D-DAY
AT SAIPAN

RULES BOOKLET

KING KONG
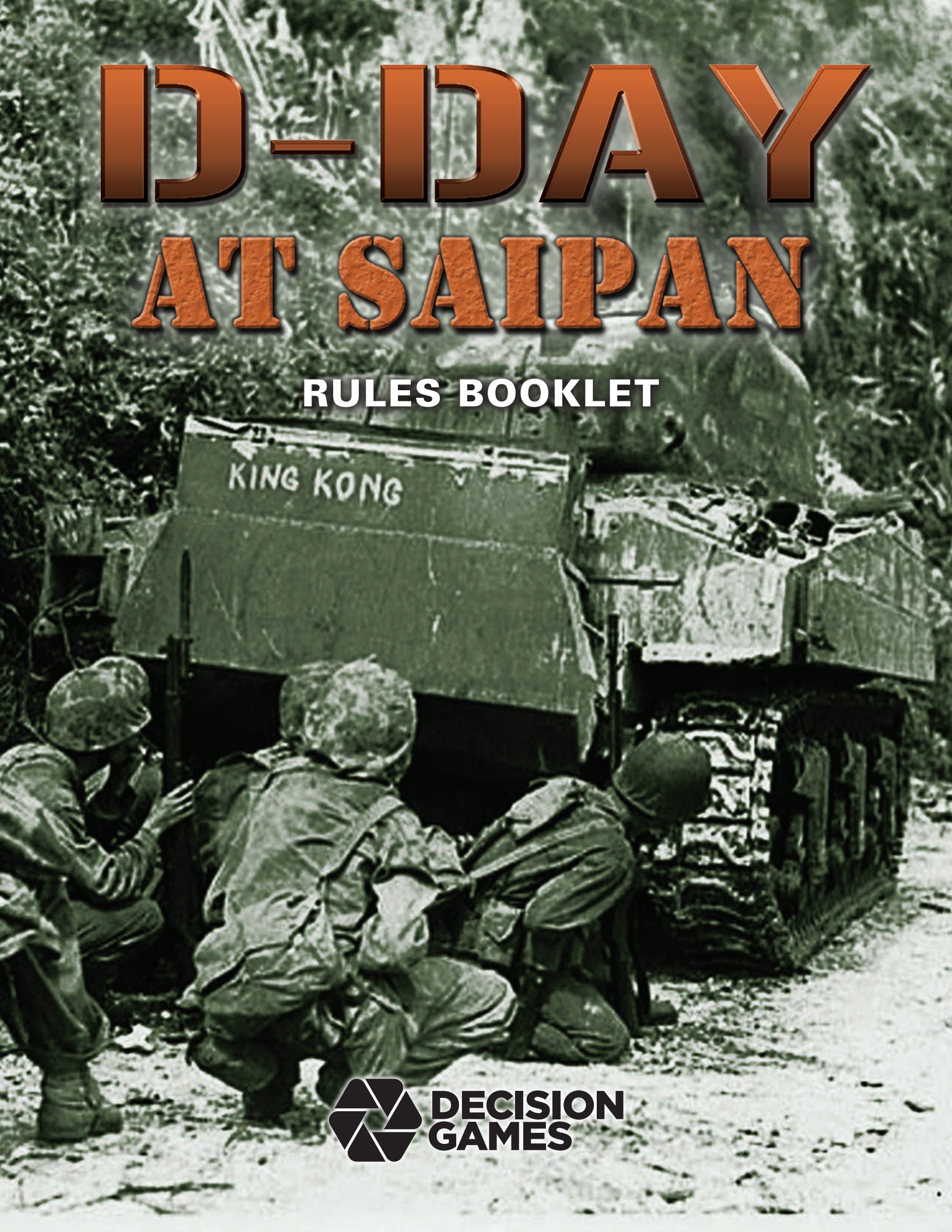
DECISION GAMES

CONTENTS

D-Day at Saipan

1.0 INTRODUCTION

D-Day at Saipan is a solitaire game that simulates the first five days (June 15th through June 19th, 1944) of the US invasion and conquest of the island of Saipan. The US forces consisting of the 2nd and 4th Marine Divisions, along with the Army's 27th Infantry Division, commanded by Lieutenant General Holland Smith began the invasion on June 15th, 1944 with the island being declared secure on July 19th 1944. Conquest of the island provided a secure base the US Army Air Force that put the Japanese home islands within range of rapidly increasing number of B-29 bombers.

In **D-Day at Saipan**, the player or players control the US forces assaulting the island. The game system controls the opposing Japanese forces.

1.1 Scenarios
The game consists of four scenarios (18.0):
> **D-DAY 15 June:** Four game turns (GTs)
> **Expanding the Beach head (16–17 June):** Six GTs
> **Drive to Aslito Airfield & Garapan (18–19 June):** Six GTs
> **Campaign Scenario (15–19 June):** 16 GTs

Important: There are no night GTs as all such night activity has been abstracted into the last GT of each day.

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

1.2 Scale
Each game turn (GT) represents six to eight hours. Each hex represents 240 meters. Each unit counter represents a company (Co.), platoon, or squad.

2.0 GAME COMPONENTS

A complete game of **D-Day at Saipan** includes:
> 22×34-inch hard mounted game map
> 528 playing pieces (counters)
> One deck of 55 cards
> One 11×17-inch Scenario Set Up Diagram (PAC)
> Six 8.5×11 Player-Aid Cards (PAC)
> Rules Booklet
> Storage Bags

Important: Unlike most wargames, the D-Day series does not require dice.

2.1 The Map
The game map portrays the portion of Saipan that contains the landing areas, surrounding heights, and the area of Aslito airfield. A hexagonal grid is superimposed over the map to accurately define terrain features and to regulate the placement and movement of all units in the game. The type of terrain in each hex is identified on the Terrain Key and Movement Effects Chart and the Terrain Combat Effects Chart (both are on the map).

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

Important: The Scenario Setup Display depicts the positions in which the player will place at start Japanese units (18.0).

- Each position is color-coded and assigned a unique identity code that consists of a Zone Letter (A to M) and a Priority Number (from 1 to 19).
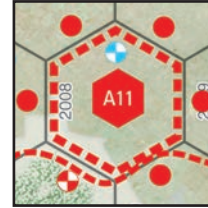
Important: All Japanese positions consist of one hex only, and each such hex is a unique position.

- Each playing card contains colored symbols and codes that determine if, and how effectively, a Japanese position (and the units occupying it) conducts actions against the player's US units during a GT.

- Positions with the artillery symbol (⊡) possess fixed artillery that contributes to Japanese artillery fire if they have not been captured or destroyed. These positions affect Japanese mortar actions (13.1). Japanese artillery positions are hexes 2614, 1922, 1725, and 0431.

- Positions with a white triangle shape symbol are hilltop positions. Only position D5 and D12 are hilltop positions.
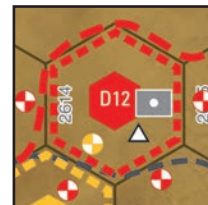
- Japanese tank assembly areas are depicted with a colored hexagon in the center of the hex (Japanese Tank Attack Event (21.0)).
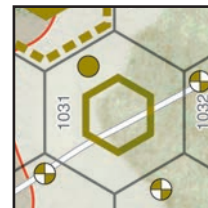
2.1.2 Japanese Fire Dots & Fields of Fire
Most Japanese positions on the map have only a two-hex range (Field of Fire, FoF), unless modified by a card event (e.g., Mortar Fire).
- Japanese positions near the landing areas may have a three-hex range into hexes due to pre-sighting on beach hexes.

- A solid dot is an Intense FoF, while a checkered dot is a Steady FoF. The difference in these two different types of FoF is described in the Japanese action rules for fire (6.0).
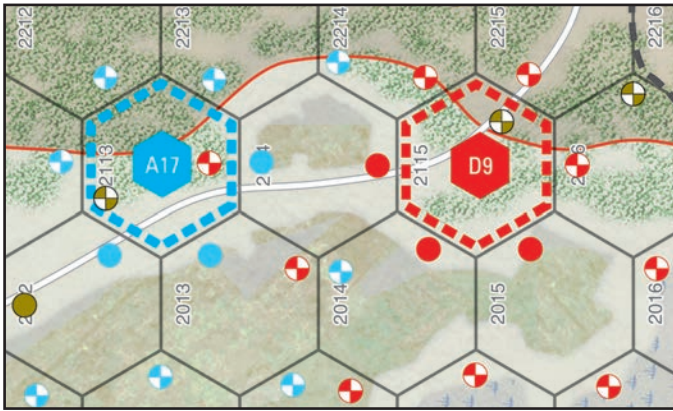
Important: Hexes may have FoFs from more than one Japanese position.

2.1.3 US Beach Landing Boxes & Hexes
The blue outlined boxes on the map along the landing beaches are the designated Beach Landing Boxes.
- Beach Landing (BL) Boxes hold US units approaching the beaches for a landing.
- Each BL Box is identified by a unique code name and number.
- Each BL Box is associated with three beach hexes. The blue boundaries around each box line up to its three beach hexes.
- Each beach hex is marked with a gray landing arrow pointing inland from the coastline of the beach.

Example: BL Box for beach Red 1 connects to beach hexes 2003, 1904, and 1905.
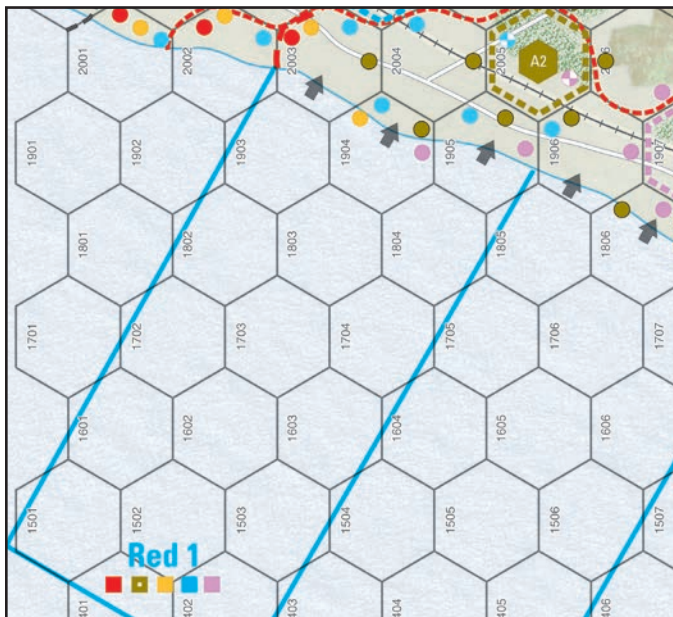
Important: Beach hexes are treated as standard map hexes for all other game functions.

2.1.4 Turn Sequence Track
The Turn Sequence Track is located on a player aid card. It is used to record the current phase and what cards have been played up to that point during the current GT.

- The track is composed of displays that list (in order) the phases of a GT. Each box is designed to hold the card or cards that have been played and/or the card currently in play.
- At the beginning of each GT, the player should place the Phase marker (2.2.4) at the top of the first phase box.
- When the player draws a card, the card is placed face up in the current phase box. The player then conducts the listed action(s) for that card.
- At the end of the GT (End of Turn Phase), remove all cards from the track and place them in a discard pile off the side of the map. The player must then check to determine if a shuffle of the cards is required.

2.1.5 Other Tracks & Displays
The following displays and tracks are on the player aid cards (PACs) unless otherwise noted:

Japanese Reserve Units Pool Display: Used during play to hold Japanese units that are in reserve.

Japanese Depth Marker Pool Display: Used during play to hold Japanese depth markers that are not yet in play or have been removed from the map.

Japanese Eliminated Elite Units Display: Used during play to hold eliminated elite units.

Japanese Setup Display: Used to determine the placement of Japanese units for each scenario. This display is on the Scenario Setup Diagram.

Landing Beach Setup Display: Displays the units available for the initial invasion and which BLs they will land.

Turn Track: Used to record the current GT.

US Command Post Range Track: Used during play (beginning GT 5) to display the command range of US regimental command posts. This track is on the map.

US Record Track: Used during play to display the number of replacements, Artillery Points, Naval Gunfire points, Airstrikes available to the US player.

US Infantry Loss Displays: Used during play to hold eliminated US units. There is one display for each US division.

2.1.6 Charts & Tables
The following charts are located on the PACs unless otherwise noted:

Japanese Fire Chart: Used to conduct and resolve Japanese Fire Actions (6.0).

Japanese Fire/Action Summary Chart: Used to determine the actions (if any) allowed by the target symbols on the cards (13.0).

Terrain Combat Effects Chart: Provides a listing of each terrain type and its associated effects on combat (8.0). This chart is on the map.

Terrain Key and Movement Effects Chart: Provides a graphical example of the terrain on the map and the associated movement costs when units enter or cross the listed terrain type (7.3). This chart is on the map.

Important: The numbers (in parenthesis) adjacent to the terrain type name provides the elevation level for that terrain.

US Attack Results Chart: Used to resolve all US attacks except barrage attacks (8.3).

US Barrage Result Chart: Used to resolve US barrage, Airstrikes, and Naval Gunfire attacks (8.4).

US Weapons Chart: Lists the type weapons carried by each US unit and the effects on the availability of weapons as units suffer step losses (8.2).

2.2 The Playing Pieces

The playing pieces (counters) consist of units and markers.

- Units represent specific US and Japanese military forces. The features of US and Japanese units differ. E.g., only US units have steps and only Japanese units have an unrevealed side.

Exception: Japanese tank units have two steps.

- Markers are used to record a unit's status and are placed either on top of or below a unit. Use of these markers are explained in the rules. Markers are also used to record information on the game map or on the various tracks associated with game play.

2.2.1 US Units

FRONT   BACK

Unit Designation
Division Symbol
Number of Steps
Unit Type
Target Symbol
Range
Attack Strength
Weapons

Battalion Headquarters (HQ)   Regimental Headquarters

Heavy Weapons (HW)   Engineer Unit   Tank Unit

Landing Vehicle Tracked (LVT)   Landing Vehicle Tank (LVTA)
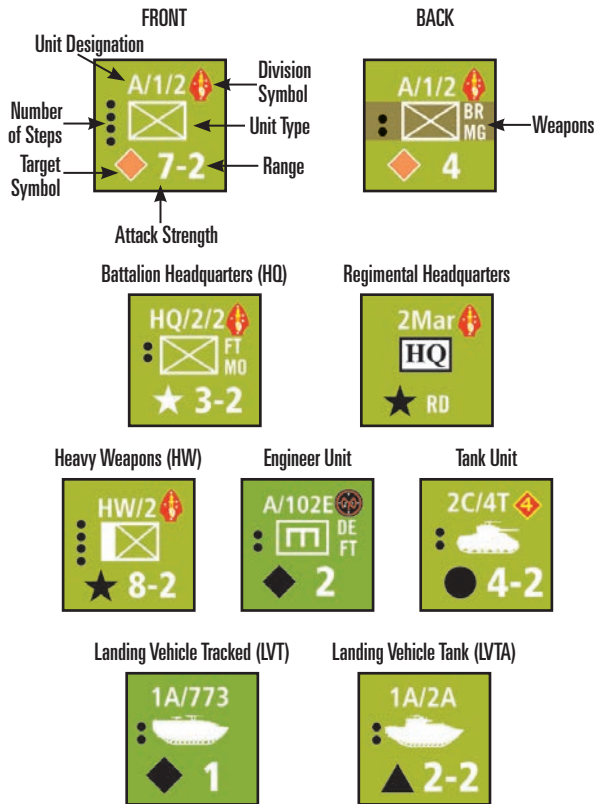
Weapons: The US Weapons Chart (located on a PAC) lists all the weapons and equipment possessed by full strength regular infantry, heavy weapons (HW) companies (Co.'s) with more than one step, and all other US units regardless of strength.

Important: US weapon types available are also listed on step loss markers.

