ISLANDS OF THE DAMNED

GIVEN UP FOR DEAD (WAKE ISLAND)

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Islands of the Damned* discussion folders at consimworld.com.

1.0 INTRODUCTION

In this solitaire game, you as the American player must hold out for as long as possible against the overwhelming Japanese force arrayed against you. Victory Points are gained by the number of Invasion Attempt Counters revealed and enemy ships placed Out of Action. While it is unlikely you will be able to defeat the invasion force in full, you might be able to change the outcome of the Pacific War by making the invasion of Wake Island a very costly and tragic victory for the Japanese.

The game is divided into two Invasion Attempts or assaults against the island. Each Invasion Attempt is divided into turns, phases, and steps which are completed in the order presented. Turns are repeated until the game ends and a victory level is determined.

2.0 COMPONENTS

- •One 22"x 17" Map
- •88 5/8" counters
- •These rules

Also required for play but not included are at least three six-sided dice.

2.1 The Map

The map is divided into multiple Sea and Coastal Areas to regulate Japanese ship unit movement. The island of Wake is also depicted with the various important defense features shown (shore batteries, the Airfield, the Headquarters (HQ), the Fuel Depot, and the Ammo Dump (Gun Ammunition Stores).

2.1.1 Sea Areas The watery depths around Wake Island are divided into three different types of areas: Deployment Areas, Tactical Sea Areas, and Costal Areas.

a) Deployment Areas are located around the edges of the map farthest away from Wake Island and have a red Roman numeral in them. Any number of ships may be placed in a Deployment Area and ships in them cannot be attacked by the Americans.

b) Tactical Sea Areas represent movement areas that Japanese ships may enter on their way to Wake Island. Only the ships of one division may occupy a single Tactical Sea Area. Tactical Areas closer to the island also have Target Numbers (Case 2.1.1d) in the center of the area used for resolving both sides' fire combat.

c) Coastal Areas are the lightest blue colored boxes adjacent to the island. All Coastal Areas also have a Target Number (Case 2.1.1d) in them. Once Japanese ships enter a Coastal Area, they no longer are moved (there are no movement die indicators in them). Only ships of one division can occupy a Coastal Area at a time.

d) Area Target Numbers The gunnery exchanges for both sides were conducted fairly close to land. Target Numbers determine both the chance to hit and fields of fire (batteries to target ships and which batteries the Japanese ships can hit). Ships in Areas with Target Number circles with a red background can be fired upon by Shore Batteries B and L. Ships in Areas with Target Number circles with a grey background may be attacked by Shore batteries L and A. ***Historical Note*** *Shore Battery L was ideally positioned and had a complete field fire to cover all avenues of the Japanese advance to Wake Island.*

2.1.2 Wake Island There are seven facilities marked on the island, 3 Shore Batteries (A, B, and L), the Headquarters, the Ammo Dump, the Fuel Depot, and the Airfield. Each facility has a Hit Location Number next to it (Case 3.4.7) used to see where successful Japanese ship gunnery hits.

Important Gameplay Note A Japanese target hit roll of a "6" will result in either Shore Battery A or B being damaged depending on which Tactical Sea Area the attack is made from. ***Example*** *On the roll of a "6" Shore Battery B will be struck if the Japanese ships are firing from a red circle Target Number; should the Japanese be shooting from a grey circle Target Number, a "6" will result in damage to Shore Battery A instead.*

2.1.3 Placement Boxes Nine boxes on the map are used to organize the counters used during the game. They are the 1st Invasion Track, 2nd Invasion Track, Ammo, Fuel, Yankee Grit, CAP, Emperor's Disgrace, and Emperor's Glory boxes. The 1st and 2nd Invasion Attempt boxes are each subdivided into 40 smaller boxes necessary to hold all of the 1st and 2nd Invasion Counters. The Ammo, Fuel, and Yankee Grit boxes are used to hold their corresponding counters once revealed during game play. The CAP Box may be occupied when Wildcats have taken off from the Wake Island Airfield. The Emperor's Disgrace Box is where Japanese ships that are forced to retreat during the 1st Invasion are placed, and the Emperor's Glory Box is where "Out of Action" Japanese ships are placed.

2.1.4 The Garrison Track This track indicates the numerical strength of the garrison during the battle by the use of the Marine/Civilian Garrison marker.

2.2 The Game Counters

1st and 2nd Invasion Counters are drawn during the course of a game turn. Once drawn a counter will be either put into play or used immediately and discarded from the game. Once a counter is in play it stays in the game until it is discarded, or for Japanese ships "Out of Action" and then placed in the Emperor's Glory Box, and are used to resolve Victory Conditions and determine Victory Points.

 2.2.1 Japanese Ship Counters consist of 13 ships for the 1st Invasion and 9 additional ships for the 2nd Invasion. Once revealed and placed, a ship remains on the map until sent to the Emperor's Glory Box or forced to retreat/withdraw to the Emperor's Disgrace Box (1st Invasion only). All ships have a numerical strength value (top center of the counter) that is used for fire attacks, defense, and invasions. A transport's strength is bracketed to indicate that it cannot make a gunnery attack. All ships that belong to a specific division are noted by the same division identification at the bottom of their counter. (**Note** The *Yūbari,* the Japanese flagship, is its own division.) Ships of the same division (when revealed) are placed with a ship of the same division if already on the map. Ships of one division may not enter a Tactical or Coastal Area with ships of another division.

 2.2.2 Wildcat Counters include the planes piloted by Major Putnam and Captains Elrod, Frueler, and Tharin. When drawn, place the counter into the Airfield Box of Wake Island on the map. Each plane has a Strength rating of 2 or 3, used when dive-bombing ships (both Invasions) or engaging in dogfights (2nd Invasion only).

 2.2.3 Yankee Grit Counters represent the unshakable resolve and uncommon courage of the Marine and civilian defenders. When drawn in either Invasion, the counters are placed into the Yankee Grit Box. They can be discarded to re-roll damage dice and cancel strikes to the Airfield. Unused Yankee Grit counters provide Victory Points at the end of the game.

 2.2.4 Fuel and Ammo Counters represent the scattered resources the island's defenders were able to scrape together in the face of constant enemy bombardment. Fuel Counters are required to launch Wildcats from the Airfield. Discarding an Ammo Counter is optional; you may choose to discard from play an Ammo Counter before you make a shore battery attack, which provides a +1 die roll modifier (DRM) to each of the dice rolled for the shore battery's attack.

2.2.5 Garrison Marker is placed on the 20 space of the Garrison Track with the Marine symbol up at the start of the game. When garrison losses are taken, the counter is moved down the track towards the 1 space. When civilians are enlisted, the counter is moved towards the 20 space. The number of Garrison Points on the island is used to determine if the game ends. Once per game, in the Recovery Phase, the player may enlist the island's civilian workers to fight if the number of Garrison Points is 8 or less. You flip the marker from its Marine side over to its Civilian side and roll two dice, increasing the number of Garrison Points available by the roll's result. If civilians are enlisted, you lose 20 Victory Points from your end game result.

