

# KAWAGUCHI'S GAMBLE: EDSON'S RIDGE

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# KAWAGUCHI'S GAMBLE: EDSON'S RIDGE

## 1.0 INTRODUCTION

Kawaguchi's Gamble: Edson's Ridge (KG:ER) is a continuation of a game series featuring Area Movement and Impulses. Somewhat different than other series-style games, there are no series rules or specific rules per se. Rather, the entire rules set needed to play are included in a single booklet. Future games in the series may adopt the series/specific format.

## 2.0 OBJECT

Kawaguchi's Gamble: Edson's Ridge (KG:ER) is a two-player game simulating the American Marines' struggle with the Imperial Japanese Army for Control of the important Henderson Airfield on the Pacific island of Guadalcanal in the Solomon's Island chain in the Southwest Pacific during the night of September 13 and 14th, 1942. One player commands the Japanese forces and the other commands the American forces. The winner is the player with the most Victory Points, as garnered by area Control, at the end of Turn 5.

In reading these rules, if any term or abbreviation confuses you, refer to the Index & Glossary (rules section 22). The numerical rule references found therein and throughout these rules should be ignored during the first reading and used only later to refer to related sections for greater clarity.

## 3.0 THE MAP

### 3.1 SCALE

The mapsheet depicts portions of Guadalcanal including the Bloody Ridge (a.k.a Edson's Ridge), the surrounding jungle area, and Henderson Field. The map scale is approximately 1 inch = 200 yards

### 3.2 AREAS

The mapsheet is divided into 35 numbered Areas separated by black or blue boundary lines. Areas are adjacent to each

other if they share a common black boundary line or a bridge symbol.

### 3.21 IDENTIFIER

Each Area or Zone contains a circular or square Identifier, which is divided into two halves. The number in the top half identifies that Area. If the Area identifier has a red number next to it, the Area is a Victory Point (VP) Area. The circular and square symbology represents the movement cost to enter the Area.

### 3.22 TEM

The number in the lower half of the Identifier (ranging from +1 to +3) is that Area's Terrain Effects Modifier (TEM) that is used in resolving attacks against units in that Area.

### 3.23 BOUNDARIES

Areas are separated from each other by one of two types of boundary lines:

- Black boundary: Land
- Blue boundary: River/Swamp

The type of boundary affects movement and combat between Areas. Movement and Assault may not take place between areas separated by a blue boundary unless using a bridge. *Any Area/Zone that is separated by a blue boundary is not considered adjacent for any reason unless red arrows pointing towards each other in each Area/Zone are present.*

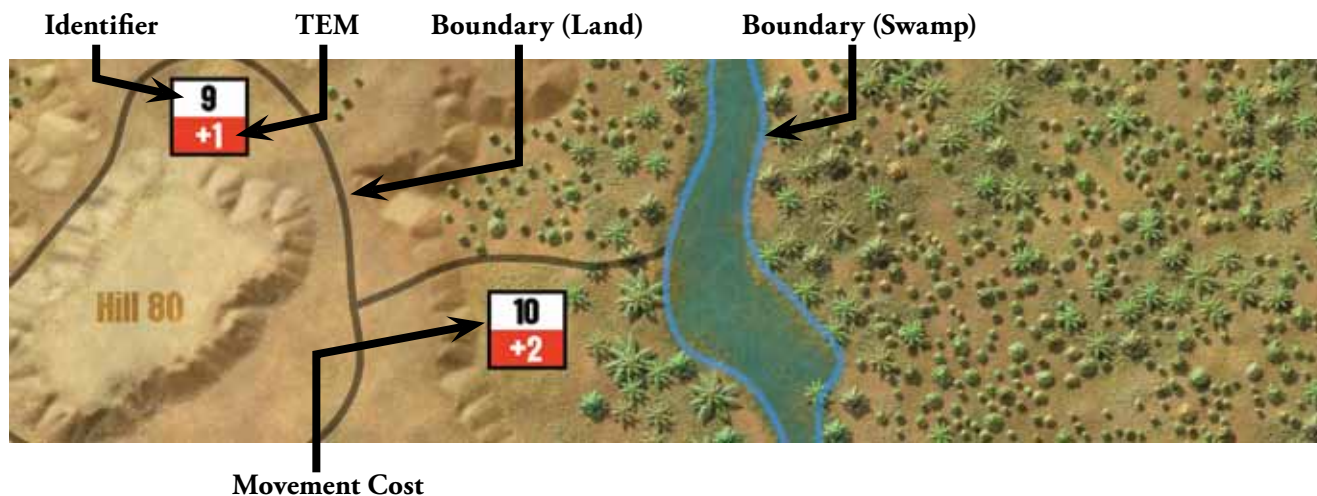
### 3.24 STREAM

There is one stream that runs through the playing area (Areas 1, 2 and 6). This has no bearing on play and is a historical representation only.

### 3.25 BRIDGES

Bridge symbols crossing the Swamp boundary represent a bridge between Area 4 and Area 5. Additionally, there is a Bridge that crosses from Zone B to Area 14. Up to 5 units

### MAP DETAILS



may cross in an impulse using normal movement rates. However, if a mandatory assault is declared, certain attack DRMs will apply. Bridges are represented by red arrows facing each other in the connected areas. Any area with a bridge symbol is considered adjacent for all purposes.

### 3.26 VICTORY CONDITIONS

An Area or Zone that has a red VP number plays a role in determining Victory Conditions (21.0). The Area identifiers of these areas have a red number next to them. The red number represents the number of VPs available each turn for the side that controls that area when VPs are calculated. *Americans do not gain VPs on Turn 1.*

### 3.3 ZONES

There are 6 land perimeter boxes on the Mapsheet with Identifiers lettered "A" through "F" which represent off-map approaches. These Zones are used to regulate strategic movement of units outside the immediate vicinity of the battle around the edges of the map. (16.0).

### 3.4 TURN RECORD TRACK

The Turn Record Track is used to note the current Game Turn date. The game begins with the Turn marker in the first space of the Turn Record Track. At the end of each Turn, advance the Turn marker one space on the Turn Record Track. If immediate victory (21.4) has not occurred, the game ends with the completion of the 5th Game Turn.

### 3.5 AMMO TRACK

The Ammo Track is used to record the current ammunition level of both forces. These levels affect the game differently for the Americans and the Japanese. The Japanese Ammo Track determines when the Impulse Phase ends, while the American Ammo Track determines how many American units may be resupplied each turn. Each side has a maximum of 3 Ammo levels per turn. Place the American Ammo marker on the first American "Ammo Box" of the turn as each turn commences. Flip over each upside down Japanese Ammo Marker as it is activated.

### 3.6 VICTORY POINT TRACK

The Victory Point Track is used to record the amount of Victory Points gained during the game. Each side gains Victory Points for controlling Victory Point Areas at the end of the turn. The side with the smaller number of victory points subtracts his total from the other player and then that number is applied to the Victory Point Track in a cumulative fashion. Use the green side of the Victory Point marker to denote that the Americans are ahead and the tan side to denote that the Japanese are ahead. *The Americans do not score VPs on the first turn. The Japanese begin the game with 3 VP.*

## 4.0 THE PLAYING PIECES

### 4.1 UNITS

Die-cut playing pieces called units represent the various military formations that fought the battle. American units are green, while Japanese units are tan.

#### 4.11 UNIT TYPES

There are four types of ground units: Infantry, Machine Gun Units, On-Board Artillery and Leaders. In addition each side has Off-board Artillery. The darker sides represent a Fresh unit while the lighter side represents a Spent unit.

##### 4.111 INFANTRY

Infantry units are identifiable by the icon of two men on the Fresh side. Infantry units include Japanese Infantry and Engineers as well as American Raiders, Paramarines, Engineers, Pioneers and Marines. Infantry units have three numbers listed across the bottom of the counter on both sides. These are listed in order of Attack strength, Defense strength, and Close Combat value. Additionally, the counters list the parent unit on the front (both via a color code and a numeric listing). The counter back will identify the starting location in the upper right corner and, if the unit is a reinforcement, the turn it enters play in the upper left corner. Infantry units have 4 movement factors.



##### 4.112 MACHINE GUN

Machine Gun units are identifiable by the icon of two men manning a Machine Gun symbol on the Fresh side. Machine Gun units are organized exactly like Infantry units; however, they may not be a Point Unit in an Assault Impulse. The red attack strength identifies this restriction. Machine Gun units have 4 movement points. The Spent side of a Machine Gun unit is the attack strength used during an MG Defensive Fire. When a Machine Gun unit is already Spent it *may not be used for Ranged Fire attempts.*



##### 4.113 ON-BOARD ARTILLERY

Each side has one On-board Artillery Unit. On-board Artillery units are identifiable by the icon of an artillery piece on the Fresh side. Artillery units may only make Ranged Fire attacks and may only defend in Close Combat. They have 2 movement points. On-board Artillery are organized exactly like Infantry units however; they may not be a Point Unit in an Assault Impulse. The red attack strength identifies this restriction. A Spent On-board Artillery unit has no Spent side attack strength as identified by the asterisk on the Spent side. They may not be the Defensive Forward unit unless they are the only unit in the area.



On-board Artillery may not use the retreat option as a way to take casualties (CP) nor may they move in the Regroup phase.

### 4.1131 HILL 80 AND HILL 123

Any On-board Artillery unit that occupies either Hill 80 or Hill 123 may fire on any Area on the map as if it were performing a Bombardment (11.11). It still uses its printed Attack strength.

### 4.114 OFF-BOARD ARTILLERY

Off-board Artillery units are identifiable by the icon of an explosion on the Fresh side. Off-board Artillery have one number listed on the top of the counter. This is their attack strength. Each turn, each side may use the markers to bombard enemy positions. Once used, they are flipped to their "Used" side and may not be used again until Refitted to their Fresh side.



### 4.115 LEADERS

Leaders are identifiable by a picture of a single man and a proper name. Leaders do not contribute to stacking limits. Leaders have no strength and have 4 movement points. They have a Fresh and a Used side. Leaders may not exist in an Area/Zone (Exc: Vandegrift 18.8) without a friendly unit at the end of any Impulse or Close Combat Phase; if this ever occurs they are permanently removed from play. Leaders have special capabilities (18.0).



## 4.2 UNIT INFORMATION

All unit markers have the unit's size and organization, strength factors, and time and location of arrival.

### 4.21 UNIT SIZE AND ORGANIZATION

One of the following symbols appears at the bottom center of each Infantry unit to identify the size of that unit:

- ... Platoon
- | Company

In addition, each unit has an identifying number or name on the counter. Some units also have their immediate parent unit listed on the upper left of the unit's counter, which is used to determine Company Integrity (10.33C).

Units are color coded to assist in determining Company Integrity. If the unit has the same color band on it as another unit, they belong to the same company and are eligible for company integrity benefits. Platoons have a stacking value of one (1), while company sized units have a stacking value of three (3). There are 3 Japanese company sized units in the game.

## 4.22 STRENGTH FACTORS

On both its Fresh and Spent side, each unit has three numbers below its symbol. The first number is the unit's Attack Factor, followed by the Defense Factor, and the Close Combat value. Fresh, Spent, and Disrupted units may move and attack. Note that "0" is considered an attack and defense strength.

## 4.23 TURN OF ENTRY AND SETUP AREA

Each unit has its Turn of Entry and/or its Setup Area on its Spent side. The Turn of Entry is the turn the unit becomes available. Units with no turn number are placed on the mapsheet at the start of the game.

The Area in which a unit begins play is its Setup Area and is printed on the unit's Spent side in the upper right corner. Those units that begin play in a Zone have the letter of that Zone in the upper right of the Spent side of the counter.

## 4.3 DISRUPTION MARKERS

These markers are used to show levels of unit Disruption as a result of combat or movement. The face-up side of the Disruption marker shows the level of Disruption of the marked unit (level 1 or 2).



## 4.4 CONTROL MARKERS

Control markers are placed in Areas Controlled by the Japanese; the Americans Control Areas without a Control marker.



## 4.5 AMMO MARKER

The Ammo Marker indicates the Ammo level for both sides. Ammo Number markers are used only on the Japanese Ammo Track.



## 4.6 TURN MARKER

The Turn marker indicates the current Turn on the Turn Record Track.





## 4.7 ADVANTAGE MARKER

The Advantage Marker (14.0) is used to indicate which side currently has the Advantage. The Advantage marker is kept in the Advantage Marker Box. The Japanese player starts with the Advantage. The Advantage is passed (flipped to the corresponding side) to the opposing player when used or lost due to casualties to indicate that side now has the advantage.