Range: US units may have a range ("2" or "U") that allows them to attack or barrage Japanese units or positions from non-adjacent hexes.

    a) A range of "U" indicates the unit may conduct an attack into any hex on the map. Naval Gunfire, Airstrikes, and Artillery Fire all have unlimited range.

    b) A range of "2" indicates the unit may conduct an attack at a unit or position that is within two hexes of the firing unit (one intervening hex) (6.2.1).

Division: There are three US divisions available for action on Saipan. Each unit that is assigned to a specific division displays that division's emblem in the upper right corner of the unit counter.

    2nd Marine Division:
    4th Marine Division:
    27th Infantry Division:

Designation: All units are further identified by their sub-organization within their assigned divisions. Units may belong to companies (Co.'s), battalions (Bn.'s) and/or companies, battalions, and/or regiments (Rte.'s) within a division, with organizational size ascending in that same 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. Steps are lost due to combat and events that occur due to the play of a card (6.3.4).

Target Symbol: A selector used to randomly determine which US units are affected by a Japanese action or event during play. A star on US units indicates the unit is either a HW Co., regimental, or battalion infantry HQ.

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

AFV Units: Any unit with a vehicle symbol is an AFV. Collectively, this term includes all tanks and any type of LVT. These units use the AFV category when calculating movement costs for terrain (Terrain Key and Movement Effects Chart).

2.2.2 Japanese Units

See the (9.0) for specific information regarding the functions of Japanese units.

Exception: Japanese tank units (14.0).

FRONT   BACK

Unit Identification
US Weapons Requirements
Unit Type
Strength
(Unrevealed Side)

Headquarters Unit   Anti-Aircraft Unit   Engineer Unit

Tank Unit   Machinegun Unit   Adhoc Group
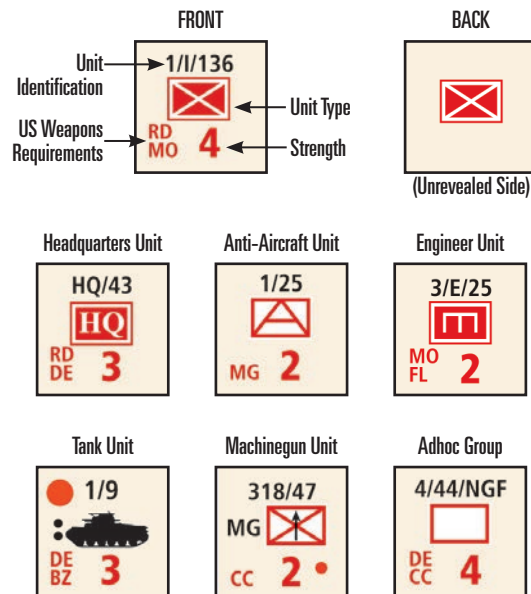
Important: Japanese tank units each have a different position color (2.1.1) printed on their counter A Japanese tank unit (14.0) uses the position color on its counter when in a non-position hex. The color is disregarded when the tank unit is in a position hex.

Elite Units: Elite Japanese units have a red background inside their unit type symbol. Non-elite units are shown with a white background in their unit type symbol.

Elite Unit   **Non-Elite Unit**

Detachments: Japanese units may be marked with a small red dot to the right of their strength. These units are detachments from large companies. Detachments are treated the same as all other units with the following exceptions:

1) A depth marker's strength placed under a detachment is halved when being used to calculate Japanese combat strength. Fractions are rounded up.

2) A detachment may be in the same hex (stacked) with another detachment unit. Treat the two detachments as a single Japanese unit and use the weapon requirement of the top unit. Once stacked, they do not unstack.

Formations: Units are identified by their sub-organization within their assigned regiments and independent formations. Units may be identified by unit abbreviations as follows:

E: Engineers
E/Ind/Nav: Independent Naval Engineering Force
ER: Engineering Regiment
NGF: Naval Gun Force
Yok/SLF: Yokosuka Sea Landing Force

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

US Weapon Requirements: A representation of the defensive tactics of the Japanese unit, expressed in terms of the weapons that, if possessed by US units attacking the unit increase the likelihood of US success. See the US Weapons Chart for explanation of abbreviations.

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

2.2.3 Depth, Pillbox, & Cave Markers

Japanese Unit Depth Markers: Are placed underneath an actual Japanese unit 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. A unit without a depth marker is understrength or is not yet positioned to maximize it combat effectiveness.

1) Depth markers are normally deployed with their unrevealed side (the flag image) face up. This represents an unknown quantity to the US player.

2) Depth markers 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 further described in subsequent rules in this booklet.

FRONT   BACK

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

2.2.4 Other Markers
The use of the below markers is described in the applicable rules sections.

FRONT   BACK

Japanese Disrupted Markers
One (D1)   Two (D2)

US Disrupted Markers
One (D1)   Two (D2)

Phase and Game Turn Markers

Heroism and Inspired Markers

US Naval Gunfire Marker

US Naval Airstrike Marker

Japanese Artillery Destroyed Marker

Smoke Marker

US Artillery Available & US Artillery Used Markers

US Command Range Marker

US Command Post Marker Sheet

US Garrison Marker

US Reserve Markers

2.3 The Cards
The **D-Day at Saipan** cards are used to:
    1) Determine effects against US units that are landing.
    2) Generate events and Japanese actions.
    3) Resolution of all types of combat.
* Cards are drawn from the deck, and then the player consults the relevant section on a card to determine its effects.
* Each card is divided into four sections, with each section relating to a different element of game play and activity resolution.
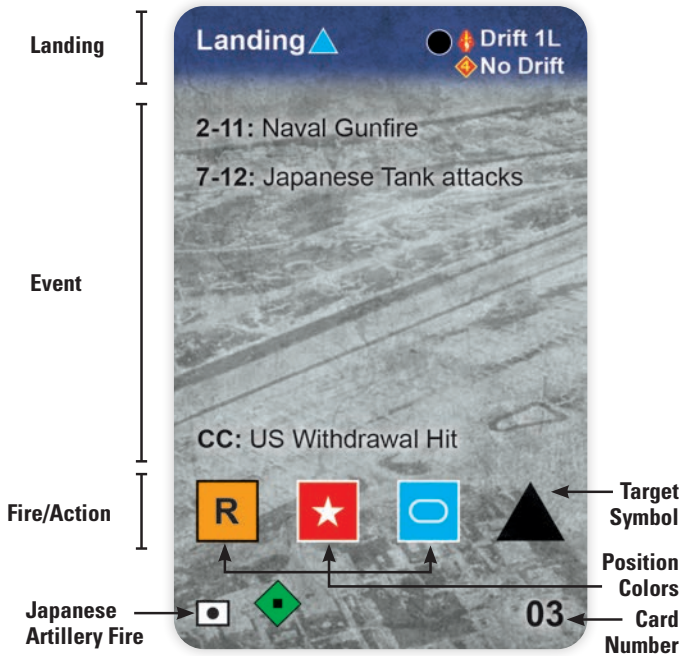
Landing Section: Results displayed in this section only affect US units that are in the Beach Landing Box.

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 GT range of that sub-section. A Close Combat Event may also appear at the bottom of this section that affects only Close Combat.

Important: Unlike earlier games in the D-Day series, the numbers listed in the Event Section are GT numbers, not dates.

Fire/Action Section: Applies primarily during the Japanese Fire Phase and is used to determine which Japanese positions fire at US units and/or perform other actions. This section may be used to resolve US Actions (e.g., movement under fire moves and barrages).

Important: To assist in distinguishing the colors the following markings were used for target symbols in the Fire Action Section of the cards:
    Red: White border and text.
    Blue: White border and text.
    Orange: Black border and text.
    Green: Black border and text with Black square in the symbol.
    Brown: White border and text with white square in the symbol.
    Purple: Black border and text.

Japanese Artillery Fire: Determines if artillery fire occurs at the end the US Action Phase in specified GTs and provides a color-coded target symbol to identify which units are fired upon by the artillery (6.5).

2.3.1 Card Draw
Normally single card draw is used for a single purpose. Ignore the other sections of the card unless otherwise directed.
* Cards drawn for landing checks, events, and Japanese fire/actions are placed in the appropriate card display on the Turn Sequence Track.
* Cards drawn for any other purpose are immediately placed in the discard pile.
* At the end of a GT, all cards on the track are placed in the discard pile.

2.3.2 Discard Pile & Reshuffle
At the end of a GT, if the discard pile clearly has more cards than the draw deck, shuffle the discard pile back into the draw deck, otherwise continue to use the draw deck.

3.0 SETTING UP FOR PLAY

Lay out the map with the landing beaches closest to you. Then choose one of the following scenarios for play:
* **D-Day (15 June):** Scenario covers the entire first day (GTs 1–4) and takes three to four hours to play. This is the recommended scenario for players new to the game system.
* **Expanding the Beachhead (16–17 June):** This scenario depicts the events of the second and third days, including a possible Japanese counterattack. The scenario starts on the AM GT of 16 June and concludes with the PM GT of 17 June (GTs 5–10) and takes about four hours to play.
* **Drive to Aslito Airfield and Garapan (18–19 June):** This scenario depicts the events of the 4th and 5th days. The scenario starts on the AM GT of 18 June and concludes with the PM GT of 19 June (GT 11–16) and takes about four hours to play.
* **Saipan Campaign (15 to 19 June):** This scenario combines all the scenarios into one campaign representing the entire first five days of the battle and takes about 10 hours to play.

3.1 Player Aids & Cards
For all scenarios lay out the player aid cards with tracks and displays in a convenient easy to reach place near the map board. Remove card 55 from the deck and set it aside, then shuffle the deck and place the deck to the side of the map.

3.2 Japanese Units
Consult the instructions for each scenario (18.0) to setup Japanese units and depth markers using the below procedure:

Important: Units may already have been eliminated and out of play, while others may start in the Reserve Unit Pool.

    Japanese Units: Consult the Japanese Setup Key and select the Japanese units coded for the scenario being played. The units must be divided into groups corresponding to that scenario's letter codes. Units within each group are placed flag side up and then randomized within their group.
    Example: If playing Scenario 1, all Japanese units noted with a C in a black box are selected and placed in one group, while all units with a "D" are selected and placed in a second group.
    Depth Markers: All depth markers should be turned so that their flag side is up, then randomize the depth markers. The player then randomly picks the number of depth markers listed in the scenario instructions (18.0) and places them flag side up in the Japanese Depth Marker Pool. Set aside all unused depth markers.

Pillboxes: Positions on the Setup Display may be marked with a "PB". If so marked, place a pillbox marker in the hex when placing the units and depth markers.

Placement of Units and Depth Markers: The player then selects one letter group and randomly picks one unit and if noted, a depth marker placing them on each coded position. Units are placed flag side up. See scenario instructions to determine the availability of unused depth markers.

Important: The player should not look at the revealed side of Japanese units or depth markers until called to do by an action or event.

Example: When playing the D-Day Scenario, the player would place the following units and markers in position B8:
1) One Japanese unit from the "B" group.
2) One Japanese depth marker.
3) One pillbox marker.
The player would place the following units and markers in position B5:
1) One Japanese unit from the "A" group.
2) One Japanese depth marker.
3) One pillbox marker.
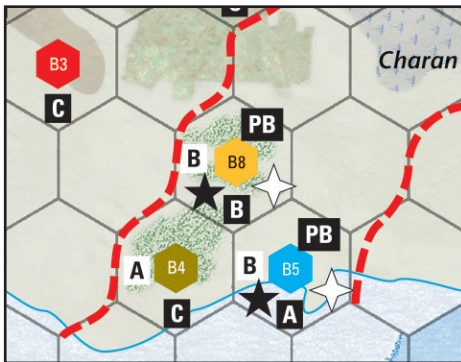
Japanese Reserve Units Pool: After all positions within each group have a Japanese unit placed within them, any remaining Japanese units are placed in the Japanese Reserve Pool.

3.3 US Units
US units are set up according to scenario rules (18.0).
- Units may already have suffered one or more step losses at the start of play.
- Units may be scheduled to enter play in a later GT of a scenario.
- The turn Reinforcement schedule at the end of these rules will list units scheduled to arrive and where they appear.
- 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.

3.4 Markers
Disruption markers, US step loss markers and Garrison markers should be collected and kept near the game map for use as needed. Other markers will have to be placed on game tracks in spaces that correspond to values given for each scenario.

Important: When a US step marker is required (6.3.4) the player must randomly pick a step loss marker. Players should place step loss markers in a cup and randomly draw a marker when needed.

- Markers are used to resolve certain procedures in the game.
- Place the GT marker on the Turn Track in the box corresponding to the GT that the selected scenario begins.
- Place the phase marker on the Turn Sequence Track corresponding to the first phase.

D-Day at Saipan is played in game turns (GTs). Each GT consists of nine phases. Each GT is conducted in the order given below.
- Move the phase marker along the Turn Sequence Track to track current phase.
- During a GT, the player will be required to draw cards during specific phases. As each card is drawn place the card in the appropriate box of the Turn Sequence Track as a mnemonic.

I. US Amphibious Operations Phase (AOP)
1) Conduct a Landing Check for each Beach Landing Box containing US units (5.1).
2) Move each unit in a Beach Landing Box to any beach hex attached to that box (5.2).
3) Place units scheduled to arrive the next GT in the appropriate Beach Landing Boxes (5.3).

II. HQ Phase (Skip on GT 1 through GT 4)
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) Units in reserve may garner and receive replacement points to rebuild units and replace step losses (16.1).
4) Assign tank and engineer units to US Bn.'s.
5) Units in reserve may remove their reserve marker and exit reserve.
6) Place units into reserve. Units are marked with a reserve marker. Remove all disruption markers from units placed in reserve.

III. First Event Phase (Skip on GT 1)
Draw an event card and implement all events listed for the current GT. Cards may have more than one event that could take place during a GT. If more than one event takes place during a GT, complete the events in the order they are listed on the card.

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 at least one non-disrupted Japanese unit, fire at US units in the position's field of fire (FoF).
2) Check to see which US units are hit by fire (if any) and apply disruption or step losses as called for by the Japanese Fire Chart.
3) Beginning GT 3, Japanese positions may perform actions in addition to firing (13.0).
4) Complete each action by a Japanese position before checking the next position.
5) If any Japanese units are in Counterattack Stance, (14.4.2) conduct actions with those units first.
6) Remove disruption markers from eligible Japanese positions (6.3.11).
Important: Japanese artillery fire is resolved at the end of the US Action Phase when allowed (See US Action Phase).

V. Second Event Phase (Skip on GT 1 through GT 4)
Draw another event card and implement all applicable events for the rest of the current GT. Any previous event is now ignored. Cards may have more than one event that could take place during a GT. If more than one event takes place during a GT, complete the events in the order they are listed on the card.

VI. US Action Phase
Perform actions with eligible US units (7.0 & 8.0). Actions include movement, attack, barrage, and close combat (CC). After all US

actions are finished, Japanese artillery fire is conducted and resolved. This occurs on GTs 2 and 4, and then on every odd GT thereafter.

VII. Japanese Raid Phase (11.0) (Skip on GT 1 through GT 4)
The US player must also check for gaps in the line that could trigger Japanese raid attacks (11.0). These are conducted using a modified CC procedure.

Important: During the last GT of each day, there is an additional modifier to the Japanese raid attack resolution to represent a night attack (11.0).

VIII. End of Turn Phase
Move all cards from the card track to the discard pile and move the phase marker back to the beginning of the Turn Sequence Track.
- Remove smoke markers.
- If the discard pile clearly has more cards than the draw deck, shuffle all discards back into the deck. In the rare event that the card deck is completely exhausted prior to the end of a GT, immediately reshuffle the deck.
- Move the turn marker one GT ahead on the Turn Track.
- Keep playing GTs until:
   1) US forces suffer catastrophic loss (18.1); **or,**
   2) The last GT of the scenario is completed; at which time the player determines if the game was won or lost.

Important: Beginning GT 5, after the first day has ended, additional activities are introduced to the sequence of play (15.0). Catastrophic loss defeat may only occur beginning GT 5 (18.1).