2.2.6 Health Counters Not all Garrison Points lost to Japanese attacks are casualties. When drawn in the 2nd Invasion, Health Counters represent the recovery of lost or scattered personnel. When revealed, one Garrison Point is gained on the Garrison Track. Discard the Health Counter after it is used.

2.2.7 Banzai Counter These are only drawn in the 2nd Invasion and represent the opportunity for the disgraced ships of the 1st Invasion Attempt to rejoin the fight. When a Banzai Counter is drawn, select a Japanese division currently in the Emperor's Disgrace Box to re-enter the fight. All the ships of that division are randomly placed into one of the Deployment Areas.

2.2.8 Zero Counters are only used in the 2nd Invasion. They are launched from nearby aircraft carriers to provide fighter air cover for the returning Japanese ships. When drawn, a Zero immediately attacks one Wildcat in the CAP Box and engages it in a dogfight. If there are no Wildcats to dogfight, a Zero will strafe the Airfield instead. All Zeroes have a strength of 4.

2.2.9 Fire/Smoke Markers (Note: These markers are dual use markers that are also used in the companion game in this issue.**)** These are used to mark damage incurred against ships and shore batteries. During the 1st Invasion Attempt a ship that receives a Fire Marker is forced to retreat and is placed into the Emperor's Disgrace Box. In the 2nd Invasion Attempt a ship receiving a Fire Marker will keep fighting. A ship with a Fire Marker has its strength reduced by 2 (-2 shown on the marker). Fire Markers can also be placed on shore batteries and reduce the shore battery's strength as well. During the Recovery Phase, Fire Markers in play are flipped to their Smoke side to represent a lessening of damage. Smoke Markers reduce a ship's or shore battery's strength by 1. Fire/Smoke Markers are reused many times during the game and are never permanently out of play if discarded. (**Note** The other half of this marker is used for the companion game in this issue, Peleliu).

2.3 Set Up
The following steps are followed to prepare for the game.

1. Shuffle all the 1st Invasion Counters face down and randomly place one counter on each of the 40 spaces numbered 1-40 in the 1st Invasion Box on the map.
2. Place all the 2nd Invasion Counters face down, mix them up and then randomly place one counter on each of the 40 spaces, numbered 1-40, in the 2nd Invasion Attempt Track on the map.
3. Set the Marine/Civilian Marker with the Marine side up on the "20" space of the Garrison Track.
4. The Fire/Smoke Markers are placed outside the game area.
5. You will also need a minimum of three six-sided dice to play the game, although using at least six is recommended. If you are like most gamers, having too few dice is not a problem.

Victory Conditions You win the game immediately if you put all 22 Japanese Ships "Out of Action." The Japanese Forces bring the game to an end if the strength of the Japanese ships in the Coastal Areas is greater than the current Garrison strength on the Garrison Track. The Japanese also win if the Garrison strength is reduced to 1 and Civilian Enlistment has already occurred. Once the game is concluded, the player calculates his Victory Points and compares it to the Victory Level Table (see back page).

3.0 1ST INVASION
(40 Counters)

3.1 Turn Sequence
Discovery Phase (Section 3.2)
Movement Phase (Section 3.3)
Japanese Attack Phase (Section 3.4)
Shore Battery Phase (Section 3.5)
Wildcat Phase (Section 3.6)
Recovery and Retreat Phase (Section 3.7)
Carnage Phase (Section 3.8)
Victory Point Phase (Module 5.0)

3.2 Discovery Phase
3.2.1 Roll two six-sided dice and choose the single die with the highest number. Its value is the number of Invasion Counters that you will reveal from the current Invasion Track Box this turn. Reveal the counters one at a time, selecting from the lowest numbered box with an unrevealed counter in it and proceed up towards 40 (going from 1 to 40). Resolve each counter as it is revealed. If all available counters for the current Invasion have been revealed, skip this phase and continue play.

Example A 5 and 2 are rolled, so the number of counters to be revealed for this turn is 5. You reveal one counter at a time and resolve its effects before revealing the next counter. Once a total of five counters have been revealed, the Discovery Phase is over for this turn.

Example Starting the eighth turn, you notice that only three 1st Invasion counters remain to be revealed. Your reveal number is 4. You reveal all the remaining counters one at a time. On future turns of the current Invasion Attempt, you will skip this phase altogether.

3.2.2 Counter Resolution Details Each counter has a specific set of rules regarding its resolution when it is drawn.

a) Japanese Ship Counter When a Ship counter is drawn, roll a die. The number rolled is the Deployment Area with the red Roman numeral matching the roll's result that the Ship is placed in. Any number of ships (any divisions) may be placed in the same Deployment Area. Should a Japanese Ship of the same division as one that is already in play on the Ocean Map be drawn, no roll is made. Instead place the new ship of the division into the Area with its fellow ship.

Example A ship from Cruiser Division 18 is drawn and the other Division 18 ship has not been revealed yet. A 2 is rolled, so the cruiser is placed in the Deployment Area with the red Roman numeral "II."

Example The Yūbari is revealed, and as it is the only ship in its division, the player rolls a die and also rolls a 2. The Yūbari is placed next to the cruiser in Deployment Area "II".

Example A ship from Patrol Division 33 is drawn. Since the other ship in its division is in a Coastal Area, the newly drawn ship joins its division mate in the same Coastal Area.

Example A ship from Destroyer Division 29 is revealed. Since one other ship from its division has been destroyed, and the third ship of the division has not been drawn yet, the newly drawn destroyer is the only one in play. A die is rolled (result of 6) and the destroyer is placed into Deployment Area "VI."

b) Wildcat Counter The mad rush to get a pilot and machine ready for flight is almost

completed. When a Wildcat Counter is revealed, place the counter in the Airfield Box on Wake Island. A Wildcat in the Airfield Box is considered ready for action.

c) Fuel Counter Set the drawn counter in the Fuel Depot Box. The counter is discarded from the game when you use it to launch a ready Wildcat (in the Wake Island Airfield Box) during the Wildcat Phase (Section 3.6).

d) Ammo Counter Add the newly revealed Ammo Counter to the Ammo Dump Box. Counters in the Box can be discarded to increase the chance a shore battery will hit a Japanese ship.

e) Yankee Grit Counter Set the counter in the Yankee Grit Box on the map. One counter can be discarded if you want to re-roll damage dice or cancel a hit against the Airfield.

3.2.3 Once all the counters have been revealed based on the number rolled, you proceed to the Movement Phase.

3.3 Movement Phase

3.3.1 If there are no Japanese Ships in play or all ships on the map have reached a Coastal Area, then skip the Movement Phase and proceed to the Japanese Attack Phase.

