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The Marianas Campaign: Volume Two



Guam

Return to Glory

Rules of Play



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TABLE OF CONTENTS

1.0 INTRODUCTION	13.0 LEADERS
2.0 DEFINITIONS	13.1 Moving Leaders
3.0 GAME COMPONENTS	13.2 Using Leaders
3.1 The Game Map	13.3 Losing Leaders
3.2 The Game Counters	14.0 HEROES
3.3 The Game Charts and Tables	14.1 American Heroes
3.4 Abbreviations	14.2 Japanese Heroes
4.0 EXPANDED SEQUENCE OF PLAY	15.0 TRANSPORT
5.0 ACTIONS AND ACTIVATIONS	16.0 AIRPOWER
5.1 How to Activate Units	17.0 NIGHT TURNS
5.2 What Active Units Can Do	17.1 Illumination Rounds
5.3 Activations Summary Chart	18.0 REINFORCEMENTS
6.0 MOVEMENT ACTIONS	19.0 DIVISION DISPLAY
6.1 Stacking	19.1 Dispatch Points and Direct Commands
6.2 Terrain	19.2 Division Troop Quality
6.3 Caves	20.0 RANDOM EVENTS
7.0 LINE OF SIGHT	21.0 US NAVAL SUPPORT
7.1 Tracing a Line of Sight	21.1 Naval Fire
7.2 Fire Zones	21.2 How to Fire Task Forces
8.0 FIRE ACTIONS	22.0 AMPHIBIOUS LANDING
8.1 Fire Types	22.1 Moving from Zone to Zone
8.2 Performing a Fire Action	22.2 Amphibious Tanks
8.3 Fire Rating Modifiers	22.3 Firing on a Unit(s) in a Zone
8.4 Determining the Results of Fire	23.0 BOOBY TRAPS
8.5 Fire Combat Results	24.0 AMBUSH UNITS
8.6 Opportunity Fire	24.1 How to Place Ambush Units
8.7 Indirect Fire	24.2 How Ambush Units are Active
8.8 Flamethrower Attacks	24.3 Removal of Ambush Units
9.0 ASSAULT ACTIONS	25.0 SNIPERS
9.1 The Assault Sequence of Play	26.0 MARINE CORPS ARTILLERY
9.2 Placing a Prepared Assault Marker	27.0 JAPANESE ARTILLERY
9.3 When Prepared Assaults Occur	28.0 MINES
9.4 Conducting a Prepared Assault	28.1 Effects of Mines
9.5 Assault Modifiers	28.2 Removal of Mines
9.6 Banzai Charges	28.3 Demolition Teams
10.0 RALLY ACTION	29.0 DRUNK MARINES
10.1 How to Rally	30.0 VICTORY IN THE GAME
10.2 Suppressed, Pinned, and Disorganized Markers	30.1 Tracking Victory Points
11.0 ENGINEERING ACTIONS	30.2 Victory Hexes
11.1 Building Fortifications	30.3 American Casualties
11.2 Sealing Caves	31.0 WHISKEY AND SAKE
11.3 Orote Airfield	32.0 BIBLIOGRAPHY
12.0 SUPPORT WEAPONS	33.0 CREDITS
12.1 Attaching a Support Weapon	
12.2 Detaching Support Weapons	
12.3 Using Support Weapons	
12.4 American Tank Support Weapons	
12.5 Alert Units	

1.0 INTRODUCTION

On December 8, 1941, American soil was invaded by the forces of Japan. Despite their best efforts, the small American and Guamanian garrison was overrun and 2 days later the Governor surrendered the Island to the Japanese. Two and a half years later, on July 21, 1944, the Americans would return to retake the island and drive the Japanese invaders from American soil; a day that is still celebrated as 'Liberation Day'.

On 'W-day' the Americans stormed ashore at landing beaches that were 7 miles apart; an unprecedented and potentially dangerous maneuver. The Japanese met them from a series of hills, ridges and gullies that dominated the landing beaches and for the next 5 days the two sides fought tooth and nail as Americans fought to link up the two beachheads whilst fighting off small localized counterattacks.



Then on the night of July 25th/26th, the Japanese launched their largest and final Banzai charge to drive the invaders into the sea. Vicious hand-to-hand fighting erupted all along the center of the American line as the Japanese stormed into the American positions. The attack failed and by morning the Japanese had suffered over 3,500 casualties.

With the backbone of Japanese resistance broken, the Americans consolidated their beachheads into one strong force, and then drove towards Orote Peninsula, the site of the island's major airfield as well as the Old Marine Barracks. It took the Americans until July 30th to declare the peninsular clear. The Japanese still had an estimated 5-6000 troops on the island and the next two weeks would be taken up driving them into the north end of the island before declaring the island secure on August 10.

The price for victory was steep with American casualties totaling 1,214 KIA, 5,704 WIA, and 329 MIA.

The Japanese, on the other hand, lost some 10,971 dead.

Guam: Return to Glory is the second game designed using the Company Scale System (CSS) and is Volume Two of the Marianas Campaign story. Much of what was presented in the first game in the series, Saipan, will be the same here. Actual differences and additions in the rules are marked to make learning the game as easy as possible for players that have already learned Saipan. For new players of the system, all rules are presented in one booklet. There is no "series" rulebook and "exclusive" rulebook to learn.

-  - these are changes to the base **Company Scale System** and apply to both *Guam: Return to Glory* and *Saipan: The Bloody Rock*
-  - these are rules additions specific to only the game *Guam: Return to Glory*.

If you'd like to read a bit on the topic to get more information on the battle for Guam, we recommend you read *Guam 1941 & 1944 - Loss and Reconquest* by Gordon Rottman. It's a great introductory book on the battle.

2.0 GAME DEFINITIONS

The following are game specific terms that are used in *CSS: Guam*. We have capitalized these terms throughout the rules.

"The Cup": An opaque container used to store all Chits that will be drawn this turn.

Action: One of a group of operations that an Active Unit can do. Depending on the type of Unit being Activated, the types of available operations include moving, firing, assaulting, rallying, or engineering. See also Second Action.

Action Phase: A step in the Sequence of Play in which all Activations occur.

Activation: The period from when a Chit is drawn from The Cup to when all Actions have occurred and another Chit is to be drawn from The Cup.

Active Unit: When a Division or Formation Chit is in play, all Units of that Division or Formation are considered Active and may perform Actions. See also Direct Commands.

Assault Action: The game mechanism that represents an attacking force advancing on a defending force to dislodge the defenders from their position. Assault is a type of Action. Also, called Prepared Assault for the Americans, and for the Japanese, Banzai Charge and Gyokusai.

Banzai Charge: The type of Assault that the Japanese Player uses.

Blocking Terrain: A terrain type that obstructs Line of Sight.

Chits: The Markers that go into The Cup and are drawn to determine the order of play for that turn. Chits have the game logo on their fronts and the type of chit they are on their backs.

Column: A military formation to allow a Unit to spend movement points (and conduct Movement Actions). Usually a Unit is shown to be in Column on the backside of the counter (the front being Deployed).

Colored-Stripe (other than white): A notation on a Unit or Marker that all are part of the same Formation. All Units and Markers that belong to the same Formation have the same colored stripe and belong to the same Division.

Command Rating: A rating representing the overall Command Ability of a Division. This measures personalities as well as technology.

Defensive Value: A quantitative value of a Unit's or a Support Weapon's Defense ability. Lower is better (i.e., -1 is better than +1).

Deployed: A military formation to allow a Unit to perform combat operations efficiently. Usually a Unit is shown to be Deployed on the front side of the counter (the back being Column).

Direct Commands (DC): An abstraction to show direct supervision of combat Units by leadership. This is tracked using the Direct Commands Marker on each Division's General Records Track. No single Division may have more than 19 Direct Commands on their track. Direct Commands allow for additional Activations by Units. They may also be used for other game mechanics.

Disorganized (DG): A measure of the reduction of a Unit's or group of Units' ability to perform combat operations. As Disorganization increases (by increasing the value of the Disorganized Marker in a hex), a Unit or group of Units is losing cohesion. The higher the number, the more disorganized the Unit(s) in a hex. This is tracked per hex and applies to all Units currently in that hex. Four Disorganized Points is the maximum number of Disorganized Points any hex can accumulate.

Dispatch Points (DP): An abstraction that represents "planning" and "preparation" by a Formation or Division to accomplish a military task. This is tracked using Dispatch Points on each Division's General Records Track. No Division may have more than 9 Dispatch Points on their track. Dispatch Points allow players to add Division and Formation Chits to The Cup both at the start of the game turn and during the Chit draw phase of the Game Turn. They may also be used for other game mechanics.

Dispatch Rating: A rating representing the ability of personnel in a Division to plan attacks, and their general intelligence of the area.

Division: A grouping of many Formations. All Divisions have the same basic background color on their Units and Markers. A Division in game terms isn't necessarily a Division in actual military terms. See also No-Stripe and White-Striped Units.

Division Display: A separate chart that is used to track various administrative functions in the game. Either Player may look at his opponent's Division Display at any time during play.

Engineering Action: Engineering Actions in *CSS: Guam* include sealing caves, repairing Orote Airfield, clearing Mines, and creating Fortifications.

Fire Zone: A hex is in a Fire Zone for a Unit if that Unit could legally Fire into that hex using a red, yellow, blue, or white Fire Power Value. Black Fire Power Value Units (Indirect Firing Units) do not have a Fire Zone. A Barrage in its hex or an enemy Unit adjacent to a Unit reduces that Unit's Fire Zone to only all adjacent hexes regardless of any other factors.

Formation: A group of Units in the same organizational structure. Usually this is a Brigade or Regiment in military size. A group of Formations make up a Division.

Fortification: A Foxhole, Trench, Pillbox, Bunker, Cave, Ridge, Booby Trap, or Mines.

Game Day: From the beginning of the 0500 turn to the end of the second night turn.

Game Turn: Each daytime turn represents approximately 2 hours of real time. There are two night turns, each representing somewhere from 4-6 hours.

General Records Track: The 0-19 track on each Division's Display where various Divisional markers are kept (Current Troop Quality, Direct Commands, Dispatch Points and fatigue).