5.0 US AMPHIBIOUS OPERATIONS

US units enter play during the US Amphibious Operations Phase. Conduct this phase in the order given below:
   1) Starting from the north (your left) conduct a landing check for each Beach Landing Box containing one or more US units. Apply step losses and drift results as called for.
   2) Place each unit still in a Beach Landing Box in a beach hex of your choice adjoining that landing box.
   3) Place units scheduled to arrive the next GT in the Beach Landing Box indicated for that unit.

5.1 Landing Checks
Conduct landing checks for each Beach Landing Box (BLB) in the order given in 5.0 (Step 1), resolving each check prior to conducting the next check.
- Draw one card for each BLB occupied by one or more US units.
- In the landing section of the card there will be a target symbol (circle, diamond, or triangle). The symbol will be colored to match one of the six Japanese position colors.
- If the color of the above target symbol matches a fire square in the BLB (2.1.3), and the Japanese position capable of projecting fire into the box is occupied by at least one non-disrupted Japanese unit, remove one step from each US unit possessing the card's target symbol.
- USMC units may be subject to drift (units assigned to the 27th Infantry Division do not drift).
   1) If units in the BLB are assigned to the USMC division that indicates a drift the player must conduct drift.
   2) If units in the BLB are assigned to a USMC (or the 27th Division) that do not indicate a drift result, no drift takes place.
- Conduct drift using the following procedure:
   1) If at least one US unit's target symbol matches the card's drift target symbol, one unit will drift as indicated on the card. Move the unit from its current BLB to the BLB in the indicated direction

and number of BLBs. If more than one unit has the indicated target symbol, the player may select the one unit to drift.
   2) If no USMC unit's target symbols match the card's drift target symbol, all units of the indicated Marine division in that BLB drift as indicated.
   Exception: If there is only one Marine unit in the BLB, the unit will only drift if there is a target symbol match (TSM) between the drift card and the unit.
   3) A drift result that would move any unit(s) to the left of Blue 1 or Red 1 or right of Yellow 3 ends the drift in the last BLB (Blue 1, Red 1 or Yellow 3).

5.1.1 Landing checks for HQs.
HQ units are not subject to drift or step loss during landing checks.

Exception: If all units in the BLB drift, the HQ will also drift.

5.2 Landing Units
In Step 2 (5.0) the player may move every unit in each BLB into a beach hex adjoining that box.
- Units may exceed the normal stacking limits however, units are disrupted as per 7.5.
- The player may choose to keep units in the BLB for landing next GT; however, those units will be susceptible to step losses during the ensuing Amphibious Operations Phase.

Example: The Landing Check Step of GT 1, Amphibious Operations Phase is underway. For this example, Only the units in Beach Landing Red 3 are considered.

Landing Check: The player draws one card for the Red 3 Landing Box. The landing section of the card shows a blue triangle. Since there is a blue fire box in Red 3 and there is an undisrupted Japanese unit occupying the blue position, each US unit with a triangle symbol must take one step loss. In this case, the K/3/6 (light green unit) takes one step loss. Randomly draw a Step Loss 1 marker and place it under the unit. The landing box also indicates a Drift 1L (one left) for one 2nd Marine Division unit with a circle symbol (5.1). In this case, both the 18/2A LVT and the L/3/6 infantry company match the symbol on the fire card. The player must select one of these units to drift, the player chooses the 18/2A as the drift unit. The player must then move the 18/2A into the Red 2 Land Box.

Landing Units: After completing all landing checks (for all Beach Landing Boxes), the player then moves units to landing beach hexes adjoining each Landing Box. Within in each box, the choice of the landing beach hex to place each unit is up to the player. Units that are overstacked in landing beach hexes are immediately disrupted. In this case, the player moves all units into landing beach hexes as indicated by the black arrows.

5.3 Placing Units in Beach Landing Boxes
In Step 3 (5.0) the player places all units arriving as reinforcements in the next GT (19.0) in their listed BLB. Any number of units may be placed in a BLB.

6.0 JAPANESE FIRE

During the Japanese Fire Phase, the player draws one fire card to determine which Japanese positions will fire at US units.
- All undisrupted Japanese occupied positions containing revealed or unrevealed units/markers of the indicated colors will fire.

Important: A position with any revealed Japanese units or markers is a revealed position. If a position is occupied entirely by unrevealed Japanese units and/or markers the position is unrevealed.

- Firing does not cause a Japanese unit to become revealed.
- The hex that contains the position originating the field of fire (FoF) is the Firing Hex.
- The hex that potential fire is being directed against is the Target Hex.
- US units in the FoF of a Japanese unit may be hit by fire and suffer disruption and/or step loss.

6.1 Reading the Fire Cards & Fire Markers
Each fire card identifies Japanese positions eligible to fire and US units likely to be hit. Each fire card includes:

Three Japanese Position Color Squares (first three symbols in fire action section): Every non-disrupted Japanese-occupied position matching a color symbol square on the card may be eligible to fire at US units in that position's FoF. Color symbol squares may also contain the following symbols:

Star: This symbol indicates that a US Hero or HQ may be hit by fire from a position of that color (10.4).

Oval: This symbol is an armor hit bonus, that indicates fire from positions of that color also hit US armored units (6.3.6).

Action Letters (A, I, M, or R): May allow Japanese units to take special actions. The Japanese Fire/Action Summary has two sets of action columns and one column that describes actions for tanks and the GTs that the player uses each column (13.0 & 14.0).

US Target Symbol (Fourth symbol in fire action section): US units with the target symbol indicated on the fire card are more likely to be hit by Japanese fire.

Artillery Fire Target Symbol: Cards may have a Japanese artillery fire target symbol that is color-coded. This fire is conducted at the end of US Action Phases. Japanese artillery fire is only conducted on GT2, GT4 and then on odd numbered GTs thereafter.

Important: The player must draw a separate card at the end of the designated US Action Phases to resolve artillery fire (6.5).

6.2 Fields of Fire
Fields of Fire (FoF) represent the hexes that potentially can be hit by Japanese fire. Color-coded dots represent each position's FoF. There are two types of FoF:

Solid Dot: Represents an intense FoF.
Checkered Dot: Represents a steady FoF.

Important: Unlike other games in the series, Japanese positions always consist of only one hex.

6.2.1 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.

- US artillery fire, Japanese artillery fire, airstrikes, and naval gunfire have unlimited range. The player does not need to calculate range when conducting these types of attacks.
- The range of US units is printed on their counters. If no range appears, then that unit's range is automatically one hex.

6.2.2 Overlapping Fire
The proximity of Japanese positions may cause FoF from positions of the same color to be adjacent.
- A FoF of a single color will never overlap.
- There are no locations on the game map where Japanese positions of the same color project a FoF into the same hex.

6.2.3 Smoke
A Japanese position with a smoke marker in the hex has its FoF reduced to one hex. Ignore all non-adjacent fire dots associated with that position.

Important: Smoke markers are removed during the End Game Turn Phase.

6.3 Resolving Japanese Fire
The player must draw a fire card and then resolve each Japanese fire for all positions matching all three colors that appear on the card.
- For each Japanese position firing, check each hex in its field of fire occupied by US units and refer to the Japanese Fire Chart.
  1) Locate the row of the chart corresponding with the type of fire projected into the hex (intense, steady or machinegun) by the Japanese position.
  2) Cross reference the above row with the column listing the status of the Japanese position firing (a position with all units unrevealed (not depth markers), or a position with at least one unrevealed unit.
  3) The result is used to determine if any US units in the hex are hit by fire.
- Factors determining if a US unit is hit include:
  1) The type of fire in the hex (intense or steady); **and,**
  2) The US unit's type (armored or non-armored).
- Units hit by fire lose steps and/or become disrupted, as noted on the chart.

6.3.1 Intense Fire
Target hexes in a Japanese position's FoF constitute intense fire if:
  1) The hex contains a Solid Colored FoF Symbol; **or,**
  2) The hex contains more than ten US steps, or more than two infantry Co.'s of any strength.

6.3.2 Steady Fire
A hex is in a steady FoF if it contains a checkered FoF symbol and does not meet the criteria given in 6.3.1.

6.3.3 Hit Limits of Japanese Positions
In a single fire, a Japanese position may hit the number of US units up to the number of undisrupted Japanese units and depth markers in the firing position.

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

- If the number of US units eligible to be hit exceeds this limit, select the units to take hits in the following priority:
  Priority 1: Units in hexes within an intense FoF. If after checking all intense FoF hexes, the Japanese position has not reached its hit limit proceed to priority 2.

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

Priority 3: If the position is firing with machine guns, units in hexes that are adjacent to any hexes in that position's FoF. When using this priority Japanese position hit limit may not exceed one if no Japanese unit in that position projects a FoF into a hex containing any US unit.

- If there are two or more units within one priority;
  1) Select the unit closer to the firing position.
  2) If there are two or more units equidistant from the firing position, select the unit with the most current steps.
  3) If there are two or more units with the same number of steps, the player may then choose the unit that receives the hit.

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

6.3.4 Step Loss Due to Japanese Fire
A US unit hit by fire may suffer a one-step loss, as noted on the Japanese Fire Chart.
- The player may choose to disrupt two units in the target hex instead of taking a step loss if no unit in that hex has the same fire symbol as the drawn fire card. Units that are not disrupted must be chosen prior to any units that are already disrupted.
- A tank may absorb two hits for one step loss, if the step loss is not inflicted by an armor hit on the Japanese fire card and no US unit's target symbol matches the target symbol on the fire card.
- Use the following procedure to indicate the number of hits a unit has received:
  Two Step Unit: When the unit receives its first step loss, flip the counter over to its reduced strength side. If the unit receives a second hit, it is eliminated.
  Three Step Unit: When the unit receives its first step loss, flip the counter over to show its two-step side. If the unit receives a second hit place a "Step Loss 1" marker under the unit. If the unit receives a third step loss, the unit is eliminated.
  Four Step Unit: When the unit receives its first step loss, place a Step Loss 1 marker under the counter. If the unit suffers a second step loss, remove the step loss marker, and flip the counter over to show its two-step side. If the unit suffers a third step loss place a Step Loss 2 marker under the unit. If the unit receives a fourth step loss, the unit is eliminated.

Example: A Co., 1st Bn., 23rd Regiment suffers one step loss, thus 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.

1st Step Loss   2nd Step Loss
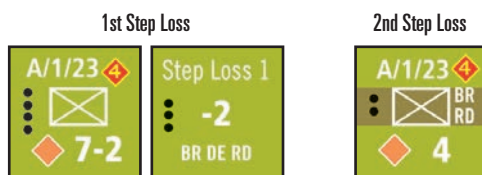
If the unit suffered a third step loss, the player would randomly pick a 'Step Loss 3' marker and place it under the unit.

3rd Step Loss

6.3.5 Disruption Due to Japanese Fire
A US unit hit by fire may become disrupted instead of, or in addition to, losing a step; place a disrupted marker on the unit.
- An already disrupted unit that incurs another disruption result is not further affected.
- The Japanese Fire Table may require a step loss and a disruption of the unit, while other results may only call for one or the other.
- A unit may be disrupted by fire from one position and lose a step due to fire from another position in the same Fire Phase.
- A US unit may take a step loss (in addition to any already inflicted) to avoid disruption as long as it does not have the target symbol shown on the fire card.

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

6.3.6 Step Loss Limitation
A 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:** 6.3.8).
- Apply the excess hits to other targeted US units, if available; if not, ignore the excess hits.

Important: The player must attempt to hit the most US units possible when assigning hits from multiple positions.

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.

Important: A unit disrupted by one position could still lose a step due to another position's fire.

6.3.7 Concentrated Targets
A hex occupied by US units with a total of eleven or more steps is a concentrated target. A concentrated target increases the units' susceptibility to Japanese fire.
- The units in a concentrated target are treated as if they have the target symbol shown on the Japanese fire card, regardless of the symbols printed on the counters.
- The hit limit of a Japanese position is increased by one.

6.3.8 Armor Hit Bonus
If a position color symbol has an armor symbol, that position receives an armor hit bonus when firing. An armor hit bonus awards:
  1) One automatic step loss to one armor unit in an intense FoF; **and,**
  2) One automatic disruption to one armor unit in a steady FoF.
- These results are in addition to any already suffered using the normal procedure.

Important: Step losses must take priority over disruption.

6.3.9 Firing on Stacks
Hits are against units, not stacks. One unit in a stack may be hit while others are not. If more than one unit in a stack is hit, each unit hit may lose a step.

Important: The player may sometimes inflict a result on all the units in a stack if he chooses to (usually disruption).

6.3.10 Disrupted Japanese Units
A Japanese unit with a disrupted marker does not fire and does not project a FoF.

Exception: When a US unit(s) are attempting to enter the Japanese hex. In this case, the fire is downgraded to steady fire.

6.3.11 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.
- All Japanese disruptions are removed at the end of the last GT of each day.
- Additionally, events may call for removal of disruption from Japanese units during any GT.

Important: GT 1 is the AM GT of 15 June. GT 4 is the PM GT of 15 June for all rule purposes.

6.4 Japanese Stacking Limits

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

Exceptions:

1) Two Japanese detachments (2.2.2) may stack in a hex. These units are treated as one unit.
2) One Japanese tank unit may be stacked with one other Japanese unit/and or depth marker.

6.5 Japanese Artillery Fire

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

- Japanese artillery fire occurs at the end of each US Action Phase on GT 2 and GT 4, and then on all odd GTs starting with GT 5.
- The entire game map is one artillery sector.

6.5.1 Artillery Fire Strength & Range

The artillery fire strength depends on the number of Japanese artillery positions that are still in existence on the map (they must be intact and uncaptured by the US).

- Each artillery icon in a position has a strength value of one.

Important: See the US Barrage Results Table. An artillery hit destroys one artillery icon in a hex.

- The total value of these icons (after adding up the strengths) is the maximum number of hits that can be inflicted by Japanese artillery fire.
- Destroyed artillery positions are not counted.
- The Japanese position does not have to be occupied by a Japanese unit to function; it fires even if unoccupied.
- The range of Japanese artillery is unlimited.

6.5.2 Artillery Fire Procedure

One fire card is drawn each time artillery fire is conducted. If the artillery symbol is shown on the card, Japanese artillery fire occurs this GT. The fire card applies to the entire map.

- When Japanese artillery attacks are conducted, targets for these attacks are chosen according to the priority listed below:
   1) The unit must be in a FoF of a position that matches the fire color on the artillery fire card.
   Important: The position that matches the fire color on the fire card may contain disrupted Japanese units.
   2) During GTs 1 through 4, the unit is on or adjacent to a beach hex.
   3) On GTs 5 through 7, this is extended out to within six hexes of a beach hex.
- After GT 7, choose the FoF position matching the color of the fire card that is closest to an intact Japanese artillery icon. If two or more are equidistant, use the position with the lowest position number.

6.5.3 Inflicting Artillery Step Losses & Disruptions

When a US unit is the target of artillery fire, the following results are possible:

   1) If the target hex is in an intense FoF (a concentrated or overstacked hex is always in an intense FoF):
      a) One unit in the hex suffers one step loss; **or,**
      b) The player may disrupt two units in the hex.
      Important: If any US unit in that hex has a target symbol matching the artillery fire card, that unit must take the first hit and is also disrupted.
   2) If the target hex is in a steady FoF one unit is disrupted. However, if a unit has a matching target symbol, that unit must suffer one step loss with no disruption. The player may still disrupt two units to avoid this loss.
- No unit can take a second loss in the same action. Hits are spread out evenly among eligible hexes.
- A US tank unit can be disrupted in lieu of a step loss if no other unit in the hex has a matching target symbol.

6.5.4 Hit Limit

The total strength value of a Japanese artillery attack is the hit limit of that attack.

Example: If there are four Japanese artillery positions still intact on the game map, the strength of Japanese artillery fire will be four. This means that the hit limit of Japanese artillery fire will equal four.