3.3.2 Each ship in either a Deployment Box or a Tactical Sea Area now must attempt to move to a new area.

3.3.3 Ships belonging to the same division will move together as one unit while ships by themselves will move alone.

3.3.4 Ships in Coastal Areas will not move in the Movement Phase (but they can still perform combat).

3.3.5 The ships that are closest to the island will move first followed by those farther away. If two or more ships are an equal distance from the island, you choose which ship or division will move first.

Example: A transport is one Tactical Area away from a Coastal Area, a patrol boat division of two ships is three away, and the Yūbari is sharing Deployment Area V with three destroyers from Division 29. The transport moves first, followed by the patrol boats. The player decides if the Yūbari moves third or fourth (before or behind the three destroyers, which must move together).

3.3.6 To determine where a ship or division of ships will move to, roll a die and consult the die pictorials in the Area. The ship will move into the adjacent Area through the connecting border that the die or line of dice are next to. Move the ship/division into that area.

3.3.7 A ship/division will not move into a Tactical or Coastal Area already occupied by another ship/division. If the die indicates that the ship/division must move into an occupied

area and there are other movement die result numbers leading to unoccupied areas, you then must choose one of those adjacent unoccupied areas for the ship/division to move into. If all the possible movement options lead to occupied areas, the ship/division will not move this turn.

Example The player rolls a die for the Yūbari to move. The Position Dice Numbers indicate the movement options are:
- *1 it goes to the box on the left (red boxed arrow)*
- *2-3 it goes ahead to the forward left (brown boxed arrow – an Area occupied by another ship which has moved already)*
- *4-5 it goes ahead to the forward right. (green boxed arrow)*
- *6 it goes to the right (orange boxed arrow)*

A 4 is rolled and the Yūbari moves to the Area ahead to the right (green boxed arrow). If instead of rolling a 4, the player rolled a 2 (brown boxed arrow), this would have the Yūbari moving into an occupied Area. This is not allowed, so the player decides instead that the Yūbari will move as if he had rolled a 6 (orange boxed arrow) and moves it to that connected Area

Example Next to move is the Transport Ship. A 3 is rolled, so the Transport is moved in the Area the Yūbari had occupied (as indicated by the line of dice results 1-3 next to that border (black boxed arrow). If the roll's result was a 4 to 6 (purple boxed arrow), and the Yūbari had been moved into that Area, the player would have to move the Transport into the Area indicated by the 1 to 3 roll result.

3.3.8 Ships can never move backwards in the Movement Phase, only forward or laterally. A ship can never move more than one area during this phase.

3.3.9 The 5 Japanese ships that have an asterisk by their combat factor may never enter a Beach Area. (They were assigned to the invasion as support or command ships.)

3.3.10 Once every ship in a Deployment Area or Tactical Area has attempted to move play proceeds to the Japanese Attack Phase.

3.4 Japanese Attack Phase

3.4.1 The Japanese Attack Phase is skipped if there are no Japanese ships in play, all Japanese ships are in Tactical Sea Areas that have no Area Target number, or all ships on the Ocean Map are Transports.

3.4.2 Every Japanese ship (except Transports – their combat strength is denoted in brackets to indicate they cannot perform gunnery combat) in an Area with a Target Number will now perform gunnery combat.

3.4.3 You choose the order that the Japanese ships will attack. It doesn't matter when ships attack, as long all ships in an area with a Target Number perform gunnery combat once during this phase.

3.4.4 Roll one die for each point of a ship's strength. One hit is scored for each die whose result is equal to or greater than the Target Number of the Area they are in.

Example A cruiser (strength 4) is in a Tactical Area with a Target Number of 6. The dice rolls are a 1,4,5,6. One hit is scored for the "6" and one damage roll is made against the island.

Example Three destroyers (strength 3) from the same division are in a Tactical Area with a Target Number of 4. The player rolls nine dice, three for each destroyer. The results are 1,1,3,4,5,5,5,6,6. All rolls of 4, 5, and 6 are hits. 6 damage rolls will be made against the island.

3.4.5 A Damage Marker on a ship reduces a ship's gunnery combat strength. A Fire Marker reduces it by 2, while a Smoke Marker reduces its strength by 1.

Example A cruiser (strength 4) has a Fire Marker and will roll only 2 dice when firing.

Example A destroyer (strength 3) has a Smoke Marker on it. It will roll 2 dice when firing.

3.4.6 You make one Damage Roll against the island for each hit scored. The damage dice are compared to the Damage Numbers located to the right of its icon on the locations on Wake Island on the map (or the Table on the back page of the rules). **Note:** If a 6 is rolled for the location, ships firing from an area with a red circle Target Number will hit Shore Battery B, while those firing from an area with a grey circle Target Number will hit Shore Battery A. (This is detailed on the Island Hit Location Table on the back page of the rules).

3.4.7 Island Hit Location Roll Details

a) If a **Shore Battery, Ammo Dump, or Fuel Depot** is hit, you may take the damage (see details below) or reduce the Garrison strength by one (move the Garrison Marker down one on the Garrison Track).

b) For each hit a **Shore Battery** suffers and a Garrison reduction is not taken, place a Fire Marker on the affected battery's box position on Wake Island. If the affected battery has a Smoke Marker on it when hit, flip the marker over to its Fire side. If the affected battery already has a Fire Marker when hit, you must reduce the Garrison strength by 1.

c) For each hit the **Fuel Depot** suffers and a Garrison reduction is not taken, discard 1 Fuel Marker from the Fuel Depot Box. If there are no Fuel Counters in the Fuel Depot box, you must reduce the Garrison strength by 1.

d) For each hit the **Ammo Dump** suffers and a Garrison reduction is not taken, discard 1 Ammo Counter. If there are no Ammo Counters in the Ammo Dump, you must reduce the Garrison strength by 1.

e) For each hit the **Airfield** suffers, discard 1 Wildcat if there is one in the Airfield box. You may instead discard a Yankee Grit Counter to cancel the loss of a Wildcat. If there are no planes on the Airfield, you must reduce the Garrison strength by 1.

f) For each hit the **HQ** suffers, you must reduce the Garrison strength by 2. There is no way to negate or cancel this loss.

3.4.8 Once all Japanese ships that can perform gunnery combat have resolved their attacks, it is time for the American shore batteries to return fire.

3.5 Shore Battery Phase

3.5.1 Each shore battery may now attack one Japanese ship located in a Target Number area and in the battery's field of fire.

3.5.2 Battery's Field of Fire

• Shore Battery L may shoot at any ship that has either a red or grey circle Target Number in its Area.

• Shore Battery B may shoot at any ship that has a red circle Target Number in its Area.

• Shore Battery A may shoot at any ship that has a grey circle Target Number in its Area.

3.5.3 Normally any ship in the area can be attacked. However, if a ship in an area under attack has a Fire or Smoke Marker on it (is damaged), the damaged ship must be attacked first. If there is more than one ship damaged in the Area, you select which one of the ships is attacked.

Example Shore Battery B is shooting at a red circle Target Area containing three destroyers (one with a Smoke Marker). The player must attack the one destroyer that has a Smoke Marker on it.

