese card for the Japanese attacking.
- b) Draw an additional US card.
- c) Remove disruption markers from all participating US units (if any) before revealing cards.
- d) If any US units are in hexes adjacent to the close combat hex, the US side reveals the first card each round of close combat.
- e) If in a non-position hex, use the position color on the CA unit's counterattack marker when checking for hits. If in a position hex, use the position's color.

14.4.4 Modifications to US Attacks

A Japanese unit in counterattack stance receives no terrain benefits when attacked by US units.

14.4.5 Eliminating Counterattack Depth

If a CA unit loses its depth marker, flip the marker to its non-depth side. The unit no longer has depth, but the marker remains to indicate that the unit is still in counterattack stance.

14.4.6 Leaving Counterattack Stance

Elite units leave counterattack stance immediately after conducting their first CC. Non-elite units are immediately eliminated after conducting their CC. A tank unit remains in counterattack stance if it has successfully inflicted at least one step loss through CC in the current phase. If not, it immediately reverts to normal status.

a) When a non-tank unit with counterattack depth leaves counterattack stance, replace the counterattack depth marker with a normal depth marker, drawn blindly from the pool and placed face down beneath the unit. The unit remains revealed.

b) When a tank unit with counterattack depth leaves counterattack stance, remove the counterattack depth marker but do not replace it.

14.4.7 Subsequent Draw

If the Counterattack event is drawn again after it has already occurred, treat the event as Place one Japanese reinforcement unit.

15.0 COMMAND POSTS (CPS) & GARRISONS

Starting on Turn 7, you may convert your regimental HQ units into command posts during the US HQ Phase.

a) A CP may not move but gains a command range (CP) that increases over time, enabling it to command US units up to five hexes away.

Example: A CP with a range of three, commands all US units within three hexes of its hex.

b) A CP also enables the placement of US garrison markers in certain position hexes.

15.1 Establishing a Command Post

A regimental HQ unit may convert to a CP in any hex that is not in the potential field of fire of any Japanese position.

a) If a Japanese-occupied position or an unoccupied position in Japanese communication projects any fire dots into the HQ's hex, the HQ may not convert into a CP there.

b) To establish a CP, flip the HQ unit to its command post side during the HQ Phase and place the matching command range marker in the first space of the Command Range Track. Doing this is not considered an action.

15.1.1 Abandoning a Command Post

You may revert a CP to a regular HQ unit during the HQ Phase by flipping the unit to its HQ side. If you do so, remove the corresponding command range marker from the command range track.

15.2 Command Range

When you first establish a CP, it commands US units in its hex and any hexes within two hexes, like a regimental HQ unit.

a) The initial placement of the CP's command marker on the command track shows this capability (command range of two hexes).

b) In subsequent turns, you may increase the CP's command range. During the HQ Phase, you may advance the marker for an already established CP one space along the command range track, if the CP's hex is not currently in the field of fire of any occupied Japanese position.

15.2.1 One Range per Regiment

As many as nine command range markers may occupy the command range

track (one for each regimental HQ in the game), and every marker may be advanced along the track during the US HQ Phase, if eligible.

15.2.2 Duplicate Ranges on Track

Some command range values are repeated on the command track.

Example: Command range 2 appears in two boxes in a row, meaning that it takes at least two turns to increase a CP's range from 2 to 3.

15.3 Capabilities of Command Posts

A CP commands all the US units belonging to that regiment within its current command range.

Example: A CP with a range of three commands all US units within three hexes of its hex.

a) This range is counted by including the hex occupied by the unit to be commanded but not the CP's hex. Btn HQs are freed from the necessity of providing command within a CP command radius.

b) Units within a CP's command range receive all the benefits of being in command of an HQ including:

- Radios
- Coordination of tank and artillery ranged fire for US attacks.
- Tank and artillery barrage

15.3.1 Japanese Effects on Command Range

Command range may be counted through hexes in Japanese fields of fire but not through Japanese units.

15.3.2 Command Posts Under Fire

A CP in the FoF of a non-disrupted Japanese unit may not increase its command range (it may still provide command). In such a situation, the CP's range marker retains its current position on the command track, but its range may not be increased.

15.3.3 Command Posts are Leaders

A CP is considered a leader and may be hit by Japanese fire.

a) If a CP is hit, it immediately reverts to an HQ unit; flip it over and remove its command range marker from the command track. A command post is not eliminated by Japanese fire.

b) If a regimental HQ is eliminated, place it on the game turn record track in the box for the next game day. It returns to the map during HQ Phase of that PM game turn. The HQ may be placed in any hex not in a Japanese FoF.

c) While the regimental HQ is on the track, all battalion HQ of that regiment have a one hex command radius.

15.4 Placing Garrison Markers

During the US HQ Phase, you may place garrison markers in position hexes meeting all the below requirements. If these requirements are met, place a garrison marker in the position hex. Within these requirements, any number of garrison markers may be placed in a single HQ Phase, but no more than one garrison marker per hex.

- In the command range of a command post.
- Occupied by or adjacent to a US unit.
- In US communication.
- Not in the field of fire of a Japanese unit, even if disrupted.