Gyokusai: A special form of Japanese Assault triggered either by game play or by a Random Event. This term implies a usually isolated outpost of men or civilians, usually in the Pacific (though there were Gyokusai battles on the Asian mainland), who having no hope of relief, either condemn themselves to a battle of annihilation with the enemy or are ordered to fight to the death. The end result is the almost total elimination of every person since surrender is not an option.

Hard Target: An armored target. All Hard Targets have either a black or yellow box surrounding the defense value on their counter. Hard Targets with black boxes around their defense strengths are "Tanks" in game terms.

Hero: A person of special significance in the battle. Heroes have special attributes to mimic their effect in the actual battle.

In-Command: A Unit is In-Command if it is within command range of its Formation HQ, its Division HQ, or is with or adjacent to any Leader.

Indirect Fire: Fire from a Black Boxed Fire Power Unit. Indirect Fire may be performed with the use of a spotter.

Initiative Player: The Initiative Player will be defined in the Scenario Book. Being the Initiative Player gives some advantages in sequencing of some game functions.

Leader: A commander of a Division or a Formation. Leaders offer combat advantages and can command Units in or adjacent to the hex in which they are currently placed.

Leg Unit: A Unit with a movement allowance in a color other than black or red.

Line of Sight (LoS): A straight line tracing from an observer to a target. Line of Sight can be clear or blocked.

Markers: All game pieces that are not Units. These can be Support Weapons, Leaders, Heroes, Fortifications, Barrages, Division Trucks, or Unit Status Markers (like DGs, Pinned or Suppression)

Movement Action: An Action that expends movement points. A Unit must be in Column to perform a Movement Action. Movement Actions can trigger Opportunity Fire.

No-Stripe Units: These Units are considered part of every Formation in the Division in every way.

Opportunity Fire: A type of Action performed by not Active Units. This is performed when an enemy movement action is used in a friendly, inactive Unit's Fire Zone or when a Unit is being Assaulted.

Pinned: A combat result when a Unit or Units fail a rout check from combat. A Pinned Unit loses some ability as noted on the Pinned marker.

Prepared Assault: How the American player performs Assaults.

Reaction Player: The player that is not the Initiative Player.

Second Action: An action performed by a Unit after it has performed its first (free) action. A second action costs a Direct Command per activated In-Command Unit. Unless specifically prohibited by the rules, this can be the same type of action as the first action.

Spotter: A Unit from the same Division as an Indirect Firing Unit that has a clear LOS to a target that the Indirect Firing Unit wishes to fire upon.

Soft Target: A Unit that does not have any armored protection from enemy fire. These Units or Markers have no box around their Defense Value.

Status Markers: These are all Fortifications, DGs, Suppressed, Pinned, Prepared Assault, Banzai Charge, Gyokusai and Barrage Markers. Players are free to make more of these if needed.

Support Weapon: A marker that gives additional ability to a Unit or Units to which it is attached. Support Weapons have the notation "SW" on their marker.

Suppressed: An involuntary state from combat. A Suppressed Unit loses some abilities as noted on the Suppressed Marker.

Sustained Fire: A Support Weapon that allows more than one Opportunity Fire in an Assault or Activation. They break on rolls of 7 or more in combat if they use Sustained Fire.

Tanks: Tanks are a specific type of Hard Target and have a black box around their defense strength.

Tracked Unit: A Unit with a red movement value on its counter.

Troop Quality: A variable quantification of the current morale and quality state of a group (usually the Division). The higher the value, the better.

Troop Quality Check (TQC): is a die roll to see if you roll equal to or less than (to “pass” a TQC) a Unit’s current Troop Quality.

Unit: A formed combat force that is usually company size. Units in the game do not have a + or – in their Fire Power box.

Wheeled Unit: A Unit with a black movement value.

White-Stripe Unit: These Units Activate when the Division Activation for their Division is pulled from The Cup or when the Direct Command Chit is pulled. Additional markers have White Stripes and these have limitations as to their use and placement.

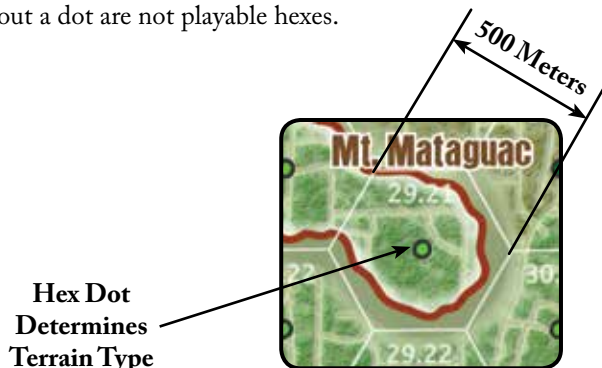
3.0 GAME COMPONENTS

Each game of *CSS: Saipan* contains the following components:

- Four 22” by 34” game maps
- Six 5/8th inch counter sheets
- One Rulebook
- One Scenario Book
- Four Division Charts
- Two Identical Combat Results Charts/Terrain Effects Charts
- One Time, Date and Weather Display
- Two Ten-Sided Dice
- One Game Box

3.1 The Game Map

The Game Map is scaled at 500 meters a hex (exactly at 1:25000 scale). Hexes have dots in each Playable Hex to determine the terrain type for that hex – and to trace a Line of Sight. Hexes without a dot are not playable hexes.



3.2 The Game Counters

UNITS

Deployed (Front)

Column (Back)

- 1 - Stripe (red): Identifies Formation
 - K/3/9 Formation Stripe
 - A/1AMB Division Stripe
 - Mini Gun Brws No-Stripe Unit (belongs to any Formation in Division)
- 2 - Fire Power Box (Identifies Types of Weapon)
 - 5 Red: Small Arms
 - +1 Yellow: High Explosive
 - 3* Black: Indirect Fire - Small number above = Range
 - +1 White: Either Armor Piercing or High Explosive (Firing Player’s Choice)

Note: There are no solely Blue: Armor Piercing type in Guam
- 3 - Fire Power Value

A value ranging from 0-8 and the unmodified value you use to start determining your strength in a Fire Action
- 4 - Movement Value
 - No Deployed: May not move
 - 5 Column: Not red or black: Leg movement
 - 10 Column: Red: Tracked movement
 - 16 Column: Black: Wheeled movement
- 5 - Unit ID

Generally Unit/Battalion/Regiment - This is Able Company, 1st Battalion, 9th Regimental Combat Team
- 6 - Defense Value

If no value is shown, the Defense Value is 0 (Soft Target)
Lower numbers are better

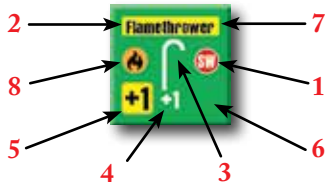
Defense Values in a yellow or black box are Hard Targets. If the defense value is in a black box, it is also a Tank Unit.
- 7 - Unit Symbol

Mostly for historical interest but it is important to know the Engineer Symbol. Only these may do some special Engineering Actions. Only American Engineers may perform certain Engineering actions.

m An Engineer
- 8 - The Division Color

3 rd	1 st	77 th	29 th	48 th	Imperial
Marines	Provisional	Infantry	Infantry	Independent	Japanese
Division	Marine Bde	Division	Division	Brigade	Navy

SUPPORT WEAPONS

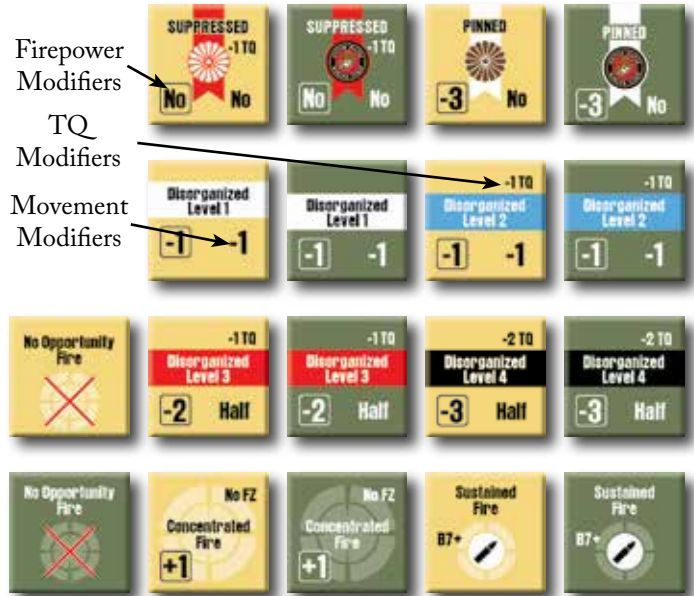


- 1 - All Support Weapons have this symbol:
- 2 - Like Units, Support Weapons have an identifying stripe. Colored stripes belong to a Formation, white stripes belong to a Division and no-stripes belong to all Formations of that Division
- 3 - Symbol of the weapon type. For historical interest only
- 4 - The Defense addition to a Unit or hex if applicable
- 5 - The Firepower addition and Firepower type change if applicable
- 6 - The Division to which the Support Weapon belongs is shown by the overall color of the counter
- 7 - The type of Support Weapon
- 8 - Any special attributes the Support Weapon offers. In Guam, there are three:
 - Flamethrower Ability
 - Sustained Fire Ability
 - Alert Ability

FORTIFICATIONS



STATUS MARKERS



LEADERS AND HQs



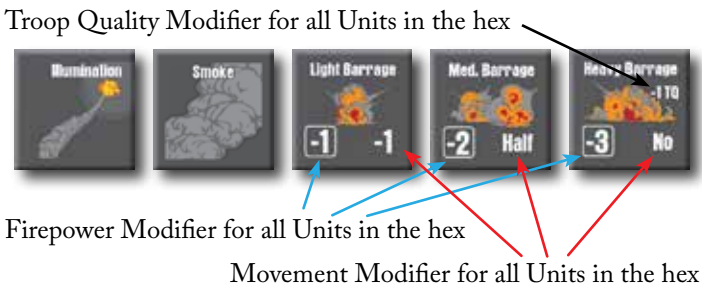
Leaders modify the Firepower (1) and Troop Quality (2) for Units in their hex. When the named Leader is lost, flip the counter over for his replacement