3.5.4 Attack Procedure

a) Before rolling to fire with a particular battery, you may increase its chances to hit by discarding 1 Ammo Counter (maximum of one per battery's attack) This will provide a +1 die roll modifier (DRM) to each die rolled for the attack.

b) You then roll a number of dice based on the following:

  • A Shore Battery with no damage marker rolls 3 dice

  • A Shore Battery with a Smoke Marker on it rolls 2 dice

  • A Shore Battery with a Fire Marker on it rolls 1 die

c) Each die rolled whose modified result is equal to or greater than the Target Number of the Area the target ship is in scores a hit against the ship.

Example Shore Battery L is shooting at a cruiser in a Tactical Area with a Target Number of 6. The battery has a Smoke Marker and rolls 2 dice to see if the attack succeeds. The player rolls a 2 and 6; the cruiser is hit once and one damage roll will now be made.

Example Undamaged Shore Battery A is shooting at a destroyer in a Tactical Area with a Target Number of 5. The player discards an Ammo Counter and rolls 3 dice for the battery. He scores a 2, 4, and a 5. +1 DRM is applied to each die resulting in modified roll results of 3, 5, and 6. Two hits are inflicted and therefore two damage rolls will be made against the ship.

d) Each hit scored against a ship allows for 1 damage die to be rolled. Roll that many dice and any damage die result that is equal to or greater than the modified strength of the ship inflicts one point of damage on the ship.

e) A Fire Marker reduces the strength of the ship by 2. A Smoke Marker reduces a ship's strength by 1.

f) You may discard a Yankee Grit Counter from its box to re-roll any or all of the failed damage dice rolls used in the attack. Only one Yankee Grit Counter may be used per attack.

3.5.5 Apply damage to a ship after each battery has performed its attack.

3.5.6 Damage Effects

a) If only one damage point from this attack is scored against an undamaged ship, a Fire Marker is placed on it.

b) If two or more points of damage are inflicted on a ship from the attack, it is "Out of Action." Place the ship into the Emperor's Glory Box.

c) If one or more damage points are inflicted on a ship with a Smoke or Fire Marker, it is "Out of Action" and placed into the Emperor's Glory Box.

Example An undamaged cruiser (strength 4) is hit twice in total. Two damage dice are rolled scoring a 1 and 4 (1 damage point). A Fire Marker is placed on the cruiser.

Example An undamaged transport (strength 4) is hit three times. Three damage dice are rolled scoring a 2, 4, and 5 (2 damage points). The transport is "Out of Action" and moved to the Emperor's Glory Box.

Example One hit is inflicted on a damaged transport (strength 4). Since the transport has a Fire Marker on it (from a previous battery's attack), its strength is reduced by 2 to a 2. The damage roll is a 1 (no damage), but you decide to discard a Yankee Grit Counter to perform a re-roll of the die and roll a 2. Since the re-rolled

result is equal to the ship's modified strength, it is damaged again, so the transport is "Out of Action" and moved to the Emperor's Glory Box.

Example A destroyer (strength 3) is hit three times by a shore battery. The damage rolls are 3, 1, and 1. One point of damage is scored. The player discards a Yankee Grit Marker to re-roll the two 1s. He now rolls a 2 and 4 scoring a second point of damage. The destroyer is "Out of Action" and moved to the Emperor's Glory Box.

e) Patrol ships (Division ID of "PB") are very weak. They are "Out of Action" if they take 1 point of damage.

Example A patrol ship (strength 2) is hit once. A damage roll scores a 2; since the damage roll is equal to the patrol ship's strength, 1 damage point is inflicted, so it is "Out of Action" and moved to the Emperor's Glory Box.

3.5.7 Once the shore batteries have all made their attacks for the turn, you proceed to the Wildcat Phase.

3.6 Wildcat Phase

Wildcats attack ships by diving on them at incredible speeds to drop their bombs. Only Wildcats in Areas with Japanese ships can and must attack them. A target ship can attempt to break off an attack and dodge it.

3.6.1 If there are no Wildcats currently in play, the Wildcat Phase is skipped. Otherwise perform the following in the order listed:

3.6.2 Assign Wildcats to Attack First you allocate any Wildcats currently in the CAP box to attack any Japanese ship in a Tactical or Beach Area on the map (place the Wildcat in the Area). More than one Wildcat may be assigned to attack the same Area. Wildcats are not required to be assigned to attack an Area with Japanese ship(s) and may remain in the CAP box. This placement does not cost Fuel.

3.6.3 Wildcats Launch Next, you may launch any Wildcats that are currently in the Airfield Box. You must discard 1 Fuel Counter from the Fuel Depot Box to launch a Wildcat. When launched, you either move the Wildcat to the CAP box or you may assign it immediately to perform an attack in a Coastal Area with one or more Japanese ships (placing it in that Coastal Area).

3.6.4 Wildcat Combat Resolution Perform the following steps for each Wildcat's attack:

a) **Target Selection** If there is more than one ship in the Area, you must choose a ship with a Fire/Smoke Marker (if any exist) as the target of the Wildcat's attack; otherwise, any ship therein may be targeted. Only one ship in the Area can be the target of all the individual Wildcat's damage dice

b) **Japanese Evade/AA** The targeted Japanese ship now attempts to avoid the Wildcat's attack with evasive maneuvers/anti-aircraft fire.

• **Determine the number of Evade/AA dice the ship gets to roll**. The ship's base amount of dice to roll is its strength. A Fire Marker reduces this number by 2 dice. A Smoke Marker reduces this number by 1 die.

Example A transport (strength 4) has a Fire Marker on it and is attacked by a Wildcat. The transport would normally roll 4 dice to evade but now it may roll only 2 dice.

• Roll the modified number of dice. Each "6" rolled reduces the strength of the Wildcat's attack by 1. A Wildcat with modified strength of 0 or less automatically missies in its attack run and is returned to the Airfield Box.

Example A Wildcat (strength 2) is attacking an undamaged destroyer (strength 3). The destroyer rolls 3 dice, resulting in a 1, 4, and 6. The roll of a "6" reduces the strength of the Wildcat's attack; the Wildcat will now roll only 1 damage die.

Example A Wildcat (strength 3) is attacking a cruiser (strength 4). The cruiser rolls 4 dice but achieves no "6" results. The Wildcat will roll 3 damage dice for its attack.

Example A patrol ship (strength 2) is trying to dodge a Wildcat (strength 2). Two dice are rolled for the ship scoring two "6". The Wildcat will roll no damage dice, causing the attack to automatically fail. The Wildcat is returned to the Airfield Box.

c) **Perform Wildcat Attack** The Wildcat now performs its damage rolls against the Japanese ships.

• **Determine the strength of the ship** A Fire/Smoke Marker reduces the strength of the Japanese ship. A Fire Marker reduces the ship's Strength by 2, and a Smoke Marker reduces it by 1.

• Roll one damage die for each point of the plane's modified strength (determined above).