15.4.1 Properties of Garrisons

- a) A position hex with a garrison marker is considered US-occupied when checking for Japanese actions.
- b) Garrison markers do not count as a unit for stacking.
- c) A garrison marker may not perform actions and may not participate in a close combat or US attack.
- d) A garrison marker is removed if alone in a position hex when that position is in the field of fire of a Japanese unit performing a fire action, or if a Japanese unit enters its hex. The garrison's removal does not count toward the Japanese unit's hit limit, if firing.

16.0 REPLACEMENTS, RESERVES & REST

Units that have suffered step losses may use replacement points to recover those lost steps. Units may recover a limited number of steps while still near the enemy, but if a player wishes to have units recover more quickly and at less cost, it is better to put them into reserve.

16.1 Replacement Steps

You start each scenario, or campaign game with a set number of replacements that can be used for unit recovery.

- a) There are three types of replacements: tank, engineer, and infantry steps. Each step usually replaces a step loss of the appropriate type of unit. An infantry step is used to replace any step that a Btn HQ has lost, while two steps are required to replace a lost heavy weapons company step.
- b) A unit not in reserve can only receive a replacement step in the US HQ Phase of the first GT each day. A unit can only recover one step during phase unless it is in reserve.
- c) A tank unit not in reserve may not recover steps in a Japanese intense FoF.
- d) As replacement steps are taken, adjust the Infantry replacement markers for each division and the markers for tanks and engineers to reflect the amounts of each type of point left over after recovery.
- e) Infantry replacement points from a division may not be used to rebuild or replace units from a different division.
- f) For every two tank steps in the Reserve Pool, one free tank replacement step is received in the AM game turn.
- g) For every three engineer steps in the Reserve Pool, one free engineer replacement step is received in the AM game turn.

16.2 Reserve

Units in reserve have special capabilities for recovery and replacement.

Important: Replacements received for any of the below conditions are received during the HQ Phase of the AM game turn.

- a) A unit in reserve is not limited in how many lost steps it may replace in a day.
- b) If all units of a battalion are in reserve, one extra replacement point is awarded to that battalion's division each day that it is in reserve.
- c) If all three battalions of the same regiment are in reserve, one additional replacement step is also received in addition to those gained for the battalions.
- d) A unit must remain in reserve for at least one full day after entering such status.
- e) To go into reserve a unit must not be in a Japanese FoF at the end of an Action Phase. If it is not, simply pick the unit up and place it in the USMC Reserve Display.

- f) To come out of reserve, you take the units out of the Reserve Display during any US HQ phase and place them in hexes that are in communication and not in enemy FoF of any kind. This location must also be within six hexes of another regiment HQ from the same division.

16.3 Rest Day

Any turn after GT 26 (29 Feb), the US side may take a day of rest.

- a) No actions of any kind occur (Japanese or US) during all turns of that day.
- b) All US units are in reserve and any unit not in an intense FoF may receive as many replacements as are available.
- c) All units (Japanese and US) in the game recover automatically from disruption. All of Sector 1 and 2 must be clear of Japanese units and positions.
- d) At the end of the second GT of that day, play resumes as normal.

16.4 Divisional Combat Efficiency Loss

Once a player has expended more than 46 points of a division's replacement pool, all non-HQ rifle company units of that division may never be rebuilt to their full strength. i.e., they can at most have three steps.

17.0 FORTIFICATION MARKERS

Fortification markers represent heavily fortified tunnel, bunker and pillbox complexes constructed by the Japanese to resist the US advance. The use of the term fort(s) will be synonymous with fortification.

17.1 When to Place Forts

Forts are set up according to scenario instructions or they are placed due to the presence of nearby US units.

- a) Forts are only placed in position hexes that contain a fort location symbol (F or FF).
- b) Follow any scenario instructions (if any) that direct you to place a fort.

c) A fort location that currently has no fort, but is still not controlled by US units, has a fort immediately placed in that hex if a US unit enters a hex within three hexes of that fort location.

d) The type and number of fort markers will depend upon the type of Japanese position in that hex.

17.2 How to Place Forts

A fort's unrevealed side is the side with the word "Fortification" printed on it. All Forts are initially placed with this side up. The reverse side is its revealed side, which displays the fort's classification and the hexsides that will be obstructed by that intact fort.

a) A fort's classification is a measure of how strong or weak it is, with class 1 forts being the strongest, and class 3 forts being the weakest.

b) When a fort is being picked for a fort location, it must be chosen randomly. Mix the undeployed fort markers up in a cup (sometimes after sorting them by class) and then pick out the appropriate number to place as required. If two forts of different classifications are required, randomize for each class and pick one from each random class pool.

17.2.1 Hilltop Positions & Fortifications

All black Japanese hilltop positions and the Quarry position (0723) require two forts when placement occurs. One fort is a class 1 fort, and the other is a class 2 fort. After both have been picked, without knowing the order, (randomize them further) place them in their associated fort location stacked together.

a) Each such location has a unit from the reserve pool and a depth marker placed with the forts. If there are no units or markers in the reserve pool of that location's sector, then no unit or depth marker is placed.

b) Japanese hilltop positions that are a color other than black require one class 1 fort and one unit from the reserve pool of its sector.

c) Black non-hilltop Japanese fort locations require the placement of a class 2 fort.