Eliminated HQs are placed in the Routed Units box

HQ Command Range

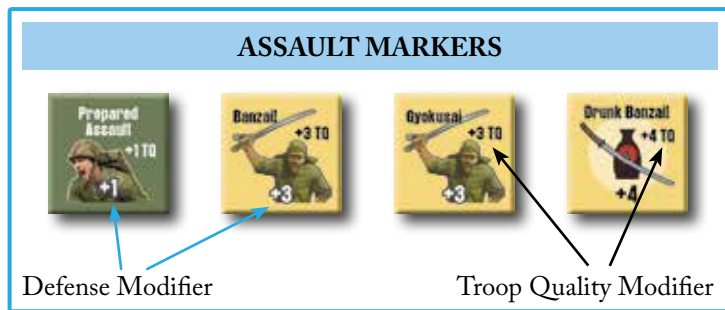
The HQ Unit's constant Troop Quality value (regardless of TQ modifiers)

BARRAGE MARKERS



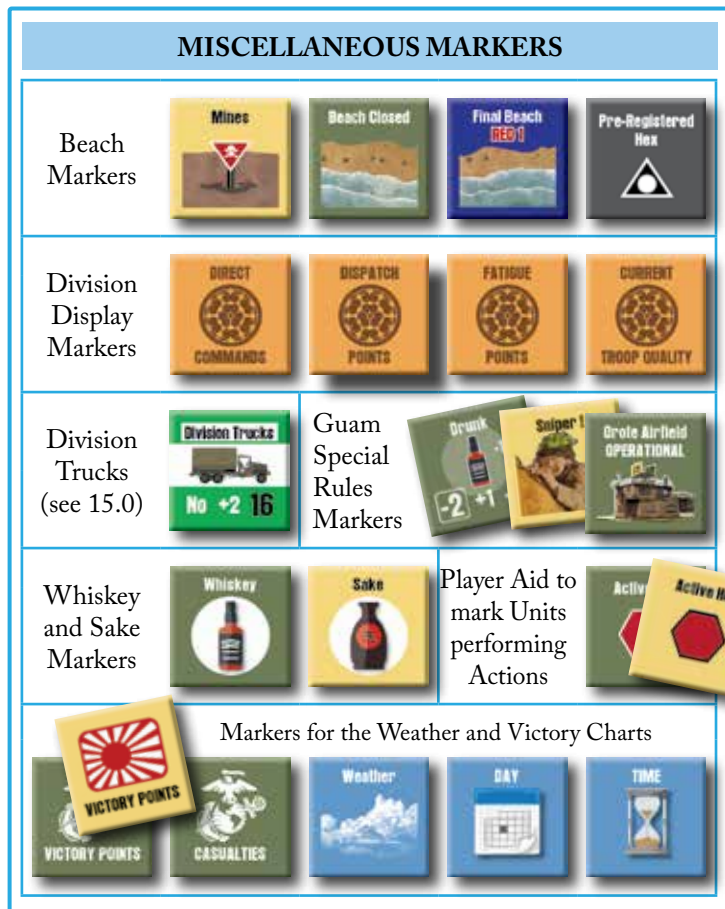
CHITS





3.4 Abbreviations

- AA: Anti-Aircraft
- AAB: Armored Amphibian Battalion
- AADU: Anti-Aircraft Defense Unit
- AG: Air Group
- Art: Artillery
- AT: Anti-Tank
- Batt Gun: Type 92 Battalion Gun
- BAZ: M1A1 Bazooka
- CC: Cannon Company
- Con: Construction
- Col: Colonel
- Cpt: Captain
- Div: Division
- Eng: Engineer
- FAA: Field Anti-Aircraft
- FH: Field Hospital
- FT or Flmthwr: Flamethrower
- HMG: Heavy Machine Gun
- HQ: Headquarters
- HW: Heavy Weapons
- ID: Infantry Division
- IIB: Independent Infantry Battalion
- IMB: Independent Mixed Brigade
- IMR: Independent Mixed Regiment
- IR: Infantry Regiment
- Knee Mortar: Type 89 Grenade Discharger
- LT: Lieutenant
- Lt Col : Lieutenant Colonel
- LtGen: Lieutenant General
- M4: Medium Tank, M4
- M5: Light Tank, M5
- M10: 3-inch Gun Motor Carriage
- MA: Mountain Artillery
- Maj Gen: Major General
- MARDIV: Marine Division
- MTC: Motor Transport Company (without vehicles)
- Mtr: Mortar
- NGF: Naval Guard Force
- PFC: Private First Class
- PMB: Provisional Marine Brigade
- RCT: Regimental Combat Team
- Rgt: Regiment
- SW: Support Weapon
- Tk: Tank

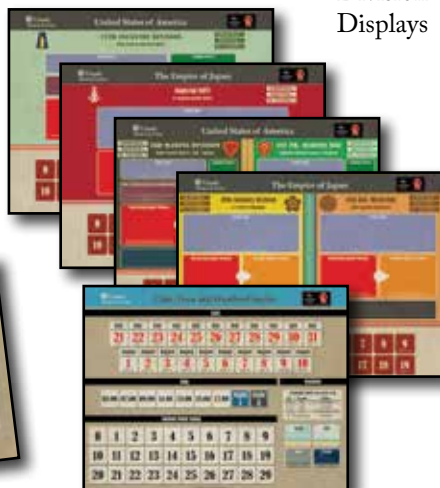


3.3 The Game Charts and Tables

Terrain Effects Chart



Division Displays



Combat Results Table and Game Aids



Game Turn, Weather, and Victory Point Tracks



4.0 EXPANDED SEQUENCE OF PLAY

1. PREPARATION PHASE


A) Weather Determination (if this is the 0500 Turn only)


Roll on the Weather Table to determine the weather for this entire Game Day

Effect of Weather:

Clear — There is no effect.

Rain — Rain reduces visibility to 3 hexes and provides a -1 to all Fire Ratings. In addition, there is a +1 modifier to the next weather roll. Do not place the Air Support Chit into The Cup this Game Day.

 **Hot** — Add 4 Fatigue Points to all American Divisions in play. In addition, in all circumstances in which either player must spend a Direct Command, he must now spend 2 Direct Commands. This is true for all uses (Air Strikes for example).

 **Tropical Storm** — The effects of a Tropical Storm are as follows:

This day of the campaign is skipped. No chits are drawn. Move the Day marker to the next day and start with the Preparation Phase of the 0500 hrs. turn. Remove all On Fire Markers, DG, Suppressed, Pinned, No Opportunity Fire, Sustained Fire and Concentrated Fire Markers from all Units. Move all Units in any Naval Zone to their respective Beach Transport Zone box.

B) Check for Division Fatigue (0500 turn only)

- i) If an American Division has a fatigue level of 3 or less, increase that Division's Troop Quality by one (to that Division's Maximum Value). If an American Division has a fatigue level of 5 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).
- ii) If a Japanese Division has a fatigue level of 3 or less, increase that Division's Troop Quality by 1 (to that Division's Maximum Value). If a Japanese Division has a fatigue level of 7 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).

C) Remove all Illumination Rounds (0500 turn only)

D) Redistribute Whiskey and Sake (0500 turn only)

E) Disband Ambush Units (Night II turn only)

F) Move Japanese Artillery (Night II turn only)

G) Spending Dispatch Points

Each player may spend Dispatch Points to add Chits to The Cup for this turn. Pay 2 Dispatch Points to add a Division Activation Chit to The Cup and 1 Dispatch Point to add a Formation Chit to The Cup. Spend the Dispatch Points

from the Division that owns the Division or Activation Chit. If a Division doesn't have enough Dispatch Points to buy a Chit, that Chit may not be bought this turn.


If an American Division has a Current Troop Quality of 3 or less, no Formation Activations for that Division may be purchased this turn.

If an American Division has a Current Troop Quality of 2 or less, no Division or Formation Activations for that Division may be purchased this turn.

If a Japanese Division has a Current Troop Quality of 1 or less, no Formation Activations for that Division may be purchased this turn.

If a Japanese Division has a Current Troop Quality of 0, no Division or Formation Activations for that Division may be purchased this turn.

H) Fatigue

- If a player adds a Division Activation to the cup during a day turn, add 1 to the Division's current fatigue.
- If a player adds a Division Activation to The Cup during a night turn, add 2 to the Division's current fatigue.
-  • If a player does not add a Division Activation to The Cup during a turn, subtract 1 from the Division's current fatigue.

I) Getting More Dispatch Points

Each player may roll a die to add more Dispatch Points to each Division. Roll a die for each Division and if you roll the Division's Dispatch Rating or less, add 3 Dispatch Points to that Division's total. If you roll higher than the Division's Dispatch Rating, add 1 Dispatch Point to each Division's total. You may have no more than 9 Dispatch Points on any one Division's track.

J) Place any Reinforcements due to arrive this turn.



2. ACTION PHASE

A) Put all purchased Chits from step C above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit, the Random Event Chit, the US Naval Support Chit, the US Amphibious Chit and, if not a night or rain turn, the Air Support Chit.

B) If this is an 0500 turn and there are any Illumination Rounds on the map, remove them.

C) Should the Initiative Player wish to immediately play an available Formation Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit has not been selected to be in The Cup for that turn in 1, Step G nor been played this Action Phase). If the Initiative Player does not wish to do this, the Reaction Player may do so. This is done before the actual draw of a Chit.

- i) If the Wind Chit is drawn, remove all Barrages and Illumination Rounds from the map.

- ii) If the Naval Support Chit is drawn, the US player may use his available Task Forces to attack Japanese Units (see 21.2)
- iii) If the Air Support Chit is drawn, determine how many Air Markers are available and if the US player wishes to use them for either Air Strike or Interdiction, pay one Direct Command from any friendly Division to use them this Activation. Perform Strikes or place Interdiction markers on the map (see 16.0).
- iv) If the Random Event Chit is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
- v) If a Division or Formation Activation Chit is drawn, do the following:
 - a) Move all Active Leaders to any hex of their command (see 13.1). This includes Leaders in naval Zones.
 - b) Attach Support Weapons (see 12.1).
 - c) Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.
 - d) Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 -  e) Remove all Concentrated Fire, Sustained Fire, and No Opportunity Fire Markers from any Active Units
 - f) Perform any Assaults or Banzai Charges. All Units that assaulted, charged, or fired indirectly are no longer Active for this Activation.
 - g) Place any new Assaults or Banzai Charge markers adjacent to Active Units.
 - h) An Activating Unit may change from Deployed to In-Column and vice versa.
 - i) Activate any Active Units and perform Actions (move, fire, engineer, rally).
 - j) Pay a Direct Command to Perform a Second Action with any In-Command Units.
 - k) Check for any Overstacking and apply DGs as needed.
- vi) If the Direct Command Chit is drawn, do the following:
 - a) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to a Division's current Direct Command total. Each Division may not have more than 19 Direct Commands on their track.
 -  b) Remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from any hex with an Active Unit. In addition, the Active Unit (only) may change from Deployed to Column or vice versa.
 - c) Active Units one at a time may perform one action of any type, paying a Direct Command for each Activated Unit.
- vii) If there are no more Chits in The Cup, no more Formations may be purchased and proceed to the End Phase. If there are Chits remaining in the Cup, return to Step 2C.