### COUNTER DETAILS

<b>Front (Fresh)</b>		<b>Back (Spent)</b>	
			
ID	2/5	Turn Entry	5
	6		5
	5		4
	6		5
Attack Factor	Close Combat	Defense Factor	Setup
		Size	

## 5.0 PREPARE FOR PLAY

### 5.1 PLACE MARKERS

Place the Turn marker on the 1 space of the Turn Record Track. Place the Ammo Marker on Ammo Box 1 of turn 1 for the Americans. Place the Victory Point Marker x1 on the '3' space with the Japanese side face up. Place the x10 Victory Point marker on the '0' space. Place the Advantage Marker with the Japanese side face up (the Japanese start with the Advantage).

### 5.2 SETUP

Each player places his initial units on the map in the Areas identified on the counters. The Americans setup first. The Americans must decide secretly upon the location of the Supply Dump (15.51) and record it as a side note. The Americans also places the Vandegrift marker. All units begin the game with their Fresh sides face-up. Place any units designated as reinforcements in the corresponding turn on the turn track to await entry. The American must decide which Areas to place some units while other units have predetermined setup areas. Both sides must decide where to place their leaders and may do so in any location that they Control that also contains friendly units.

### 5.3 AMMO NUMBERS

The Japanese randomly draws enough Ammo Chits to fill the boxes for each turn (10 total) and without looking at them places them face down on the Ammo Track in the appropriate boxes. Turn the first number of Turn 1 face up. This is the Ammo Number that the Japanese begins the game with. There will be extra number chits, place those chits not picked, without either player examining them, aside; they are not used for the game if not picked.

### 5.4 START OF PLAY

The game is now ready to begin.

## 6.0 SEQUENCE OF PLAY

### 6.1 OVERVIEW

A game has 5 Turns. Each Turn represents approximately one and a half (1.5) hours and comprises five Phases and a variable number of "mini-turns" or Impulses. After the Turn's Impulses end, both players conduct Close Combat and are able to Refit their surviving units. At the end of the Refit Phase for the 5th Game Turn, Victory Conditions are checked to decide the winner. Each Turn has the following phases:

- Reinforcement Phase
- Impulse Phase
- Close Combat Phase
- Refit Phase
- Regroup Phase

### 6.2 REINFORCEMENT PHASE

The American player consults the Turn Chart for any reinforcements. Any reinforcements scheduled to arrive that turn are placed as specified on the Setup Card. The American also has the opportunity to "spend" Victory Points to increase the availability of his reinforcements. The Japanese player does not receive any reinforcements.

### 6.3 IMPULSE PHASE

Each player may take one action each Impulse. *The player with the Advantage at the beginning of the turn goes first.* During a Japanese Impulse or a Japanese Defensive MG Fire, the first Japanese DR made during that Impulse or Defensive Fire may also serve as the turn end DR (12.1). Consult the Ammo Track, if the turn end DR is *less than or equal to* the Ammo Track number, while on the last Japanese Ammo Box of the turn, the Impulse Phase ends once the Japanese player has finished his Impulse. The Close Combat Phase then begins. If the turn end DR is greater than the Impulse number, the Impulse Phase continues. *If no action occurs that requires a DR, then an ammo check is not made.* If the Japanese Player declares a Pass Impulse, he must make a DR to check it against the Ammo track to determine if the Ammo Box degrades or the Impulse Phase ends.

### 6.4 CLOSE COMBAT PHASE

The Close Combat Phase is conducted and losses are applied. The side with the advantage marker identifies which areas will undergo Close Combat (13.0) first. Only On-Board Artillery units may not attack. All units may defend. Disrupted units attack and defend per their Spent side modified by their Disruption level.

### 6.5 REFIT PHASE

Both players refit (15.4) their units. The American player refits units that he chooses but he may only refit a number of units equal to or less than the number beneath his Ammo Marker on his Ammo Track. The Japanese player then refits all units that he chooses to resupply. Leaders are returned to the Unused side for free. Victory Points are calculated and the Victory Point Track is modified accordingly.

### 6.6 REGROUP PHASE

Both sides may Regroup any or all of their Infantry, Machine Gun, and Leader units, even if Spent/Disrupted, by moving them one Area into any adjacent Vacant Area that they Control. *On-board Artillery may not regroup.* The American player Regroups first followed by the Japanese player. Zones may be regrouped into with some restrictions. The American player may not Regroup into Zones B, C, D, or E. The Japanese player may not Regroup into Zones A or F. Normal movement rules (9.0) may not be violated during Regroup. Exhaustion (15.0) does not apply to Regroup movement. After both players have regrouped, advance the turn marker on the Turn Record Track and advance the

Ammo Chart markers to the first box of the corresponding turn. The next turn is now ready to begin with the Reinforcement Phase. There is no Regroup Phase on turn 5.

## 7.0 STACKING AND CONTROL

### 7.1 AREAS

*Each side* may have a maximum of ten platoon-sized units per Area. A company-sized unit equals 3 platoon-sized units. There are three Japanese company-sized units in the game. Units may not *end* a move into, Assault into, or voluntarily end a retreat in an Area already containing ten friendly platoon-sized units (or equivalents). Leaders do not add to stacking limits.

### 7.2 ZONES

There is no limit to the number of units that may occupy a Zone. Zones are never controlled by either side.

### 7.3 CONTROL

Each Area is always controlled by either the Japanese or the Americans. Initially all Areas are Controlled by the Americans except those Areas in which the Japanese setup. The Japanese Control any Area in which the Japanese setup. Control changes only when a side has a unit in a Vacant enemy controlled Area. Control can be gained during movement without stopping to end an Impulse in an Area. Control is shown by placing/removing a Japanese Control marker in that Area. If the Area is a Victory Point Area and the Japanese Control it, use the Red VP Control marker to denote Japanese Control.

### 7.4 CONTESTED

An Area is Contested if it contains units of both sides. Contesting an Area does not alter Control of that Area.

### 7.5 VACANT

An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently Controls it.

### 7.6 FREE

An Area is Free if it is Vacant and under friendly Control.

### 7.7 STACKING

Although some areas are large enough to display all of the units therein, stacking of all units of the same Battalion or various levels of Spent/Disruption units status in separate piles is recommended to conserve space and markers. A player may freely examine stacks of enemy units at any time.

## 8.0 IMPULSES

### 8.1 OVERVIEW

The majority of the game is played during the Impulse Phase in mini-turns called Impulses. *The player with the*

*Advantage at the beginning of the Turn always goes first for that turn even if he loses or uses the Advantage during that turn.* The starting player performs one Impulse and then the other player performs one Impulse. In his Impulse, the player activates a single Area or Zone to move and/or attack with any of his Fresh, Spent, or Disrupted units that started the Impulse in that activated Area (or Zone). The other player then has the same opportunity in his Impulse. In some instances, rather than activate an Area or Zone for movement/combat, the Attacking player activates an Area to be a target area or activates an Area to receive defensive benefits. The active player during an Impulse is the Attacker; his opponent is the Defender.

### 8.2 TYPES OF IMPULSES

There are six types of Impulses: Assault, Entrenchment (American player only), Patrol (American only), Infiltration (Japanese player only), Ranged Fire, and Pass. The Attacking player declares which type of Impulse and which Area (or Zone) will be activated and then follows the procedures for that specific type of Impulse. *A D2 American unit may only defend; it may not be part of an Assault or a Ranged Fire Impulse.*

#### 8.21 ASSAULT IMPULSE

The Attacker selects any one Area or Zone of his choice as the Active Area. The units in that Area may move and/or attack. An Attacker may also attack enemy units in an Area he entered by using his Attack Strength factor. The Attacker is not forced to attack unless he is required to per the Mandatory Assault rules (10.2).

##### 8.211 MOVEMENT/COMBAT

The Assault Impulse allows both movement (9.0) and combat (10.0). The Attacker may move and attack with all, some, or none of his Fresh, Spent, or Disrupted units (Exc: D2 American units 8.2) from the Active Area or Zone. During an Assault Impulse, the Attacker may move and conduct combat at any point in the Impulse. Fresh, Spent, or Disrupted units that began this Impulse in the Active Area may attack enemy units within the same Area. Assault Combat is only conducted when units are in the same area or because of a failed Infiltration (8.222) attempt. Each Area may be assaulted only once per Impulse. If the Assault results in an Overrun (10.22), Assaulting units with unused MF may continue movement. When a unit completes its tasks for the Impulse, its Exhaustion level is increased. Unused or remaining Fresh, Spent, or Disrupted units in the Active Area may then also move and/or Attack. This continues until there are no Fresh, Spent, or Disrupted units in the Active Area with which the Attacker desires to perform actions.

## 8.22 INFILTRATION IMPULSE

The Japanese player (only) may activate a Free Area/Zone containing Fresh infantry adjacent to an American-Controlled non-Contested Area that contains an American unit with the intent of moving one or more Fresh infantry units into that adjacent American Controlled Area without conducting a Mandatory Assault (10.2).

### 8.221 RESTRICTIONS

Infiltration may only be attempted across a Land Area boundary and cannot use a bridge. Infiltration may not be attempted in violation of normal movement restrictions (9.6). An Infiltration attempt requires ALL of a units movement points for that Impulse. Machine Gun units may not attempt Infiltration. They may support a Mandatory Attack on a Failed Infiltration but only if they are located in the activated Area.

### 8.222 PROCEDURE

Each unit attempting Infiltration must make a die roll less than or equal to the entered Area's TEM. If the unit succeeds in making the Infiltration attempt, it is placed in the Area it attempted to Infiltrate and does not need to make a Mandatory Assault. *It remains Fresh.* Units failing their Infiltration attempt must attack in one combined Mandatory Assault at the end of the Impulse. Units that pass their Infiltration attempt may not contribute to any required attack and are unaffected by any combat results occurring as a consequence of failed Infiltration. Infiltration attempts need not be pre-designated (i.e., the Japanese player may see the results of each Infiltration attempt before attempting another). Japanese Leaders may automatically Infiltrate after seeing the results of the Infiltration. Multiple areas may be infiltrated but *once a Mandatory Assault DR is made due to a failed Infiltration attempt, no more Infiltration attempts may be made that Impulse.*

## 8.23 RANGED FIRE IMPULSE

The Attacker may activate any one Area to be the target of a Ranged Fire Impulse (11.0) by Infantry, Machine Gun, or Artillery units. Infantry and Machine Gun units may be combined into one attack but Artillery units may never be added to any other units Ranged Fire attack

## 8.24 ENTRENCHMENT

The American player (only) may activate any one area to attempt to entrench in. The player rolls one die and must roll less than or equal to the Area's TEM in order to successfully entrench thus allowing the placement of an Improved Position "IP" marker on the successful unit. Each unit in the activated area that is attempting to gain an IP must roll individually. No unit may attempt to place an IP for any other unit. A maximum of 5 IP markers are available per game. Any IP marker that is removed from

play for any reason becomes available again for an Entrenchment attempt on the following game turn. Any unit that declares an Entrenchment Impulse does not increase its Exhaustion level when finished. Spent and Disrupted units may not make an Entrenchment attempt. Each unit may only have one IP counter associated with it, although multiple units in the same Area may have IPs. Each IP may protect one unit only. On-Board Artillery units and Leaders may not entrench. The maximum number of units that may attempt to gain an IP Entrenchment during an Entrenchment Impulse is equal to the number of IPs remaining for use in that turn and each unit that is attempting to entrench may only do so once per Impulse. Should a unit fail to entrench, place a labor counter on that unit. Any subsequent attempt receives a -1 drm to the next entrenchment attempt that unit makes, Remove the labor counter if the unit successfully entrenches, moves, or increases its Exhaustion level for any reason.

### 8.241 EFFECTS OF ENTRENCHMENTS

An IP marker may soak up one Casualty (10.4) or Attrition (11.41) point when attacked, but in so doing is removed and not available until the next turn. The IP is the first item to be removed when determining casualties if the unit within the IP must have its exhaustion level increased due to casualties. Additionally, the IP absorbs the one level of exhaustion that is removed as AP. If a unit moves or retreats out of an IP, the IP counter is also removed and is not available until next turn.

## 8.25 PATROL IMPULSE

The American player (only) may activate one area to be the target of a Patrol action. The American player must have a Fresh or Spent infantry unit in either a Contested Area or a Free Area adjacent to an area controlled by the Japanese. If in a Contested area, the Patrol Impulse may only take place in that Contested area.

The American player chooses one of his Fresh or Spent Infantry units and must make a DR less than or equal to the activated area TEM as modified by the below modifiers for success. If successful, the American player may increase the exhaustion level of any one Japanese unit in that activated area of the American's choice by one level (EXC: A D2 unit may not have its exhaustion level increased and if all Japanese units in the target Area are already D2, the American may not conduct a Patrol into that Area). Choose the Japanese unit to be affected prior to the DR. If successful the American player does not increase the American's patrolling units Exhaustion level. If unsuccessful, the American Patrolling unit has its exhaustion level increased by one level. Regardless of success or failure, the American player may choose any area adjacent to the activated area that is American controlled to return to, or it may stay in the area it started the Impulse in regardless of Control status.