6.5.5 Knocking Out Japanese Artillery

The artillery in a Japanese artillery position (2.1.1) is destroyed if:
   1) Occupied solely by a US unit. In this case all artillery in the position is destroyed.
   2) A barrage against the position achieves an Artillery Destroyed result (See US Barrage Results Table). In this case, each barrage result only destroys one artillery symbol in the hex.
- Place one Artillery Destroyed marker in the position for each destroyed artillery symbol.
- During each First Event Phase remove all Artillery Destroyed markers from all artillery positions if occupied by an undisrupted Japanese unit. The artillery may operate normally once the marker is removed.

7.0 US ACTIONS

During a US Action Phase, the player may conduct actions with any US units or stacks that are undisrupted and in-command.
- No more than three actions may be performed by each US division in play; free actions do not count against this limit.

Important: An action consists of a single unit or stack of units conducting one of the below actions.

- US units may conduct any of the following actions, if eligible:

Movement (7.3):
   1) Move using a movement allowance (MA) of three during GTs 1 through 4. Beginning GT 5, the MA of all units is four.
   2) Enter an adjacent revealed enemy occupied hex for close combat (tanks, infantry, and engineers) (7.4).
   Important: Entering an adjacent revealed enemy occupied hex for close action allows a CC Combat Action to take place. The CC does not count as a separate action.

Attack (8.0):
   1) Attack a Japanese-occupied hex.

2) Barrage (tank, artillery points, naval gunfire, and airstrikes only).

3) Conduct a hasty close combat at any time during the Action Phase. This action is combined with 2) above.

4) Conduct a deliberate close combat at the end of a US Action Phase. This action is combined with 2) above.

Disruption Removal:
The process of conducting disruption removal is described in section 7.6.

Important: Actions may be separately categorized as combat actions, which can inflict losses, disruptions and defeat on Japanese units and positions, or movement actions that involve units moving across the hex grid.

7.1 Free Actions
Units may conduct free actions which do not count towards the maximum number of actions allowed; however, a unit may only perform one action per US Action Phase, even if that action is free.
- A free action may consist of any of the actions listed in (7.0) unless stated otherwise below.
- Units in the following situations may conduct free actions:

   1) After all other actions have been taken a disrupted unit may make a preservation move (7.3.5) instead of recovering from disruption.

   2) A unit stacked with a hero or inspired marker.

   3) Regimental HQ units and infantry/HQ units.

   4) Units that are stacked with or adjacent to their regimental HQ unit at the start of the US Action Phase.

   5) Infantry units that are stacked with an infantry/HQ unit.

   6) Units exiting reserve that are not in command must execute a free movement action.

   7) Infantry units in a landing beach hex. These units may only conduct a one-hex preservation move (7.3) if they do not qualify for any other free action.

   8) Starting with GT 5, if units are within command range of either its Bn. or regimental HQ/CP.

7.2 Conducting Actions
Units may perform actions in any order the player chooses.
- Each unit may perform no more than one action per US Action Phase.
- Units that began the phase stacked together may perform a single action as a stack.
- When units move into an enemy position to conduct a hasty close combat, they may only do so as a single stack.

7.2.1 Actions by Stacks
Units in a stack (7.5) may perform an action together as a single action if they perform the same exact action and do not exceed the stack limit.

Example: Moving into the same hex, attacking the same Japanese position, or barraging the same hex.

- If the units in a stack move in different directions or perform different actions the player must use separate actions for each.
- Units in different hexes may attack the same hex; however, each US occupied hex participating in the attack would count as one action.

7.3 Movement Action
A unit starting the US Action Phase in a land hex may expend movement points (MPs) from its MA.
- The Terrain Effects Chart (TEC) lists the terrain costs (number of MPs) for each type of terrain and/or movement prohibitions for each unit type.

7.3.1 Movement Limitations
A unit must end its move if any of the following apply:

   1) The unit has expended all its MPs.

   2) The unit enters a hex in the intense FoF of a non-disrupted enemy occupied position and it is not a tank unit or is not accompanied by a tank unit.

   3) The unit enters a hex adjacent to a Japanese unit (even if that unit is disrupted or in counterattack stance).

- When a non-tank unit leaves a steady FoF, this requires the expenditure of one additional MP, unless the unit is accompanied by a tank unit.
- When a non-tank unit leaves an intense FoF, (in a non-MUF situation) the unit must expend all its MP, unless the unit is accompanied by a tank unit.

Important: AFV units may not enter terrain listed as prohibited on the TEC unless moving along a road.

7.3.2 Elevation & Contour Hexes
There are five elevations in the game, numbered 0 (lowest) through 4 (highest).
- The number in parentheses next to the terrain type name on the TEC lists that terrain type's elevation.
- Contour lines delineate a change in elevation and units must pay additional MPs to enter a hex with a contour line from a lower elevation.
- If more than one contour line exists in a hex, the unit must pay additional MPs for each contour.

Example: A unit moves from hex 2107 (sugar cane level 1) to hex 2206. In this case the unit must expend the extra MP. If the unit moved from 2206 to 2207, it would not expend the extra MP.

7.3.3 Movement Under Fire (MUF) & Infiltration Fire
The movement of a US unit or stack from a hex containing a FoF dot of a Japanese position that is occupied and undisrupted (revealed or unrevealed) to another hex that also contains a FoF dot from that same position is movement under fire (MUF).
- Any US unit or stack conducting MUF must undergo Japanese infiltration fire to accomplish the move.
- Regimental HQs and infantry HQs may not attempt an MUF on their own but may move with a regular unit attempting MUF.

Important: A position occupied solely by a pillbox qualifies as an occupied Japanese position for purposes of MUF and Infiltration fire.

7.3.3a MUF & Leaving a Steady FoF
A non-tank unit expends one extra MP to leave a steady FoF if unaccompanied by a tank unit. The player then:

   a) Draws one fire card; if the card color matches the color of the FoF (in the hex the unit(s) are moving from) and there is a target symbol match (TSM) one step loss is taken by one unit that has a TSM with the fire card.

   b) It is possible that a unit could leave one hex in the FoF of two positions and enter another hex in the FoF of the same two positions. In this case, the player still draws one card; however, if there is a card color and TSM match from either position the player only assigns one hit to one unit.

   Important: A maximum of one hit can be applied to a single unit or stack of units conducting this movement.

Example of MUF Leaving a Steady FoF:

The player wishes to move the stack of units consisting of E/2/6 Infantry Co., HQ/2/6 Infantry HQ Co., and HW/6 Co. from hex 2206 to 2207. Since the move is from a Steady FoF to a Steady FoF generated by green Japanese occupied position in hex 2407 (it makes no difference if the position is revealed or not), the unit is conducting movement under fire (MUF). It is GT 3.

1) All units are Leg units moving into a woods hex at a cost of 2 MP plus 1 MP (the cost of MUF from a steady field of fire in hex 2206) and thus the units would undergo infiltration fire. Since it is GT 3, US units have 3 MP available to conduct movement (7.0) and thus may conduct the movement. Note: Even if the US units had MP remaining after making the move, they would be required to cease movement due to moving adjacent to an enemy occupied position (7.3.1).

2) Prior to moving the unit, the player draws one fire card (22) determining if there is a card color match in the fire section (green symbol) and a target symbol match (black diamond).

3) Since the card color in the fire section matches the position color projecting the steady FoF and the black diamond target symbol matches to the symbol on the E/2/6 Infantry Co., the player must assign one step loss to one unit that matches the target symbol on the card.

4) Since the infantry Co. took one step loss that unit cannot move and remains in the hex it was located prior to attempting the MUF; however, since there is a HW weapons unit in the stack the HQ and HW weapons unit may move into 2207.

7.3.3b MUF & Leaving an Intense Fire FoF
A non-tank unit must expend its total printed MP (it may not conduct any other movement) to leave an intense FoF if unaccompanied by a tank unit.

Important: A unit that conducts MUF from a hex in an intense FoF to a hex occupied by a US unit must check for Japanese fire, but the fire is always steady and 7.3.3a is used instead.

- One fire card is drawn and if the card color matches the color of the FoF (in the hex the unit(s) are moving from), one step loss is inflicted on one unit and the unit is disrupted. **Important:** TSM is not required.
- It is possible that a unit could leave one hex in the FoF of two positions. In this case, the player still draws one card; however, if there is a card color match from either position, only one unit suffers one hit and one disruption.
- If a stack of units is conducting the MUF the player is free to assign the step loss and disruption to any one unit.

7.3.3c MUF & Hit Results
Any US units conducting MUF that suffer a step loss and/or disrupted, must remain in the hex from which they started the move. The unit has performed an action.

7.3.3d MUF & Tank Units
A tank unit (or a unit accompanied by a tank) may enter and attempt to leave an intense FoF hex if that hex is not adjacent to a Japanese unit or position.
- Conduct the MUF check for this move in the same manner as above, if the unit is not disrupted or does not take a step loss, it may continue moving. An infantry unit must be accompanied by a tank to do this.

7.3.4 Moved HQ
Once any type of HQ is moved, it no longer provides command for the rest of the Action Phase. Plan the sequencing of your units' actions accordingly.

7.3.5 Preservation Move
A US unit that meets the below requirements may conduct a preservation move as a free action if it meets the following conditions:
1) The unit is in a US landing beach hex; **or,**
2) Is disrupted and adjacent to a Japanese position containing undisrupted Japanese units.
- A preservation move may be into an enemy FoF hex; however, the move:
1) May not be used to enter an enemy-occupied hex; **and,**
2) May not be used to move from a steady FoF into an intense FoF.
Important: A preservation move must be checked for MUF and Infiltration Fire (7.3.3) as a regular move would.
- A unit using the preservation move may move only one hex.
- A disrupted unit making a preservation move must move to a hex that is not in a Japanese FoF (if possible) and never into a hex with an intense Japanese FoF.
Important: A unit that conducts a preservation move may not recover from disruption in that phase.

7.3.6 Road/Strat Movement
A US AFV unit in a hex with a road, may move any distance along connected road hexes by expending one MP if that unit does not enter a hex within three hexes of a Japanese occupied position while moving by road.
- The unit may combine non-road movement in the same phase, both before and after using road movement.
- Beginning GT 8, up to two full Bn.'s (eight units) of infantry may utilize road movement as a form of strategic movement. As with

AFV units, infantry units moving by Strategic Movement may not enter a hex within three hexes of a Japanese occupied position while moving by this method.

- This movement may occur on the GT they land and from the beach they land in if the hex has a road. Treat each unit as though it was a vehicle while moving in such a fashion.

7.3.7 Terrain & AFV Breakdowns
Certain terrain types may cause vehicle breakdowns when entered by US AFVs. For purposes of this rule, tank units are different than any type of LVT or LVTA unit.

Important: For the following rule treat LVT and LVTA the same.

- If a terrain type is marked with an asterisk(s) on the Terrain Key, the US player must draw a card for each tank or LVT unit that enters that terrain.

    1) If there is a single asterisk with no type, both tanks and LVTs are affected.

    2) If there is a single asterisk and a type of AVF listed, draw one card for each unit of that type.

    3) If two asterisks are shown, draw a card for each tank unit and two cards for each LVT unit.

    4) If there are three asterisks draw one card for each LVT unit not entering the hex via contiguous railroad hexes.

- If the target symbol of the unit is on the drawn card(s), the unit is disrupted.

- Any mounted infantry being carried by an LVT may dismount in an undisrupted state.

Important: This rule applies to AFVs entering a hex to conduct CC.

7.4 Action: Enter Hex Occupied by Revealed Enemy Unit
A US unit(s) that begins the US 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. (e.g., tanks cannot enter mountains).
- Doing so constitutes the unit's entire action and triggers close combat (8.6).
- US units may not enter a hex occupied by an unrevealed enemy unit.
- A stack of units may only enter as part of the same action.
- 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.
- Whenever US units enter an occupied Japanese position:

    1) The player must draw a Japanese fire card to see if Japanese fire hits any of the US units entering the hex using the Japanese Fire Chart.

    2) This fire is treated as intense fire, unless smoke covers the position, or the Japanese units are disrupted. If such is the case, the fire is steady.

7.5 Stacking Limits
More than one US unit may end an US Action Phase in a hex. Such units are stacked.

- Stacking limits apply only at the end of the US Action Phase.
- The stacking limit may be exceeded during the US Action Phase and during other phases of the GT, but there may be instantaneous penalties (disruption) for doing so.
- 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.
- Up to four units (two of which can be rifle infantry and/or HW Co.'s) can occupy a hex or conduct activity as a stack without being automatically disrupted.
- The instant the above limit is exceeded, all units over the above limit are immediately disrupted (player's choice).

Designer's Note: *Remember that only disruptions that occurred due to events or Japanese actions this GT may be removed at the end of the US Action Phase, while disruptions incurred during the US Action Phase may be removed until the next US Action Phase. So violating stacking limits because of movement will mean that the disruptions will remain in effect until the end of the next US Action Phase. US stacks containing eleven or more steps are a concentrated target during Japanese fire (6.3.5).*

7.5.1 HQ, Heroes, & Marker Stacking
Regimental HQ units, heroes, garrisons, and markers do not count toward stacking limits.

7.5.2 Resolving Stacking Violations
US units in a hex that exceed the stacking limits are automatically disrupted.

Important: The US Action Phase ends after resolving close combat. If US units still exceed stacking limits after all close combats are resolved, the player must disrupt the excess units.

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.

- All units must complete their actions during the US Action Phase before the player removes any disruption markers from US units.

Important: Units adjacent to a Japanese position and in an intense FoF containing undisrupted Japanese units or depth markers cannot recover from disruption.

- It is possible for a US unit to become disrupted during the US Action Phase, due to a US attack or a close combat. Such a disruption may not be removed from the unit in the current US Action Phase in which it was incurred.

Designer's Note: *To aid you in differentiating units disrupted in the Action Phase from units disrupted prior to the phase, US disruption markers are provided in two shades.*

8.0 US COMBAT ACTIONS

During the US Action Phase, US units may attempt to disrupt and destroy Japanese units via three types of combat actions:

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 from Non-Adjacent Hexes: Tank units and artillery points may barrage a Japanese-occupied hex within their range. A hex occupied by both US and Japanese units may not be barraged.

Conduct Close Combat (CC): Conduct an action to move US unit(s) into a revealed Japanese-occupied hex.

    1) A hasty close combat (HCC) is resolved immediately after US units have entered the Japanese occupied hex.

    2) A deliberate close combat (DCC) is resolved in that hex after all other US actions in the phase are completed.

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. See 8.1.2 to determine the number of actions conducted when attacking from multiple hexes.

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- If the above requirement is met, other type units may join in the attack against the same Japanese-occupied hex within the following conditions:

   1) All participating units with a range of one must be in a hex adjacent to the Japanese-occupied hex.

   2) Units with a printed range of two must be adjacent to or within range of the Japanese-occupied hex.

   3) Rifle infantry units may not conduct ranged fire if they are not in a hex containing any FoF belonging to that position.

   4) All rifle infantry Co.'s must belong to the same Bn.

   Exception: One other rifle infantry Co. from the same division may participate if all units are in command and an NCO/Officer Hero (not inspired) is stacked with that extra company.

   5) One regimental HW Co. may also participate if the attacking battalion is of the same regiment as the HW Co.

Tank Units: Must be within range, in the FoF of the target position, and both of the following must be true:

   1) No more than two tank units are participating in the same attack; **and,**

   2) All attacking tank units are in command.

Artillery Points: Must meet all the following conditions:

   1) A US unit is in command range of a regimental HQ/CP; **and,**

   2) Is in the FoF of the target hex; **and,**

   3) Has radios.

Naval Gunfire or Airstrike: May be included in the attack if there is a naval gunfire marker or airstrike marker to expend, additionally:

   1) At least one attacking infantry unit has a radio; **or,**

   2) Is in command range of a regimental HQ/CP.

Important: See 10.2.1 and 10.3 for command range procedures.

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 points, naval gunfire, and airstrikes all have unlimited range (i.e., 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 if there is another unit participating in the attack. HQ/infantry units participate in attacks as infantry units.

8.2 Attack Weapons
Every US unit possesses one or more weapons, as shown on the US Weapons Chart or on the unit itself. 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 the weapons listed on that marker.