3. END PHASE

- A) Check to see if Gyokusai has been triggered (see 24.2).
- B) Check to see if a Victory Condition has been met.
- C) Check to see if the game has ended.
- D) If not, advance the Turn Record to the next turn and repeat this procedure

5.0 ACTIONS AND ACTIVATIONS

How to Activate Units and what they can do when Active is the core mechanic of CSS. In general, you will pick a Chit from The Cup and, if it is a Division or Formation Activation Chit, or a Direct Command Chit, this will allow you to perform Actions with Active Units. Actions include moving, firing, assaulting, rallying, and building things (engineering actions). You then perform Actions with Active Units and once you are finished, you draw another Chit from The Cup.

5.1 How to Activate Units

There are two general ways to Activate Units – either by a Division or Formation Activation Chit being drawn from The Cup (or if either Player pays a 2 Dispatch Point cost to choose a Formation to Activate Units), or when the Direct Command Chit is drawn from The Cup. This can only occur during an Action Phase in the Sequence of Play.

- 1.) When the Division Activation Chit is drawn from The Cup, all Units of that Division are now Active Units and may perform Actions. All Units of that Division may also perform a Second Action if that Unit is In-Command at the moment of the Second Action and the Owning Player pays a Direct Command Point from that Division. All Units of a Division have the same base counter color.
- 2.) When a Formation Activation Chit is drawn from The Cup (or paid for by the Initiative or Reaction Player), all Units of that Formation are now Active (but no other Units of that Division are considered Active). All Units of that Formation that haven't Assaulted, or fired Indirect Fire in support of an Assault, may also perform an additional (2nd) Action if that Unit is In-Command at the moment of the 2nd Action and the Owning Player pays a Direct Command Point from the Division to which the current Formation Chit belongs.

To be In-Command, a Unit must be within its Formation HQ range, its Division HQ range, or in or adjacent to a hex with any Leader of its Division or a No-Striped Leader. There is no additional advantage to being In-Command from many sources.

Note that White-Striped Units are only Active when the Division Activation Chit is drawn and never when a Formation Chit is

drawn. All No-Striped Units of a Division are Active when the Division Activation Chit is drawn or when any Formation Chit of that Division is drawn.

- 3.) When a Direct Command Chit is drawn from The Cup, no Units are Active unless the player owning the Direct Command Chit pays 1 Direct Command for any Unit (of any Division and the Unit need not be In-Command) belonging to the same Player that drew the Direct Command Chit. That Unit is now Active and may perform an Action. Only one Action may be performed by a Unit activated by Direct Command (no 2nd Actions are allowed with the Direct Command Chit).

Non-Active Units may never perform any Actions (except Opportunity Fire – see 8.6).

A Formation Activation

When the Formation Activation Chit is drawn from The Cup, that Activates all Units of that Formation (and any No-Stripe Units or Markers of the same parent Division).

Here the 3rd RCT Chit has been drawn and that Activates the 4 Units of the 1st Battalion (here A Company is shown), the 4 Units of the 2nd Battalion (one of which is E Company shown here), the 4 Units of the 3rd Battalion (one of which is I Company shown here), and the 2 Units of the 19th Pioneer Battalion). Lastly, both the regimental HQ and the Leader for this regiment are also Active.

A purple stripe is on all of the Activated Units so you can easily identify which Units belong to this regiment.

In addition, the HQ for the regiment is now Active, any Support Weapons belonging to that Regiment may be used, and the regimental Leader can move and provide support. Note that White-Striped Units or White-Striped Support Weapons are not Active when the Formation Chit is the Activation. No-Stripe Units and No-Stripe Leaders may always move with any Formation Chit of the Division to which they belong.

All Active Units may perform one Action, and, if the owning player wishes and has a Direct Command to spend, may also perform a Second Action if In-Command at the moment the Second Action is to begin.

As an historical aside, the game shows how the American organization is far more efficient than the Japanese one. A single Formation Chit usually activates far more American Units than a Japanese one.

5.2 What Active Units Can Do

Active Units perform an Action either as a Unit or Stack. Unit(s) that complete their First Action may then do a Second Action if they wish, or the owning player may do a First Action with another Unit and return to Second Action eligible Units later. You do not need to do both Actions with one Unit before performing any other Actions with another Unit.

When you Assault, all eligible Units perform the Assault at the same time. After the Assault is completed, all

A Direct Command Activation

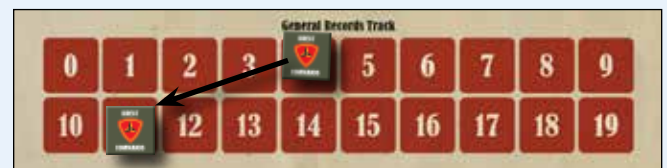
Regardless of your army's fatigue state or Dispatch Point totals, these two Chits will always be in the cup - one for the American player and one for the Japanese player. You'll always be able to move some of your Units each turn.



When you draw this Chit from The Cup, the first thing done is to add to your current Direct Command total. These points are available to be immediately used during this Direct Command Chit's play.

Roll a die for each friendly Division in play, halve the result (rounded down), and add that number to each of your Division's Command Rating. For example, if you rolled a "1" for the 3rd Marine Division, you would just add the 3rd's Command Rating (5) to your current total of Direct Commands. If you rolled an "8" or "9", you would add 4 to the 3rd's Command Rating of 5, and add 9 more Direct Commands to the 3rd's total.

For example, assuming a current total of 4 saved Direct Commands and a roll of 5, here is what your 3MARDIV display would look like:



Half the roll of 5 (rounded down) is 2, add this to your Command Rating of 5, and your previous total of 4 on your display would become 11. These are all available to be spent now.

The American player Activates Units of the 77th Infantry Division and the 1PMB and spends any Direct Commands used out of the Division that owns that Unit. He also Activates 9 more 3rd Marine Division Units and reduces his total on his 3MARDIV sheet by 9. He saves a few points to do 2nd Actions with his Units with a later Chit - and to pay for some needed Air Strikes when his Air Support Chit comes out of The Cup. After the Direct Command Chit is finished, his display looks like this:



the participating Units become Non-Active Units and may not perform any more actions that Activation. When you perform a Fire Action (fire at the enemy player), other Deployed Units in the stack with the Units firing may add to that fire. If they do, they are considered to have performed an Action as well as the Firing Unit (but may perform a 2nd Action if eligible). We have provided an “Active Hex” marker for each side to add to a hex to keep track of a hex that might have additional Units that can still perform Actions.

Actions are specifically addressed in these rules in later sections, but a Unit may fire (a Fire Action, see 8.0), move (a Movement Action, see 6.0), assault (an Assault Action, see 9.0), rally (a Rally Action, see 10.0), or build things (an Engineering Action, see 11.0).

5.3 Activation Summary Chart

Chit Drawn	The first thing you do is:	Activates...	2 nd Action Possible?
Division Activation Chit	Perform Assault Actions	All Units in that Division	Yes – 1DC per Unit, if In-Command
Formation Activation Chit	Perform Assault Actions	All Units in that Formation	Yes – 1DC per Unit, if In-Command
Direct Command Chit	Roll for more Direct Commands	Any Friendly Unit (Doesn't have to be In-Command), Pay 1 DC from the Unit's Owning Division	No

A Division Activation

There are “6” Divisions in *CSS: Guam*. Remember, a “Division” in game terms may not be a Division in military terms. Here is one Division - the 3rd Marine Division. When you draw this Chit from The Cup, it activates all regiments of the 3rd Marine Division (the 3rd RCT, the 9th RCT, and the 21st RCT) and now all the component Units of these 3 regiments may perform Actions. In addition, as a Division Activation, it also activates all White-Striped Units of the Division (the Division HQ, the 4 Divisional Artillery Units, the 4 Division Trucks, if in play, and 2 AMTRAC Units). Note These White-Striped Units are only Active when the Division Activation Chit is drawn.

In addition, any No-Striped Units or Markers may also be used. In this case, only the Division Leader, Major General Turnage is a No-Stripe Unit or Marker of this Division.

All Active Units may now perform one Action - and then, if In-Command and the owning player has a Direct Command they wish to spend, an additional Second Action.

6.0 MOVEMENT ACTIONS

A Movement Action is one in which a Unit in Column spends Movement Points to move to a new hex. Units may move as one Unit, or in a Stack if they all start the Activation in the same hex and move to the same hex. The actual timing of how moving works is you spend the movement points to enter another, adjacent hex and then, after spending those points, move into the new hex. The timing is important for some game mechanisms (such as Opportunity Fire).

Performing a movement action in an enemy Fire Zone creates an Opportunity Fire trigger for your opponent unless there is a Deployed Friendly Unit in the hex where Opportunity Fire could occur. An exception to this is if the friendly Unit is performing a Movement Action into another hex and that hex is also in a Fire Zone from the same enemy Unit that has a Fire Zone in the hex the Unit is leaving (sort of moving from zone of control to zone of control concept here for old hands).

An Active Unit (or stack of Units if they all begin in the same hex at the start of an Activation) may change to Column or Deployed status at the start of their Division or Formation activation, or if a Direct Command is paid to activate a Unit, then you may change from In-Column to Deployed or vice versa before performing a Direct Command Action. This is the only time you can change from one mode to the other. A Unit changes from Column to Deployed (or vice versa) immediately before a unit performs an Action or in lieu of performing an Action.