-x	Attack strength of Patrolling unit
-1	if Fresh
+y	number of Fresh enemy units in Area
+½ y	number of Spent enemy units in Area (fractions rounded down)

Add or subtract the cumulative above from the DR for the Patrol attempt.

### 8.26 PASS IMPULSE

The Attacker may elect to take no action during this Impulse. If both players declare a Pass Impulse consecutively, the Impulse Phase immediately ends. If the Japanese Player declares a Pass, he must still roll the dice to determine if the Ammo Track moves or the Impulse Phase ends. Use the current Ammo Box number on that turn's Ammo Track to determine if either the Ammo Track moves or the Impulse ends. If already on the final box of the turn, and the DR is less than the Ammo Box number then the Impulse Phase ends. If not and the DR is less than or equal to the current Ammo Box number for that turn, then the Ammo Marker is moved one box closer to the end.

### 8.3 EXHAUSTION

Exhaustion is a measure of a unit's cohesion. *Fresh, Spent, and Disrupted units may be used in an Impulse.* Once a unit expends MF and/or attacks (including both assault, failed Infiltration attempts, and Ranged Fire), and finishes its Impulse, it increases its level of Exhaustion. Consequently a unit may get "worse" during a turn if used multiple times. Exhaustion levels are as follows: Fresh, Spent, Disrupt 1, Disrupt 2, Eliminated. A unit that is Eliminated is removed from play. Exhaustion levels may also be increased due to combat results. A unit that is part of a failed or stalemated assault that must increase its penalty because of that failed Assault does not also then drop to the next lower level because of exhaustion due to movement.

Example:

- A Fresh unit conducts Ranged Fire. It is flipped to its Spent side.
- A Fresh unit, a Spent unit, a D1 unit, and a D2 Japanese unit assault an area with a Fresh and a Spent American unit. The Japanese win the Assault. The Fresh Japanese unit is Spent. The Spent unit becomes D1, the D1 unit becomes D2, and the D2 unit is Eliminated.
- The same units as above assault into the same Area but lose the battle. The Fresh unit becomes D1, the Spent unit becomes D2, the D1 and D2 unit are Eliminated.

These penalties already account for the need to increase the activated unit's requirement to increase their Exhaustion level at the end of an Impulse (15.1).

### 8.4 ENEMY UNITS

No unit may move during an Enemy Impulse except to retreat as a result of combat.

### 8.5 LEGALITIES AND ERRORS

A player may not change his move once a DR/dr has been made, or his opponent has declared any action (including a Pass Impulse) he will take during his Impulse. An illegal move/attack results are valid if the opposing player does not challenge them prior to completing his own next Impulse.

### 8.6 IMPULSE PHASE END

The Impulse Phase of a turn ends when the Japanese roll equal to or less than the turn end number when Assaulting/Ranged Fire/Defensive MG Fire/Passing when the Ammo Marker is on the final box of the turn. It may also end if both sides consecutively Pass regardless of the location of the Ammo Marker on the Ammo Track. Upon completion of the Impulse Phase, the Close Combat Phase begins (12.0).

### 9.0 MOVEMENT

#### 9.1 OVERVIEW

Movement occurs only in an Assault, Patrol or Infiltration Impulses. Infiltration and Patrol movement follow their own procedures and are not subject to the following Movement rules unless noted otherwise. The Attacker may move any number of Fresh, Spent or Disrupted units beginning the Impulse in the Active Area during an Assault Impulse. Moving some units from an Active Area does not prevent the movement of other units from that Active Area later in the same Impulse. *Infantry, Machine Gun units, and Leaders always have 4 MF regardless of Exhaustion Level. On-board Artillery units always have 2 MF regardless of Exhaustion level.*

#### 9.2 MULTIPLE AREA DESTINATIONS

Units starting in an Active Area may move to and/or Assault different Areas in the same Impulse. Assaults into different Areas do not have to be pre-designated. The Attacker may wait for the results of a move/Assault before announcing a later move/Assault into another Area in the same Impulse by other units starting in the Active Area. Once an Area is assaulted (unless overrun), additional units may not move into that Area during the same Impulse. Units that just assaulted and Overran an Area, and have sufficient MF remaining, may continue moving.

#### 9.3 MECHANICS OF MOVEMENT

A unit may only move into adjacent Areas or along arrows between Zones and Areas/Zones. Movement requires the expenditure of Movement Factors (MF) during an Impulse.



The unit may continue to move into adjacent Areas until it lacks enough MF to do so, or it enters an Area occupied by an enemy unit. Units that begin movement in the same Area do not all have to end their movement in the same Area. Nor do all moving units during an Impulse have to move simultaneously. Units do not have to use all their MF during an Impulse however, unused MF may not be saved from turn to turn nor may they be transferred to another unit.

## 9.4 MOVEMENT FACTOR (MF) COSTS

Movement into an Area incurs the following MF costs:

1 MF	Enter an area with a square designator
2 MF	Enter an area with a circular designator
+1 MF	If the Area entered contains only Spent/Disrupted enemy units*
+2 MF	If the Area entered contains Fresh enemy unit*
N/A	Cross a River/Lagoon without using a bridge
MF x2	Exiting a Contested Area as long as the destination is a Vacant Area or a zone
1 MF	Conduct Assault in the Activated Area containing only Spent/Disrupted Enemy units.
2 MF	Conduct Assault in the Activated Area containing Fresh enemy units
ALL	To enter a zone

\* These cases are not cumulative; i.e., only the most severe case applies when entering an Area.

## 9.5 ENTRANCE OF ENEMY-OCCUPIED AREA

Provided they have sufficient MF, Infantry units may enter an enemy-occupied/enemy-Controlled Area from a Vacant Area. Leaders, On-Board Artillery, and Machine Gun units may only enter an enemy-occupied Area if it is already Contested or if a friendly Point Unit accompanies them.

## 9.6 MOVEMENT RESTRICTIONS

The following five other situations restrict movement.

### 9.61 CROSSING BOUNDARIES

A maximum of five units may use a Bridge to cross a blue boundary during any Assault Impulse. The five-unit limit for a Bridge applies regardless of the direction(s) traversed.

### 9.62 ENEMY-CONTROLLED BRIDGES

A unit may cross a Bridge without declaring a Mandatory Assault (10.2) only if the Bridge is friendly-Controlled (20.0), or if the unit is retreating as a result of combat from a failed Mandatory Assault.

## 9.63 POINT UNITS

A Point Unit is a Fresh, Spent, or Disrupted unit that enters a non-Contested, enemy-Controlled Area. Only Infantry units may serve as Point Units. Only Point Units may enter an Uncontested, enemy-Controlled Area (whether Vacant or not). Once a Point Unit in an Impulse has entered an Area, any type of unit may enter that Area for the duration of that Impulse.

## 9.64 MINIMUM MOVE

If a unit is Fresh, and lacks sufficient MF to enter an Adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all of its MF (including Infiltration attempts).

## 9.65 EXIT OF CONTESTED AREAS

It requires double the normal MF costs to leave an Area containing enemy units, and the exiting unit may only enter an Area that does not contain enemy units (regardless of Control) or a Zone upon exiting the Contested area.

# 10.0 ASSAULTS

## 10.1 RESOLVING ASSAULTS

Only units that begin an Impulse in the Active Area may Assault. During an Assault Impulse the Attacker may cause an Assault to occur. A unit may move and Assault in the same Impulse and Combat may take place before, during, or after any movement. An Assault incurs no additional MF cost beyond that for entering an enemy-occupied Area unless the *Active* Area is enemy-Controlled or -Contested. In this case, the Assault costs one MF if the assaulted Area contains only Spent/Disrupted units, or two MF otherwise. Non-participating units of the Attacker are not affected by an optional Assault. Units that began the Impulse in the Assailed Area and that are not joining the attack are not affected by any results either. All Defending units in an Area being assaulted can potentially be affected by that Assault. An Assault is resolved only after all units have entered the assaulted Area in that Impulse and then undergone any Defensive MG Fire. Other units starting in the Active Area not involved in the Assault may move, but no additional units may enter the assaulted Area during the current Impulse once the Assault is resolved.

## 10.2 MANDATORY ASSAULT

A friendly unit must make a Mandatory Assault whenever it:

- enters an enemy-occupied Area that was not Contested at the beginning of the current Impulse (unless it is a Japanese unit that passes an Infiltration dr; 8.22); or
- enters a Contested Area by moving across an enemy-Controlled bridge.

After a Mandatory Assault is resolved, increase all participating units Exhaustion Level by 1 level unless the Assault

is a failure or a stalemate (15.2). If a Mandatory Assault over an enemy-Controlled bridge is a Success (10.353) or a Stalemate (10.352) the bridge becomes friendly-Controlled and is marked with a "Bridge Control" marker, if the Americans are the Attackers. If a Mandatory Assault is a Failure (10.351), all participating units must Retreat (10.5) along their route from the Active Area. If an Assault includes units conducting a Mandatory Assault and other units conducting an Optional Assault (10.21), only those units making a Mandatory Assault must retreat if the Assault fails.

### 10.21 OPTIONAL ASSAULT

Unless required to conduct a Mandatory Assault, the Attacker may assault with any or all of his units that entered the Area. Unactivated units starting in the Defending Area may not participate in the Assault and are unaffected by any results generated by the Assault. Units entering the Area without Assaulting increase their level of Exhaustion by one level when they finish their move. Units that assault increase their Exhaustion Level after their Assault is resolved. Units making an Optional Assault while entering an Area may retreat or remain in the Defending Area if the Assault fails. Units that make an Optional Assault in the Area that they occupy do not retreat if the Assault fails.

### 10.22 OVERRUNS

If an Assault requires the Defender to take more Casualty Points (10.4) than can be absorbed by the Defending units in the Assaulted Area, the Attacker may continue moving the Assaulting units with any remaining MF. If an overrun happens in an area any leader that was part of the defensive group is also Eliminated. If any unit retreats as part of the absorption of CPs, no Overrun results (EXC: Banzai/Bayonet Charge 10.9).

### 10.23 ACTIVE CONTESTED AREA

If the Active Area is Contested at the start of the Impulse, all, some, or none of the units starting in that Area may Assault before they begin movement. If the Defenders are Overrun, the Assaulting units may continue moving. If no Defending units remain in the Area but the Defenders are not Overrun, the Assaulting units may not move further but other units in that Area may move without Contested Area Exit restrictions (9.4/9.65). If any Defending unit remains in that Area after the Assault has been resolved, the Assaulting units increase their level of Exhaustion, and Contested Area Exit restrictions apply to all other units moving in that Impulse. If the Attacker loses the Assault, the Assaulting units do not retreat and must remain in that Area. All units in the Active Area (regardless of involvement in and the result of the Assault) moving after the Assault resolution must use one MF if only Spent/Disrupted Defenders were in that Area, or two MF if any Fresh Defender was in the Area prior to the Assault.

### 10.24 MAXIMUM ATTACK

If a player chooses to attack with more than one unit from an Area, or to split into attacks against several areas he may do so in any order he wishes. The only requirement is that each defending area be the target of only one attack per impulse and that all Attackers must have started their Impulse in the same area.

### 10.3 ASSAULT RESOLUTION

Assaults are resolved by comparing the Attack Value of the Attacking unit(s) plus a DR (the Attack Total; AT) against the Defense Value of the Defending unit(s) plus a DR (Defense Total; DT). In an Assault, the Attacker selects the Point Unit (10.33A) and all Assaulting units, and then the Defender selects the Forward Unit (10.34A). Assaults are only calculated after the Defensive MG Fire has occurred.

### 10.31 DEFENSIVE MG FIRE

Prior to calculating and resolving any Assault into an Area or Zone that contains a Machine Gun unit controlled by the defending player, the attacking side may undergo Defensive MG Fire if the defensive player so chooses. A Defensive MG unit, located in the Assaulted Area, may fire. Fresh MGs fire at full Attack Value. Spent, D1, and D2 MGs may fire at half their Fresh Attack Value (as listed in red on the Spent side), however D1 and D2 must also subtract the Disrupted value from the Attack strength. The TEM of the Area being Assaulted is used as the Defensive TEM and any supporting Attacking MG (it must be supporting a unit from its company) adds one to the DV. TEM and supporting MGs are the only contributors to the DV. Unit defensive values do not count towards the DV in a Defensive MG Fire attempt. Casualties are taken as CPs and are applied immediately prior to the Assault. The assaulting lead unit must take the first CP but the Assaulting player applies the CPs.

A. Full AV	Fresh MG
B. Half AV (FRU)	Spent MG
C. Half AV (FRU) -1	D1 MG
D. Half AV (FRU) -2	D2 MG
E. Banzai/Bayonet Charge +1 to firing MG DR	
F. Multiple Defensive Firing MGs	+1

Multiple MGs, regardless of exhaustion levels, add 1 to the lead MG AV. At the end of the Defensive MG Fire but prior to the Assault, all participating MGs have their exhaustion level increased by one level to a maximum of D2.