Important: Weapons change from counter to counter, so that a unit's weapons complement may fluctuate throughout the game.

- US units without a step loss marker have the weapons listed on whatever side of their counter is currently face up.
- HW units possess all their weapons until reduced to one step.

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

8.2.2 Flanking
Japanese units and depth markers may list flanking (FL) as a weapon requirement.
- This weapon is actually a tactic and cannot be possessed by any US unit.

Exception: An officer hero possesses FL capabilities (10.1.3).

- 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.
- 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
Japanese units and depth markers may list close combat (CC) as a weapon requirement. This requirement is only met by:

   a) A US unit conducting a Close Combat; **or,**

   b) If during a regular attack, an officer or NCO hero is present in the attack (**Exception:** 8.2.4).

   Exception: Only Officer and NCO heroes possess CC (10.1.3).

Designer's Note: 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 stacked 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 the player's choice, after all Japanese weapon requirements are revealed.

Exception: A Rifleman hero cannot stand in for the FL, FT, or CC requirement and an NCO hero cannot stand in for the FL and FT requirement.

- At the player's option, a hero can increase the attack strength of one unit by one, instead of providing a weapon wild card. This benefit is not cumulative. If more than one hero is participating in an attack, only one wild card weapon or strength increase may occur.

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

8.2.7 Infantry Range
Infantry units with four steps and HW units with two, three or four steps have a range of two. Infantry units with one, two, or three steps remaining and HW units with one step remaining have a range of one hex (adjacent targets only).
- When a full strength unit is attacking from an adjacent hex, it has all weapon capabilities listed for its type on the US Weapons Chart or if the unit is reduced the weapon capability of the reduced unit (8.2.1).
- 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 two-hex range.

8.2.8 Tank Weapons
As noted on the US Weapon Chart, the weapon capabilities of a US tank unit are dependent on the unit's range from the target hex.

1 to 2 Hexes: A tank unit fulfills the requirement for artillery (AR), a bazooka (BZ), a browning automatic rifle (BR), and a machinegun (MG).

1 Hex: A tank unit also fulfills 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.
- Attacks may cause the Japanese defenders to:
   1) Be Disrupted
   2) Lose a Depth Marker
   3) Gain a depth marker
   4) Be Defeated
- A defeated Japanese unit is removed from play, temporarily or permanently.
- A defeated elite Japanese unit may withdraw under certain conditions (8.3.2).
- A defeated full strength Japanese tank unit is reduced to one step. A defeated one step tank unit is permanently removed from play.
- Attacks may cause US units to become disrupted or lose a step.
- Once an attack option has been declared against a Japanese-occupied hex and all the US units performing actions to participate in the attack have been selected (including naval gunfire or airstrike markers), resolve the attack as follows:
   1) Reveal the Japanese unit, if not revealed. If the hex has an unrevealed depth marker, it is not revealed at this point.
   2) Add up the total strength of the attacking units and compare it to the total strength of the revealed Japanese unit and (if already revealed) depth marker.
   Important: The strength of the opposing sides may be altered as noted on the Terrain Combat Effects Chart.
   3) Check to see if the attacking units possess all the weapons required to defeat the revealed Japanese unit and (if revealed depth marker). If a Rifleman hero is participating, the hero may stand in for one required weapon other than FT, FL, or CC.
   Important: An officer hero meets the requirements for FT, FL, or CC (8.2.3). An NCO hero meets the requirements for CC.
   4) Refer to the US Attack Table. The table has three columns, each of which relates to the defense posture of Japanese units and depth markers in the position.
      a) Use the column that corresponds with this posture (revealed, unrevealed, presence of a depth marker).
      b) Locate the line corresponding to the numerical comparison of the attack strength to the Japanese defense strength.
      c) Cross-index row with column to find the attack result. For each weapon requirement that is 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 a column shift, any more weapon requirements are ignored.
   5) Apply the attack result to the Japanese units and depth 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; if so, recalculate the weapon and strength comparison, and consult the Attack Table again. 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 strength of all participating units together to acquire a single strength total and utilize all the weapons of the participating units.
- A given Japanese occupied hex may be attacked only once in a US Action Phase.

8.3.2 Japanese Withdrawal
When a US attack defeats an elite Japanese unit, if the unit can trace Japanese communication, the unit withdraws instead of being eliminated.
- An elite unit cannot withdraw if:
   1) The unit cannot trace a Japanese communication (12.2); **or,**
   2) There are no Japanese positions within two hexes of the unit's current position that are not controlled by US forces; **or,**
   3) The unit could only withdraw into a Japanese occupied position that would create an overstack situation.
- If an elite unit cannot withdraw:
   1) GTs 1 through 4, If the elite unit is in communication place the unit in the Japanese Reserve Units Pool. Elite units out of communication are placed in the Japanese Elite Units Eliminated Box. At the end of GT 4, randomly select one-half (round up) of the elite units in the pool and place them in the Japanese Reserve Pool. Units not picked are removed from the game.
   2) GTs 5 through 16, elite units that are in communication are placed face down in the Japanese Reserve Pool. Elite units that are not in communication are removed from the game.
- If the elite unit can withdraw follow the below priorities for placing the unit:
   1) If there are unoccupied Japanese positions (unoccupied by either side) within two hexes move the unit into that position (the position does not have to be in communication). If there is more than one position that is unoccupied, randomly determine the position the unit moves into. Place the unit face down.
   2) If there are no unoccupied positions within two hexes and there is a Japanese occupied position within two hexes, and the withdrawing unit would not be overstacked (6.4), move it face down into that position. If there are any revealed units already present in the hex, the withdrawing unit is moved there face up. The position moved to does not have to be in communication.
   Important: This can only happen if the units involved are a tank and a detachment or two detachments. Additionally, if the units withdraw into a hex containing disrupted units the withdrawn units are also disrupted.

8.3.3 No Advance After Combat
There is no advance after combat when a Japanese unit is defeated by an attack, do not move attacking US units into the vacated hex.

8.4 Conducting a Barrage Action
US tank and artillery units may barrage revealed Japanese units. Units are eligible to barrage a position or unit if all the requirements for tanks and artillery in 8.1 are satisfied.
- 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.

Important: All Japanese units in a position containing a pillbox are considered revealed for barrage purposes only. A Japanese position may be barraged only if revealed.

8.4.1 Multi-Unit Barrages
A Japanese-occupied hex may be barraged by any number of units in an Action Phase; however, each firing unit barrages alone (**Exception: See 8.1 Tanks**).
- Other than tanks, multiple units cannot combine their strengths into one barrage.
- Draw a separate fire card for every barrage conducted.
- Two tank units may combine their strengths into a single barrage (that is why the 6+ column exists).

Important: Tank units combining their strengths to barrage must either be stacked in the same hex or be in adjacent hexes.

- A Japanese-occupied hex may not be attacked and barraged in the same phase.
- A hex occupied by both US and Japanese units may not be barraged.

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.
  2) If barraging with AS, NG, or artillery points, use the fire symbol for the type of unit barraging (Art, Naval Gunfire, or Airstrike) next to the US Barrage Results Chart.
  3) Draw a fire card. Consult the three fire colors on the card and the fire symbol.
    a) If any of the fire colors on the card match the position's color you have a color match.
    b) If the fire symbol on the card matches the barraging unit's symbol there is a symbol match.
  4) 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.
  5) Apply the results.

8.5 Naval Gunfire (NG), Airstrike (AS), & Artillery Points
Naval gunfire, airstrikes, 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.
- NG and AS points are received due to event card draws.
- At the beginning of the AM GT of each day the player automatically receives:
  1 NG Point; **and,**
  1 AS Point.
- Each NG point has a combat strength of six and each AS point has a combat strength of five.
- Artillery points are received according to the Reinforcement Schedule (8.5.3).
- The player records the number of all such points available according to events, per day allotments, and use on the US Record Track.
- The player may never carry over more than two NG and two AS points from day to day.
- Artillery points can be used once per day and are kept track of on the US Record Track. They may be lost or gained due to game events.

- All such points may be eligible to either conduct separate barrage actions, or support attack actions by other US units (8.1 & 8.4).

8.5.1 Attacks Eligible for Support
The player may expend points to support a US attack if the eligibility requirements are met. If so, your attack is supported in two ways:
  1) The strength of the NG or AS marker or the number of artillery points expended is added to the attack strength; **or,**
  2) If expending a NG point (only), the weapon requirement for naval artillery (NA) is met; **or,**
  3) If AS or artillery points are expended, they satisfy all AR and DE requirements.

8.5.2 Barrage with NG, AS, or Artillery Points
See 8.4.2 for Barrage Resolution.

8.5.3 US Artillery
As explained above, all US artillery is represented by artillery points.
- Artillery points arrive via the Reinforcement Schedule.
- Each US division will have an allotment of artillery points assigned to it and those points may only be used if an undisrupted unit from the assigned division is in a FoF of the target hex.
- The number of available artillery points (the total number that have arrived via the Reinforcement Schedule are available each GD.
- Unused artillery points are not added to the division's total on the AM GT.

Example: The 2nd Marine Division receives six artillery points on GT 3. The 2nd would have a total of six artillery points to use for GT 3 and GT 4. On GT 5 the player would reset the 2nd Division total artillery points to six and then on GT 6 would add eight additional points. On GT 8, the 2nd would have a total of 14 artillery points to use on GT 8 through GT 10.

- There are also artillery points that represent Corps assets (155Hs & 155Gs). These points are tracked separately Using the V Corps Artillery marker. Corps artillery points may be used by any division. The number of available artillery points (the total number that have arrived via the Reinforcement Schedule are available each GD.

8.5.3a Artillery Fire Restrictions
The player may never assign more than four divisional points and no more than five corps artillery points to the same attack or barrage.

8.6 Close Combat
CC 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 immediately conducts CC against US units in the hex.
  US Action Phase:
    1) During the US Action Phase after a unit or units have completed their move by entering a Japanese-occupied hex, the player may conduct an HCC (8.0).
    2) After all other US actions are finished (except removal of disruption), conduct a DCC (8.0) in each hex containing both US and Japanese units.

8.6.1 Close Combat Procedure
Resolve each CC as per the following steps:
  1) Reveal any unrevealed depth marker in the hex.

2) Draw cards blindly for each side and place them face down in a Japanese pile and a US pile.

US Cards:

    a) Draw one card for each step possessed by the units participating in the CC (maximum of four cards).

        1) HW Co.'s count as one step no matter the number of steps the Co. possesses.

        2) Each tank step counts as two steps.

    b) In addition to the above, draw one additional card for the US side for each of the following that apply:

        1) If there are any US unit with a flamethrower (FT) in the combat; **and,**

        2) For each hero that meets the CC requirement (10.1.3) that is in the combat (maximum of two cards).

        3) The Japanese unit is in counterattack stance (14.4).

Japanese Cards:

    a) Draw one card for each unit and another for the depth marker if present.

    b) Draw one additional card for the Japanese side for each of the following that apply:

        1) The Japanese are attacking and not in counterattack stance; **and,**

        2) The Japanese force has a total strength of four or more, not modified by terrain; **and,**

        3) Each CC requirement (ignore if Japanese units are in CA stance) listed on the Japanese unit and depth marker in the combat (maximum of two cards); **and,**

        4) The Japanese unit either:

            a) Occupies Level 4 Terrain; **or,**

            b) Is a tank unit; **or,**

            c) Occupies a pillbox.

        Only one card is drawn even if the unit meets two or more of the above criteria.

Counterattack Adjustment: If the Japanese unit in a CC is in counterattack stance (14.4) and any US units are adjacent to the CC hex, reverse the below order of card reveals (i.e., the US side reveals the first card).

    3) Reveal the top cards for each side alternately, beginning with the Japanese (unless the Japanese unit is in counterattack stance and at least one US unit is adjacent to the CC hex).

    Reveal the top card from the Japanese pile:

        a) If the card shows a CC event, implement the event (8.7).

        b) Then, if the card shows the color of the position in which the CC is occurring:

            1) Discard the top card from the US pile; **and,**

            2) Remove a step from a participating US unit (player's choice). A participating US hero may be eliminated instead of eliminating the last step of the unit to which the hero is assigned.

            Important: The player may also choose to discard two cards instead of taking the step loss.

        c) The player may conduct US withdrawal under fire (8.6.4), at the player's option.

        d) Discard the current face up card.

    Reveal the top card from the US pile:

    Exception: If all US units are disrupted, remove the disruption marker instead of revealing a card.

        a) If the card shows a CC event, implement the event (8.7).

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

        Important: If a card does not show an event or the position color, the revealed card has no effect.

            1) If the Japanese participants are not disrupted, place a disruption marker on them. If the position is occupied only by a pillbox, eliminate the pillbox.

            2) If already disrupted, remove a depth marker from the Japanese unit.

            3) If already disrupted and no depth marker is present, eliminate a Japanese unit.

        c) Discard the current face up card.

    4) Repeat Step 3 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.

    Important: If cards remain undrawn at the conclusion of a close combat, return the undrawn cards to the top of the card deck.

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. The survivors remain in the hex and become disrupted.

Exception: A Japanese unit conducting CC in a non-position hex as part of the assault action becomes disrupted and is moved to a nearby position hex (13.5).

- If the Japanese position was in communication at the start of the CC, place elite Japanese units eliminated in CC in the Japanese Reserve Units Pool Display.
- If the Japanese position was not in communication at the start of the CC, place elite Japanese units eliminated in CC in the Japanese Eliminated Elite Units Display.
- Remove all non-elite Japanese units eliminated in CC from play.

8.6.3 Ending CC by Exhaustion
The CC ends if both sides' card piles are exhausted.
- Surviving defending units are disrupted and remain in the hex.
- Attacking units are:

    US Attacking Units: Disrupt surviving units and return them to the hex or hexes from which they entered the CC.

    Japanese Attacking Units: Disrupt surviving units and return them to the position from which they entered the close combat.

8.6.4 Ending CC by US Withdrawal Under Fire
The player may choose to withdraw all participating US units during a CC following the reveal and implementation of a Japanese card, even if your units are disrupted.
- Conduct a withdraw by:

    1) Drawing one more Japanese card and immediately implementing its results (including an event if any).

    2) Then place the surviving US units in one hex adjacent to the CC hex. If more than one hex is available, and US communication can be traced to those hexes, the player chooses the hex.

8.6.5 Japanese Tank Units in CC
Japanese tank units may conduct CC against US units in non-position hexes (14.2 & 14.4.2).
- In this case, use the color on the tank counter as the position color when checking for CC hits on 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 may begin a CC in a disrupted state and may become disrupted during CC.
- US units may not initiate a CC while disrupted but may become disrupted after the CC.
- Being disrupted does not affect a Japanese unit's conduct of CC; whereas a US unit disrupted during CC must spend a CC round removing the disruption (expend a card, if possible).

8.6.7 Japanese Survivors
Japanese units and depth markers that survive a CC remain revealed.

8.7 CC Events
Conscripts Surrender: (Applies only if drawn from the US pile.) This event is disregarded if drawn from the Japanese pile or if the unit is elite or a tank or has a depth marker.
    1) If the Japanese unit is not elite, is not a tank unit, and has no depth marker, the unit is eliminated. The CC is over.
    2) Remove the unit from play.
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, also add a revealed depth marker.
Naval Artillery Blast: Draw a card from the draw deck (not the CC cards).
    1) If the card does not show the color of the CC hex, no event.
    2) If the card shows both the color of the CC hex and the target symbol for any US unit in the CC, remove one step from that unit. If more than one unit in the CC has the same target symbol remove only one step from the unit with the most steps. If all units with symbol have an equal number of steps it is player's choice.
    3) If no US units in the CC have the target symbol shown on the card, eliminate the depth marker from the Japanese force in the CC, if no depth marker randomly eliminate one Japanese unit.
Reinforce: Add a card to the Japanese card pile, and if the participating Japanese unit has no depth marker, add a revealed depth marker.
    1) If drawn during a counterattack, add a card. No depth marker is added.
    2) If this event occurs during 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:
    1) Drawn during a non-counterattack CC, treat as no event.
    2) 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.
    3) Drawn from the US pile during a Japanese counterattack, treat this card as a hit, regardless of the target symbol colors on the card.
US Withdrawal Hit: If US units are conducting withdrawal under fire, remove one step from a participating US unit (player's choice). This one step loss is in addition to any hits received by 8.6.4.