6.1 Stacking

Players may stack up to 3 Units (not including any markers - only Units apply) in a hex without penalty. For each Unit in excess of 3 at the end of any Activation (friendly or enemy), add one Disorganized to the hex. Note that this DG penalty isn't cumulative for every Activation. If you are overstacked by 2 at the end of an Activation and acquire 2 DGs and are still overstacked by the same amount at the end of the next Activation, no additional DGs are added.

In addition, if an Activation ends with Units of different Formations in the same hex (only colored-stripe Units apply - White-Striped Units are exempt if from the same Division), 1 DG is added to the hex. This is in addition to the Overstack penalty and is also not cumulative. Only 1 DG penalty applies regardless of how many additional Formations are in the hex - and the penalty only applies once; not at the end of each Activation.

6.1.1 Disorganized Markers

A Disorganized Marker in a hex applies to all the Units in that hex. Should a Unit or Units move out of that hex, it is also Disorganized at the same value it had in the hex it just left. Should a Unit move into a hex that is at a lower Disorganized value than it is currently at, the new hex entered becomes Disorganized at the same level as the entering Unit. Should a moving Unit enter a hex at a higher

Disorganized Markers Example

Reserve elements of the 306th Regiment are moving up to relieve the soldiers in the front lines. To do this, they'll have to move through several hexes occupied by some tired and worn out GIs.

L Company is up first and carries with it, a DG1 Marker. It moves into F Company's hex and now both Units are DG1 - as DGs are tracked by hex. The Company continues on and now both Companies are at DG1.

Next up is **K Company**. It is off and moving into E Company's hex. K Company at DG2 joins E Company's hex with DG3 - now they are both at DG3 - and moving into the next hex, K Company takes a DG3 with it.

Now **A Company** takes its DG4 with it into C Company's hex. C Company, not too happy now, is at DG4 as well. A Company keeps going and ends up in its next hex. Still at DG4 but also leaves C Company at DG4.



Stacking Examples

The American player has stacked all the Units of the 2nd Battalion, 306 RCT in a hex at the end of an Activation. Four Units in a hex is one more than the 3 allowed without penalty. For the extra Unit stacked in the hex, the American player immediately places a DG1 marker on the hex.



If one of the Units had continued to move and not ended its Activation in the hex, there would be no penalty. No additional DGs would be added to the hex if all the Units stayed together and ended any future Activation also stacked together.

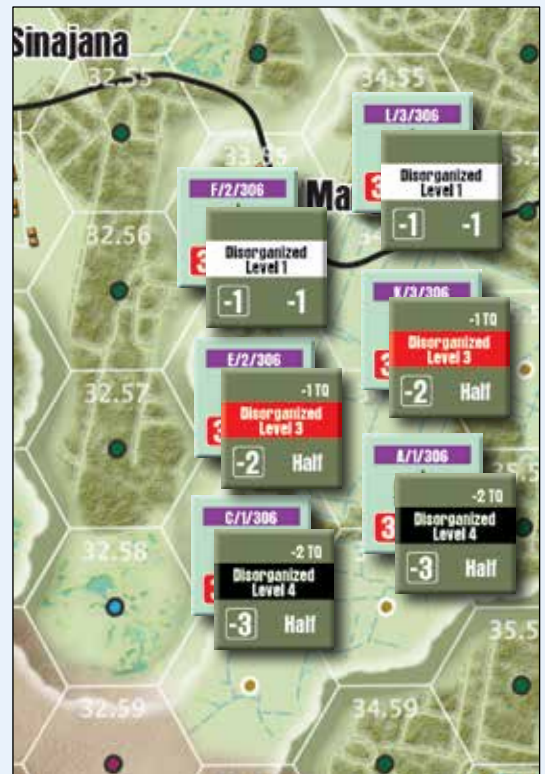


In a later Activation, the hex is joined at the end of an Activation by CC/305. Now the hex is overstacked by 2 (5 total Units in the hex) - and, in addition, another Formation is in the hex. For both of these transgressions, and additional 2 more DGs are added to the hex. It is now at 3 DGs.

As the turns go by, 3 companies of the 2nd Battalion move off to fight elsewhere but the CC/305 stays there. The American player rallies 2 DGs from the 3 that were there over two Activations, but there is no reason to rally that last DG away since it will keep coming back every time a friendly or enemy Activation ends. However, there is no additional penalty to have more than two Formations in a hex, so F Company joins the stack - and no additional DGs are added.



Here's how it ends up:



Disorganized level than it is currently at, the just entered Unit is Disorganized at the same level as the hex it just entered.

A Unit that routs and is placed in the Routed Units box of its Division removes all DG, Pinned, and/or Suppressed Markers it may have at the time of the rout. If the hex occupied by the routed Unit is now empty of all friendly Units, remove any DGs from play that might remain.

6.1.2 Japanese Interservice Rivalry

Japanese Navy troops (the red ones) and all other Japanese Army troops (all the others) may not voluntarily stack together. Should they find themselves together from a form of involuntary movement, the Japanese Player must try to unstack these as soon as possible. Japanese Navy Support Weapons may not be used by Japanese Army Units and vice versa.

6.1.3 Japanese Infiltration

The Japanese Player may move from one enemy Fire Zone to another enemy Fire Zone of that same enemy Unit without triggering Opportunity Fire if it is a Night Turn and the hex it is leaving does not have an Illumination Marker present.

6.2 Terrain

Each hex type is defined by the color of the dot in the center of the hex. Use the dot in the hex to determine the type of terrain in a hex and not the terrain graphic in a hex. For example, if the hex has a white center dot, then it is a clear terrain hex regardless of the visual representation of the hex.

A hex without a center dot cannot be entered.

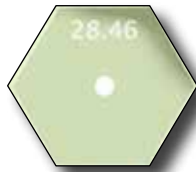
6.2.1 Hex Terrain Types

Clear

Clear terrain has a white circle in the center of the hex.

- A Leg Unit can enter a Clear hex for 1 movement point
- A Wheeled Unit can enter a Clear hex for 3 movement points
- A Tracked Unit can enter a Clear hex for 2 movement points

A Clear hex is not Line of Sight Blocking Terrain and does not subtract from the Defensive Value of any Units defending against either an Assault or a Fire Action.




Beach

Beach terrain has a yellow circle in the center of the hex.

- A Leg Unit can enter a Beach hex for 1 movement point
- A Wheeled Unit can enter a Beach hex for 5 movement points
- A Tracked Unit can enter a Beach hex for 3 movement points

A Beach hex is not Line of Sight Blocking Terrain and does not subtract from the Defensive Value of any Units defending against either an Assault or a Fire Action.



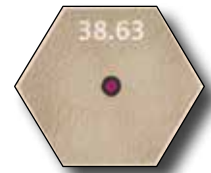
 Fortifications may be placed in a beach hex.

Rocky

Rocky terrain has a brown circle in the center of the hex.

- A Leg Unit can enter a Rocky hex for 2 movement points
- A Wheeled Unit can enter a Rocky hex for 6 movement points
- A Tracked Unit can enter a Rocky hex for 4 movement points

A Rocky hex is Line of Sight Blocking Terrain and subtracts 2 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

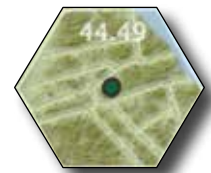


Brush

Brush terrain has a bright green circle in the center of the hex.

- A Leg Unit can enter a Brush hex for 2 movement points
- A Wheeled Unit can enter a Brush hex for 4 movement points
- A Tracked Unit can enter a Brush hex for 3 movement points

The first Brush hex in a Line of Sight does not block that LOS, but a Line of Sight traced through two Brush hexes is blocked. In other words, a Line of Sight can be traced through one Brush hex and into a second Brush hex but no further. Brush hexes subtract 1 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

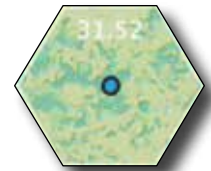


Swamp

Swamp terrain has a light blue circle in the center of the hex.

- A Leg Unit can enter a Swamp hex for 3 movement points
- A Wheeled or Tracked Unit or a Unit with an attached Tank SW cannot enter a Swamp hex. You cannot assign Tank SW to a Unit in Swamp Terrain.

Swamp hexes are not Line of Sight Blocking Terrain and add 2 to the Defensive Value of any Units defending against either an Assault or a Fire Action.



Runway

Runway terrain has a light gray circle with a white outline in the center of the hex.

- A Leg Unit can enter a Runway hex for 1 movement point
- A Wheeled Unit can enter a Runway hex for 3 movement points
- A Tracked Unit can enter a Runway hex for 2 movement points

Runway hexes are not Line of Sight Blocking Terrain and add 1 to the Defensive Value of any Units defending against either an Assault or a Fire Action.



Town

Town terrain has a black circle with a white outline in the center of the hex and a dark green hex border.

- A Leg Unit can enter a Town hex for 1 movement point
- A Wheeled Unit can enter a Town hex for 3 movement points
- A Tracked Unit can enter a Town hex for 2 movement points



A Town hex is Line of Sight Blocking Terrain and subtracts 2 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

Wheeled and Tracked Units may not Deploy in Town hexes.

Buildings

Buildings terrain has a brown circle in the center of the hex.

- A Leg Unit can enter a Buildings hex for 1 movement point
- A Wheeled Unit can enter a Buildings hex for 1 movement point
- A Tracked Unit can enter a Buildings hex for 1 movement point

A Buildings hex is Line of Sight Blocking Terrain and subtracts 2 from the Defensive Value of any Units defending against either an Assault or a Fire Action.



Wheeled and Tracked Units may not Deploy in Buildings hexes.

Rice Paddy

Rice Paddy terrain has a brown dot with a white outline in the center of the hex.

- A Leg Unit can enter a Rice Paddy hex for 2 Movement Points.
- A Motorized Unit can enter a Rice Paddy hex for 5 Movement Points.
- A Tracked Unit can enter a Rice Paddy hex for 5 Movement Points.

Rice Paddy hexes are not Line of Sight Blocking Terrain and subtract 1 from the Defense Value of any Units defending against either an Assault or Fire Action.

**Palm Forest**

Palm Forest terrain has a light green dot with a black outline in the center of the hex.