*Note: A zero strength Defensive MG Fire attack is still a valid attack.*

### 10.32 DICE

When resolving combat, each player simultaneously rolls the dice. The American player uses the white dice; the Japanese player uses the colored dice. It is suggested that each player roll both dice into a container, and if any dice end up outside the container all dice from that container are re-rolled.

### 10.33 ATTACK VALUE (AV)

The AV is equal to the sum of:

A.	+x	Attack Factor of any one Assaulting Infantry unit (the Point Unit) of the Attacker's choice.
B.	+1	Each additional Assaulting Unit
C.	+1	Company Integrity bonus for each Company contributing three or more units to the attack (must be Fresh units and includes Supporting (10.7), but not assaulting MGs)
D.	+1	Each Supporting (10.7) MG unit

Note: a moving MG unit does not add +1 under 10.33B if entering an Area as part of an Assault.

### 10.34 DEFENSE VALUE (DV)

The DV is equal to the sum of:

A.	+x	The Defense Factor of any one Defending unit (the Forward Unit) of the Defender's choice in the Area being Assaulted. (Reduce this unit's Defense Factor by its Disruption Level.)
B.	+?	TEM of the Area being Assaulted (N/A for Banzai)
C.	+1	if the attacking unit crossed a bridge while making a Mandatory Assault (10.2), an additional +1 if that bridge is Controlled by the Defender.
D.	+1	per additional Fresh Defensive Unit in Assaulted Area.

Note: The DV cannot be a negative number.

### 10.35 COMPUTING RESULTS

To resolve an Assault (including an Assault due to a failed Infiltration Impulse) the Attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the Defender makes a DR, which is added to the DV to form the Defense Total (DT).

#### 10.351 FAILURE

During an Assault, if  $AT < DT$ , then there is no effect on the Defender's units. Increase the Attacker's Exhaustion level to D1 if they began the assault as Fresh. If they

began the Assault Spent or D1 then increase to D2. If they began the Assault at D2 then they are Eliminated (*American units may not declare an Assault Impulse if already at D2*). Assaulting units in a Mandatory Assault that fails must retreat. Assaulting units in an Optional Assault may retreat but still must increase their Exhaustion levels. Assaulting units that retreat must do so into the Area/Zone from which they entered. *These consequences are in lieu of the consequences that are mandatory for movement per 8.3.*

#### 10.352 STALEMATE

During Assault, if  $AT = DT$ , the Attacking Point Unit becomes "Disrupt 1" and there is no effect on the defending units. If already at D1, increase the Attacking Point Unit's exhaustion level by 1. If D2, there is no further effect.

#### 10.353 SUCCESS

If  $AT > DT$  the Defender must remove Casualty Points (10.4) equal to the difference between the AT and the DT. All Assaulting units increase their Exhaustion levels at the end of the Impulse by one level. If D2, there is no further effect.

### 10.4 CASUALTY POINTS (CP)

In order to satisfy losses, a side removes CP in the form of Exhaustion levels from his units in the attacked Area. CP may be taken in any combination, except that the Forward Unit must suffer the first CP loss. Casualty Points may be removed as follows:

A.	Each Fresh unit that becomes Spent absorbs one CP.
B.	Each Spent unit that becomes "Disrupt 1" absorbs one CP.
C.	Each "Disrupt 1" unit that increases its Disruption to "Disrupt 2" absorbs one CP.
D.	Each "Disrupt 2" unit that is Eliminated absorbs one CP.
E.	Each Spent/Disrupted Defending unit that Retreats (10.51) absorbs one CP.
F.	Each Improved Position (IP) that is removed absorbs one CP

The same unit may absorb more than one CP in an Assault, until it is Eliminated, but a unit cannot absorb CPs by both retreat and elimination. If a unit must absorb more CP than it can fulfill by becoming "Disrupt 2" and retreating then it must be Eliminated without retreating. If the results of any attack require the Defender to take more CP than his units in the Area can sustain, additional casualties are ignored, but an Overrun may result. The IP is the first CP that is taken/removed from a unit.

## 10.5 RETREATS

The Attacker or Defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area/Zone from which they entered the attacked Area [EXCEPTION: Fully-stacked Areas]. Defending units must follow a list of Retreat Priorities (10.52) to determine their retreat destination. Leaders may retreat with any unit that also retreats. A leader retreat does not use up CPs. *Retreats are not allowed as a means to disperse CPs in a Banzai Assault.*

### 10.51 RETREAT PROCEDURE

Units must retreat one unit at a time to determine if the Area becomes fully-stacked. If it does, subsequent units must continue their retreat to another Area that is not fully-stacked. In this event, both Attackers and Defenders must follow the Retreat Priorities (10.52) to determine the second (or more) Areas to which they must retreat.

### 10.52 RETREAT PRIORITIES

If there is more than one Area to which defending units may retreat, the Defender must retreat based on the following priorities:

1. Free Area adjacent to the least number of enemy-Controlled Areas. (If tied the Area with the greatest TEM takes precedence, if tied again, the retreating side chooses)
2. Friendly-Controlled, Contested Area
3. Enemy-Controlled, Contested Area
4. Adjacent Zone

Multiple Defenders may retreat into different Areas so long as the above priorities are observed. If two Areas share the same priority the retreating player may select which Area to retreat into.

### 10.53 VOLUNTARY RETREAT

Defenders in an Area being Assaulted may voluntarily retreat after the Assault is resolved, even if the Attacker loses. The Forward Unit does not have to be the first unit to retreat. Units that voluntarily retreat increase their Exhaustion level by one.

## 10.6 AMMO TRACK MOVEMENT

The first Assault or Defensive MG Fire DR of the Impulse may affect the Ammo Track (12.3).

## 10.7 MG ASSAULT SUPPORT

Each Fresh Machine Gun unit can add one to the AV of an Assault (Except Banzai Assaults) it is supporting (10.33D). MGs in a Contested Area may only support an Assault in their own Area. MGs in a Free Area may support an Assault in any one adjacent Area per Impulse even if it does not occupy the Active Area. An MG in a zone may not support an assault in that zone or into an Area. In order to support

an Assault there must be at least one Infantry Platoon from the MGs Company although the Raider E MG units may support any American unit. MG Assault Support does not increase the supporting MGs exhaustion level at the end of the Impulse.

## 10.8 COMPANY INTEGRITY

Each company contributing at least three units to an Assault gains a +1 dice roll modifier to their attack. This can include any MG units firing in support of the assault. MGs do not contribute if they are moving with the Assaulting units. Company integrity can be determined by both the historical unit designations as well as the color stripe. Each company has a different color stripe across its strength factors. If there is no colored stripe then company integrity is not possible for those units. Company Integrity can only be gained by Fresh units. Raider E MG units are able to support any American unit for purposes of Company Integrity.

## 10.9 BANZAI/BAYONET CHARGE

Japanese Infantry units (or American Infantry units lead by the Torgerson leader once per game only) may make a special type of Assault by declaring an Assault phase and then further defining that Assault as a Banzai (or Bayonet Charge for the American player). A Banzai/Bayonet Charge is a form of Mandatory Assault. In order to Banzai/Bayonet Charge, the participating units must begin in a Japanese Controlled (American controlled for a Bayonet Charge) and uncontested Area adjacent to a non-vacant Area that is either controlled or Contested by the Americans (Japanese). They must Banzai/Bayonet Charge an Area that is adjacent to the activated Area. A Banzai/Bayonet Charge may continue as an Overrun if all units in the Area are Eliminated but the next Area to be attacked must also be adjacent to the previously attacked Area. In order to continue all units participating in the Banzai/Bayonet Charge must be able to reach (in MP) the next Target Area.

In order to participate in a Banzai/Bayonet Charge, the Japanese (American) unit must be activated by a Japanese (Torgerson) leader that is allowed to activate that unit. A Banzai may also be declared without the use of a Leader by using the Advantage Chit (N/A Americans).

All units participating in the Banzai/Bayonet Charge recover 1 Exhaustion level before the Banzai/Bayonet Charge begins. Such units are temporarily granted, for the duration of the Impulse, two additional Movement Factors. However all Movement restrictions still apply. After the Japanese/American has declared his intent and then enters the target Area(s) and the defending player has resolved any desired Defensive MG Fire in the area attacked, the Area undergoes one round of *non simultaneous* Clove Combat only (the Defender attacks first, any unit Eliminated may not attack back) and as per 13.0 with the following additional drms:

- +1 if a leader is participating (once per Banzai/Bayonet Charge)

- +1 for Company Integrity (if three Fresh units of the same company are attacking the same defending unit after all Defensive MG Fire has taken place)
- +1 to each Japanese DR
- The Defender (only) receives a drm equal to the TEM of the Area from which the Banzai/Bayonet Charge originates *subtracted from* the TEM of the Area in which the Banzai/Bayonet Charge occurs; negative numbers are not applied.

The Attacker, if any survive, may then attack

A leader that contributes to an attack is attached to the lead unit in that attack and if that lead unit is Eliminated, the leader is also Eliminated.

If the Attackers decide not to continue the Impulse if an Overrun occurs then the Impulse is finished after all Banzai Close Combats are completed.

## 11.0 RANGED FIRE

### 11.1 RANGED FIRE IMPULSE

In a Ranged Fire Impulse, the Attacker activates an Area to be the Target Area and a Fresh unit (or Fresh units if in the same or adjacent area) to Attack with. Unlike an Assault Impulse, movement does not occur. Ranged Fire is available to Infantry, Machine Gun and both On and Off-board Artillery units. Any unit that conducts a Ranged Fire attack has its Exhaustion status increased by one level after the resolution of the attack. All units may only attack into their own or an adjacent area (EXC: Off-board Artillery 11.11; Hill 80 and 123 4.1131). Note that units in a Contested area may not conduct a Ranged Fire attack outside of the area they occupy. Spent and Disrupted units may not make Ranged Fire attacks.

### 11.11 BOMBARDMENT DECLARATION

Bombardment is a type of Ranged Fire used by both the American and Japanese Artillery units. Off-board Artillery or any On-board Artillery that are in the Areas identified as Hill 80 or Hill 123 may use Bombardment as their Ranged Fire Impulse. Off-board Artillery may Bombard any Area on the map. Bombardment markers are flipped and returned to the appropriate bombardment display with the "Used" side up to show that they cannot attack again that turn (17.1).

### 11.12 PRIMARY TARGET

In a Ranged Fire attack, the Attacker chooses one unit in the Target Area as the Primary Target. The Primary Target must take the first Attrition Point inflicted, if any. Neither an On-board Artillery unit, a D2 unit nor a Machine Gun unit may be chosen as the Primary target unless there are no available Infantry units in the Area. The Defender determines the Primary Target if no normally eligible units are located in the Target Area.

## 11.2 ATTACK VALUE (AV)

In a Ranged Fire attack, the AV is the Attack Factor of one Lead firing unit plus one for each additional unit in or adjacent to the Target Area supporting the Ranged Fire. No unit may support a Bombardment style Ranged Fire attack.

## 11.3 DEFENSE VALUE (DV)

The DV is the sum of double the TEM of the Target Area.

NOTE: The Defense Factor of the Defending unit(s) is not relevant to Ranged Fire resolution

## 11.4 RANGED FIRE RESOLUTION

To resolve a Ranged Fire/ Bombardment, the Attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the Defender makes a DR, which is added to the DV to form the Defense Total (DT). If the Attack Total > the Defense Total, the Defender must remove Attrition Points (AP) equal to the difference between the Attack Total and the Defense Total. Ranged Fire Units and Off-board Bombarding Artillery suffer neither retreat nor Disruption due to a Failed Attack.

### 11.41 ATTRITION POINTS

The Defender removes AP as follows:

2 AP	Fresh Unit becomes Spent
1 AP	Spent Unit becomes "Disrupt 1"
1 AP	"Disrupt 1" becomes "Disrupt 2"
1 AP	Improved Position (IP)

A Fresh unit absorbs AP by becoming Spent, an already Spent/Disrupted unit absorbs AP by increasing its Disruption Level. D2 units may not take AP. The Primary Target must take the first AP when present. Entrenchments are always the first AP taken from a unit that suffers AP damage. The Defender distributes remaining AP among other Defending units in the Area as he chooses, but must apportion the losses by exact count in such a way as to use the maximum number of AP to reduce Defending units given the Attacker's choice of the Primary Target. Units may only take enough APs to reduce one Exhaustion level maximum (which includes the loss of an IP as one Exhaustion level) thus; a unit may not voluntarily take a loss by absorbing more/less AP than required so as to save another unit from taking a loss. A unit can absorb fewer than its listed AP without being affected. Excess APs are ignored.

## 11.5 RETREAT

Units are not allowed to retreat as a result of Ranged Fire.