• Any die whose result is equal to or greater than the modified strength of the ship inflicts one point of damage.

• The player may discard one Yankee Grit Counter to re-roll any of the Wildcat's damage dice that failed to hit.

d) **Apply Result against the Ship** Damage to ships is applied in the same manner as detailed in the Shore Battery Damage Effects rule (Case 3.5.6).

Example A Wildcat (strength 2) attacks an undamaged destroyer (strength 3). The Wildcat rolls 2 damage dice and rolls a 2 and a 5. The 5 hits and a Fire Marker is added to the destroyer.

Example A Wildcat (strength 3) attacks a cruiser (strength 4) and rolls 3 damage dice. A 1, 2, and 4 are rolled. One point of damage is inflicted. The player discards a Yankee Grit Counter and re-rolls the two misses. A 5 and 6

are rolled, resulting in enough damage inflicted so as to cause the ship to be "Out of Action" and thus placed into the Emperor's Glory Box.

Example A Wildcat (strength 2) attacks an Area with two destroyers (strength 3 each) from the same division in it. One destroyer has a Smoke Marker and is attacked by the plane. The strength of the attacked destroyer is reduced to 2. The player rolls a 1 and a 2; one point of damage is inflicted, but since the Smoke Marker also counts as a point of damage, the smoking destroyer is "Out of Action" and moved to the Emperor's Glory Box.

e) Once a Wildcat has finished resolving its attack, the Wildcat Counter is immediately returned to the Airfield Box.

3.6.5 After all Wildcats have made their attacks, play proceeds to the Recover and Retreat Phase.

3.7 Recover and Retreat Phase

3.7.1 In the 1st Invasion Attempt, Japanese ships are overconfident and not ready for a fight. If a ship takes damage but is not "Out of Action," it will retreat. Any Japanese ship with a Fire Marker is removed from the Ocean Map and is placed into the Emperor's Disgrace Box.

3.7.2 In the 2nd Invasion Attempt, Japanese ships are on a mission to regain their honor and are willing to fight to the death. Ships recover from damage in the following order:

a) Any Smoke Markers on a Japanese ship are removed.

b) Fire Markers on Japanese ships are flipped to their Smoke side.

3.7.3 In both the 1st and 2nd Invasion Attempts, the Americans recover from any damage inflicted in the following order:

a) Any Smoke Markers on shore batteries are removed

b) Any Fire Markers on shore batteries are turned over to their Smoke sides.

3.7.4 Next, you may choose if you want to draft civilian workers from the island to help bolster the Marines of the garrison.

a) Civilians can be drafted only once per game and only if the Garrison has 8 or less strength.

b) If you draft civilians, flip the Garrison Marker over from its Marine side to its Civilian side. The marker will remain on its Civilian side for the rest of the game but otherwise functions the same way to track the number of Garrison strength points defending the island.

c) Roll two dice and add their results together. Increase the Garrison strength by this total, which is now the new Garrison strength.

Example: You have 5 Garrison strength left. You decide to draft civilians and after flipping

the counter to its Civilian side, you roll two dice. Adding the dice together your result is 9. You add 9 strength to the track and it now has a 14 Garrison strength.

3.7.5 Once the above actions have been performed, play proceeds to the Carnage Phase of the turn.

3.8 Carnage Phase
3.8.1 First Invasion Attempt End The Japanese 1st Invasion Attempt ends if there are six or more ships total in the Emperor's Disgrace and the Emperor's Glory Boxes combined during this phase. The Japanese will break off the assault and withdraw. If the condition above for ending the 1st Invasion is not met, start a new turn.

Example In the 4th Carnage Phase of the 1st Invasion Attempt, there are 5 Japanese ships in the Emperor's Disgrace Box and 1 in the Emperor's Glory Box. Since there are now six ships total out of the fight, the Japanese are forced to end the 1st Invasion and retreat.

3.8.2 If the Japanese must withdraw, perform the following actions:

a) Place all ships currently in an Area on the map into the Emperor's Disgrace box, removing any damage markers from them.

b) Mark the last revealed counter location on the 1st Invasion Track with a discarded marker for Level of Victory determination at the end of the game.

c) Next reveal all remaining 1st Invasion counters one at a time.

• Any ships revealed at this time are placed into the Emperor's Disgrace Box.

• Wildcats revealed at this time are placed onto the Airfield Box.

• Ammo, Fuel and Yankee Grit Counters revealed at this time are placed in their respective boxes.

You are now ready to begin the 2nd Invasion Attempt (Module 4.0).

3.8.3 Game End You check to see if the game has ended.

a) The game ends if the Garrison Track is reduced to 1 after civilians have been added to the Garrison Track.

b) The game ends also if the total modified strength of all the ships currently in Coastal Areas is greater than the current Garrison strength remaining. Fire and Smoke Markers reduce the strength of the Japanese ships as detailed earlier when determining the strength of ships.

c) The game immediately ends in a **Catastrophic Victory** if all 22 ships of the Japanese are in the Emperor's Glory Box.

3.8.2 If the game ends, proceed to the Victory Level Determination Phase (Module 5.0).

Example Two destroyers and a transport are in the Coastal Waters for a total strength of 10. Since the combined Japanese strength is less than the player's 14 Garrison strength on the Track the game does not end this turn.

Example In the 2nd Invasion Attempt two transports (strength 4) start the Carnage Phase in Coastal Areas. One transport has a Fire Marker (-2 strength) while the other transport in a different Coastal Area has a Smoke Marker (-1 strength). The total strength of both ships in the Coastal Areas is 5. Since the Garrison strength currently is only 3 and the civilians have already been recruited, the game ends and play goes to the Victory Point Phase.

4.0 2ND INVASION
4.1 Turn Sequence
The rules and turn structure of the 2nd Invasion are very similar to the 1st Invasion. Unless noted otherwise in the following rules, use the same rules as the 1st Invasion.

4.1.1 There are 40 new 2nd Invasion Counters to be revealed, and all the Japanese ships from the 1st Invasion that were forced to retreat will likely be returning for vengeance.

4.1.2 One advantage you have when starting the 2nd Invasion is that all four of the Wildcats start the 2nd Invasion already placed in the CAP box. This initial placement of Wildcats is a "free" placement and does not cost any Fuel Counters.

4.1.3 Discovery Phase This phase is played out as in the 1st Invasion except the tempo is higher. You will now roll three dice and choose the highest single die of the three to be the draw number for the turn.
Example Three dice are rolled: a 2, 3, and 6. The 6 is chosen to be the turn's draw number.

a) Counters are revealed one at a time exactly as with the 1st Invasion Attempt; however three new types of counters (Banzai, Health, and Zero) are added to the mix.

b) Banzai Counters – When drawn, you chose one entire division of ships from the Emperor's Disgrace Box and roll a die for deployment into a Deployment Area as if they were a newly drawn ship. You may select any ship division to place but the transport division must be chosen last.