- A Leg Unit can enter a Palm Forest hex for 2 Movement Points
- A Motorized Unit can enter a Palm Forest hex 5 Movement Points
- A Tracked Unit can enter a Palm Forest hex for 3 Movement Points

Palm Forest hexes are Line of Sight Blocking Terrain and subtract 1 from the Defense Value of any Units defending against either an Assault or Fire Action.

**Tropical Forest**

Tropical Forest terrain has a dark green dot with a black outline in the center of the hex.

- A Leg Unit can enter a Tropical Forest hex for 3 Movement Points
- A Motorized Unit may not enter a Tropical Forest.
- A Tracked Unit may not enter a Tropical Forest.

Tropical Forest hexes are Line of Sight Blocking Terrain and subtract 2 from the Defense Value of any Units defending against either an Assault or Fire Action.



In addition, all American Units in Tropical Forest hexes or Assaulting into a Tropical Forest hex suffer a -2 Troop Quality penalty.

Mangrove Swamp

Mangrove Swamp terrain has an dark green dot with a white outline in the center of the hex.

- A Leg Unit can enter a Mangrove Swamp hex for 3 Movement Points
- A Motorized Unit may not enter a Mangrove Swamp hex.
- A Tracked Unit may not enter a Mangrove Swamp hex.

Mangrove Swamp hexes are Line of Sight Blocking Terrain and subtract 3 from the Defense Value of any Units defending against either an Assault or Fire Action.



No foxholes or trenches may be built in Mangrove Swamp hexes.

Any Units that deploy in a Mangrove Swamp hex has a 2 DG Marker placed on the hex. You may rally this away.

In addition, one Deployed Japanese Unit (if not stacked with any other Japanese Units) may "hide" in a Mangrove Swamp hex. This one Deployed Japanese Unit may not be fired upon by Direct Fire, Indirect Fire or Air Attacks. If there are more than one Japanese Units in the hex, no Units may hide.

Roads

There are several types of Roads in *CSS: Guam*. They all have several qualities in common. A Unit may use a road to negate any terrain costs for the terrain type in the hex and choose to use the Road costs. A Unit may always choose to not use the Road value and move through the actual terrain instead. A Unit not entering or exiting the Road hex along the Road graphic must pay the underlying terrain cost. No Roads of any type are Line of Sight obstacles.

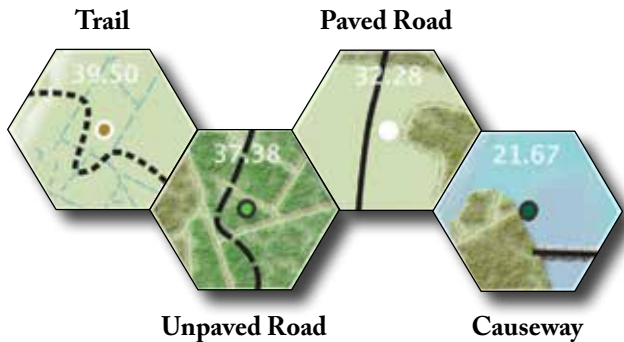
Road Types

Trails (ex: 39.50) – Trails cost all Units 2 movement points to enter. If a Unit of any type starts, never leaves the trail, and ends its movement along a trail, it may add 2 Movement Points to its movement allowance (in other words, it can move an additional hex).

Unpaved Roads (ex: 37.38) – Unpaved Roads cost all Units 1 movement points to enter. Japanese Units moving along Unpaved Roads are vulnerable to immediate Air Strikes. See rule 16.0.

Paved Roads (ex: 32.28) – Paved Roads cost all Units ½ movement points to enter. Japanese Units moving along Paved Roads are vulnerable to immediate Air Strikes. See rule 16.0.

Causeway (ex: 21.67) – The Causeway costs all Units ½ movement points to enter. A Unit may not Deploy in either Causeway hex.



6.2.2 Hexside Terrain Types

In all cases, a hexside feature is considered to cross the entire hexside even if the graphic doesn't fully extend across the full hexside.

Streams

A Stream has a light blue line along a hexside.



A Stream hexside does not block Line of Sight and does not affect the Defensive Value of a hex.

- A Leg Unit pays an additional 1 movement point to cross a Stream hexside.
- A Motorized Unit pays an additional 3 movement points to cross a Stream hexside.
- A Tracked Unit pays an additional 2 movement points to cross a Stream hexside.

Rivers

A River has a dark blue line along a hexside.



A River hexside does not block Line of Sight and does not affect the Defensive Value of a hex.

- A Leg Unit pays an additional 2 movement point to cross a River hexside.
- A Motorized Unit may not cross a River hexside (unless along a road).
- A Tracked Unit may not cross a River hexside (unless along a road).
- If all Assaulting Units are assaulting over a River hexside, the Defender adds 2 to his Assault die roll.

Ravine

A Ravine hexside does not block Line of Sight and does not affect the Defensive Value of a hex.



No Units may cross a Ravine hexside unless along a road.

Slopes

A Slope hexside has a white slope line.



Slope hexsides block Line of Sight unless the Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.

There is no additional Movement cost for Units to cross a Slope hexside. Fire Combat across a Slope hexside is not modified. The Defense Rating of Units defending during an Assault that crosses a Slope hexside is modified by -1. All assaulting Units must be attacking across a Slope hexside for this modifier to apply.

Steep Slopes

A steep slope hexside has a dark brown slope line.



- A Leg Unit pays 1 additional movement point to cross a steep slope hexside in either direction. Wheeled or Tracked Units may not cross a steep Slope hexside unless along a Road or Railroad.
- A Unit with an attached SW may not cross a steep slope hexside. Moving along a Road negates this penalty.

Steep Slope hexsides block Line of Sight unless the Steep Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex. The Defense Rating of Units defending during an Assault or a Direct Fire that fires upslope a Steep Slope hexside is modified by -2. All assaulting Units must be attacking across a Steep Slope hexside for this modifier to apply.

- An American Unit with a SW may assault across a Steep Slope but will place the SW in the Reallocated box on the Divisional Display should it choose to advance across a Steep Slope
- A Japanese Unit with a SW may assault across a Steep Slope but the SW is removed from play permanently should it choose to advance across the Steep Slope.

A Unit on the upper side of a Steep Slope hexside that is part of its hex and firing through that hex side may fire over any number of Sugar Cane, Brush, Cliff, or Rocky terrain hexes without penalty.

They may not fire over Steep slope hexsides that are not part of their hex unless they are part of the target's hex.

Ridges

A Ridge hexside has a brown line.



- A Leg Unit can cross a Ridge for +1 movement point in addition to the cost of the Terrain in the hex entered unless you are moving along a Road or Railway.
- An attached SW may not cross a Ridge hexside unless along a Road or Railway.
- A Wheeled or Tracked Unit cannot cross a Ridge hexside unless along a Road or Railway.
- LOS across a Ridge hexside is considered blocked unless the target or spotting Unit is adjacent to the Ridge.
- A Unit receives an additional -1 Defense value if Direct Fire, an Assault, or Opportunity Fire crosses a Ridge hexside.

As soon as an enemy Unit moves adjacent to one of your Units and they are separated by a Ridge hexside, you may place a Ridge marker on your Unit. Placing a Ridge marker does not invoke Opportunity Fire. If you choose not have a Ridge Marker on your

Units, then the enemy Unit may in turn claim the Ridge marker. If the only friendly Units adjacent to that Ridge are beneath a Cave marker, then the enemy automatically receives the Ridge marker instead. Once no enemy Units are adjacent to your Units, remove the Ridge marker. You can only remove a Ridge Marker when you are Active. This isn't an Action. Just remove the Marker. If you do remove the Ridge Marker, the enemy may immediately claim the Ridge Marker for themselves.

Units under a Ridge Marker acquire some additional attributes. Good ones if they are assaulted or fired at across a Ridge – but bad ones if they are assaulted or fired upon if they are under a Ridge Marker and that assault or fire isn't across a Ridge hexside. Note that any ridge hexside will give the defender the attributes – it needn't be the one that the Unit "claimed".

If a Unit is under a Ridge Marker, it gains the following attributes:

- If Assaulted or Fired (Direct or Opportunity) upon, across the Ridge hexside of a hex with a Ridge Marker, the Unit receives an additional +1 to its Troop Quality or -1 terrain defensive value (respectively). This is in addition to the -1 it would receive for Assault or Fire across a Ridge hexside if without a Ridge Marker.

Ridge Marker Example

The U.S. player is moving to attack and wants to either get the Japanese to claim the ridge and flank the Japanese, or if they don't claim it, do a frontal attack. K Company moves off from hex 66.88 to 65.87. The Japanese decides to claim the Ridge marker - but it is a no-win situation. L Company moves out next and moves around the Japanese southern flank and takes up position in hex 64.89.

Any fire from K Company will give the Japanese an extra -1 to his defensive value but fire attacks from L Company will give the U.S. player +2 to his fire value. In addition, assaults from L Company will also give a +2 to the U.S. Assault roll.



- If a Unit under a Ridge Marker fires (either Direct Fire or Opportunity Fire) across a Ridge hexside, it gains a +2 if Japanese and a +1 if American to its Fire Value. The normal -1 to that Unit's fire is ignored. Indirect Fire is not affected.
- If Assaulted or Fired upon (Direct or Opportunity) across a non-Ridge hexside, the enemy Assaulting or Firing player may add an additional +2 to his Troop Quality or Fire Value (respectively) – in addition to any other modifiers.

Units that Assault across a Ridge hexside and advance into a now vacant hex must remove any SW markers with that Unit. Remove the SW and place it in the Reallocating Box of the owning Division. This is true for both American and Japanese SWs.

Cliffs

No Unit may cross a cliff hexside.



Cliffs are Blocking Terrain for LOS unless the spotter or the target are in a hex adjacent to the Cliff.

6.3 Caves

What would a World War Two game in the Pacific be without Cave rules? Here you go:



Cave terrain has both a special cave symbol in the hex as well as its own terrain dot (brown with a white circle). If a Unit is not "in the cave", use the terrain effects of a Rocky hex to determine the terrain effects that apply to that Unit.

A Japanese Unit in a Cave hex may choose to be "inside" the cave or "outside" the cave. Each of these is treated as a separate location within the hex and stacking applies separately. Mark a Unit inside a cave by placing a Cave Marker on top of those Units in a Cave. American Units can never be "inside" a cave.