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.
- A unit and its depth marker represent a single Japanese force in the position.

- 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 when one or more of the below occur:
    1) A unit without a depth marker gains one depth marker due to:
      a) An unsuccessful US attack; **or,**
      b) An event; **or,**
      c) A Japanese re-supply action.
    2) Units in the Japanese Reserve Units Pool may be placed in position hexes due to:
      a) A reinforcement event; **or,**
      b) The Japanese reinforce action.
    3) At the end of a PM GT, if a Japanese position that is in communication is empty and a US unit is adjacent, a unit is randomly picked from the Japanese Reserve Units Pool (if one is available) and placed in the position unrevealed.

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.
- A Japanese unit is revealed as the result of US actions (8.0).
- When a Japanese unit is revealed in a US attack, its depth marker remains unrevealed until such time as 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.
- 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 due to event card draws, Japanese actions, and due to an unsuccessful US attack (see the US Attack Results Chart).
- To resolve a depth marker event:
    1) Choose one Japanese unit without a depth marker, other than a tank unit or unit in counterattack stance.
    2) Place a depth marker beneath it.
- If there is more than one eligible Japanese unit without a depth marker, choose a unit based on the following priorities:
    1) Choose the Japanese unit closest in hexes to a US unit.
    2) If two or more units are equidistant choose a unit in a position adjacent to a US beach landing hex before choosing a unit in any other position.
    3) If there is still more than one eligible unit, first try to place the marker closest to a position with the lowest ID number.
    4) If two or more positions have the same number, place the marker in the position with the lowest letter.
- 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.

Important: Depth markers never occupy a hex without a Japanese unit or cave marker.

9.2.1 Placing Depth Markers

Upon selecting a Japanese unit to receive a depth marker, randomly draw a depth marker from the Japanese Depth Marker Pool and place it beneath the unit, unrevealed.

9.2.2 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 the unit is in Japanese communication.

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

9.2.3 Depth Marker Depletion

If the Japanese Depth Marker Pool is empty when a depth marker is called for, no depth marker may be taken.

Important: If a Japanese depth marker is eliminated while out of communication, it is permanently eliminated. If the depth marker is in-communication, it is returned to the Depth Marker Pool. This applies any time a depth marker is removed from the map.

9.3 Reserve Unit Placement Triggered by a Reinforcement Event

Japanese reserve units enter play when an event card draw directs the player to place a Japanese reinforcement unit.

- For each reinforcement called for by an event, draw a Japanese reserve unit at random from the Japanese Reserve Units Pool. Place the unit face down with a depth marker in an empty Japanese position hex that is in communication.
- Select the specific 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 Reinforcement Units Enter Play with a Depth Marker

After determining the reinforcement unit's position (9.3) draw a depth marker from the Japanese Depth Marker 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).

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

- If no positions can trace communication, the reinforcement unit does not appear.
- A reinforcement unit may not be placed in a position occupied by a US unit or in violation of stacking.

9.3.3 Empty Japanese Reserve Units Pool

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

10.0 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.

10.1 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. **D-Day at Saipan** includes counters to represent these men. Each of these three types of heroes may have capabilities that will aid the US player in conquering Saipan. Not all capabilities will be the same.

10.1.1 Hero Entry

Heroes are randomly drawn from a cup.

- If a rifleman or NCO is picked, he is placed with a specific Rifle Co. and stays with that unit until removed from play.
- An officer is placed with any one specific US Rifle Bn. He may be moved to and from any unit within the Bn. using normal unit movement (including MUF and infiltrating fire) until removed from play.

10.1.2 Hero Command

A hero rifleman's Co. is always in command.

- All the units in a hex are in command if an NCO hero is present in the hex.
- An officer hero keeps all units of his Bn. plus any engineers and tanks stacked with them in command if the units are stacked with or adjacent to the officer hero.
- An officer hero stacked with a Bn. HQ allows the player to remove disruption markers from all of its Co.'s at the end of any US Action Phase.
- An officer hero allows a moving stack to pick up units as though they began movement together.

10.1.3 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:

1) When checking to see if the units have the weapons required to defeat the Japanese position, the hero counts as one required weapon of your choice; **or,**

Important: An officer hero meets the requirements for FT, FL, or CC (8.2.3). An NCO hero meets the requirements for CC. A rifleman hero does not meet the requirement for FT, FL, or CC.

2) When calculating and comparing the attack strength to the Japanese defense strength, a hero may be used to increase the attack strength by one.

10.1.4 Hero in Close Combat

If US units involved in a CC include one or more heroes, the player draws one additional card for the US side (8.6).

10.1.5 Hero Sacrifice

A hero may be killed by Japanese fire (10.4). The player 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 due to CC or Japanese fire, the player may choose to sacrifice the hero instead of eliminating the unit.

10.1.6 Inspired Units

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

- A unit with an inspired marker may convert one step loss into a disruption by eliminating the inspired marker.
- An inspired unit does not receive the hero's attack wild card bonus or CC card draw.

10.1.7 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 is no limit to the number of times a hero marker may be recycled.

10.2 Command Posts & Command

The eight-regimental headquarters of the three committed divisions are represented by HQs and command posts (CPs), each comprising the regiment's commander, his staff, and equipment.

Important: Regimental command posts do not come into play until GT 5.

10.2.1 Regimental HQ/CP Capabilities

USMC HQs/CPs cannot command US Army units. Each regimental HQ/CP has the following capabilities:

1) An HQ/CP commands all three Bn.'s of its regiment. It may command one extra Bn. from a different regiment of the same division. A Bn. not in command by its regiment is out of command unless:

a) An officer hero (10.1.2) or event is providing command; **or,**

b) The Bn. is commanded by another regimental HQ/CP.

Important: The player may declare a Bn. is commanded by another regimental HQ/CP if the Bn. can trace communications to the new HQ/CP and that regimental HQ/CP is not currently commanding an extra Bn. This does not require an officer hero.

2) An HQ/CP commands all US tank and engineer units of the same division if they are in command range.

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

4) A unit that attacks a Japanese position from an adjacent hex while in command of an HQ/CP automatically possess a radio.

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

6) Starting on GT 5, an HQ may establish a command post to increase the range of its command.

7) An HQ/CP unit does not count as a unit for purposes of stacking.

8) An HQ/CP acts like a garrison for the hex it is currently occupying.

10.2.2 Regimental HQs & Close Combat

A regimental HQ/CP may not move into an enemy occupied hex. If a Japanese unit enters a hex occupied by a regimental HQ/CP unit, the HQ/CP is treated as a one-step unit for purposes of drawing cards and elimination in the ensuing CC.

10.3 Infantry/Bn. HQ Units & Command

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

US infantry units with "HQ" in their designation have the properties of infantry units and limited HQ capabilities.

- These units can be recognized by their star symbol (in place of a normal target symbol).
- Infantry/HQ units conduct actions like other infantry units, and count toward stacking limits.
- Each infantry/HQ unit has the following HQ capabilities:

1) An infantry/Bn. HQ unit is always in command of itself.

2) An undisrupted infantry/Bn. HQ provides command to any infantry unit belonging to its Bn. and one other rifle infantry CO. from the same regiment if, those units are within three hexes of the HQ.

Important:

a) Enemy FoF or units have no effect on this range.

b) The Bn. HQ must be in command from its superior regimental HQ.

3) A Bn HQ also commands any tank or engineer unit from the same division stacked with any of its rifle Co.'s.

10.4 Japanese Fire against Leaders

A leader (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 FoF.
- If a hero is hit, he is killed; flip his marker to the inspired side.
- If a regimental HQ is hit, remove it from the map and place it one GT ahead on the Turn Track. The HQ will re-enter the map via an amphibious operation.

Example: If hit on GT 7, place it on Turn Track in the GT 8 box 8.

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

10.4.1 Leaders Hit Last

Select a leader to take a hit only after assigning hits to other eligible US units, regardless of the type of fire in the leader's hex. If the number of other units eligible to be hit equals or exceeds the Japanese position's hit limit, the leader is not hit.

10.4.2 Leader Disruption

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

11.0 RAID ATTACKS

Raid attacks are a special form of CC that Japanese forces initiate whenever US units on the frontline have insufficient protection on their flanks.

- Beginning GT 5, during the Japanese Raid Phase, the player must make a "Raid" check of his frontline and run the risk of a sudden Japanese counterattack if gaps exist.

11.1 Raid Check

For purposes of this rule, the frontline is defined as any US occupied hex that is within two hexes of a position hex that is in Japanese communication. The position hex may be unoccupied or occupied by any type of Japanese unit (disrupted Japanese units do count).

- For each US occupied hex, check to see if it is subject to a raid by determining if the following conditions exist in the hexes adjacent to US occupied hexes:

1) The hex is in Japanese communication.

2) The hex is not adjacent to another hex occupied by at least one non-disrupted US unit (other than the hex being checked).

- If more than one such adjacent hex exists, then the US player must check for a raid against the US occupied hex.
- Draw a fire card, and if any Japanese occupied positions with the same color as the fire colors on the card are within two hexes, a raid attack has occurred.
- Resolve a raid attack before making the next raid check.
- Do this procedure once for each such US-occupied frontline hex that meets the gap criteria.

Important: A disruption due to a raid attack may create more raid checks during that same Action Phase.

11.2 Raid Attack Resolution

To resolve raid attacks, first draw a fire card. this card is the raid attack card for this combat.

- The fire colors on this card indicate which Japanese positions will participate in the attack.
- If a Japanese occupied position possesses one of these fire colors and is within three hexes of the affected US frontline hex, it is counted as part of the attack, even if the units there are disrupted.

- Total the number of participating Japanese positions and add one to this total if it is the last GT of that day (this represents a night attack). If the Japanese total is:
  1) Less than the number of US units in the hex, the raid does not have any effect.
  2) Equal to the number of US units in the hex, one US unit is disrupted.
  3) Greater than the number of US units in the hex, one US unit takes one step loss and is disrupted. The player may convert a step loss to two disruptions or lose a hero to absorb a step loss. See back of Japanese Fire/Action Summary for example of Japanese Raid.

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 FoF affect whether US communication can be traced to a US unit or hex.

12.1 US Control
Any US units of the following types control the hex they occupy:
  - **Infantry**
  - **Regimental**
  - **Command Posts**
  - **Tanks on an airfield hex**
  - **Infantry/HQs**
  - **HQs Engineers**
  - **Garrisons**
- A US unit of either of the following also controls the six adjacent hexes around it, even if disrupted:
  1) Infantry with three or four steps; **or,**
  2) Two US infantry, infantry/Bn. HQ or engineer units stacked together in any combination and possessing three or more total steps.

12.1.1 Units in CC
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:
  1) Receive a reserve unit (**Exception:** 13.9(i) Infiltrate action).
  2) Receive a depth marker.
  3) Withdraw after being defeated by a US attack.
  4) Perform certain lettered actions.
- A Japanese position is in communication if it can trace a path of hexes from its hex to any hex along the northern or eastern map edges.
- The communication path may not pass through any hexes occupied or controlled by US units, nor may it pass through a US landing beach.

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 when it is required per the action or game function taking place.

12.3 US Communication
US units must be able to trace communication to Landing Beach hexes when determining victory.
- A hex is in US communication if a path of hexes, of any length, can be traced from the hex to any US landing beach hex. The path may not pass through any hexes occupied by or in the FoF of a Japanese unit.

12.3.1 No Communication Through Japanese FoF
US communication may not be traced into or through a hex in the FoF of a Japanese unit even if a US unit occupies that hex.
- US communication may be traced out of a hex in a Japanese FoF.
- A disrupted Japanese unit's FoF blocks US communication.
- An empty Japanese position has no FoF for purposes of tracing US communication.

13.0 JAPANESE LETTERED ACTIONS

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 are summarized on the Japanese Action Summary.

Important: The Japanese Action Summary lists the GT that each lettered action is usable and if its action is modified in later GTs.

Example: At the start of GT 3 actions on the Japanese Action Matrix identified with the letter "M" become available. From this point forward, when a position color on a fire card includes the letter "M", positions of that color may conduct Mortar Fire or Muster in certain situations, instead of regular fire. A position of that color occupied by a Japanese tank unit may conduct Multiple Fire.

- Japanese occupied positions may perform lettered actions with or without US units in their FoF.
- Unoccupied Japanese positions may also (in specific instances) perform lettered actions.
- Action letters stand for a variety of actions, depending on the status of the Japanese position.

Procedure: When a fire card is drawn, check all the following types of Japanese positions matching the colors on the fire card to determine whether each fires or conducts an action:
  1) Every occupied position within three hexes of a US unit and in Japanese communication.
  2) If a position color on the card shows the "I" action, also check unoccupied positions not in Japanese communication.
- For each position, refer to the Japanese Action Chart, cross-referencing the position's situation with the symbol/letter on the fire card to determine if the position:
  1) Conducts the action represented by the letter; **or,**
  2) If it fires normally; **or,**
  3) If it conducts no action.
- If a check results in fire or other action, conduct the action immediately, before checking the next position.
- 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.

13.1 Mortar Action [M]

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

- The Japanese unit fires mortar shells at US units within the position's mortar range (three hexes).
- Mortar range for Hilltop Positions is four hexes.
- 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 FoF.
- US units (including armor) with the target symbol indicated on the fire card are hit.
- A unit hit by mortar fire loses one step but is not disrupted. A player may disrupt two units (in the hex) instead of taking a step loss.

13.1.1 Multiple Mortars or Targets

Mortar fire from a Japanese position:

1) With a unit and depth marker may hit two units.

2) With a single unit may hit just one unit.

- If the number of eligible US units with the target symbol exceeds the mortar fire limit, choose units with the most steps. If steps are equal, you choose the target.

13.1.2 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.

13.2 Muster Action [M]

Eligible Positions: Unoccupied position in Japanese communication within three hexes of a US unit.

- Place a unit from the Japanese Reserve Unit Pool and a depth marker (both unrevealed) in the position.
- If there are more positions eligible for muster than available units, place the units in the hexes that are closest to US units.

13.3 Machine Gun Action [M]

Eligible Position: Japanese occupied position with US units in its FoF and with MG listed as an available weapon.

- All steady FoF hexes become intensive FoF hexes.
- US occupied hexes that are not in the position's FoF but are adjacent to the position's steady FoF hexes are also within that position's steady FoF.

13.4 Re-Supply Action [R]

Eligible Position: Japanese occupied position with US units in its FoF.

- If a Japanese unit in the position has no depth marker and can trace communication, draw, and place an unrevealed depth marker for that unit.
- After checking for depth marker placement, the unit in the position fires.

13.5 Redeploy Action [R]

Eligible Position: Japanese occupied position with no US units in its FoF.

- The Japanese unit and its depth marker (if any) redeploy to another position hex if the new position is:

1) Unoccupied; **and,**

2) Within three hexes of its current position; **and,**

3) Closer to the nearest US unit.

- If these conditions are not met, the position conducts no action.
- If there is more than one qualifying position hex, place the unit and its depth marker (if any) in a position hex according to the following priorities:

1) Different color position; **then,**

2) Nearest the original position; **then,**

3) Lower-numbered position.

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

13.6 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, there are any US units in the newly occupied position's field of fire, conduct fire.
- 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.
- If there are no reserve units available, take no action.

13.7 Assault Action [A]

Eligible Position: Japanese occupied position without artillery.

- If a Japanese-occupied position has US units in its 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 CC.
- If more than one US unit is in the position's FoF, choose the unit or units in the hex closest to the Japanese-occupied hex. If hexes are equidistant, choose the hex with the fewest US steps. If all hexes have the same number of US steps, it is then player's choice.

Important: The US unit need not be in a position hex.

- If a Japanese-occupied position has no US units in its FoF, 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.

1) If entering a position hex with US units, conduct CC.