## 11.6 AMMO TRACK MOVEMENT

The Ranged Fire DR of the Impulse may affect the Ammo Track (12.3).

## 11.7 GAS ATTACK

Once per game, the Japanese may declare a Ranged Fire Impulse that instead of the normal Ranged Fire application on the target area, uses a Gas Attack. The Gas Attack causes CPs however. The Japanese player chooses the Target Area and places the Gas Attack counter in that area. A die is rolled. The result of that die roll indicates how many CPs the American player must apply to his units. A 1-2 requires 2 CPs, a 3-5 requires 3 CPs, and a 6 requires 4 CPs. All CP application rules are in effect. There are no defensive benefits except that the removal of an IP may count towards fulfilling the required CP number. The American decides which units will satisfy the required CPs. No Japanese units increase their Exhaustion level nor are Japanese units affected by the Gas Attack. However, no other action may take place in that Impulse. The target area must be adjacent to a Japanese Controlled Area or must be a Contested Area. American leaders are not affected by Gas Attacks. If Marine Leader Bailey is in the Area attacked by the Gas Attack, then the CP caused by the Gas Attack is halved (fractions rounded down). This type of attack does not affect the Ammo Track.

## 12.0 AMMO TRACK

### 12.1 OVERVIEW

The Ammo Track affects each side in a different manner. The Japanese Ammo Track determines when the Impulse Phase of each turn ends. The American Ammo Track determines how many American units can be refitted during the turn's Refit phase.

### 12.2 COMPONENTS

Each side has an Ammo Track which is located on the map and is composed of multiple Ammo Boxes for each turn. Place the American Ammo Marker on the first Ammo Box of each turn as that turn begins. At the beginning of the game the Japanese draws the appropriate number of Ammo Markers and places them face down on the Ammo Track, without looking at them first. As each Ammo Box is activated turn the Ammo Marker face up to reveal that Ammo Number. The last Japanese Ammo Box of each turn has a pre-printed number and does not require an Ammo Marker be pulled for it.

### 12.3 AMMO MARKER MOVEMENT

The Japanese and American players move their Ammo Markers on the Ammo Track under slightly different circumstances.

The Japanese degrade (moved toward the right) the Ammo Marker one Ammo Box towards the Impulse Phase end (the last Ammo Box per turn) by removing the current Ammo Marker and turning over the next one every time one of the three following events occurs:

1. The Japanese fails to cause any CP/AP during an Assault, a Defensive MG Fire, or a Ranged Fire. (See 12.5)
2. They roll less than or equal to the Ammo Number that is in the active Ammo Box during any Assault, Defensive MG Fire, or a Ranged Fire attempt. If on Ammo Box 3, the DR must be less than the Ammo Number.
3. They Pass and subsequently roll less than or equal to the Ammo Number in the active Ammo Box.

The Americans degrade (moved towards the right) their Ammo Marker one Ammo Box towards the Impulse Phase end (the last Ammo Box per turn) whenever they fail to cause a CP/AP during an Assault, Ranged Fire, or Defensive MG Fire.

*The Ammo Track cannot progress beyond the maximum number of Ammo Box available for each individual turn.*

## 12.4 AMMO TRACK CONSEQUENCES

Every time the Japanese Ammo Track degrades one and the Track is on one of the Ammo Boxes containing an Ammo Marker flip over the next Ammo Number. This is the new number. *The last Ammo Box on the Japanese Ammo Track of each turn is special. Only a DR per cases 2 and 3 from 12.3 may degrade this Ammo Box.* If either of those events occurs, while on this last box, the Impulse Phase ends with the completion of that impulse. Note that this could occur during an American Impulse should the Japanese player decide to enact Defensive MG Fire.

The American Ammo Box number beneath the Ammo Marker at the end of the Impulse Phase represents the total number of units that the American Player may Refit in the coming Refit Phase (15.0).

## 12.5 NEGATIVE ATTACKS

The Ammo Track will not degrade on any Assault, Ranged Fire, or Defensive MG Fire that is less than -1 AV to DV value regardless of the amount of CPs/APs or the dice roll.

*(Designer's Note: One or two of the smart early playtesters figured out they could manipulate the Ammo Track by launching assaults that were "against the odds" thus ending the turn early which in some situations could be quite advantageous.)*

## 13.0 CLOSE COMBAT PHASE

### 13.1 OVERVIEW

Close Combat will take place in any Contested area after the Impulse Phase. Players decide which units will attack the enemy units in the Contested area in an outright attempt to eliminate them. On-board Artillery units and Leaders are the only units that may not conduct a Close Combat attack. All units except Leaders may defend.

### 13.2 SIMULTANEITY

The only combat allowed during this phase is in the areas

already containing units of both sides. Close Combat is not allowed in Zones. Both players are allowed to attack during this phase with combat being resolved one Area at a time in those areas pre-designated by the player with the Advantage Chit. A unit may attack/be attacked only once during this phase. Although attacks are resolved one at a time, the results are considered simultaneous such that units Eliminated during Close Combat still have a chance to attack in that Close Combat before being removed from the game.

### 13.3 PREDESIGNATION

All Close Combat attacks must be pre-designated (i.e., targets cannot be switched after seeing the results of previous attacks in that Area) although the player controlling the Advantage Chit may observe the results of his opponent's Close Combat attacks in that Area before pre-designating his own attacks.

### 13.4 PAIRING OFF

The player without the Advantage Chit lines up all his combat units in the Contested Area and places each adjacent to the specific opposing unit he wishes to attack. After he has attacked, the player with the Advantage Chit rearranges his units in a like manner, to attack the enemy units of his choice. Units that were Eliminated in Close Combat may still participate

### 13.5 SCREENING

Each unit can be attacked only once per Close Combat Phase but may be attacked by any number of enemy units during that single attack provided all non-screened, friendly Infantry units are also attacked. Each Close Combat attack may affect only one specific defending unit. Not all enemy units occupying an Area have to be attacked, but Machine Gun and On-board Artillery units may only be attacked if all accompanied non-screened Infantry combat units present are also attacked; the Infantry units would not have to be Eliminated; just attacked. A player may also screen all of his Spent/Disrupted units of his choice from Close Combat provided he has at least one other Infantry combat unit in the area for each attacking enemy unit. If a player cannot screen all of his machine gun, on board artillery or Spent/Disrupted units he may choose which ones will accept Close Combat and thereby act as a screen for the others. He may not screen any other type of unit in this fashion. Screened units may not attack in Close Combat.

### 13.6 RESOLUTION

Close Combat attacks are resolved by making a DR for each attack. Compare the Close Combat Value of the attacking unit to the Close Combat Value of the defending unit. A final DR of "8" or higher eliminates the defending unit. If the Attacker's Close Combat Value is greater than the Defender's Close Combat Value, then the difference is subtracted from '8' to obtain the final die roll or higher

that is needed to eliminate the defending unit. The Close Combat die roll may be modified as follows:

- +1 for each additional unit attacking
- 2 by unsuccessfully withdrawn unit (13.8) in same area
- +2 against unsuccessfully withdrawn unit in same area

An original 2 on the CC DR automatically misses the defending unit.

### 13.7 SPENT/DISRUPTED UNITS

Spent units attack/defend with their Spent side Close Combat Factor. Disrupted units attack/defend with their Spent side Close Combat Factor that is reduced by one for each level of their Disruption.

### 13.8 GENERAL WITHDRAWAL

One side or the other may order a General Withdrawal of all units in an area if he chooses not to accept Close Combat. However, in order to do so it must occur prior to any Close Combat in that area and the player must make a dr greater than or equal to the number of non-screened enemy units in the area for each unit withdrawing. Spent and Disrupted units count as  $\frac{1}{2}$  a unit for purposes of this rule (FRU). The dr is modified by adding the TEM of the area being left. If successful, the player may place the units in any Free adjacent area. If no such area exists, then they may not attempt a General Withdrawal. If they fail the withdrawal, they must accept Close Combat but with a modifier. Additionally, if they successfully withdraw, they must increase their exhaustion level by one (except that they cannot drop below a D2 level). Both sides may attempt to withdraw if desired. In this case roll each unit individually but alternating sides with the player that holds the advantage going second.

## 14.0 THE ADVANTAGE CHIT

### 14.1 OVERVIEW

The Advantage abstractly reflects an edge that one side will temporarily have based on weather, morale, position, surprise, leadership, intercepted communication or fate. One of the players always has the Advantage as symbolized by placement of the Advantage marker with the Controlling side's symbol face-up on the Board. The Japanese start the game with the Advantage.

### 14.2 ADVANTAGE SHIFT

Whenever the Controlling player uses the Advantage; it shifts to the opponent at the end of the current Impulse. Flip the Advantage marker to its other side on the Board whenever the Advantage changes possession.

### 14.3 COMBAT

The player currently holding the Advantage may use it once per Impulse/Phase to force a re-roll of any one attack, before any subsequent action takes place. Both players re-roll

unless otherwise noted. The re-roll replaces the previous roll. There is no guarantee that the re-roll will be better; it can even be worse. Regardless of the new result, the Advantage shifts to the enemy at the end of that Impulse/Phase.

#### 14.4 AMMO CHECK DR

If the Advantage is used to re-roll any DR that had served as the Ammo check DR, the re-rolled DR becomes the effective Ammo Check DR.

#### 14.5 BANZAI

The Japanese player may choose to utilize the Advantage marker to launch a Banzai (10.9) from one Area only without a leader.

#### 14.6 CLOSE COMBAT

The advantage may be used to re-roll one Close Combat die roll. The opposing player's result are not re-rolled, just the player who Spent the advantage to do so.

#### 14.7 ADVANTAGE LOSS

The side holding the advantage can lose it by the loss of units. If the holding player loses two or more units in an Impulse or 2 or more than the other player at the end of the Close Combat Phase, it reverts to the other player's Control. If both sides lose the required number of units in an Impulse or Close Combat phase, then the advantage Control is retained by the side controlling it prior to the losses.

#### 14.8 OTHER USES

The Advantage can be used to force a re-roll of any DR/dr. This causes loss of the Advantage to the opponent at the end of the Impulse/Phase. Because the Advantage is not lost until the end of the Impulse/Phase in which it is used, it may not be used to force a re-roll of any DR/dr that has already been re-rolled. Nor can the Advantage be lost due to unit losses caused by the opponent's use of Advantage because the Defender would not yet have the Advantage and thus could not lose it.

### 15.0 EXHAUSTIAN LEVELS AND REFIT

#### 15.1 OVERVIEW

During an Impulse units may Move, Assault, Infiltrate, Patrol, or conduct Ranged Fire. Units participating in those activities may be required to increase their Exhaustion one or more levels. Exhaustion Levels in descending order are Fresh, Spent, Disrupt 1 (D1), Disrupt 2 (D2), or Eliminated. There are generally two ways to increase a units Exhaustion Level.

#### 15.2 BECOMING SPENT/DISRUPTED BY NON-COMBAT IMPULSES

An Assault Impulse that does not include combat, a successful Assault, an unsuccessful Patrol or Infiltration attempt will at a minimum, require that the active units, at the end

of the Impulse, increase their Exhaustion Level by one level. Fresh units are flipped to their Spent side (Exc: successful Infiltration or Patrol Impulse), Spent units become Disrupted 1, Disrupted 1 units become Disrupted 2. Those units that are already D2 and that must increase their Exhaustion Level are Eliminated at the end of the current Impulse.

#### 15.3 BECOMING SPENT/DISRUPTED BY COMBAT

Fresh Units that make an Assault become Spent if  $AT > DT$ , or "Disrupt 1" if  $AT < DT$ . If an Assault results in  $AT = DT$ , the Point Unit (only) suffers "Disrupt 1" and the remaining Assaulting units become Spent. Units conducting Ranged Fire become Spent after their Ranged Fire is resolved. A Fresh Defending unit that takes Casualty Points must become Spent for its first CP. A unit can absorb CP/AP by becoming Spent and/or increasing its Disruption level. A failed or stalemated attack does not increase its Exhaustion status beyond this penalty per 10.2.

#### 15.4 REFIT PROCESS

Units recover during the Refit Phase. The American conduct their Refit Phase first, followed by the Japanese. A unit may not refit more than one level per Refit Phase (i.e., Disrupt 2 can only refit to a Disrupt 1; Disrupt 1 can only refit to Spent; Spent refits to Fresh). A player may voluntarily choose not to Refit a unit.

#### 15.5 REFIT LIMITS

The American may refit the number of units indicated on the Ammo Track. The Japanese may refit all his units. Off-board Artillery must be Refitted and paid for by use of the Ammo Track allowances for the Americans except for the 3 point Artillery unit which may be refitted for "free".

