

CARD DECK

US Amphibious Operations Phase

LVT LANDING CHECK CARDS
Check: WEST to EAST

Wading Ashore : 2 hexes
Wading Ashore : 3 hexes

Basic Game Sequence
Extended Game Sequence Starts Turn 11

First Event Phase

EVENT CARD
Skip on Turn 1; add depth markers to two Japanese positions

Basic Game Sequence
Extended Game Sequence Starts Turn 11

Japanese Fire Phase

a. Fire Checks
b. Artillery fire checks
c. Disruption removal

Basic Game Sequence
Extended Game Sequence Starts Turn 11

JAPANESE FIRE CARD
(Japanese Actions begin Turn 3)
(Begin Turn 2)

Second Event Phase

EVENT CARD

Extended Game Sequence Starts Turn 11

US Engineer and HQ Phase

Receive support markers;
Place/increase HQ Command Posts

Extended Game Sequence Starts Turn 11

US Action Phase

* Move
* Attack
* Barrage
* Close Combat

Basic Game Sequence
Extended Game Sequence Starts Turn 11

ADDITIONAL CARD DRAWS

Barrage Check
Infiltration Check
Close Combat

Move Inland : 2 Hexes
Move Inland : 3 Hexes

End of Turn

Discard drawn cards and Support Markers (11+)
Check for Shuffle

Basic Game Sequence
Extended Game Sequence Starts Turn 11

1 0900	2 0930	3 1000 <i>Draw Japanese Action</i>	4 1030	5 1100 <i>Draw Japanese Action</i>	6 1130	7 1200 <i>Draw Japanese Action</i>	8 1230	9 1300 <i>Draw Japanese Action</i>	10 1330 End: First Waves Scenario
11 1430 <i>Start Japanese Infiltration</i>	12 1530	13 1630	14 1730	15 1830 End: Nov 21 Scenario	16 Night See: 19.0	17 0600 Start: Nov 21 Scenario	18 0700	19 0800	20 0900
21 1000	22 1100	23 1200	24 1300	25 1400	26 1500	27 1600	28 1700	29 1800	30 1900 End: Nov 21 & Two Days in Hell Scenarios

Japanese Eliminated Units
Turn 1-15: (See 19.0 Japanese Reorganization)

Japanese Coastal Depth Markers

Japanese Inland Depth Markers

Japanese Reserve Units

US COMMAND POST RANGE

1 2 2 3 3 3 4 4 4 5

D-DAY AT TARAWA

Game design: John Butterfield Map Graphics: Joe Youst
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Map redesign: Delphine Echassoux (2014)

JAPANESE ALLOWED ACTIONS

Fire Turn 3 Turn 5 Turn 7 Turn 9 Turn 11

Adm. Shibusaki

TURN TRACK

The main game board is a hexagonal grid with terrain features like water, beach, palm trees, buildings, and fortifications. Units are placed on hexes and are color-coded by faction. The board is divided into zones labeled A through R. A 'Pier Head' is located at the bottom center, with a 'Pier' extending from it. The board is surrounded by a 'US COMMAND POST RANGE' indicator at the top.

US 2nd Marine Division Infantry Losses

Available LVTs
2 steps | 1 step

Terrain	US Infantry, Engineer & HQ Movement	All Other US Units Movement	Japanese Defense (1)(2)
Beach Clear Airstrip	Yes	Yes	
Palm Trees	Yes	Yes	Halve strength of US infantry conducting ranged fire THROUGH hex
Building	Yes	Yes	Unit strength doubled, depth is not
Fortified Building	Yes	Yes	Unit and depth strength is doubled
Rough Crater	Yes	Yes, but must stop	Unit strength doubled, depth is not
Seawall Hexside	Yes	Yes	Unit strength doubled, depth is not (3)

Terrain Effect Notes

- Terrain effects on Japanese Defense are not cumulative. For example, the strength of a Japanese unit in a crater hex attacked through seawall hexsides is only doubled.
- Japanese tank units do not receive defensive terrain benefits
- Japanese defensive benefits for being attacked across a hexside apply only if all adjacent attacking US units are attacking through such hexsides.

Water Features
Water
Coral Reef Hexside
Pier Head
Pier Hexside (may not cross)

Japanese Symbols
Water Fire Zone Boundary Line
Position
Intense Fire Dot
Steady Fire Dots
Potential LVT Wreck (S, 12)
USMC Arrival Box
Fire Position Connector