2) If entering a position hex with a garrison marker, remove the garrison marker.

- 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.
- If two or more US units are the same distance, then it is player's choice.

13.7.1 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.

13.7.2 Close Combat Initiation

If the assault action results in a CC 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 Japanese unit survives the CC in a non-position hex, return it to the position hex from which it came.

13.8 Ambush Action [A]

Eligible Positions: Unoccupied position in Japanese communication with a US unit within three hexes, disrupt one US unit with matching target symbol.

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

13.9 Infiltrate Action [I]

Eligible Position Type: Unoccupied Japanese position not in Japanese communication and within three hexes of a US unit.

- Place a unit from the Japanese Reserve Unit Pool (but not a depth marker) in the position. The unit does not fire in the Japanese Fire Phase in which it is placed.
- If there are more positions eligible for infiltration than available units, place the units in the hexes that are closest to US units.

14.0 JAPANESE TANK UNITS

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

Important: Japanese tanks and accompanying infantry may launch a large counterattack when certain conditions are met.

14.1 Japanese Tank Extended FoF

A position occupied by a Japanese tank unit projects a steady FoF into all hexes one hex beyond the position's printed FoF (that is, all hexes outside of but adjacent to a hex in the position's printed FoF).

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 with two steps.

Default Tank Action: Fire or Advance: A tank activated by a position color without a lettered action, or with the [I] action letter, performs the fire or advance action.

   Fire: If any US units are in the tank unit's FoF.
   Advance: If no US units are in the tank's FoF. Move the tank unit and depth marker (if any) to a position hex that is:

   1) Unoccupied, or occupied by a non-armor Japanese unit that can trace Japanese communication; **and,**
   2) That is no more than three hexes away; **and,**
   3) Closer to the nearest US unit.

- If two or more eligible positions are equidistant from the nearest US unit, move to a position according to the following priorities:
   1) Friendly Japanese occupied position with a revealed elite infantry unit; **then,**
   2) Position closest to the tank unit's current position; **then,**
   3) Highest-numbered position.
- If the tank moves to a Japanese-occupied position, the two units then perform all subsequent actions together.

Tank Action, Multiple Fire [M]:
   1) If no US units are in the tank unit's FoF, no action.
   2) If any US units are in the tank unit's FoF; **then,**
   3) If after resolving the first fire, there are any remaining US units the unit's FoF, conduct a second fire action. This is resolved as a separate action from the first.

Tank Action: Overrun [R] Fire:
   1) If no US units are in the tank unit's FoF, no action.
   2) If the tank fires but no US units are hit, no further action.
   3) If the tank fires and hits one or more US units, then move the tank unit and any accompanying elite unit into the hex occupied by the nearest unit that was hit and conduct CC. If hit US units are

equidistant, move to the hex occupied by the fewest US steps. If there are two more hexes with the same US steps, the player may choose.

- 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 CC.
- If the tank unit and/or elite unit survives the CC 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.

Tank Action: Double Advance or Fire [A]:
   1) Conduct an advance, as described in the default action above.
   2) If the tank unit completes 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 CC, and may suffer disruption and defeat. A defeated Japanese tank unit may not withdraw, and each defeat result inflicts one step loss on the tank unit. Eliminated tank units are permanently removed from play.

Important: Japanese tank units and their depth markers receive no benefit from terrain. Do not double an armor unit's or depth marker's strength when attacked, regardless of the terrain. Units stacked with a tank unit do receive terrain benefits. When US tanks fire on Japanese tank units and Japanese non-tank units stacked with Japanese tanks, the US attack strengths are doubled.

14.4 Japanese Counterattack Stance

Japanese tank units and certain other Japanese units enter counterattack stance (**CA**) when Japanese Tank Attack 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.
- A unit stays in counterattack stance until it is eliminated or occupies a position projecting a FoF onto a US beach landing hex.

14.4.1 Setting up Counterattack Stance

Set up counterattack stance as follows:
   1) Select two Japanese non-tank units within three hexes of at least one Japanese tank unit that are in a non-artillery position. These units enter counterattack stance. Use the following priorities:
      a) If more than two non-tank units are within three hexes of a tank unit, select the units closest to a tank unit.
      b) If equally close, then select units farthest from a US landing beach.
   2) Remove disruption markers from the unit(s) (if present).
   3) Flip the selected non-tank unit(s) to their revealed side. Then draw one depth marker for each unit and place it on top of the unit, strength side up.
   4) Japanese undisrupted tank units that are within three hexes of a unit that has entered CA stance are then placed on any one non-tank unit that has entered CA stance using the following procedure:
      a) Only one tank unit may be placed in each hex occupied by a CA stance unit.

b) If any of the CA stance units are elite infantry, a tank unit must be placed in the elite unit's hex prior to placing a tank unit in a non-elite unit's hex.

c) If there are two units in CA stance and only one eligible tank unit to be placed. Place the tank unit on the closest unit in CA stance.
Important: The two units will now function as one unit until eliminated.

14.4.2 Counterattack Action
During the Japanese Fire Phase, all CA units conduct the CA action regardless of the colors on the fire card.
- Conduct all CA actions before conducting actions with other units in the Japanese Fire Phase.
- Conduct the CA action one unit or stack at a time, beginning with the CA unit(s) closest to a US landing beach. If equally close, then the western-most unit(s) goes first.
- Actions for Japanese units in CA stance are limited to movement and CC.
- To conduct a CA 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 FoF into a US landing beach hex.
  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 CC.
  3) Unoccupied position hex closer to a US landing beach 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 a hex closest to a landing beach hex.
  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 CC involving a Japanese unit in counterattack stance, during the Japanese Fire Phase or the US Action Phase.
- Do not draw an additional Japanese card for the Japanese attacking.
- Draw one additional US card.
- Remove disruption markers from all participating US units (if any) before revealing cards.
- If any US units are in hexes adjacent to the CC hex, the US side reveals the first card each round of CC.
- If in a non-position hex, use the position color the unit assaulted from or the color on the tank unit 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 Marker
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
A CA unit remains in counterattack stance until it is eliminated or ends its action in a Japanese position projecting a FoF into a US beach landing hex.
- When a non-tank unit with a depth marker leaves counterattack stance, remove the depth marker.

- The unit remains revealed.

14.4.7 Subsequent Draw
If the Japanese Tank Attack event is drawn again after it has already occurred in the current GT, treat the event as "Japanese reinforcement event".

15.0 COMMAND POSTS & GARRISONS

Starting on GT 5 (during the US HQ Phase), US regimental HQ units may be converted into command posts (CP).
- A CP may not move but gains a command range that increases over time, enabling it to command US units up to six hexes away.
- 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 FoF of any Japanese position.
- If a Japanese-occupied position or an unoccupied position in Japanese communication projects a FoF into the HQ's hex, the HQ may not convert into a CP.
- To establish a CP, flip the HQ unit to its CP side during the US HQ Phase and place the matching command range marker in the first space of the Command Range Track.

Important: This is not an action.

15.1.1 Abandoning a Command Post
A CP may revert to a regular HQ unit during the US HQ Phase by flipping the unit to its HQ side. If so, remove the corresponding command range marker from the Command Range Track.

15.2 Command Range
When a CP is established, it commands US units in its hex and any hexes within two hexes (the same as a regimental HQ unit).
- The initial placement of the CP's command marker on the command track shows this capability (command range of two hexes).
- In subsequent GTs, the player may increase the CP's command range.
- During the US HQ Phase the player 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 FoF of any occupied Japanese position.

15.2.1 One Range per Regiment
A maximum of eight command range markers may occupy the Command Range Track (one for each regimental HQ in the game), and, if eligible, every marker may be advanced along the track during the US HQ Phase.

15.2.2 Duplicate Ranges on Track
Command range values may be repeated on the track.

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

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.

- Range is counted by including the hex occupied by the unit to be commanded but not the CP's hex.

- Bn. HQs are freed from the necessity of providing command within a CP command radius.
- Units within a CP's command range receive all the benefits of being in command of an HQ including:
  1) Radios; **and,**
  2) Coordination of tank and artillery ranged fire for US attacks; **and,**
  3) Tank and artillery barrage.

15.3.1 Japanese Effects on Command Range
Command range may be counted through hexes in Japanese FoF 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 command US units.
- 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 a leader and may be hit by Japanese fire. If a CP is hit, it immediately reverts to an HQ unit; flip it over and remove its command range marker from the track.

Important: A command post is not eliminated by Japanese fire.

15.4 Placing Garrison Markers
During the US HQ Phase, you may place garrison markers in position hexes, if the hex is:
  1) Occupied by or adjacent to a US unit; **and,**
  2) The unit is in the command range of its CP/Regimental HQ; **and,**
  3) In US communication; **and,**
  4) Not in the FoF of a Japanese unit, even if disrupted.
- If these requirements are met, place a garrison marker in the position hex.
- Any number of garrison markers may be placed in a single US HQ Phase, but no more than one garrison marker may be placed per hex.

15.4.1 Properties of Garrisons
A position hex with a garrison marker is US-occupied when checking for Japanese actions and when determining if a position may be counted for victory purposes (12.3). Garrison markers:
  1) Do not count as a unit for stacking.
  2) May not perform actions and may not participate in a CC or US attack.
  3) Are removed if alone in a position hex if that position is in the FoF of a Japanese unit performing a fire action, or if a Japanese unit enters its hex.

Important: The garrison's removal does not count toward the firing Japanese unit's hit limit.

16.0 REPLACEMENTS & RESERVES

Units that have suffered step losses may use replacement points to recover lost steps. A unit may only receive replacement steps if it is in reserve. A unit may receive replacements and then in Step 5 of the HQ Phase be removed from reserve.

16.1 Replacement Steps
The US player receives replacements that can be used to replace eliminated steps.
- There are three types of replacement steps: tank, engineer, and infantry.

- Each step normally replaces a step loss of the appropriate type of unit.
- One infantry step is used to replace any step that a Bn. HQ has lost.
- Two steps are required to replace a lost HW Co. step.
- Received replacements must be used the GT they are received.

Important: Unlike other games in the series, only units in reserve may gain and receive replacements.

- US forces receive replacement points when units are in reserve:
  1) For every two tank units in reserve, one tank replacement is received that GT.
  2) For every two engineer units in reserve, one engineer replacement is received that GT.
  Important: A maximum of one tank and one engineer replacement may be received each day.
  3) For every US Rifle/infantry Bn. (all four Co.'s) in reserve, two infantry replacement steps are received and may be used to replace eliminated steps within that specific Bn.
  Exception: If a Co. or Co.'s of a Bn. have been eliminated, the remaining three or two Co.'s count as a full Bn. in reserve.

  Important: A maximum of two infantry replacement steps may be received for each full Bn. per day.

16.2 Reserve
US units are placed in reserve by marking them with a reserve marker.
- Units may not be placed in reserve in the FoF of a Japanese-occupied position.
- While in reserve the only action they may take is to receive replacements.
- Units entering reserve remove all disruption markers.
- Units may be removed from reserve by removing the reserve marker during the US HQ Phase.
- If units are removed from reserve and not within their regimental HQ/CP radius, they must conduct a free movement action during the US Action Phase to move back into regimental command radius. The units are required to make a free movement action each US Action Phase until in command.

Important: If US units in reserve are (due to a Japanese action) found to be in a Japanese position FoF the units must immediately exit reserve status.

17.0 PILLBOXES & CAVES

Pillboxes and caves are represented by markers that are placed in a position, or adjacent to a position (if a cave). Pillboxes begin a scenario according to setup instructions. Caves are placed due to an event.

17.1 Pillboxes
A position with a pillbox marker is considered Japanese occupied for purposes of Japanese actions, **CC**, US attacks and movement.

Important: A position occupied solely by a pillbox marker may be entered by US infantry and engineer units only when conducting a CC. Attacking a position containing a pillbox and no other Japanese units has no effect.

- A pillbox triples the defense strength of a Japanese unit and a depth marker stacked in the same hex.
- A pillbox adds one card to the Japanese defense when the position is subject to a CC.

- Once a pillbox is placed it remains until it is destroyed by a barrage (8.4) or occupied by a US unit using CC (8.6.1).
- Destroyed pillboxes are permanently removed from play.
- See 7.3.3 for MUF and Infiltration procedures for pillboxes.

17.2 Cave Markers

A cave doubles the defense strength of a depth marker stacked in the same hex.
- A cave adds one card to the Japanese defense when the position is subject to a CC.
- A cave marker is immediately destroyed if its hex is occupied by a US unit.
- Destroyed cave markers are permanently removed from play.

18.0 SCENARIOS

There are four separate scenarios that allow players to play different periods of the battle during the critical first five days of the campaign. The first two days of the Saipan campaign were the bloodiest of any Pacific campaign the US undertook. The fourth scenario combines the first three scenarios into a five-day campaign scenario. A player may also choose to continue any one of the first three scenarios out to the full five days.
- 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 GTs they land.
- 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 Setup Display in blue type.
- For all scenarios, the Japanese will be placing 12 depth markers on the map. Only the number of depth markers in the Japanese Depth Marker Pool Display will change by scenario.

18.1 US Catastrophic Loss

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

Important: Catastrophic loss defeat may not occur prior to GT 5.

- Play immediately ends and the player has lost the game if US forces suffer catastrophic loss.
- The only units that count towards catastrophic loss are:
    - **Infantry Co.'s**   **HW Co.'s**
- Catastrophic loss occurs the moment the number of infantry units in any one of the three divisional Losses Displays is more than twelve.

Important: The player must check the number of losses each time a unit counter or step loss marker is placed in a divisional loss box.

- If an infantry/HW Co. suffers a second step loss, immediately place a step loss marker in the appropriate divisional loss box.
- If an infantry/HW Co. is eliminated remove one step loss marker and place the eliminated Co. in the appropriate divisional loss box
- Determine the number of units lost using the below values:
    1) Each eliminated infantry or HW Co. counts as two losses.
    2) Each step loss marker counts as one loss.
- Infantry/HW that are rebuilt are removed from the loss box and no longer count toward the divisional loss limit.

18.2 Scenario 1: D-DAY 15 June

This scenario depicts the first day of the invasion and the effort to reach what was called the "O-1" line, which was the objective phase line for the end of the day.
- GT 1 is the first GT of the scenario and GT 4 is the last.

18.2.1 US Setup

The US player places all units depicted on the Landing Beach Setup Display. These units correspond to the units listed in the Master Reinforcement Schedule (19.0) GT 1.
- The player should also set all reinforcements scheduled for GT 2 through GT 4 to the side of the map. These units land normally at the indicated beaches.
- Artillery points are not used in this scenario.

Important: All LVT units are removed from play at the end of GT 4.

18.2.2 Japanese Setup

Consult the Scenario Setup Display and follow the instructions on the display and in 3.2.
- All Japanese units begin with their unrevealed side face up.
- All depth markers not placed on the map are placed face down in the Japanese Depth Marker Pool Display.
- Japanese units from all Scenario 1 groups that are not placed on the map are placed face down in the Japanese Reserve Units Pool.
- Units in the Reserve Pool on the Setup Display are placed in the Japanese Reserve Pool on the GT indicated.

18.2.3 Special Rules

Before the Landing Phase on GT 1, pick one Fire Card.
- The three fire colors on that card indicate which positions start GT 1 in a disrupted state. Place a disrupted marker on the appropriate units.
- All US units are always in command. Ignore US command requirements.
- There are no replacement steps during the scenario.
- One LVT (not LVTA) unit may transport one USMC infantry/HW Co.
- The units must begin movement in the same hex (or be landing together). Place the unit beneath the LVT counter.
- The LVT counter now moves as an AFV carrying the Co. using its own MA.
- If the LVT is eliminated or breaks down while transporting a Co., the Co. dismounts and its movement is halted for that phase. It may move normally in subsequent phases.

Important: Unlike previous games in the series, elimination of an LVT does not cause step losses or elimination of any unit being transported.