17.3 Properties of Fortification Markers

A position with a fortification marker is considered Japanese occupied for purposes of Japanese actions, close combat, US attacks and movement. That is, a position occupied solely by a fortification marker may be attacked, and only normal terrain restrictions and stacking rules prohibit how many US units may enter a fort hex to conduct CC.

a) A fortification is always treated as a Japanese unit until destroyed (even if unoccupied). It fires, and halts movement and projects a FoF like a normal occupied Japanese PG. A class one fort = 3, a class two = 2, and a class three fort = 1 combat strength point. A fort must be eliminated by US occupation or barrage to no longer exist.

b) A revealed fortification marker indicates which hexsides bordering a fortified position are impassable and sometimes add weapon requirements to the position.

c) A fortification marker is revealed when a US unit attempts to attack the fortification. When this occurs, flip the fortification marker in the position to

its face up side. Orient the marker so the arrowhead on the marker points toward you (the South map edge) and so the hex depicted on the marker aligns with the hex. If the results show that some US units are attempting to attack through a blocked hexside (see below), those units are not allowed to participate and are considered to have used their action for the current phase.

d) When a US unit initially attacks an unrevealed fort, the obstructed hexsides may be such that the unit is attempting to attack across an obstructed hexside. Should this happen, the attacking US units are automatically disrupted, and the fort is revealed.

e) The fort gains one unit and depth marker from the reserve pool if they are available. If they are not, any adjacent Japanese unit that is not already adjacent to a US unit, is moved into the fort's hex.

f) A black position hilltop fort triples the defense strength of any Japanese units occupying it.

g) All other fort locations double the defense strength of occupying Japanese units.

h) During a CC, if all units and depth markers have been eliminated, but a fort still exists, the fortification is treated like a unit and must be eliminated in that CC using the normal procedures for eliminating a unit for each classification step it still possesses.

17.4 Terrain Effects of Fortification Markers

A fortification marker creates one or more impassable hexsides around the hex, as depicted on the marker. US units may not move or attack across an impassable hexside.

a) When determining if a fortified position is flanked, consider only those US units attacking the position through non-blocked hexsides.

b) Japanese units that have their defense strengths tripled by a fort do not have their defense strengths further increased by terrain.

c) Japanese units that have their defense strengths doubled by a fort, will have those strengths tripled if the terrain in their hex would also ordinarily double their strength.

17.5 Reduction of Fortifications

Once a fortification marker is placed it remains until the fortification is reduced by a barrage (17.5.1) or garrisoned by US units (17.5.2). Once a fortification is revealed, it stays revealed even if it is reduced. When replacing the fortification marker randomly draw and then place the marker face up (it does not need to be attacked again to be revealed). If another fortification marker is in the same PG hex, it must be attacked to be revealed once the original fortification is eliminated.

a) When a fort is successfully reduced, it is replaced by the next weaker fort class marker. (i.e. class 1 is reduced to class 2). When replacing a reduced fort marker, use the same procedure for initial placement of a fort.

b) A class 3 fort that suffers reduction is eliminated and the marker is removed from the map.

17.5.1 Reducing a Fort by Barrage

You may barrage a fort. Consult the US Barrage Results Chart. If the result displays an asterisk, there is a chance that the fort is reduced. Pick one card from the fresh deck; if the color of the landing symbol matches one of that card's fire colors, the fort is reduced.

17.5.2 Eliminating a Fort by CC

In a CC each step of a fort is treated like a unit. Fort steps are always eliminated before Japanese units and depth marker.

Important: Impassable hexsides do not affect Japanese fields of fire. US units moving adjacent to any fort always undergo movement under fire.

17.6 Hit Limits of Fortified Positions

When firing, a fortified position may inflict hits on the number of units, equal to the number of counters in the position.

Fortification Marker Only: 1 hit

Fortified Marker & Depth Marker: 2 hits

Fortified Marker & Unit: 2 hits

Fortified Marker, Unit & Depth Marker: 3 hits

Important: If more units than those listed above are present in a fortification, do not count their presence for hit limits purposes.

Important: Mortar fire from a fortified position occupied by just a fortification marker hits one unit.

17.7 Two Forts in a Single Position Hex

If a hex contains two forts, the top fort must be eliminated before the hex can be subjected to a US CC.

Important: If you run out of fortification markers in the pool, two markers of the next lowest classification can be used in place of one correct marker.

a) The bottom fort cannot be barraged until the top fort counter has been eliminated.

b) A position with a fortification marker may be disrupted, even if unoccupied. If a Japanese unit is placed when the position is still disrupted, the unit is disrupted.

17.8 Japanese Forts & Intrinsic Defense

A Japanese fort that is unoccupied by units or depth markers, has an intrinsic defense strength determined by its Class level. Class 1 forts have a defense strength of 3, Class 2 forts are a strength of 2, and Class 3 forts are a defense strength of 1. This strength is not multiplied by the fort multiplier or terrain.

18.0 SCENARIOS

There are five separate scenarios that break up most of the battle into smaller more manageable chunks of time, thus allowing players to explore various aspects of the battle in a shorter time than if the entire battle was played from start to finish. There is also one campaign scenario that lets a player start right with the landings on D-Day and play through till the end of most organized resistance on the island. The campaign scenario combines all the smaller scenarios into one game, but it is much longer to play, while

offering some interesting strategic choices. Scenarios three and four can also be started and played through to the end of what would be the campaign game.