#### 15.51 SUPPLY DUMP

A single Supply Dump exists on the mapsheet. It is secretly placed by the American at the beginning of the game in an Area controlled by the American player (Exception: it may not be placed in Area 8, 9, or 10). Its presence is identified to the Japanese player as soon as the Japanese attempts to exit or conduct Ranged Fire from the area that the Dump is located in. Each unit that the Japanese player has in that area immediately recovers one Exhaustion level, however, they may not conduct any actions with those units for the remainder of the turn. Japanese units that enter the area after the Dump is discovered do not receive the supply benefit; nevertheless they may not conduct further Impulses that turn. They may defend only. The Supply Dump is removed at the end of the turn it is discovered. The Dump has no affect on American units. If the Japanese are forced to retreat from an area containing the Supply Dump before the effects of the Supply Dump have been activated, then they retreat normally. If the Supply Dump has been placed and the effects have been





activated, then the Japanese may not retreat from the Area nor may the retreat option be used as a way to offset CPs.

## 15.6 VALUES

Units that become Disrupted are marked with the appropriate Disruption counter. A unit with a Disruption counter reduces the listed attack and defense values by the amount of the Disruption level.

## 16.0 ZONES

### 16.1 OVERVIEW

A Zone represents much more terrain than an Area. *All rules for Areas apply equally to Zones unless otherwise stated.* The arrows printed on the map restrict movement into and out of Zones – no other options exist.

### 16.2 ASSAULT IMPULSE MOVEMENT

A Zone can only be entered by a unit that begins its Impulse in an adjacent Zone or Area, and the unit must end its movement upon entering that Zone. A unit beginning an Impulse in a Zone may move to an adjacent Area by paying the entrance costs of that Area and may continue movement normally to other Areas using its available MF. There are no movement restrictions due to beginning an Impulse in a Contested Zone. Zones may be entered even if an enemy unit is already in the zone and Mandatory and Optional Assault restrictions apply.

### 16.3 OCCUPATION LIMITS

An unlimited number of units of both sides may occupy a Zone.

### 16.4 COMBAT

A Zone may not be attacked by Artillery. A Ranged Fire attack cannot be conducted in a Zone. Close Combat does not take place in Zones. Assault and movement is all that may take place in a Zone. Mandatory and Optional Attacks rules apply to Assault Impulses in Zones.

### 16.5 REGROUP RESTRICTIONS

The Japanese may not Regroup into Zones A and F. The Americans may not Regroup into Zones B, C, D, and E.

## 17.0 ARTILLERY

### 17.1 FIELD ARTILLERY

Off-board Artillery (and On-board Artillery on Hill 80 or 123) may make a Bombardment (11.11). This is done by declaring a Ranged Fire/Bombardment Impulse. The active player identifies a Target Area and the Forward unit. The process is identical to Ranged Fire except no additional units may support a Bombardment Impulse. When completed, the Artillery marker is flipped to its used side.

## 17.2 MISTAKEN ATTACK

If the Target Area of a Bombardment is Contested, casualties to the Active Player occur if the original (unmodified) Attacker and Defender DRs are equal. The Active Player's Attrition Points are half (fractions rounded up) of the Attacker's original DR. The non-active player selects the unintentional Active Player's "Primary Target" after the attack is resolved. There are no losses to the non-active player.

## 18.0 LEADERS

### 18.1 OVERVIEW

Leaders have no attack strength and have a total of 4 Movement points. They may not exist in an area or zone without friendly units. They are removed from the game whenever they are by themselves with or without enemy units in an area or zone. They may not be attacked in Close Combat. Leaders are either Fresh or Used. They are never Disrupted or Spent and cannot absorb either CP or AP. Thus, they may move with another unit, however they are not affected by Exhaustion rules.

### 18.2 BANZAI!

Japanese leaders may declare a Banzai Assault if the area they occupy is activated. They must move with the Assaulting units and for the duration of that Assault Impulse are considered to have 6 Movement points. If they survive, they are flipped to their used side at the end of the Banzai! Assault impulse. The American leader Torgerson may declare a Bayonet Charge which is conducted exactly like a Banzai. This is all that Torgerson may do and he may do so only once per game. Upon completion of that Bayonet Charge remove the Torgerson Leader from the game. Torgerson does not have any other leader function in the game.

### 18.3 RECOVERY

Each American leader (EXC: Torgerson and Vandegrift), if unused, may immediately cause all the friendly units in the area he starts the Impulse in to recover one Exhaustion level. The units may then perform their Impulse. This may also be done in the Close Combat Phase if the leader has not been used in the Impulse Phase. The Leader is immediately flipped to his Used side and may not move. Leaders may not assist on board artillery with recovery.

### 18.4 REFIT

Japanese and American Leaders Refit automatically and (for the American) do not count against the Ammo level.

### 18.5 AMMO TRACK

Each American leader (EXC: Torgerson and Vandegrift), may attempt to move the Japanese Ammo Track one closer to the last Japanese box, or if already on the last box, will allow the American to attempt to end the Impulse Phase. The American rolls the dice as if it were a Japanese Pass

Impulse. If less than the number in the current box, the Ammo Marker will either degrade one Ammo Box or the Impulse Phase will end. Alternatively, the American may move the American box 1 further to the beginning of the turn. At the end of this leader activation, the Leader counter is flipped to its used side.

## 18.6 VICTORY POINTS

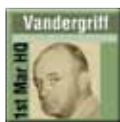
Leaders by themselves may not Control an area for Victory Points since they may not exist by themselves nor do Japanese Leaders count as an additional unit for purposes of the Henderson Field victory points.

## 18.7 UNIT DESIGNATION

Japanese leaders may only affect units belonging to the same Battalion as the leader and in the same area as the leader. They cannot affect units from a different Battalion. Any unit with a colored dot in the upper right hand corner of the counter that is the same color as that of the colored bar underlining the Japanese leader's name, may be affected by that leader. American leaders may affect any American unit in the same area as the leader (EXC: Torgerson and Vandegrift). Once per game he may affect the American units as if he were a Japanese leader initiating a Banzai Assault. This is called a Bayonet Charge. This is the only method in which the Torgerson counter may be used.

## 18.8 VANDEGRIFT

The American player has a Vandegrift counter that may exist alone in an Area without American units, but may not exist alone with Japanese units. This counter may not move nor does it provide any leadership function. This counter is placed at the beginning of the game in either Area 24, 25, or 31. The counter is worth 2 VPs if placed in Area 24, 3 VPs if placed in Area 25, or 4 VPs if placed in Area 31 for the Japanese. Should the Japanese Control the Area that contains the Vandegrift counter at the end of the Close Combat Phase then the Japanese immediately gain the listed VPs. Immediately remove the Vandegrift once the Japanese Control the Area or at the end of Turn 3 (Area 24), Turn 4 (Area 25), and Tuirn 5 (Area 31). If the Japanese have not gained VPs by the appropriate turn based on Area placement, then they may not gain the VPs from the Vandegrift counter at all. *Note that the counter for General Vandegrift is misspelled "Vandergriff".*



## 19.0 REINFORCEMENTS

### 19.1 OVERVIEW

Reinforcements are placed during the Reinforcement Phase per the Reinforcement Card Instructions. The turn they enter is listed on the back of the counter in the upper left hand corner.

### 19.2 REINFORCEMENT COST

The American player may receive his reinforcements one turn earlier. By subtracting 2 VP from the American total (or adding 1 VP to the Japanese total if the Japanese are leading) for each platoon taken one turn earlier than its stated arrival time. The Rigger unit may not be brought in early.

## 20.0 BRIDGES

### 20.1 OVERVIEW

Bridges are always in one of two states: American-held (marked with a "Held Bridge counter) or Japanese-held. At the start of play, Bridges are Japanese-held. Bridges can change hands in two different ways:

- Crossed during a successful or Stalemated Mandatory Assault
- Both connecting Areas become friendly-Controlled

A maximum of five units may use the bridge during an Impulse or Regroup Phase (although they may move across a bridge during an Impulse and retreat back across it in the same Impulse if the Assault is a Failure) regardless of the direction moved.

## 21.0 VICTORY CONDITIONS

### 21.1 TURN 5 VICTORY CHECK

The side with the most Victory Points at the end of Turn 5 is the winner.

### 21.2 GAINING AND LOSING VICTORY POINTS

Victory Points are calculated each turn as the last action of the Regroup Phase. Victory Points are added or subtracted to a player's total for each Victory Point area controlled by each side. Victory Points are identified by a red number in certain areas. If a side controls an area (even if it is Contested) then that side gains the Victory Points associated with that area. If no units remain in an area, then the side that Controlled it last controls the area and is awarded its victory points if any. Victory Points may also be added or subtracted via the Vandegrift counter or by receiving reinforcements early. *Note that the Americans do not receive Victory Points on the first turn.*

### 21.3 PENALTY VICTORY AREA

The Japanese gain one additional Victory Point for each unit (except Leaders) on Henderson Field at the end of the game.

If, at the game end, the VP tract is on '0', and the Japanese have 4 or more units in the Henderson Field zone, they win. If they have less than 4 units (MG Companies count as three units) in the Henderson field zone, the American player wins.

### 21.4 BREAKTHROUGH

At the end of the Impulse Phase of any game turn in which the Japanese player has 10 units (except leaders) in the Henderson Field Zone, the Japanese player wins the game immediately. MG Companies (not platoons) count as 3 units for purposes of this Automatic Victory check.

## 22.0 INDEX AND GLOSSARY

**Adjacent:** Areas that share a common boundary are adjacent.

**Advantage:** The temporary advantage one side has over the other, yielding certain benefits to its owner.

**Ammo Box:** A component of the Ammo Track. Each Ammo Box contains a printed number or a counter.

**Ammo Marker:** A counter that is used to denote each sides Ammo levels of the current game turn.

**Ammo Track:** Play aid located on the map that tracks Impulse Phase end (Japanese) or number of units to be supplied (American) for each game turn.

**Area:** An irregular shaped space on the mapsheet, used to regulate movement and combat.

**Artillery:** See On-board Artillery (4.113) or Off-board Artillery (4.114)

**AP:** Attrition Points: The difference between the Attack Total and the Defense Total in a Ranged Fire attack, which must be absorbed by defending units becoming Spent or by increasing their level of Disruption.

**Assault Impulse:** A declared Impulse during which the Attacker may move and attack.

**Attacker:** The active player resolving the current Impulse, whether attacking or not.

**Attack Factor:** The first (leftmost) number below the unit symbol on both sides of the counter. It is used when attacking as the Point Unit.

**Attack Total:** The sum of the Attack Value (AV) and a combat resolution DR

**AV Attack Value:** The total attack strength (10.33) of an attacking group before the addition of a combination resolution DR.

**Banzai:** A type of Assault Impulse conducted by the Japanese (10.9).

**Bayonet Charge:** A type of Assault Impulse conducted by the Americans (10.9).

**Boundary:** The black or blue lines that form and separate areas.

**Breakthrough:** An immediate Japanese Victory achieved by having at least 10 stacking points of units in Zone A at the end of an Impulse Phase.

**Bridge:** Symbolized by two red arrows pointing towards each other, it permits movement across a river or lagoon.

**Close Combat Value (CCV):** The third value on both the Fresh and Spent side of a unit counter. Used to determine Close Combat results.

**CP:** Casualty Points: The difference between the Attack Total and the Defense Total in an Assault, which must be absorbed by defending units becoming Spent, increasing their level of Disruption, retreating, or being Eliminated.

**Company Integrity:** A +1 modifier added to the AV of any attack if three or more of the attacking units belong to the same company (including any supporting MG units)

**Contested:** Any Area containing both friendly and enemy units (7.4). A side does not lose Control of an Area because it is Contested.

**Control:** The last side to be the sole occupant of an Area Controls it.

**Defender:** The non-active player in the current Impulse.

**Defense Factor:** The second of three numbers below the unit symbol on the on both sides of the counter. It is used when defending as the forward unit.

**Defense Total:** The sum of the Defense Value and a combat resolution DR.

**DV Defense Value:** The total defensive strength (10.34) of a defending group before the addition of a combination resolution DR.

**Disruption:** An increased state of unit Exhaustion suffered in combat or by movement and signified by a Disrupt 1 or Disrupt 2 counter.

**dr** (die roll): a roll of one six sided die.

**DR** (Dice Roll): A roll of two dice added together to form one combined result.

**drm** (die roll modifier): A number added to an original die roll to produce a final result.

**DRM** (Dice Roll Modifier): A number added to an original dice roll to produce a final result.

**Entrance of Enemy Occupied Areas:** 9.5

**Entrenchment:** A type of Impulse available to the American player only (8.24).

**Exhaustion:** A unit state of organization and cohesiveness that allows it to continue functioning. There are 5 levels of

Exhaustion, Fresh, Spent, Disrupt 1, Disrupt 2, and Eliminated. (15.)

**Exit of Enemy Occupied Area:** 9.65

**Forward Unit:** The defending unit in an Assault Impulse chosen by the Defender, whose Attack Factor is used in computing the DV or an Area against an Assault.