Example A Banzai Counter is drawn and the player chooses the two remaining ships from Destroyer Division 29. One ship was put "Out of Action" during the 1st Invasion Attempt. The player rolls a die and places both remaining destroyers in Deployment Area V.

c) Health Counters – When revealed, Health Counters add one strength point to the Garrison Track. The Garrison strength cannot be above 20.

d) Zero Counters – When revealed, a Zero dives out of the clouds and immediately attacks a Wildcat of your choice in the CAP Box.

• Choose a Wildcat for the Zero to dogfight. Roll two or three dice for the Wildcat (its strength) and roll 4 dice for the Zero.

• Compare the single highest die rolled by each side. Whichever side scores the highest single die wins. If a tie occurs, the Zero wins, unless there are other Wildcats in the CAP Box, in which case the Wildcat wins the dogfight. Discard the Zero from the game no matter who won.

• If the Wildcat lost, it is discarded from the game along with the Zero.

Example A Zero is revealed and is placed in the CAP Box with two Wildcats. The player determines that the Zero will dogfight against a strength 2 Wildcat. The player rolls two dice for the Wildcat and four for the Zero. The Zero rolls a 1, 2, 2, and 6 vs. the Wildcat roll of 3 and 5. The highest single die is a 6, so the Zero wins.

Example Same as above but this time the Wildcat rolls a 3,5 and the Zero rolls a 1,2,4,4. In this case the highest die roll is a 5, so the Wildcat wins!

Example The Zero attacks same as above but this time both the Zero and the Wildcat tie by rolling a pair of sixes. Since the highest roll by each player was a 6 the Zero would normally win the tie and shoot down the Wildcat, but since in this example there is another Wildcat in the CAP Box the Wildcat wins!

• If a Zero counter is drawn, and there are no Wildcats in the CAP Box, but there are one or more Wildcats in the Airfield Box, the Zero strafes the Airfield; discard one Wildcat Counter (your choice) from the game.

• Yankee Grit Counters may not be sacrificed to save a plane from a strafing attack. Once the damage is done discard the Zero counter.

• If all the Wildcats have been removed from play when a Zero is drawn, then reduce the Garrison by 1 point instead. The Zero is then discarded from play.

Example A Zero is drawn but there are no Wildcats in the CAP Box. The player chooses a Wildcat on the Airfield to be destroyed. He then removes the Zero from the game.

Example A Zero counter is drawn but all Wildcats have been destroyed. The Zero inflicts one point of damage against the Garrison and is then discarded.

ISLANDS OF THE
DAMNED
UTMOST SAVAGERY (PELELIU)
RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Islands of the Damned* discussion folders at consimworld.com.

1.0 INTRODUCTION

This solitaire game portrays the battle for the island of Peleliu, which was the hardest-fought and most difficult campaign the 1st Marine Division would ever engage in. The Japanese on Peleliu were dug in and ready to give the overconfident Americans a blistering fight. Unlike previous island invasions, in which the Marines had crushed ill-prepared defenders, Peleliu would become a strategic nightmare for the Americans. The Japanese had spent months building defensive fortifications and turning the island into a death trap. Bombarded by battleships and hammered by Corsairs dropping tons of napalm, the Japanese held on and withstood the initial invasion. Skillful night attacks and relentless artillery barrages made the Americans pay dearly for every inch taken. The terrible 115-degree heat and endless combat sapped American morale and turned a battle projected to be won in 4 days into a vicious 6-week campaign. With the aid of the reinforcing 81st Infantry Division the Marines would eventually win at Peleliu, but the cost was devastatingly high.

2.0 COMPONENTS

- One 17" x 22" Map
- 88 5/8" Counters
- One Players Aid Chart (PAC)
- These rules

Also required for play but not included are at least three six-sided dice.

2.1 The Map

The map of Peleliu Island is divided into five different types of Map Areas. Each playable area on the island is marked with a letter.

B - Beach   **A** - Airfield   **J** - Jungle
F - Fortified   **M** - Mountain

At the beginning of the game, the Japanese will have a presence in all playable Map Areas except Beaches, which will be free of Japanese counters.
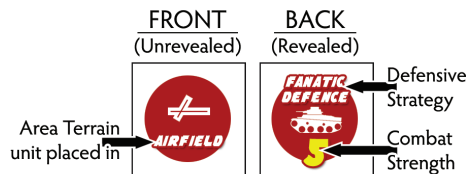
2.1.1 Morale Track The game starts with the marker set at 30. During the game Morale will be reduced and added. When Morale drops to 15 or lower, the player loses some benefits (noted on the track). If Morale is reduced to 1 the player immediately loses the game. The Morale Marker is used to keep track of the current Morale.

2.1.2 Intensity Track and Box The game will start with the Sun/Moon Intensity Tracking Marker on the "I" box of the track. The inverted and drawn Time Markers are kept in the Intensity Area Box.

2.1.3 Divisional Support Box This is where the unselected Marine and Army Divisional Support Companies are kept until selected.

2.1.4 Out of Battle Box Any battalion that takes its second hit or company that takes one hit is moved to here. When consolidating, one of the two consolidated battalions is placed here. A Commander who is hit by a Sniper is placed here, where he will recuperate before being sent back out to fight. When an Intensity Supply counter is drawn, units or Commanders can be brought back into play on the map from here.

2.2 The Counters

FRONT (Unrevealed)   BACK (Revealed)

Area Terrain unit placed in → [AIRFIELD]   [FANATIC DEFENCE 5] ← Defensive Strategy / Combat Strength

2.2.1 Japanese Counters (30 total) Each Japanese Force Counter is associated to one Area terrain type of the island (Section 2.1) they are defending in. There are 6 Mountain, 6 Fortified, 10 Jungle, and 8 Airfield Japanese Force Counters. Japanese Force Counters show their terrain type on the front (Unrevealed) side. On the back (Revealed) side, it shows a picture, a Combat Strength number, and text indicating its Defensive Strategy. The Defensive Strategy is used **only** in the first Combat Round after it is revealed. Once revealed, a Japanese Counter stays that way and only its combat strength is used until it is destroyed. Japanese Counters cannot move.

FRONT (Full Strength)   BACK (Reduced)

Division → [1 5] ← Combat Strength / Combat Strength   [1 2] ← Combat Strength / Unit ID
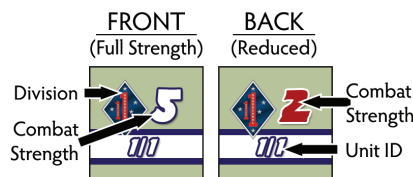
2.2.2 US Battalion Counters (15 total) These Infantry Battalion Counters (9 for the 1st Marine Division's 3 regiments and 6 for the 81st Army Division's 2 regiments) represent the major American infantry units that fought for control of Peleliu Island. Three units with the same symbol and color bar on the counter form a regiment. A full-strength battalion that receives a hit is flipped over to its reduced side. A reduced battalion can only be returned to full strength by consolidation (Section 9.2) or by use of a Supply Point (Section 5.4 and PAC).