Each of the scenarios lists the starting setup for the units that begin on the map, special rules for that scenario, victory conditions and reinforcements and the turns they land for the US side. The starting frontlines (where units start) for each scenario are printed on the Setup Display. The US units that start on the map have their regimental and battalion IDs for where they start printed on the game map in blue type. Units may set up in or adjacent to hexes with their battalion and regimental IDs. If a battalion is noted on the map (i.e. 1/25) then all units of that battalion must set up in or adjacent to that hex. If a battalion does not have a specific set up hex, it sets up in or adjacent to the regimental HQ placement hex.

Important: When setting up each scenario, ensure that units are placed in the correct area for that scenario. In all the below scenarios, if the starting position for a battalion is not adjacent to the scenario start line (frontline), no units from that battalion may be setup adjacent to the start line.

Example: 1/27 is shown in a hex that is two hexes away from a scenario start line, therefore A/1/27 could not begin the scenario adjacent to that startline.

18.1 US Catastrophic Loss

Catastrophic loss represents a level of casualties so great that the invader's fighting capability has been effectively destroyed.

a) Play continues until the US forces suffer catastrophic loss (ending the game immediately) or until completing the last turn of the scenario, at which point you consult the victory conditions for the scenario to determine if you win or lose.

b) Catastrophic loss occurs the moment the number of infantry counters in the Catastrophic Loss Box equals or exceeds the Catastrophic Loss Level listed in these rules. Include only the fully eliminated units and whenever a rifle company loses a second step (this is signified by placing a step loss marker in the loss box). Thus, an eliminated infantry unit adds two counters to the catastrophic loss level box.

c) Eliminated infantry/HQ units and non-infantry units are not placed in the loss box and do not count toward catastrophic loss.

d) Catastrophic loss cannot occur before turn 7.

e) Units that are rebuilt and removed from the loss box no longer count toward any loss limit, unless they are again destroyed.

f) Keep track of the unit losses by division.

Note: There are up to three marine divisions in play eventually.

18.1.1 Catastrophic Loss Limit

The catastrophic loss limit at any time after GT 7 is initially four rifle companies for any one division (it only takes one of the three divisions to reach the limit) before 1 March (GT 34), and then that limit drops to three.

Note: Some scenarios list separate catastrophic loss limits. Scenario instructions take precedence over the above limits.

18.1.2 Reduction of Loss Limit

If the number of replacement steps for any one US division drops to less than 14, then that division's limit is reduced by one rifle company.

18.2 Third Marine Division Full Commitment

Historically, General Schmidt refused to commit the 3rd Marine Regiment of the Third USMC Division, creating a major controversy among the divisional and regimental commanders who fought at Iwo Jima. Those commanders felt that the extra regiment would have accelerated capture of the island and lessened the lengthy casualty list. Among the nine regiments at Iwo Jima, it alone was the last fresh force that could be committed to end the battle, but it never was.

- a) Any time after you control airfield #1 and no Japanese occupied position projects a FoF onto the airfield, you may commit the 3rd Marine Regiment in its entirety.
- b) If you do, immediately place all units of the 3rd Regiment in the beach landing boxes of any one colored beach. The units will land during the AOP of the next game turn.

Example: The regiment could be placed in beach boxes Blue 1 and/or 2 but could not be placed in Yellow 2 and Blue 1.

- c) No restrictions are placed on the formation and it now functions like any other marine regiment and is under control of the Third Marine Division.
- d) Should this regiment be taken, you must now reduce your Catastrophic Loss Limit by one for each division.
- e) Additionally, count the number of turns before the end of the scenario being played. Divide this number by 8. The result is the number of turns that the scenario is shortened by.

Important: Scenario One information is in 3.0.

18.3 Surabachi Scenario Two (20 - 24 February)

This scenario covers the capture of Mt. Surabachi and the securing of all of Sector One. GT 7 is the first turn of the scenario and GT 21 is the last. US units may not enter Sector 3 and all hexes north of the 28th Regiment set-up hexes are out of play.

Note This scenario may be combined with scenario three for a full 20 to 24 February scenario.

18.3.1 US Setup

All units of the 28th Marine Regiment, plus any two 5th Division tank units and two 5th Division engineer units are available. Six artillery points are available to the US side. There are no reinforcements in this scenario.

18.3.2 Japanese Setup

The Japanese setup for Scenario One (3.1) is used for sector one. No other Japanese units are in play.

18.3.3 Special Rules

- a) US units are always in command.
- b) You may randomly pick one hero during the Action Phase of GT 7 and place him with any unit to start.
- c) You may take a total of ten replacement points and four tank and four engineer points for the scenario.
- d) The scenario catastrophic loss limit is three infantry companies.

18.3.4 Victory Conditions

To win, you must meet all the following criteria. Not winning is losing.

- a) You cannot exceed the catastrophic loss limit, nor can you suffer more than twenty infantry step losses total.
- b) Additionally, at the end of the scenario, sector one must be completely cleared of Japanese units and positions.
- c) At any time, if the Japanese have re-established communication from Surabachi to sector two, the US side loses.