Units in Caves Example

2nd Company is under the Cave Marker and thus may benefit from the Cave Marker.



1st Company is on top of the Cave Marker - this Unit is not in the Cave and gains no benefit from the Cave.

Comprehensive Cave Example



3rd Battalion of the 9th RCT has been tasked with taking a cave complex defended by the Japanese 322nd Battalion. 322nd has a Unit outside the cave to provide fields of fire towards the west (the Unit in the Cave can't see to the west because of the adjacent Ridge hexside).

The US player is active and chooses to put his Units in Column and move out. L Company moves to 57.67 to try and draw Opportunity Fire as his first action. The Japanese don't bite. For the US second action, he pays a Direct Command and fires - but misses. K Company then moves to the same hex - but the Japanese is holding fire hoping for a shot at the Engineer. The US doesn't bite here and the first Activation ends.

Here is the situation: →

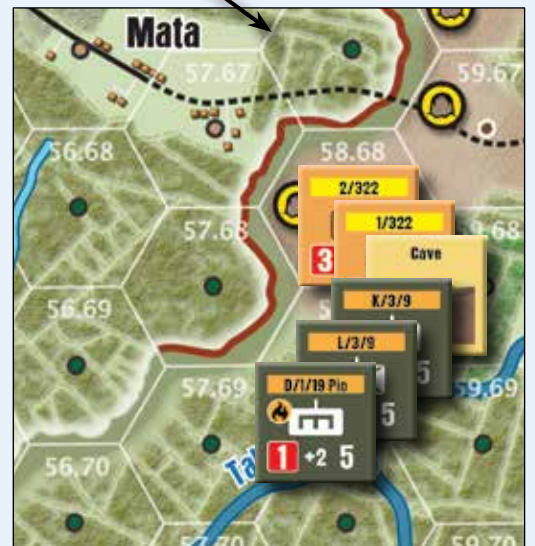


The Japanese are active next and 1st Company goes into Column and ducks into the Cave to join 2nd Company. This is a Movement Action and does allow the US an Opportunity Fire. The 4 Small Arms fire rolls a 3 - DG/R*. The Japanese passes the Rout but takes his DG with him into the Cave. The Japanese uses his 2nd Company's first action to rally the DG away.

Now the situation is like this:



The US player is active next and now moves to the Cave hex with everyone. All three US Units are now in the Cave hex. No Japanese Opportunity Fire is allowed as the hex the Units are leaving can't be seen from the Cave and thus not in a Fire Zone. The Japanese are Active next and deploy 1st Company and fire at the US Units (you can always see Units in a Cave hex from inside the same Cave). His fire misses. In a later Activation, the US Deploys his Units. Now the operation to take the Cave begins and the situation is like this: →



The Marines are about to start making life uncomfortable for the Japanese. He will fire on the cave with a 7 FP - and the -3 defensive benefit for the Cave will be negated because a Flamethrowing able Unit (or SW) is assisting the combat. The Japanese can retreat in a later Activation to an adjacent cave hex and will not trigger Opportunity Fire when they do so.

To go inside a cave, a Japanese Unit must be in the hex, in column, and then pay 1 Movement Point to enter the cave. Only Japanese Units may be inside a cave. There is a maximum stacking limit of 2 Units inside a cave. This cannot be exceeded at any time during an Activation.

To go outside a cave, a Unit must be in Column and pay 1 Movement Point to remove the Cave marker, and it then counts as being in the same hex but outside of the cave.

Japanese Units may fire out of a Cave normally (although see the special Line of Sight limits to determine its Fire Zone). American Units on top of the Units in a Cave or in a hex adjacent to the Cave hex are considered one hex away for range.

Line of Sight out of a Cave Example

Green is clear; red is blocked



Units firing into a Cave hex in which the Japanese are not in the Cave, treat the fire as a normal Fire Action. American Units may be outside of a Cave in the same hex where Japanese Units are inside a Cave. To fire on any Units inside a Cave, the American Player must be in the same hex as the Cave. This is treated as one hex range. Units inside a Cave benefit from a minus 3 terrain modifier when fired upon. If the American Player uses a Unit that has a Flamethrower symbol in their fire against a Cave, the Japanese do not benefit from the -3 terrain modifier for Cave.

Indirect fire, Naval gunfire, Bombardments and Airstrikes have no effect on Units inside a Cave apart from limiting its Fire Zone, the effects of a Barrage on a Unit's ability, and blocking Line of Sight as usual.

American Units may not assault into a Cave. Japanese Units may assault from a Cave into the same hex (only). Only the American Units in the same hex may Opportunity Fire at Assaulting in-Cave Japanese Units.

An American Engineer Unit may attempt to seal a Cave; see Rule 11.2.

A Fortification may not be placed inside a Cave but may be on Units in a Cave hex that are outside of the Cave.

Indirect Fire may not be performed by a Unit inside a Cave. Duh!

No Wheeled or Tracked vehicles may be placed inside a Cave.

Units inside a Cave may not trace Line of Sight through any Slope/Steep Slope or Ridge hexside that is adjacent to their hex.

Japanese Units in Caves may never claim a Ridge Marker.

If a Unit in a Cave suffers a Rout result, it does not rout but the stack takes an additional 1 DG.

Cave Infiltration: An Active In-Column Japanese Unit(s) may move to any adjacent Cave hex by using a Movement Action and expending all of its movement allowance. They are now considered in the adjacent Cave hex (they may not exit the cave without using another Action). The American player may not Opportunity Fire this movement.

7.0 LINE OF SIGHT

To fire on a Unit or to spot for an Indirect Fire Unit firing on an enemy Unit, that hex must be seen. In addition, the Line of Sight in conjunction with the range a Unit may Direct Fire, determines a Unit's Fire Zone. Note that while your Fire Zone is never greater than your Line of Sight, it can be shorter than your Line of Sight. For example, a Unit with an enemy Unit adjacent to it only has a Fire Zone of one hex – but can see hexes for spotting for Indirect Fire up to the limit of its Line of Sight. Generally, one traces a Line of Sight from a Unit attempting to see another by placing a straight line from the friendly occupied hex using the center dot to the center dot of the Unit it is attempting to see.

7.1 Tracing a Line of Sight

7.1.1 General Rules

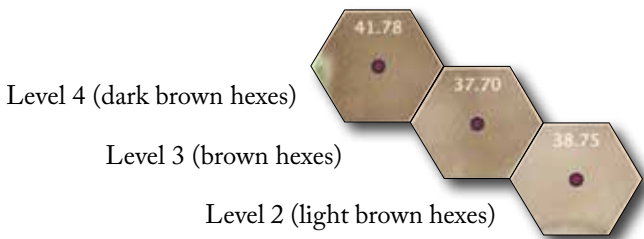
Draw a line from the center of the hex dot the friendly Unit is in to the hex you wish to "see". This is the Line of Sight.

- If the Line of Sight from the spotting Unit to the hex to be spotted has any Blocking Terrain along the Line of Sight and at the same elevation as the spotting Unit, the LOS is blocked.
- If the LOS is traced along a hex spine and one side has Blocking Terrain and the other does not, the obstacle is not Blocking Terrain.

c) Two terrain types (Rice Paddy and Brush) block after the Line of Sight passes through one of these types of hexes. Both terrain types have equal weight when tracing a Line of Sight. In other words, you can trace through one Rice Paddy or Brush hex but the next Rice Paddy or Brush hex can be seen but not seen through to another hex (of any type).

7.1.2 Line of Sight and different elevations

Things get a bit trickier when there are Units at different elevations. First off, there are four elevations in the game; levels 1, 2, 3, and 4.



All other hexes are at level 1

If there appears to be two elevations in the same hex, a Unit is always considered to be in the higher elevation level.

Now for the fun stuff for Units at different elevations.

If any hex along the Line of Sight is higher than either the spotting Unit or the hex to be spotted, the Line of Sight is blocked:

- a) If the Line of Sight passes through any hexes of the same elevation as the higher of the hexes of either the spotter or the hex to be spotted, the Line of Sight is blocked.
- b) If the hex immediately adjacent to the lower of either the spotter's hex or the hex to be spotted along the Line of Sight is higher than the lower of the two hexes, the Line of Sight is blocked. Don't follow that? Look at the example. It is for blind spots.
- c) If any hexside Blocking Terrain (Slope, Steep Slope, Ridge or Cliff) is along the Line of Sight, the Line of Sight is blocked unless either or both of the spotter's hex or the hex to be spotted is in the hex adjacent to that blocking hexside feature.
- d) If the Line of Sight traces through the hex spine of Blocking hexside terrain, that Line of Sight is always blocked
- e) Other than these issues, blocking in-hex terrain does not block a Line of Sight if the spotter is at a different elevation and passes the Line of Sight checks listed in a) through d).

A few general Line of Sight rules:

- Line of Sight is automatically reciprocal unless specifically stated otherwise in a rule
- The maximum range of a Line of Sight is 8 hexes during clear turns, 3 hexes during rain turns and 1 hex during night turns
- Units in Sea Zones are always spotted
- Barrage and Bombardment Markers limit Line of Sight of Units in the hex with the Marker to one hex
- Enemy Units never block Line of Sight
- Units can always see adjacent hexes

Line of Sight Example (Units at different elevations)

The Japanese 2nd Company of the 18th Regiment has Marines all around him but which angry Marine Units can he actually see?