2.2.3 Commander Counters (5 total) Each regiment has a unique Commander Counter that has a Sun icon on one side and a Moon icon on the other side of his counter. The Sun/Moon icon is used to indicate if the commander's regiment has

activated during the turn. A Commander whose face up Sun/Moon icon is the opposite of the current Intensity Marker's icon indicates that his regiment has not been activated yet this turn and can be activated. Flip the Commander counter to the same icon as the Intensity marker once his regiment has activated (even if he is in the Out of Battle Box). A Commander in the Out of Battle Box is brought back into play when he is healed by the expenditure of one Supply Point (Section 5.4 and PAC).

2.2.4 Divisional Company Support Counters (12 total) Regiments are supported by specialist troops that assist in the fighting. Divisional Support Companies only become available when the "Support Arrives" Intensity counter is drawn. When this counter is drawn, the player can take any two of the available Division Support Companies from the Division Support Box and place them in an Area on the map (observing stacking limits) with the currently active regiment. If the active regiment is Marine, any of the Marine Support Companies (3 Armor, 2 Artillery, or 3 Pioneer) can be selected (player's choice). If the active regiment is Army, only Army Companies (2 Artillery or 2 Pioneer) can be selected. Each Support Company can take only one hit before it is permanently removed from play.

FRONT   BACK

[INTENSITY]   [CORSAIR] ← Intensity Level / Action Type
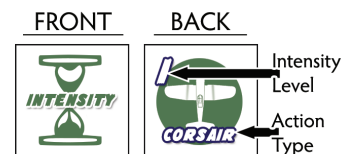
2.2.5 Time Chits (12 total) These chits are used to determine what support becomes available during the active regiment's segment and take place immediately when drawn. There are 6 Level I, 2 Level II, 2 Level III, and 2 Level IV Time Chit markers. See the Time Chit Chart on the PAC for their effects when drawn. When the last available Time Chit for an Intensity Level is drawn, after the conclusion of that regiment's activation, a new Intensity Level begins.

2.2.6 Game Markers

a) Intensity This marker is used to mark the current Intensity Level of

the battle on the Intensity Track (Case 2.1.2) and will be flipped (Sun to Moon side or Moon to Sun side) in the End Phase of every turn.

b) Morale This marker is used to track the current US Morale level. It has a "Gung-Ho" and "Shaken" side.

c) Damage (These markers are dual purpose markers, which are used in the companion game in this issue. Use the "Fire" or "Barrage" half of the marker with this game.) These markers are placed in Japanese Areas to note damage done, which affects combat resolution. One side shows Barrage while the other side shows Fire. Damage Markers can be placed on a Map Area that contains an unrevealed or revealed Japanese Counter.

- Each Barrage Marker in a Map Area allows 1 extra die to be rolled in the Combat Test. All Barrage Markers in play are removed in the End Phase of a turn (Section 6.3).

- Each Fire Marker reduces the strength of the Revealed Japanese Counter by 1. Fires may extinguish or grow in the End Phase depending on the terrain the Fire Marker is in (Section 6.3). A Maximum of three Fire Markers may be in one Map Area.

3.0 IMPORTANT CONCEPTS

3.1 Objective of the Game

You, as the American Player, have a limited amount of time to destroy all 30 Japanese Counters from the map. You win the game as soon as the last enemy counter is destroyed, but lose at any time the Morale Track reaches the 1 box, or the last Time Chit of Level IV Intensity is drawn with Japanese Counters still in play.

3.2 Stacking

An area can only have units of one regiment, its Commander, and their divisional support companies located in an area. The number of units that can stack in an area is detailed in the Stacking Table on the PAC. Only battalion or company units (not Commanders) are counted as a unit for the limits listed in the Stacking Table.

3.3 Intensity

The game starts with the 6 Level I Intensity Time Chits in play. An Intensity Chit will usually be drawn at the start of each regiment's Activation Segment.

3.3.1 At the conclusion of the regiment's activation in which the last Time Chit was drawn from the Current Intensity Level's stack, a new Intensity Level will begin (unless it is the last Time Chit of Level IV Intensity, in which case the game ends). Move the Intensity Marker (keeping its current Sun/Moon side up if it was not also a turn end) to the next Level on the Intensity Track.

3.3.2 At the end of a regiment's activation in which the new Intensity Level started, you need to set up the new Intensity Level draw stack. Take all the previous Levels' Time Chits and add in the 2 new Level's Time Chits. Shuffle all these chits up and form a new hidden draw stack (hourglass side up). Place this stack just below the new Intensity Level box on the track and continue the game.

3.4 Hits

3.4.1 Hits only affect infantry battalions and support companies and are applied and take effect immediately.

3.4.2 You always choose which unit in an Area is hit.

3.4.3 When a hit is applied to a unit, one of the following must happen:

- A full-strength battalion is flipped to its reduced side. Decrease the Morale by 1 on the Morale Track.
- A reduced battalion is broken and moved to the Out of Battle Box. Decrease the Morale by 1 on the Morale Track.
- A support company is removed permanently from play. Decrease the Morale by 1 on the Morale Track.

3.5 Morale

The Morale Track is used to chart the overall Morale of the Americans before they are totally demoralized.

3.5.1 Morale goes up or down immediately depending on an action as detailed on the Morale Summary Table on the PAC.

3.5.2 If at any point during play the Morale Marker moves into the 1 box, you immediately lose the game.

4.0 GAME SET-UP

The following steps are needed to prepare for the game:

1. Sort the Japanese units into the 4 different terrain types they may occupy. Shuffle the Japanese Counters of the particular terrain type with their terrain type side up and then randomly place one Japanese Counter in each Area corresponding to its terrain type.

2. Group all 3 Battalion Counters and their Commander (Moon side up) into individual stacks for the five regiments in the game. Place the 3 Marine regimental stacks in any unoccupied Beach Area (1 regiment per Beach area)

3. Set the 2 stacks of the 321st and 322nd Army Regiments aside off map. They will arrive later as reinforcements.

4. The Morale Marker is placed "Gung-Ho" side up on the 30 box of the Morale Track.

5. The Intensity Tracking Marker is placed on the level "I" box of the Intensity Track, Sun side up. The six Intensity Level I Time Chits are randomly shuffled and placed hourglass side up in a stack just below the Intensity Level 1 Box. Place the 6 Level II, III, and IV Time Chits (two each) into their matching Intensity Level box on the Intensity Track ready to be added when that Level starts.

6. All Divisional Support Counters are placed into the Divisional Support Box separated into Marine and Army groupings.

7. All Barrage and Fire Markers are placed off to the side of the map in easy reach.

5.0 GAME TURN

Each Game Turn consists of two Phases: a Regimental Activation Phase and an End Phase. Each regiment will activate only once during a turn. At start, there will only be 3 regimental activations (once for each regiment of the 1st Marine Division). Later, when the regiments from the 81st Infantry Division arrive, there will be up to 5 regimental activations during the turn.