**Free:** An uncontested, friendly Controlled Area.

**Fresh:** The colored (front) side of a unit.

**FRU:** Fractions rounded up.

**Identifier:** The circles or squares within each Area or Zone.

**Impulse:** One of the alternating move/attack mini-turns that make up each turn.

**Infantry:** All units not otherwise defined as Machine Gun, Artillery (On- or Off-board), or Leaders. Has the icon of one or more men on it.

**Infiltration:** A type of Impulse available to the Japanese Player only (8.22).

**Machine Gun:** Any units not otherwise defined as Infantry, Artillery (On- or Off-Board), or Leaders. Has the icon of one or more men manning a Machine Gun on it.

**Mandatory Assault:** An Assault into a previously Uncontested Area or across an enemy held bridge. See also Infiltration failure.

**Mistaken Attack:** 17.2

**Movement Factor (MF):** The third (rightmost) number below the unit symbol on both sides of the unit. It is the number of movement points a unit may expend in one Impulse.

**Movement:** 9.0

**On-board Artillery:** All units not otherwise defined as Machine Gun, Off-board Artillery or Leaders. Has the icon of an Artillery piece on it.

**Off-board Artillery:** All units not otherwise defined as Machine Gun, On-board Artillery or Leaders. Has the icon of an explosion on it.

**Optional Assault:** Any Assault that is not Mandatory (10.21).

**Overrun:** An Assault that generates more Casualty Points than the Defender can absorb thereby allowing the Attacker to continue moving in/from the attacked Area.

**Pass Impulse:** An Impulse in which the Attacker performs no action. Exc: The Japanese must make a DR to determine if the Ammo Box degrades along the Ammo Track.

**Point Unit:** The main Assaulting unit (10.33A)

**Prepare to Play:** 5.0

**Primary Target:** The Attacker's pre-selected choice of a defending unit that takes the first Attrition Point in a Ranged Fire. (Cannot be Machine Gun, Artillery, or Disrupt 2 units

if other options exist, if no other options exist, MG and Artillery must be picked before a Disrupt 2 unit).

**Refit:** 6.5 and 15.0

**Reinforcements:** 18.0

**Reinforcement Phase:** 6.2

**Retreats:** 10.5

**Sequence of Play:** 6.0

**Setup Area:** The Area where units begin the game (4.23).

**Spent:** The first step of a reduced Exhaustion Status caused by either movement or combat. This is shown by flipping the unit onto its reverse side so that the lighter colored side is showing.

**Stacking:** Each Area may have a maximum of 10 platoons equivalency (from each side). Zones may have an unlimited number of units.

**Supply Dump:** A hidden unit placed by the American player at the beginning of the game and that he notes on a side record. It is revealed to the Japanese player the first time he tries to leave (either during a Impulse or Regroup) the Area with the Hidden Supply DEMP (15.41).

**Support of Assaults:** 10.7

**Target Area:** The Area selected by the Attacker during a Ranged Fire Impulse.

**TEM (Terrain effects Modifier):** The number in the lower half of each Identifier. This is a defensive modifier added to the DV against all attacks in a given Area.

**Turn:** All the phases and Impulses of a single time frame (hours) on the Turn Record Track. There are 5 turns to the game.

**Turn of Entry:** The turn that a reinforcement is standardly available.

**Turn Record Track:** 3.4.

**Unit:** Infantry, Machine Gun, Artillery, and Leaders.

**Vacant:** An Area containing no enemy units. An Area can contain friendly units and still be considered Vacant.

**Victory Conditions:** 21.0

**Zones:** 16.0 Map edge locations that allow for strategic movement.

## 23.0 CREDITS

**Design:** Ken Dunn

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**Proofreading:** Ken Dunn, Eric Miller, and Nadir Elfarra.

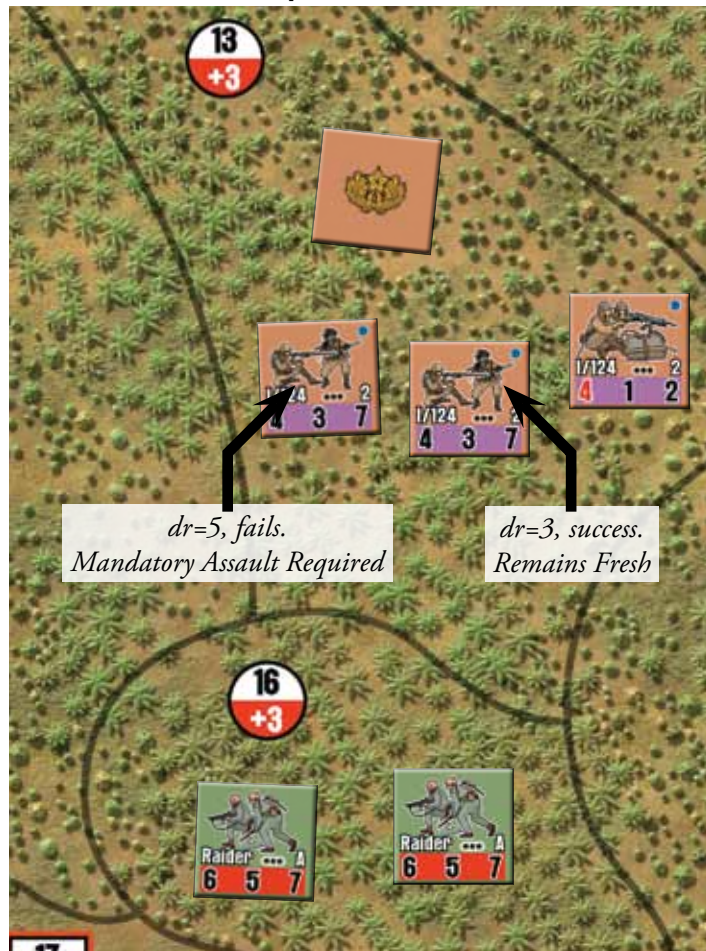
**Playtesting:** Ken Dunn, Brian Youse, Tod Whitehurst, Michael Lucey, and Andres Dunn

## Examples of Play

### 1. Stacking Example

Area 4 contains 7 platoons of Japanese Infantry and Machine Gun units as well as one Machine Gun Company, which is the equivalent of 3 platoons. This totals 10 units worth of Stacking. Note that the Americans could also have 10 Platoon sized units co-located in this area at the same time. Leaders do not count towards stacking. In this example, Area 4 is Japanese Controlled. If Americans were in this Area at the same time, then it would still be Japanese Controlled but it would be Contested due to the American presence.

### 2. Infiltration Example



It is the Japanese turn, and they have declared an Infiltration Impulse and identified Area 13 as the Activated Area. The Japanese use one of the Infantry Platoons to infiltrate into Area 16 and roll a "5." This fails since it is not less than or equal to the area TEM, obligating the Japanese to make a Mandatory Assault. Prior to that, however, they use the second Infantry unit to infiltrate (since no pre-designation is required) and this time roll a 3, which is successful. This unit moves into Area 16 and remains Fresh while the unit that failed must Assault. The Japanese MG unit is not allowed to Infiltrate, since only Infantry units may do so. The MG unit could support the Mandatory Assault, however.

### 3. Movement and Combat



It is the Japanese turn, and they have declared an Assault Impulse and activate Area 11. All units Assault from Area 11 to Area 19 for a total of 3 MF (1 MF for an area with a square designator and 2 MF extra for an area with Fresh enemy units). The Japanese move the three Fresh units from I/124 #2 Company and the Spent MG Platoon from I/124 to Area 19. This requires a Mandatory attack because the Japanese are entering an American Controlled Area that has units in it and no Japanese units were previously present.

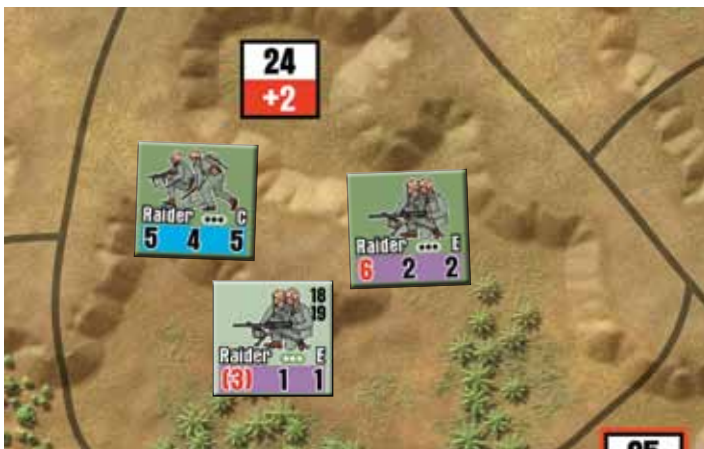
The American has the opportunity to conduct a Defensive MG Fire prior to the Japanese attack with his MG unit and chooses to do so. The 11th MG Platoon attacks against the TEM of the Area the Japanese are entering. The AV = 6 and the DV = 1. The Americans pick a lead unit and roll a 4 while the Japanese roll an 8 for a final total of 10 to 12 for No Effect. This flips the 11th MG Platoon to Spent. Additionally, this failed Defensive MG Fire degrades the American Ammo Track by one box. (Note: if the Japanese I/124 #2 MG platoon had been Fresh and not moving with the Assault, it would have been able to increase the Defensive MG Fire Defense Value (DV) by +1 making the American Defensive MG Fire attack a 6 to 2 attack.)

The Attack Value for the Japanese is the Point Unit's attack factor (4) plus one for each additional Fresh unit (2; even if the MG unit had been Fresh it would not have contributed

to the total) plus one for Company Integrity (1) for a total of 7. The defense value for the Americans is the Forward Unit's defense value (4) plus one for each other Fresh unit (0) plus the TEM (1) for a total of 5. Each side rolls two dice (DR) and adds the dice total to their AV and DV. The Americans roll a 6 and the Japanese roll an 8 for a final total of 16 to 11. That is a difference of 5 so the American must allocate 5 Casualty Points (CPs).

The Americans must apply the first CP to the Forward Defense unit, so that unit flips to its Spent side for 1 CP. They then choose to flip the (now) Spent MG unit to D1 and then D2 for another 2 CPs. Finally, the two already Spent Raider C units retreat to an adjacent area for another two CPs (one each) thus using all 5 CPs. The Americans still Control the area. The Japanese must now increase the exhaustion level of the units that they used this Impulse, so the 3 units of the 2nd Company I/124 are flipped to Spent. The MG Company from II/4 is not flipped to Spent as it did not participate and the Spent MG platoon and the Spent MG platoon from I/124 #1 is marked with a D1 marker. The Japanese impulse is over.

#### 4. Entrenchment



The Americans declare an Entrenchment Impulse and activates Area 24. He has 3 IP Counters left, but he can only make two Entrenchment attempts since he only has two Fresh units. Both units attempt to entrench and must roll less than or equal to the TEM (in this case 2). Raider E rolls a 1, and an IP is placed on top of that unit. Raider C rolls a 5, however, and fails. No IP is placed on top however Raider C may place a -1 Labor counter on it. The Spent unit may not make an Attempt. The entrenching units are not Spent.

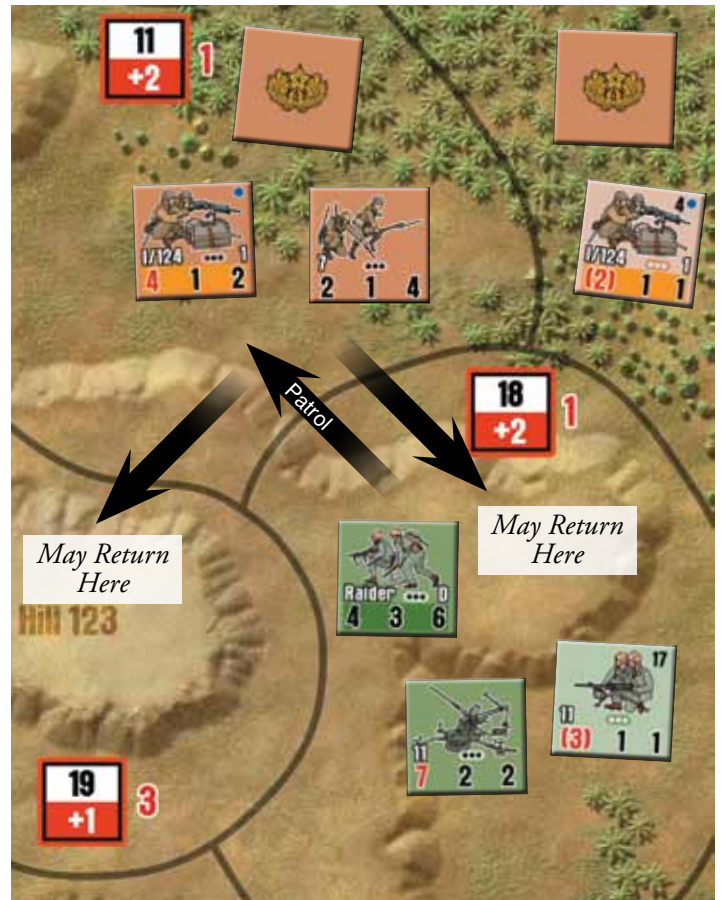
#### 5. Ranged Fire

The Americans declare a Ranged Fire Impulse and activate Area 24 to be the Target Area. They next identify the primary target to be the Japanese Fresh III/124 9th Company Infantry platoon. They use only the Fresh Raider E MG platoon to conduct the Ranged Fire. The attack value is 6 while the defense value is double the TEM of the activated area, in this case 4. Thus the attack is 6 to 4. The Americans could add in the Riggers and make the attack 7 to 4 although he chooses



not to do so. The DR are 6 and 3 for a total AV to DV of 12 to 7 for 5 APs. The Japanese must flip the lead defensive unit first for 2 AP as it goes from Fresh to Spent. He then must apportion the remaining APs as equally as he can in order to use as many as possible without affecting any one unit more than one Exhaustion level. Thus 2 more APs go to the MG unit to take it from Fresh to Spent and the final AP goes to the Spent unit to take it to D1. The American MG is now flipped to its Spent side.