18.4 Drive to the North Scenario Three (20-24 February)

This scenario covers the effort to capture all of Airfield #1 and gain a foothold on the Motoyama Plateau. GT 7 is the first turn of the scenario and GT 21 is the last. US units may not enter Sector One or Sector Four.

Note: Scenario Two may be combined with this scenario. If this is done, the restrictions on artillery point allocations and NG and Air are lifted.

18.4.1 US Setup

All units Except the 28th Marine Regiment (along with any two 5th Division tank units and two 5th Division engineer units) that were landed up to GT 6, are available, this includes artillery points for the 4th and 5th Divisions. All reinforcements are received normally.

Exception: Six points of the 5th Marine Division are not available for use.

Note: Starting units have setup IDs printed in blue in the setup area.

- a) US units may be in or adjacent to these setup designations (the regiment or battalion ID is used).
- b) You must start 4th USMC Division with fourteen infantry step losses and the 5th Division with twelve. No unit may have more than one step loss. Step losses may be taken from those units in reserve.
- c) Each division has 18 infantry replacement steps available and a total of nine tank steps and six engineer replacement steps.
- d) The following Btns are in reserve.
 - 4th Div: 2/24, 3/24, 2/25.
 - 5th Div: 2/26, 3/26, 1/27.
- e) You may pick one hero for each US division and start them with any appropriate unit.

18.4.2 Japanese Setup

Use the setup for Scenario 3 that is shown on the Setup Display. In addition, fort locations at 0820 and 0723 are setup with fort markers (0723 receives two fort markers; one C1 and one C2). Randomly select six units from the Sector 3 Reserve Pool and place them with their un-revealed sides up on hilltop positions in Sector 3.

18.4.3 Special Rules

- a) The US units are no longer automatically in command.
- b) At the start of play, pick a fire card. All the positions adjacent to US units with those fire colors are considered revealed. This does not include their depth markers.
- c) The scenario catastrophic loss limit is six companies per US division.

18.4.4 Victory Conditions

To win, you must meet all the following criteria. Not winning is losing.

- a) You cannot exceed the catastrophic loss limit, nor can you suffer more than thirty infantry step losses in any one day.
- b) Additionally, at the end of the scenario, sector two must be completely cleared of Japanese units and positions and at least one position on Airfield #2 must be under US control.
- c) Also, ten Japanese positions in Sector Three must be under US control.

18.5 Hot Rocks Scenario Four (25 February to 4 March)

This scenario covers the effort to capture all of Airfield #2, and a part of Airfield #3. GT 22 is the first turn of the scenario and GT 45 is the last. US units may not enter sector one.

18.5.1 US Setup

All units are available that were landed through GT 17, this includes artillery points for the 4th and 5th Divisions. All reinforcements are received normally.

Note: Starting units have setup IDs printed in blue in the setup area. US units may be in or adjacent to these setup designations (the regiment or battalion ID is used).

- a) You must start 4th USMC Division with 12 infantry step losses and the 5th Division with 12. No unit may have more than one step loss.
- b) Each division has 24 infantry replacement steps available and a total of 8 each of engineer and tank steps.
- c) The 3rd Marine Division becomes available on GT 22. The 21st Marine Regiment has no losses.
- d) The following Btns/Regt are in reserve.

3rd Div: 1/21

4th Div: 2/23, 3/25, 25th Regimental HQ, 25HW company.

5th Div: 28 Regt, 1/26, 3/26, 3/27.

- e) You may pick one hero for each US division and start them with any appropriate unit.

Map Errata:

a) The 1/26 is shown as being set up on the map. Ignore the map placement, the battalion is in reserve, as shown above.

b) All US engineer and tank assets start unassigned and off-map. You need to assign them to reserve, or assign them to regiments, placing them on the map in or adjacent to the regimental HQ/CP.

18.5.2 Japanese Setup

Use the setup for Scenario Four that is shown on the Setup Display. All Japanese fort locations in sector 3 are set up according to the fort set up rules in 16.0. This means that Japanese black hilltop positions each receive two fort markers and a unit and a depth marker, however do not place a unit from the Reserve Pool if a unit is already starting there due to initial setup instructions.

Errata: The following set up corrections are not shown correctly on the Setup Diagram

a) The Japanese set up requires that six units are taken from the at start Reserve Pool. Mix these units in with the units shown on the Setup Diagram.

b) Add one unit, one depth marker and one class-2 fortification to position group F2 (Nishi Village) at start units.

c) Add one unit to PG L2.

18.5.3 Special Rules

- a) The US units are no longer automatically in command.
- b) The 3rd Marine Regiment may be committed at any time.
- c) Japanese units are checked to see if they are revealed in the same manner as rule 17.5.3.

18.5.4 Victory Conditions

To win, you must meet all the following criteria. Not winning is losing.

- a) You cannot exceed your catastrophic loss limit, nor can you suffer more than thirty infantry step losses in any one day.
- b) Additionally, at the end of the scenario, Airfield #2 must be under US control and at least one hex of AF #3.

c) Also, six Japanese positions in Sector Four must be under US control.

18.6 Drive to the Sea Scenario Five (6-10 March)

This scenario covers the effort to capture all of Airfield #3, and the clearing of the Motoyama Plateau. GT 49 is the first turn of the scenario and GT 63 is the last. Sector One and Sector Two are under total US control.