5.1 Regimental Activation Phase

5.1.1 Select one un-activated regiment (Case 2.2.3) to activate by flipping its Commander's counter over to match his Sun/Moon icon to the Intensity Marker's Sun/Moon icon. If the Commander's icon already matches the Intensity Marker's icon, his regiment cannot be activated.

5.1.2 The only time a regiment would not get an activation in a turn is if all its units and its Commander are in the Out of Battle box.

5.1.3 Each regiment, when activated, will proceed through the 5 Impulses in the order detailed in the following rules.

5.2 Army Arrival Impulse

If the current Intensity Level is III or IV, a roll will need to be made to see if one of the regiments of the 81st Division lands on the island.

5.2.1 Roll one die. Subtract the current number of Time Chits that have been drawn so far for the current Intensity Level from the roll's result.

5.2.2 If the modified result is 0 or less, the 321st Regiment's (during Level III) or the 322nd Regiment's (during Level IV) units

and Commander are immediately placed in a Beach area on the map (player's choice of which Beach area). The Commander should be placed showing the Sun/Moon icon face up that is opposite to the current Sun/Moon icon on the Intensity Marker (indicating that the regiment can still activate this turn).

5.2.3 Once the Army regiment for the current Intensity Level is on the map, you no longer need to perform this Impulse during this Intensity Level.

5.3 Bloody Beaches Impulse

Roll one die for each Beach or Airfield Area containing a battalion of the activated regiment if the Area borders a Mountain or Fortified Area containing a Japanese Counter (revealed or not), reference the Bloody Beaches Table on the PAC, and apply the result.

5.4 Draw Time Chit Impulse

If an Army regiment did not arrive in the above Impulse, draw a Time Chit and apply its effects immediately as detailed on the Time Chit Table on the PAC. If this was the last available chit for the current Intensity Level, resolve the balance of the regiment's activation and then move the Intensity Marker to the next higher Level (Case 3.3.1) at the end of this regiment's activation. Place a drawn chit to the right of the Intensity Track (you need to keep track of the number drawn to determine the DRM for Army Regiment Arrival).

5.5 Movement Impulse

5.5.1 All the activated regiment's battalions and its Commander may move up to two Map Areas during this Impulse.

5.5.2 An Armor or Pioneer Support Company from the Regiment's Division that starts this Impulse stacked with an activated battalion or Commander may move, but must remain with the battalion or Commander it is stacked with.

5.5.3 Armor and artillery units cannot enter Mountain Areas.

5.5.4 Any unit moving into a Map Area with a Japanese Counter must stop its movement and creates a Contested Area.

5.5.5 A battalion or Commander cannot end its move in a Map Area if it would violate the stacking limit of the Area, and cannot stack with counters from another regiment.

5.5.6 Commanders do not count against stacking but cannot move into a Contested Area alone.

5.5.7 Artillery Unit An Artillery Support Company can fire or move during the Activation Phase. If the battery does not move this activation, it can fire instead. To fire, place

a Barrage Marker in any Map Area up to four playable areas away from the artillery unit's area. If an artillery unit moves or fires, rotate it 180 degrees as a visual indication that it cannot activate for the remainder of the turn.

5.5.8 Pioneer Unit These may only activate once per turn. Once activated, rotate the unit 180 degrees to indicate it has activated and may not activate again this turn. Immediately place a Fire Marker in the Contested Area when it moves into the Area (if eligible, Case 2.2.6c).

5.5.9 Commander May immediately place either a Fire Marker (if eligible, Case 2.2.6c) or Barrage Marker in the Contested Area he moves into.

5.6 Combat Impulse

A combat will be resolved in each Contested Area with a unit from the currently activated regiment. Perform these one at a time in any order, resolving each of them in the sequence as detailed below:

5.6.1 Reveal Japanese Counter If the Japanese Counter is unrevealed, it is turned face up to its revealed side. The Counter's **Defensive Strategy** action (detailed on the PAC) will take effect immediately. The Defensive Strategy is ONLY applied in the Combat Round when the counter is first revealed.

5.6.2 Combat Test

a) Japanese Strength First determine the Japanese unit's modified strength by reducing its printed value by 1 for each Fire Marker in the area. This is the Japanese Net Strength (JNS).

b) US Strength Next, add together the strengths of all American battalions and companies in the Contested Area. This total is the American Net Strength (ANS).

c) Compare the JNS to ANS and consult the Combat Test Dice Table (see PAC) to see how many dice the Americans get to roll. For each Bombardment Marker in the area, you add one die to the number that will roll.

d) Roll the dice. Only the highest single die is taken into account to determine the winner. (The more dice you have, the better chance you have to win).

Game Play Note: If the Japanese net strength is 7 or 8, the result will be an automatic Japanese Victory, unless there are one or more Fire Markers in the area).

e) Compare the high roll result to the JNS and consult the Combat Test Result Table (see PAC). If the Americans win, and their highest die was a 6, increase their Morale by 1 on the Morale Track.

5.6.3 "Gung Ho" Special Rule If the Morale Track Marker is currently on its "Gung Ho" side, any of the dice may be re-rolled once per Combat Test. The second result stands. If the Morale is Shaken (15 or less), this ability is not available.

5.6.4 Once a combat for a particular area has been completed, go to the next Contested Area and fight the combat there. When all Contested Area combats have been resolved for the activated regiment, start the next un-activated regiment's activation. Once all regiments in play have activated for the turn, proceed to the End Phase.

6.0 END PHASE

6.1 Reposition Segment

Rotate all Artillery and Pioneer units back to their "available" orientation. Next, any American unit or Commander in an Area on the island can be moved up to two Areas, observing stacking rules (Section 3.2). No counter can be moved into a Map Area containing a Japanese Counter during this segment.

6.2 Consolidate Segment

Two reduced battalions of the same regiment that are in the same area may be consolidated into one full-strength battalion. Flip over one reduced battalion to its full-strength side and place the other reduced battalion into the Out of Battle Box.

6.3 Burnout Segment

Remove all Barrage Markers from the Map. Remove all Fire Markers from Mountain Areas. Fire Markers in Airfield and Jungle Areas with Japanese Counters remain in play. Add one new Fire Marker to any Japanese-held Jungle Area that currently has one or two Fire Markers. Keep in mind that there can never be more than 3 Fire Markers in an Area.

6.4 Turn of the Tide Segment

Flip the Intensity Tracking marker over. If you flip the marker from the Moon to the Sun, the Morale is decreased by one on the track. If this causes the current Morale level to be 15, flip the Morale Tracking Marker to its Shaken side (the "Gung Ho" special ability cannot be used).

6.5 Victory or Defeat Segment

If all the Japanese Counters on the map are destroyed, the American Player wins. If all the Time Chits available for Level IV Intensity have been drawn, the American Player loses. Otherwise start a new game turn.

Fin.