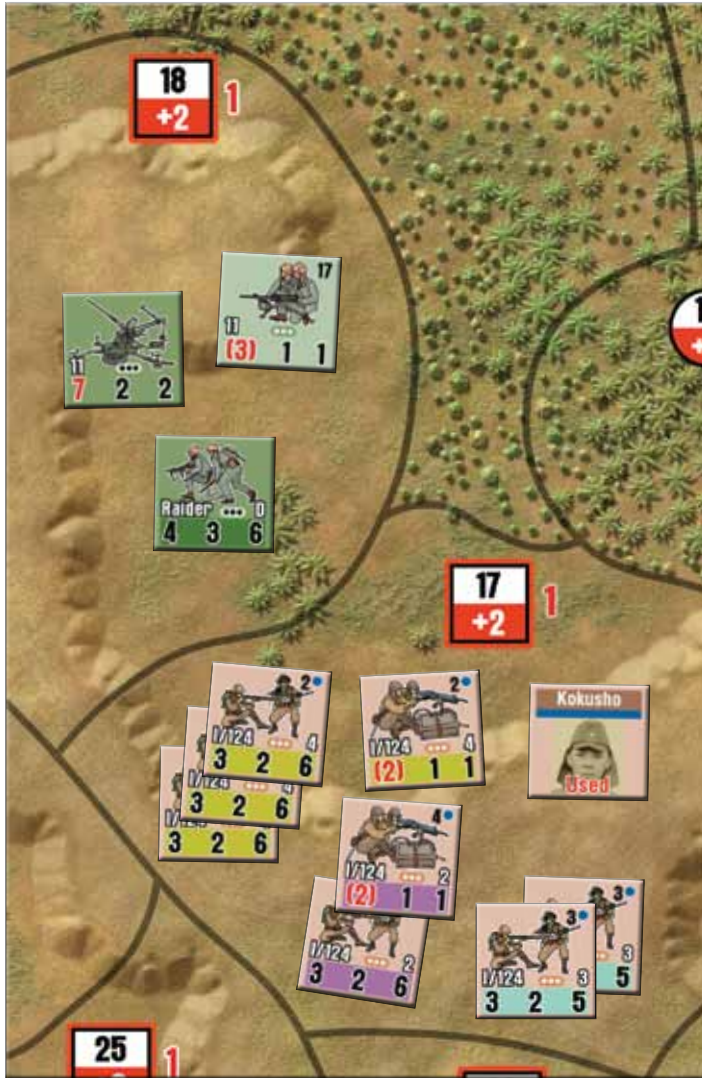
#### 6. Patrol



The Americans declare a Patrol Impulse and activate Area 11 as the active Area and want to target the Fresh MG platoon. They use Raider D Infantry, as neither MG units nor onboard Artillery can patrol. The Americans must Roll equal

to or less than the TEM of Area 11 to be successful, with the following Dice Roll Modifiers (DRMs): - 4 (attack strength of the Raider unit), -1 (Fresh), +2 (Fresh Japanese Engineers and Fresh MG Company); the Spent unit does not count as there must be at least 2. This provides a total of -3 to the DR. They roll a 5 (-3) = 2 which is less than or equal to 3 so the Patrol is successful and the Americans flip the Japanese MG platoon to Spent. The Americans may now choose to return to Area 18 or go to Area 19 (which is American controlled). The American Unit remains Fresh. Had the Americans been unsuccessful, he would be Spent.

## 7. Banzai/Bayonet Charge



The Japanese have declared an Assault Impulse and then spend the Advantage counter to also declare a Banzai (they can't use the Leader as he has already been used although if he participates in the Banzai, he is flipped to his non Spent side). They declare Area 18 as their target. Before they charge they all improve one level of exhaustion and thus go from Spent to Fresh. They enter Area 18 at a cost of 3 Movement Factors. The Americans do not have an MG unit so they may not use Defensive MG Fire thus the area immediately undergoes one round of non-simultaneous Close Combat with the Americans attacking first. At the end of this Close

Combat, if the Americans are completely Eliminated, the Japanese may continue to move to the next area as they still have 3 MF available

## 8. Japanese Ammo Track Movement

It is turn 3 and the first Japanese Ammo Box chit has been revealed to be a '6'. The Japanese launch an assault from Area 11 to Area 19. Unfortunately while they win the assault, they have rolled less than or equal to the number six so the Ammo track degrades to the next Ammo Box. This requires the Japanese player to turn over the next chit which reveals the number 7. Should they fail or roll less than or equal to a 7, they would move to the final Ammo Box for turn 3 which is a printed 5. If the Japanese rolls less than a 5, the Impulse ends.

## 9. American Ammo Track Movement

It is turn 3 and the Americans have failed one Assault or Ranged Fire already. In their next impulse, they declare a Ranged Fire which fails to produce any APs. Having thus failed, their Ammo Track degrades one Ammo Box and they must move the Ammo counter from the 2nd Ammo Box on turn three to the third ammo box. If the turn were to end at this point, they would be limited to refitting 8 units.

## 10. Gas Attack

The Japanese have decided to place a Gas Attack counter on Area 24, which contains 2 good order Raider Infantry B units, a Spent Raider C MG unit and a D1 Raider MG E unit. The Japanese roll a 3 on one die, causing 4 CPs.

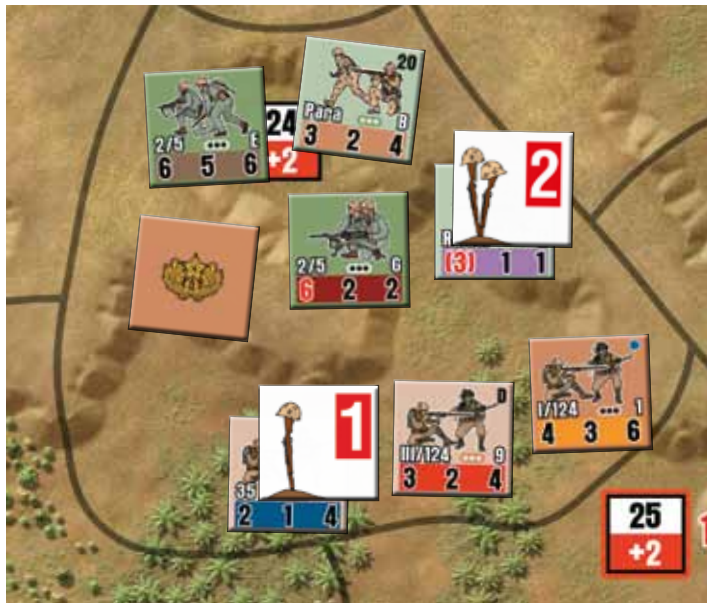
The Americans choose to flip one of the Raider B Infantry units to Spent for 1 CP, and the Spent MG Raider C unit from Spent to D2 for 2 more CPs. The American could have chosen to make the Spent MG Raider C unit D1 and retreated the D1 Raider MG Platoon instead.

## 11. Regroup

The Japanese have units in and Control Areas 7, 8, 20 and 21. They have units in 23 also but do not Control 23. The Americans have units in 23, 7, 22, and 19. They do not Control 7.

The Japanese may regroup from Area 8 to Areas 20 and 21. They may not regroup to Area 7 even though they Control the area because of the presence of an American unit in Area 7. Units from Area 7 may regroup to Areas 8 and 21 or Zone E. Units from Area 20 may Regroup into Areas 8 and 21. They may not Regroup into Area 23 as the Japanese do not Control Area 23. The American unit in Area 23 may Regroup to Area 19 or 22, but if he does so and the Japanese unit stays in Area 23, then the Area immediately switches to Japanese Control. As the Americans Regroup first, this would allow immediate Regroup by Japanese into Area 23 under this example. No American unit may ever Regroup into Zone E.

## 12. Close Combat



It is the Close Combat Phase and the Americans have the advantage so the Japanese decides how he will assault first. Before that, however, the Americans announce that they will screen the 2/5 G MG unit; since the Americans have four units while the Japanese has three, the Americans may screen one unit of their choice. The Japanese use the Fresh I/124 #1 Infantry to attack the Fresh 2/5 E Infantry. Each unit has a CC Value (CCV) of 6 and so the Japanese player needs to roll an 8 or better to eliminate the American unit. The Spent III/124 #9 attacks the Spent Para B unit. As they both have a CCV of 4 the Japanese again need an 8. Finally the Japanese use the D1 35 Brigade Infantry unit against the D2 Raider E MG unit. The Japanese CCV of 4 is reduced (-1 as D1) to 3. The American CCV of 1 is reduced (-2 as D2) to -1. Each difference in CCV reduces the number needed to eliminate a unit by 1. The difference between 3 and -1 is 4. Normally an 8 or higher is needed to eliminate a unit in CC.  $8-4=4$  so if the Japanese rolls a 4 or higher, the D2 Raider E MG Eliminated.

The Americans now have their turn. Because the Americans screened the Fresh 2/5 G MG unit, it cannot participate in any attack. The Americans need not attack the same units that attacked them. So the Americans use the Eliminated Raider E to attack the Fresh I/124 #1 unit. The Americans need an 8 to eliminate the unit. Next the Americans pair the Fresh 2/5 E Infantry against the Spent III/124 #9. The American has a CCV of 6 while the Japanese has a CCV of 4, a difference of 2. Thus the Americans need to roll a 6 or higher to eliminate the Japanese. Finally, the Spent Para B Infantry unit attacks the D1 35 Brigade unit. They both have CCV of 4 but the Japanese unit is D1 so 1 must be subtracted for a total of 3 thus the American needs an 7 or higher to eliminate the Japanese unit.

## 13. Refit

The Americans have Control of Areas 25, 26, and 30. The Japanese Control Area 17. The Japanese have a Fresh unit and a D1 unit in Area 17 as well as a Spent unit in Area 26. The Americans have a Spent unit in Area 26 and Area 30 and they have a Spent unit in Area 26 as well as a D2 unit. It is Turn 3 and the Americans may Refit nine units. They choose to Refit the three Spent units from Spent to Fresh, and so have six other units that they can Refit elsewhere on the map. They have chosen to leave the D2 unit at the D2 exhaustion level. The Japanese may Refit everyone one level, so the two Spent units are flipped to Fresh and the D1 unit goes to Spent from D1.

## 14. Victory Point Calculation

It is Turn 3 and the Americans have 7 Victory Points already. The Japanese Control Areas 11, 20, and 23. The Americans Control Areas 17, 18, 19, 25, and 26. Thus, the Americans have 7 VPs and the Japanese have 3 VPs for the Turn. This is a net total of 4 VPs for the Americans. This number is added to the existing total of 7 VPs and the new total is 11 American VPs.

## 15. Additional Defensive MG Fire

The Japanese are using the III/124 #10 Infantry units (3 of them all Fresh) to Assault Area 24 which contains the Fresh Raider E MG. The TEM of Area 24 is 2. Thus the Defensive MG attack is 6 to 2 and takes place before the Japanese complete their assault and before they roll any dice but after they have committed all of their units to this assault. The American rolls an 8 while the Japanese rolls a 6. Thus the totals are  $AV=14$  to  $DV= 8$  for 6 CPs that must be taken prior to resolving the assault. The Japanese decides to flip 2 units to Spent and then take them both to D2 for all 6 of his CPs. He then assaults with an Attack Value of 7 (4 for the Fresh unit and 1 each for the two D2 units as well as the supporting MG unit). Assuming the Japanese wins the Assault, the Fresh unit will be flipped to Spent and the two D2 units will be Eliminated as all assaulting units (except the supporting MG) must "pay" for the activation by increasing their exhaustion level by one in addition to any other penalties such as CPs.