18.6.1 US Setup

All units are available except for the 3rd Marine Regiment.

a) Starting units do have setup IDs printed in blue in the setup area.

b) US units may be in or adjacent to these setup designations (the regiment or battalion ID is used).

c) You must start 4th USMC Division with sixteen infantry step losses and the 5th Division with eighteen. The 3rd Division begins with twelve. No unit may have more than two step losses.

d) The 4th and 5th Divisions each have 16 infantry replacement steps available and a total of five each of engineer and tank steps. The 3rd Marine Division has 30 replacement steps left and all its tanks and engineers in Reserve.

e) You may pick two heroes for each US division and start them with any appropriate unit.

18.6.2 Japanese Setup

Use the setup for Scenario Five that is shown on the Setup Display.

a) Turkey Knob is setup with one C2 fort. All other fort locations still in Japanese controlled territory are set up with their forts according to rule 16.0., although note that there will not be enough units in reserve to accompany these forts.

b) Place the 109th Division HQ in hex 2335.

18.6.3 Special Rules

a) The US units are no longer automatically in command.

b) The 3rd Marine Regiment may be committed at any time, but the scenario is shortened by six game turns.

18.6.4 Victory Conditions

To win, you must meet all the following criteria. Not winning is losing.

a) You cannot exceed your catastrophic loss limit, nor can you suffer more than 24 infantry step losses in any one day.

b) Additionally, at the end of the scenario, all Japanese positions (every colored position on the map) must be under US control.

18.7 The Campaign Scenario (19 Feb to 11 March)

A campaign game of D-Day Iwo Jima may be played by starting with Scenario One and playing through to the end of Scenario Five. GT 1 is the first turn of the scenario and GT 66 is the last. There are no hexes under US control.

18.7.1 US Setup

Start with the setup for Scenario One. There are no restrictions other than the reinforcement schedule as to when US units arrive.

18.7.2 Japanese Setup

Start with the Scenario One setup.

18.7.3 Special Rules

a) The US units are automatically in command until GT 7, at which time normal command rules apply.

b) The 3rd Marine Regiment may be committed at any time after game turn seven, but the scenario is shortened by one game turn for each day before game turn 64 that the regiment is taken.

Note: The shortening of the scenario listed here overrides the rule in 17.2 which describes the procedure for all other scenarios.

c) Each US Division has 60 replacement infantry steps available to it. A total of 24 tank and 24 engineer steps are available for the entire game.

d) Anytime a Japanese Sector is cleared, all units and depth markers in that sector's reserve pool are moved into the northern adjacent sector's reserve pool.

e) Japanese units are checked to see if they are revealed in the same manner as rule 17.5.3.

18.7.4 Victory Conditions

To win, you must meet all the following criteria. Not winning is losing.

a) You cannot exceed your catastrophic loss limit, nor can you suffer more than thirty infantry step losses in any one day.

b) Additionally, at the end of the scenario, all Japanese positions (every colored position on the map) on the map must be under US control.

19.0 US MASTER REINFORCEMENT LIST

GT2: 3/27 [R1 – R2]

GT3: 3/28 & 1B/5Tk [G–R1]; 3/23 [Y1]; 2/25 [B1]; 23HW Co & 25HW Co [Y or B]

GT4: 1/26 & 2B/5Tk [R1]; 1/24 [B1]; 27HW Co & 28HW Co [G or R]

GT5: 2/26 & 3/26 [R1]; 2/24 [Y1]; 1B/4Tk [Y2]; rest of 4th and 5th Division Eng [any]; 2 points 4th Div artillery.

GT6: HW/26 [R1]; 3/24 [B2]; 3 points 4th Div artillery; 7 points 5th Div artillery; 2B/4Tk [Y2].

GT7: HW/24 [Y or B]

GT9: 3 pts 5th Div artillery; 2A/5Tk & 2C/5Tk [R2]; 5 pts 4th Div artillery; 2A/4Tk & 2C/4Tk [Y2].

GT12: 21st Regt; 2 engineer units 3rd Div [Y or B]

GT15: 4 artillery points/VAC

GT18: 4 artillery points/VAC

GT19: All 3Tk [Any]

GT21: 5 points 3rd Div artillery.

GT22: 9th Regt; 2 engineer units 3rd Div [any beach]

GT30: 5 points 3rd Div artillery.

20.0 EVENT DESCRIPTIONS

Events that are not fully explained on the event cards or elsewhere in the rules are listed here, with necessary rule details.

Airfield Objective (Persistent): At least one attack against a Japanese position on or adjacent to Airfield #1, #2 or #3 must be made each turn. If you fail to do so, then all Japanese positions located on one airfield or adjacent to it gain one unit. If a unit already occupies the position, then it gains a depth marker. Priority is Airfield #1, then AF #2, and finally, AF #3.

Important: Only the lowest numbered AF that is still able to receive Japanese units gets them.

If all AF are US controlled, ignore this event. This is a persistent event, so once this card is played, it remains in the event space until all airfields are fully US controlled with no Japanese FoF projected into them.

Airstrike: You gain one airstrike marker.