18.2.4 Victory Conditions

The US player wins if:
  1) US forces have not suffered more than 50 infantry (18.1) step losses by the end of GT 4; **and,**
  2) The US player has attained a minimum of 24 victory points (VPs) by end of GT 4.
- The player receives one VP for each friendly occupied hex adjacent to the O-1 line (the red dashed line on the map. The hex must be occupied by at least one undisrupted unit that has an LOC back to any US beach hex.
- If the player has not achieved at least 15 VPs at the end of the game, the player has lost the game.
- If the player has achieved more than 15 VPs, but less than 24 VPs the game is a draw.

18.3 Scenario 2: Expanding the Beachhead (16–17 June)

This scenario covers the linkage of all the invasion beaches, the attempt to reach the O-1 line fully, and the Japanese counterattack on the beaches.
- GT 5 is the first GT of the scenario and GT 10 is the last.

Designer's Note: Historically, the counterattack (14.0) occurred on the night of June 16 (GT 7), but it may be triggered sooner than historically happened.

18.3.1 US Setup
Consult the Scenario Setup Display. All units that arrived on GT 1 through GT 4 are setup according to the display.
- The 2nd USMC Division starts with 28 step losses which the player must distribute across the division. No more than six step losses can be applied to tank or engineer units.
- The 4th USMC Division starts with 22 step losses which the player must distribute across the division. No more than four step losses can be applied to tank or engineer units.
- The player may randomly draw one hero for each USMC division. The hero markers are stacked with any one unit assigned to each division.
- All units listed in 19.0 as arriving on GT 5 through GT 9 are available.

Important: The 2nd Marine Regimental HQ has yet to arrive, its position is shown to indicate where on map elements of the regiment are placed.

18.3.2 Japanese Setup
Consult the Scenario Setup Display and follow the instructions on the display and in 3.2.
- All Japanese units begin with their unrevealed side face up.
- After all required depth markers are placed on the map, the player randomly picks 40 depth markers and places them face down in the Japanese Depth Marker Pool Display.
- Japanese units from all Scenario 2 groups not placed on the map and those listed as arriving on GT 3 in the Reserve Display are placed face down in the Japanese Reserve Units Pool.
- Units in the Reserve Pool on the Setup Display for GT 6 and GT 8 are placed in the Japanese Reserve Pool on the GT indicated.

18.3.3 Special Rules
- The command and HQ rules are now in effect and command post establishment and range increases occur normally. Regimental HQs may set up as CP.
- The player may start using the reserve rules to generate replacement steps.

18.3.4 Victory Conditions
The US player wins if:
    1) If the catastrophic loss total has not been met at any time in the scenario.
    2) US forces do not suffer more than 40 infantry (excluding heavy weapons, engineer, and HQ units) step losses during the scenario; **and,**
    3) The US player has attained a minimum of 32 victory points (VPs) by end of GT 10.
- The player receives one VP for each friendly occupied hex adjacent to the O-1 line. The hex must be occupied by at least one undisrupted unit that has an LOC back to any US beach hex.
- If the player has not achieved at least 24 VPs at the end of the game, the player has lost the game.
- If the player has achieved more than 24 VPs, but less than 32 VPs the game is a draw.

18.4 Scenario 3: Drive to Aslito Airfield & Garapan (18–19 June)
This scenario covers the effort to capture Aslito Airfield, begin the drive on Garapan, and clearing the way for the drive through the center of the island, and beyond.
- GT 11 is the first GT of the scenario and GT 16 is the last.

18.4.1 US Setup
Consult the Scenario Setup Display. All units that arrived on GT 1 through GT 10 are setup according to the display.
- The 2nd USMC Division starts with 46 step losses which the player must distribute across the division. No more than ten step losses can be applied to tank or engineer units.
- The 4th USMC Division starts with 34 step losses which the player must distribute across the division. No more than six step losses can be applied to tank or engineer units.
- The 27th Infantry Division starts with nine step losses which the player must distribute across the division. No more than two step losses may be applied to tank or engineer units.
- The player may pick one hero for each USMC division. The hero markers are stacked with any one unit assigned to each division.
- All units listed in 19.0 as arriving on GT 11 through GT 16 are available.

18.4.2 Japanese Setup
Consult the Scenario Setup Display and follow the instructions on the display and in 3.2.
- All Japanese units begin with their unrevealed side face up.
- After all required depth markers are placed on the map, the player randomly picks 20 depth markers and places them face down in the Japanese Depth Marker Pool Display.
- Japanese units from all Scenario 3 groups not placed on the map are placed face down in the Japanese Reserve Units Pool.
- Units in the Reserve Pool on the Setup Display for GT 6 through GT 10 are placed in the Japanese Reserve Pool.

18.4.3 Special Rules
Prior to starting Phase I. the player must draw one fire card. All positions adjacent to US units with those fire colors are considered revealed. This does not include depth markers.

18.4.4 Victory Conditions
The US player wins if:
    1) The player has not exceeded the Catastrophic Loss limit; **and,**
    2) US forces have not suffered more than 24 infantry step losses in any one day (do not count heavy weapons, engineer, and HQ unit step losses); **and,**
    3) At the end of the game, there are no Japanese units on the map; **and,**
    4) All surviving units of the 105th US Infantry Regiment must have exited the map within four hexes of Position F10; **and,**
    5) A minimum of two USMC Bn.'s must have exited the map within two hexes of Position A3.

18.5 Campaign Scenario
This scenario simply combines all the previous scenarios into one scenario that encompasses the action for all the first five days. The campaign scenario encompasses all 16 GTs.

18.5.1 US Setup
Use the Scenario 1 setup for this scenario. All US reinforcements (19.0) are available as listed.

18.5.2 Japanese Setup
Use the Scenario 1 setup for this scenario.

18.5.3 Special Rules
Use each scenarios special rules until the next scenario's start point at which time that scenario's special rules come into play.

Exception: When playing the Campaign Scenario ignore 18.4.3.

18.5.4 Victory Conditions

Use the victory conditions for Scenario 3 (18.4.4). Additionally, the US must have met all prior scenario victory conditions.

19.0 US MASTER REINFORCEMENT LIST

GT 1:
> **Red 2:** 2/6/2 Bn. (4 units), 1A/2A LVTA
> **Red 3:** 3/6/2 Bn. (4 units), 1B/2A LVTA
> **Green 1:** 3/8/2 Bn. (4 units), 1C/2A LVTA
> **Green 2:** 2/8/2 Bn. (4 units), 1D/2A LVTA
> **Blue 1:** 3/23/4 Bn. (4 units), 1A/708A LVTA
> **Blue 2:** 2/23/4 Bn. (4 units), 1B/708A LVTA
> **Yellow 1:** 2/25/4 Bn. (4 units), 1C/708A LVTA
> **Yellow 2:** 1/25/4 Bn. (4 units), 1D/708A LVTA

Important: No more than two of the below units may be placed in any one Beach Landing Box.
> **Any Red Beach:** 2 LVT (3 units)
> **Any Green Beach:** 715 LVT (3 units)
> **Any Blue Beach:** 773 LVT (3 units)
> **Any Yellow Beach:** 10 LVT (3 units)

The below units land on GT 1 at the end of the US Action Phase, after all other actions are complete. The player conducts beach landing procedure normally; however, 2nd wave units may not move from their beach hex this GT.

GT 1 2nd Wave:
> **Red 2:** A/2E/2 Engineer
> **Red 3:** C/2E/2 Engineer
> **Green 1:** B/2E/2 Engineer
> **Green 2:** D/2E/2 Engineer
> **Blue 1:** A/4E/4 Engineer
> **Blue 2:** C/4E/4 Engineer
> **Yellow 1:** B/4E/4 Engineer
> **Yellow 2:** D/4E/4 Engineer

GT 2:
> **Any Red Beach:** 1/6/2 Bn. (4 units), 6th Rgt HQ, 6th HW
> **Green 2:** 1/8/2 Bn. (4 units)
> **Any Green Beach:** 8th Rgt HQ, 8th HW
> **Any Blue Beach:** 1/23/4 Bn. (4 units), 23rd Rgt HQ, 23rd HW
> **Any Yellow Beach:** 3/25/4 Bn. (4 units), 25th Rgt HQ, 25th HW

GT 3:
> **Blue 1:** 2B/4T Tank
> **Blue 2 or Yellow 1:** 2A/4T Tank
> **Any Red or Green Beach:** 1/29 Bn. (4 units), 1A/2T, 1B/2T, 1C/2T Tank
> **Important:** The 29th Bn. is attached to the 2nd Marine Division.
> **Any Blue or Yellow Beach:** 1/24/4 Bn. (4 units), 2/24/4 Bn. (4 units)
> **Any Yellow Beach:** 2C/4T Tank
> **Artillery Points:** 6 (2nd Marine Division)

GT 4:
> **Any Green Beach:** 3/2/2 Bn. (4 units)
> **Blue 1:** 2C/2T Tank
> **Any Blue or Yellow Beach:** 3/24/4 Bn. (4 units), 24th Rgt HQ, 24th HW, 1A/4T, 1B/4T, 1C4T Tank
> **Blue 2 or Yellow 1:** 2A/2T Tank
> **Any Yellow Beach:** 2B/2T Tank
> **Artillery Points:** 14 (4th Marine Division)

GT 5:
> **Any Green Beach:** 2/2/2 Bn. (4 units)
> **Any Blue Beach:** 1/2/2 Bn. (4 units)
> **Heroes:** If playing the campaign game:
>> **a)** If there are no heroes on the map, the player may randomly pick two heroes. One may be placed with any unit of each Marine Division.
>> **b)** If there is only one Hero on the map, the player may randomly pick one hero and attach that hero to the Marine Division that does not have a hero.

GT 6:
> **Any Green Beach:** 2nd Rgt HQ, 2nd HW
> **Artillery Points:** 8 (2nd Marine Division)

GT 9:
> **Any Yellow Beach:** 1/165/27 Bn. (4 units), 2/165/27 Bn. (4 units)
> **Artillery Points:** 4 (27th Division)

GT 10:
> **Any Yellow Beach:** 102E/27 (3 units), 762T/27 (6 units), Artillery Points: 8 (27th Division)

GT 11:
> **Any Yellow Beach:** 3/165/27 (4 units), 165 Rgt HQ, Artillery Points: 10 (May be assigned to any divisions)

GT 12:
> **Any Yellow Beach:** 152E/27 Bn. (3 units), 105/27 Rgt (12 units), 105 Rgt HQ.
> **Artillery Points:** 5 (may be assigned to any divisions), 5 (4th Marine Division)

20.0 JAPAN MASTER REINFORCEMENT LIST

See Setup Display for at start units and Reserve Pool arrivals.
Depth Marker Pool: Consult the Setup Display to setup any depth markers that are placed in a position at the start of a scenario. Then randomly pick the number of depth markers indicated below and place them in the Japanese Depth Marker Pool.
> **Scenario 1 and Campaign:** All Markers
> **Scenario 2:** 40 Markers
> **Scenario 3:** 20 Markers

60/81mm Support: Disrupt one revealed Japanese position. Add a Japanese depth marker to that position.

Airstrike: US player gains one airstrike marker.

Artillery Replacement: Add one to any US division's available artillery points. this is a permanent gain for that division (player's choice).

Landing Beach Congestion: All units in beach hex of player's choice are disrupted. Lose one step from any one unit.

Caves: Japanese place one cave marker. If all cave markers are in play, or placement condition cannot be met, ignore this event.
- A cave marker is placed in a non-position hex next to any JPN position in a mountain hex that is still Japanese occupied.
- 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 the adjacent position's color is drawn. If 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, use the adjacent JPN position's color for the cave.

Command Post Hit: Disrupt one USMC Bn. HQ nearest to Japanese position. If two or more are equal distant from a Japanese position, choose only one, using the following color priority; Red, Blue, Orange, Brown, Purple, and then Green.

DUKW Swamped: Lose one artillery point scheduled to land that day. Instead record it as landing the first GT of the next day.

Gas: Disrupt any one undisrupted infantry/HW Co. of the 23rd Infantry Regiment that is in the FoF of a Japanese position. If the 23rd Infantry Regiment does not have an infantry/HW unit in a Japanese FoF ignore this event.

Heavy Mortar Fire: Any Japanese mortar attacks in the next Japanese Fire Phase inflict one extra hit on US units. No more than one hit total is added. If a card with this event is drawn in the Second Events Phase, ignore this event.

Hero/Heroism: Add a hero marker to one US stack in intensive FoF. Priority according to fire color. Japanese gain one depth marker in nearest position.

Intense Japanese Fire: Limits units in the designated color FoF to just one hex movement.

Japanese Spotter: If B8 or B7 are not US occupied, then one hit is inflicted on any one US adjacent unit.

Japanese Counterbattery: US loses one artillery point. Subtract one from any US division's available artillery points for the current day.

Japanese Depth Marker: Add a depth marker to nearest position adjacent to US unit.

Japanese Flee: A Japanese non-elite in communication revealed unit in one position that is adjacent to US units must move to the nearest unoccupied position that is not adjacent to US units if:

1) A position color on the card matches the color of the Japanese position occupied by the revealed non-elite unit; **and,**
Important: Use only the first color (starting from the left) on the card that matches a qualified position (only one unit may flee).

2) Both the initial and the unoccupied position are in communication. If no such unoccupied positions are eligible, the unit is eliminated. If non-elite unit is stacked with a depth marker, the depth marker is returned to the Depth Marker Pool.

Important: If more than one non-elite unit is eligible to flee, the player randomly chooses which non-elite unit flees.

Japanese Infiltration: Place one unrevealed Japanese unit that is in the Japanese Reserve Pool 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 one Japanese unit to one vacant position that is adjacent to a US unit. If more than one such position exists, choose the position with the fewest adjacent US units. Resolve ties randomly.

Japanese Tank Attack: Draw one card. Landing color indicates which JPN tank assembly point is activated. The player randomly picks and then places two JPN tank units in that hex (if only one tank unit is available, place only one tank), in counterattack stance. The player then follows the procedure in 14.4.1. During the next JPN Fire Phase, these tank units conduct attacks using the counterattack stance rules (14.4). Each tank may be accompanied by Japanese infantry unit. If no tanks are available or if the assembly area is US controlled ignore this event. If the event has occurred previously in the current GT, treat as a Japanese Reinforcement Event (14.4.7). See back of Scenario Setup display for example of play.

Local Counterattack: One Japanese unit (revealed or unrevealed) that is adjacent to a US unit is selected using the following position color priority; Red, Blue, Orange, Brown, Purple, and then Green. The player then reveals the unit and advances the unit into an adjacent occupied US hex and conducts CC. If more than one US occupied hex is adjacent, the player must choose weakest US occupied hex (in terms of number of units). When finished, if the Japanese unit survives, advance again with that unit into any adj hex choosing the weakest US occupied hex and conduct another CC. If the Japanese unit survives that CC, reposition the unit into the closest Japanese position within three hexes that is not US controlled. If no second CC can occur, reposition the Japanese unit in the same manner.

LVTA Fire: Draw one fire card to see what Japanese positions are disrupted. Use first position color only within two hexes of any LVTA unit.

Naval Gunfire (NG): US player gains one NG marker.

Naval Gunfire 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: If a PM GT, US player must make a raid check for each US unit in intense FoF.

Remove Japanese Disruption: Japanese disruptions are removed from two positions of the US Player's choice using the priority color on the fire card.

Semper Fi: Conduct one extra US Action this GT.

Sketch of Enemy Positions: One JPN position of player's choice has unit and depth marker revealed.

Smoke: Place smoke markers on the two positions closest to US units (6.2.3) that match any of the three fire colors on card. If two or more are equally distant from a Japanese position, choose only two, using the following color priority; Red, Blue, Orange, Brown, Purple, and then Green.

Underbrush: Disrupt one USMC unit in any woods hex in an active FoF of JPN blue position.

US Army Morale: Disrupt one US Army infantry unit in Intense FoF.

US Fatigue: Disrupt all the units of one US Bn. not in reserve. US player chooses.

US Tanks Delayed: The next tank unit to arrive is delayed one GT.

USMC Infiltration: Choose one Co. from each division to move one hex in any direction without triggering Japanese fire.