Ammo Dump Explosion (Persistent): All US HW units and tank units are halved on attack and barrage for the remainder of the game turn. All US artillery points are halved for the rest of the turn (round up).

AT Ditch (Persistent): Tanks may not enter Japanese positions with these colors this turn unless accompanied by engineer units.

Caves: Place one cave marker. If all cave markers are in play, or placement condition cannot be met, ignore this event.

- A cave is placed in a non-position hex next to any hilltop position that is still Japanese occupied. One Japanese unit and a depth marker is placed with the cave and is unrevealed until attacked by a US unit. The cave projects an Intense FoF only into adjacent hexes and no FOF into any other hexes.
- The cave fires only when CC'd (conduct as infiltration fire). No actual Japanese unit is ever placed in a cave hex. When CC'd, treat the depth marker as though it was an elite unit with the strength printed on the depth marker. Resolve CC normally.
- Whenever you barrage a cave, draw two cards. The first card is used to determine the cave's position color (use the landing symbol's color).
- A cave is not a fortification and confers no special benefits. Remove the cave if the depth marker is eliminated.

Command Post Hit: Disrupt one US Btn HQ nearest to a Japanese position. If two or more are equal distance from a Japanese position, choose the one closest to a black position.

Fatigue US Btn: Disrupt all the units of one US Btn not in reserve. Player's choice.

Hero: Add a hero marker to one US stack in an intensive FoF. Priority according to fire color. Japanese gain one depth marker in nearest position (11.1.1).

Heavy Mortar Fire (Persistent): Any Japanese mortar attacks in the next Japanese Fire Phase inflict one extra hit on US units. No more than one hit can be added.

Intense Fire: All US non-tank movement is reduced to two hexes if units start or move into any Japanese FoF.

Japanese Counterbattery: US loses one artillery point for each of the following four GTs. Must be divisional. If Surabachi has not fallen, lose two points. Record this loss on paper and move artillery marker to reflect the loss.

Japanese Depth: Add a Japanese depth marker to the nearest Japanese occupied position adjacent to a US unit in each sector. If all are occupied add it to nearest black position.

Japanese Flee: Nearest Japanese non-elite revealed unit retreats to nearest Japanese position not adjacent to US units. If none are available or all are out of communication, eliminate the unit.

Japanese Fortification: Place a randomly picked one level fortification in any one position hex in rocky or mountain terrain. Priority is accorded to the fire colors on the event card, with first color first, etc. Choose a position that is closest to the most US occupied hexes. Player's choice.

Japanese Hero: Place a Japanese hero in nearest position (use color priority, then use strongest adjacent US stack). Japanese hero doubles the strength (before other terrain considerations) of the strongest unit in the position and creates a CC requirement that cannot be negated. He dies after being used to defend against one US attack or CC.

Japanese Infiltration: Place one unrevealed Japanese unit in nearest unoccupied position that is out of communication and within six hexes of an intact Japanese position that is in communication. Choose a position closest to a beach hex. If no such position exists, then no event.

Japanese Reinforcement: Add a Japanese unit to nearest vacant position adjacent to US unit.

Japanese Tank Counterattack: Any unrevealed Japanese tanks launch a counterattack. Resolve exactly like local counterattack except may not enter terrain prohibited to tanks. The Japanese tank is doubled in attack strength unless a US tank is present in CC'd US hex. Additionally, until Japanese tank is eliminated, it keeps advancing and conducting CC attacks. The Japanese tank is in counterattack stance.

Landing: Beach Congestion: All units in beach hex of player's choice are disrupted. Lose one step from any unit.

Landing: DUKW Swamped: Lose one artillery point scheduled to land that day. Instead record it as landing earliest turn next day.

Landing: LVT Fire: Draw one fire card to see what Japanese positions are disrupted. Use first position color only within three hexes of a beach hex.

Landing: Tanks stuck on terrace: Choose one tank unit in terrace hex (your choice) and disrupt it.

Landing: US Infiltration: Choose one company from each regiment to move one hex in any direction without triggering Japanese Fire. May not start in terrace hex.

Local Japanese Counterattack: One Japanese unit advances into adjacent occupied US hex and conducts CC. Use color priority and you must choose weakest US hex (in terms of number of units). When finished, if the Japanese unit survives and if it is an elite unit, it goes back to the PG it came from and is revealed. If the Japanese unit is not elite it is eliminated.

LVT(A) Support: One extra 3-point barrage against any Japanese position within three hexes of a coastline hex becomes available. Discard the event card when the barrage is made. Discard if not used by end of turn.

Minefields: Units not moving with engineers may only move one hex. This only occurs if the units start within two hexes of the position color associated with the event.

Napalm Works: You immediately make one airstrike anywhere. The strike is not shifted against fortifications.

Naval Gunfire (NG): You gain one NG marker.

NG Error: Lose one US step of any type (player's choice but must be in Japanese FoF and within two hexes of a Japanese unit).

Night Assault: During the PM game turn only (ignore if not a PM game turn), all raid attacks are conducted with the Japanese drawing the first card. Follow the procedure outline in 10.0.

Rain (Persistent): All fire ranges and FoF reduced to one hex. Artillery and NG not affected. No airstrikes allowed. All movement allowances are reduced to two hexes and tanks may not use road movement.

Remove Japanese Disruption: Japanese disruptions are removed from two positions of your choice using the priority color on fire card.

Sketch of Enemy Positions: One Japanese fortification of your choice within two hexes of a US unit is flipped over to reveal its layout. Add one unit and one depth marker in that position.

Smoke (Persistent): Place smoke markers (only in sectors with US units present) on three positions closest to US units. Use the three colors on card. If a black position is within two hexes, place one marker there instead of on the color below the black position bar on the card.

Tunnels: One Japanese unit that is out of communication is considered back in communication if it is within six hexes of a Japanese position that is in communication. Place a blank counter on top of the position to signify this.

US Artillery Replacement: Gain back one lost artillery point.

War Dogs: Reveal a unit and depth marker of your choice in one position adjacent to US units.

60/81mm Support: Disrupt one Japanese position (not a hilltop or black position). Add a Japanese depth marker.

21.0 CLOSE COMBAT EVENTS

Conscripts surrender: Applies only if drawn from the US pile. If the Japanese unit is not elite, is not a tank unit and has no depth marker, the unit is eliminated. The combat is over. Remove the unit from play. This event is disregarded if drawn from the Japanese pile or the unit is elite or a tank or has a depth marker.

Heroism: Add a card to the card pile of the side revealing this card and remove a card (if any) from the card pile of the other side. If drawn from the Japanese pile, and the Japanese unit has no depth marker, add a revealed depth marker.

Naval Artillery Blast: Draw a card from the draw deck (not the close combat draw piles).








- If the card does not show the color of the CC hex, no event.
- If the card shows both the color of the CC hex and the target symbol for any US unit in the close combat, remove one step from that US unit.
- If more than one unit in the close combat has the same target symbol, remove just one step from the unit with the most steps, then your choice.
- If no US units in the close combat have the target symbol shown on the card, eliminate the depth marker from the Japanese force in the close combat, if no depth marker, eliminate the Japanese unit.

Reinforce: Add a card to the Japanese card pile, and if the participating Japanese unit has no depth marker, draw and place a depth marker, revealed. If drawn during a counterattack, add depth by adding a depth marker from the Reinforcement Pool. If this event occurs during a US card play and the card has a hit, the hit and the reinforce event off set each other, treat the card as no event and no hit.

US Fire on Counterattack: If this event is drawn from the Japanese pile during a Japanese counterattack (14.4), treat this card as no hit, regardless of the target symbol colors on the card. If drawn from the US pile during a Japanese counterattack, treat this card as a hit, regardless of the target symbol colors on the card. If a Japanese counterattack is not underway, treat as no event.

US Withdrawal Hit: If US units are conducting withdrawal under fire, remove one step from a participating US unit of your choice.

JAPANESE FIRE/ACTION SUMMARY

Game Turns 1-6				Start Turn 7			
Japanese Fire Card Action	Occupied US units in FoF	Occupied No US units in FoF	Unoccupied In communication US units w/in 3 hexes	Tanks Start Turn 7 All scenarios	Occupied US units in FoF	Occupied No US units in FoF	Unoccupied In communication US units w/in 3 hexes
	Fire	No Action	No Action	No Action	Fire	No Action	No Action
	Fire Extra Armor Hit	No Action	No Action	Advance and Fire	Fire Extra Armor Hit	No Action	No Action
Start Turn 2 	Fire w/ MG Steady Fire FoF becomes Intense Fire FoF	Mortar Fire Hit US units w/ target symbol w/in 3 hexes	Mustier Place reserve unit in PG with one depth marker	Advance and Fire Hit Hero/HW/HQ in that order	Fire w/ MG Steady Fire FoF becomes Intense Fire FoF	Fire Mortar Fire: Same as GTs 1-6 Mustier: Same as GTs 1-6	Mustier Same as GTs 1-6
Start Turn 3 	Fire Leader/HQ Hit	No Action	No Action	Multiple Fire Fire if US units in FoF. If US units still in FoF, fire again as separate action	Fire Hit Hero/HW/HQ in that order first	No Action	No Action
Start Turn 6 	Resupply Place one depth marker then Fire	Redeploy Move one unit closer to empty PG hex and Fire if US in FoF	Reinforce Place reserve unit w/ depth marker, No Fire	US units in FoF: Overrun No US units in FoF: Reposition	Resupply Place one depth marker then Fire	Redeploy But if PG full, then add one depth marker	Reinforce Place reserve unit w/ depth marker, No Fire
Game Turns 7-48							
Start Turn 7 	Fire + If no Art symbol Assault Counterattack	Fire + Exception to condition: US unit must be in FoF Artillery	Ambush Disrupt one US unit within 3 hexes Use target symbol	Tank Attack Tank attacks add one unit counterattack stance	Assault One unit w/ depth marker moves into adjacent US occupied hex and conducts CC (Japanese counterattack stance)	Artillery	No Action
Start Turn 22 	Fire	No Action	Infiltrate Place one unit from reserve into any unoccupied hex within 3 hexes not in communication	Fire and Advance Tank Attacks counterattack stance	Fire	Flank Raid Immediately conduct a flank raid check on all US occupied hexes within 3 hexes of PG	Reinforce Place Reserve unit w/ depth marker, No Fire