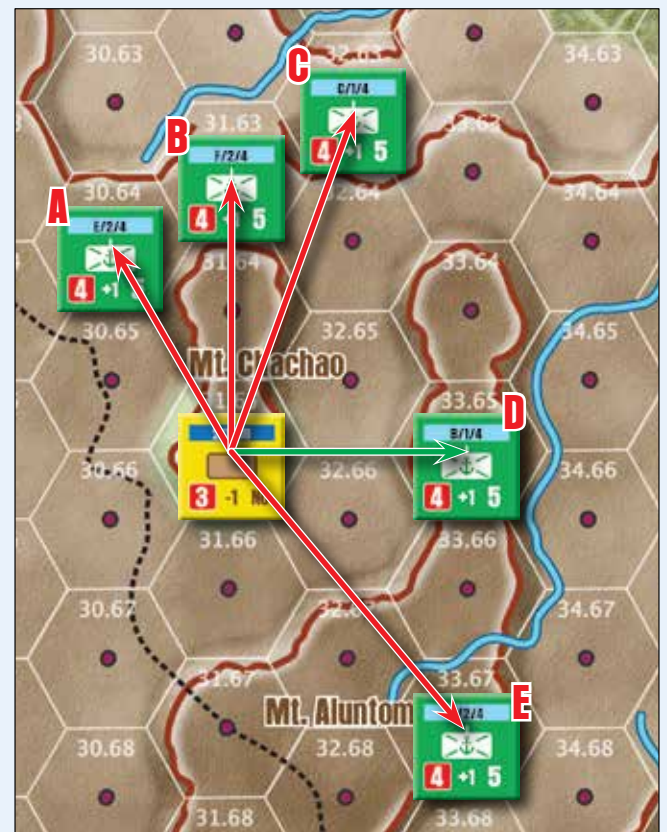
Case A: Can't see this Marine. The Japanese Unit can't see Company E because of 7.1.2 d). If you trace along the hex spine and the Blocking Terrain is a hexside type, you can't see through it. Note the difference here from if a full hex feature was blocking on one side of the spine but clear on the other (7.1.1, b) - then the LoS would be clear.

Case B: Can't see this Marine either. This Line of Sight is blocked for a few reasons. The Rocky terrain in hex 31.64 is at the same level as the spotter - thus the Line of Sight is blocked from case a) of 7.1.1. It is also blocked because of case a) of 7.1.2.

Case C: Again, this Marine can't be seen - and again for more than one reason. In this case, he is in the blind spot of the 2nd Company (the artfully worded case b) of 7.1.2) and because of case a) again of 7.1.1. The Rocky hex of 31.64 blocks all hexes that aren't higher than the spotter.

Case D: This Marine is spotted! Only one Marine in sight? This isn't so bad. The Marine can be seen because even though both hexes 32.65 and 32.66 are Blocking Terrain, they are both at a lower elevation. 7.1.2 c).

Case E: G Company can't be seen because of the Blocking Terrain in hex 32.67. Per case a) of 7.1.2.



Line of Sight Example (Units at the same elevation)

Company 2 of the 18th Regiment is in trouble once again. Marines are everywhere but again, which ones can he see?

Case A: This one is easy. The Marine A Unit cannot be seen as there is a Blocking Terrain hex (the Tropical Forest in hex 22.79) in between the two Units - and both Units are at the same elevation.

Case B: Let's look at Marine B in hex 24.77 (note we've changed the terrain dots on the map to make the example more comprehensive). This is a trace along a hexspine. The first spine transited is hexside 22.79/23.79. Since one hex type on one side is clear, the LOS is clear through this spine. Next up is hex 23.78 – as Brush and you can see through one of these types without penalty, we're still good on LOS through this hex too. Next is the hexspine 23.77/24.78 – since 24.78 is clear, the Line of Sight goes all the way through to 24.77.

Case C: Marine C cannot be seen as while the first hex (23.80) is Brush (and you can see through the first one of these), hex 24.81 is Tropical Forest and thus blocks the Line of Sight.



7.2 Fire Zones

A Fire Zone consists of two basic factors. Can an enemy be seen and can it be fired at by the Unit “seeing” it? If an enemy Unit is more than one hex away and there is a clear Line of Sight but the friendly Unit can only fire one hex, that enemy is not in a Fire Zone. Similarly, if an enemy Unit is more than one hex away and the Line of Sight is blocked, that enemy is not in a Fire Zone – regardless of the range of the friendly Unit.

A few other restrictions also apply:

- If an enemy Unit is adjacent to a friendly Unit, that friendly Unit only has a Fire Zone in adjacent hexes (i.e., a range of 1).
- If a Unit is under a Barrage or Bombardment marker, that Unit only has a Fire Zone of one hex.
- In-Column Indirect Fire Units only have a Fire Zone of one hex and Deployed Indirect Units never have a Fire Zone.
- A Unit that cannot fire (for any reason) has no Fire Zone
- Units that have a Concentrated Fire Marker have no Fire Zone.

Fire Zone Examples

The Japanese Naval Coastal Batteries are ready to fire on the Marines as they come in - but with these positions, where are the Japanese Fire Zones?

Remember, a Fire Zone is a function of both Line of Sight as well as the range the Unit may fire. Although, also remember that while a Unit may be able to see a hex, it may not be in that Unit’s Fire Zone. If an enemy was adjacent to either of these two Units, the Fire Zone would be one hex - although the Line of Sight would not change.

3/54 can fire on a lot of Marines on the beach. All the red and blue hexes can be seen. and are within range - and thus in his Fire Zone.

8/54 is a bit more limited. He can Fire on all the yellow hexes as well as all the blue ones. His position is a bit more limiting though. Of special note, he can’t see hex 23.62 and 23.61 (and thus can’t fire on them) because of the hill in 24.64. If you traced a line from center of the Unit’s hex to the center of those hexes, it passes through a small portion of 24.64 - which blocks the Line of Sight.

A Japanese player might look for a better hex for this gun.

8.0 FIRE ACTIONS

A Fire Action is one of the available Actions a Unit (or Units) may perform when it is Active. In general, the controlling Player chooses a Unit (alone or in a stack) and chooses a target (either a target hex or a specific Hard Target type Unit in the Fire Zone of the Firing Unit), modifies his Fire Value with the appropriate modifiers and rolls the die. Cross reference the die roll with the Fire Type and see if you rolled equal to or less than the modified Fire Value of the Firing Unit. If you have rolled equal to or less, apply the combat result immediately. Results can be one or more increase in the Disorganized state of the hex, Suppressed, Rout Check, or Eliminated.

You may only Direct Fire one time from a hex during any one Action regardless of how many Units you have in the hex. You may fire Indirect Fire twice per hex per Activation (unless there is a stated restriction) but only one type of fire is allowed in from a hex in any single Action.

8.1 Fire Types

There are 3 types of Direct Fire and 1 type of Indirect Fire.

Direct Fire Types:

- Small Arms (shown by a red box outside of a Unit’s Fire Power value)
- High Explosive (shown by a yellow box outside of a Unit’s Fire Power value)
- Armor Piercing (shown by a blue box outside of a Unit’s Fire Power value)

Note that a white box outside of a Unit’s Fire Power value means that the owning player may choose to fire either High Explosive or Armor Piercing.

All Units that have no range listing on their Counter have a range of 1 hex.

Indirect Fire is shown by a black box outside of a Unit’s Fire Power value.

8.2 Performing a Fire Action

To perform a Direct Fire Action, choose a hex within range, in the Fire Zone, and in the Line of Sight of a single Firing Unit. That is the “firing Unit” and the “target hex”. You may only fire once from a hex per Activation at one Target (exception: See Sustained Fire). A hex or a Hard Target may be fired upon as many times as you have eligible Units in different hexes that can fire.

If the target hex has no Hard Targets present, only the “hex” may be fired upon and all results from the Fire will apply to all the Units in the hex. Should the hex have only Hard Targets in the hex, you must choose a single target Unit and fire only on that Unit (and the results only apply to that Unit – except if a Rout

Firing at a Hex Example

The 9th RCT is Active and wishes to fire at some Japanese Units. First up is Companies C (Deployed) and B (in Column) as well as Col Craig and a Light AT Gun Support Weapon, in hex 31.75. Before B performs any Actions, the US Player could Deploy the Unit - but he chooses not to at this time.

C Company fires and has the following Fire Value modifiers to apply:

- Defense Value of Target Unit.** As there are both Units in Column (3/II/18) and Deployed (2/II/18), the defending Player may choose his Unit to use for values - the Japanese chooses 2nd Company (-1).
- Support Weapons (+1 - and the fire converts to HE), Leader Craig (+1)**
- No Status Markers are on either the firing hex or the Defending hex (0)**
- There is an additional Unit but it is in Column - thus may not add any additional value (0)**
- Defensive Value of Terrain (-1 Brush)**
- The US declines to use Concentrated Fire (0)**
- There are no Hard Targets in the hex so there is no -2 modifier**
- It is not raining and it isn't Night (0)**

The unmodified value of the Marine's Firing Unit is 5 - and to that we apply all the above cases ($5+(-1)+1+1+0+(-1) = 5$) and get a final modified value of 5. A roll of 0 to 5 on the High Explosive row (from the AT Gun conversion) will hit and cause a result of either 3DG/R, 2DG/R, DG/R*, or 2DG/S. Any other roll would be a miss.

Let's say a 3 was rolled giving the results of 2DG/R. Place a 2 DG Marker and perform a Rout Check. Since the target Unit is Deployed, it can't rout - but the hex can be Pinned.

The base Division Troop Quality is 6 and the Japanese player must roll that number or less to pass his Rout Check. To the die roll, we apply the following modifiers to a Troop Quality Check die Roll:

- Neither a * or ** was rolled (0)**
- The Defensive Value of Brush (-1)**
- The Leader subtracts his +2 modifier (-2)**
- The Target Unit has a -1 Defense Value but the -1 TQ on the 2DG gives it right back with a +1 (net of 0).**

He rolls a 4 - and we modify that to $(4-1-2+0) = 1$ - 1 is less than or equal to his Division Troop Quality of 6 - thus, he passes the Rout Check and nothing further happens.

Since only one fire per hex per Activation is allowed, and while the Marines may perform another Action if they pay one Direct Command (as they are In-Command) the Marines in this hex may not fire again this Activation. However, since B Company hasn't yet performed an Action this Activation, it could move to another hex and, if still In-Command, it could perform a Second Action and fire at the same Japanese hex again - but from another hex.

Next up, I and K Companies of the 9 RCT will be taking a shot at the 24th Tank and another company of the 18th. Even though there is a Tank in the hex and the Marines could fire at a specific target, they choose to fire at the hex. The Marines are all Deployed so they have a few more benefits to their fire - but the Japanese have more too. First, to compute the Marines fire:

They start with a base Fire Value of 5 - to which they can apply:

- Defense Value of the defending target.** The Japanese have Units both deployed (the Tank) and In-Column - so the Japanese may choose which Defense Value to use - they will obviously choose the tank. **That's a -1.**
- The Marines have a brand new shiny Flamethrower Support Weapon - that's +1 (and changes the Fire Type to High Explosive).**
- No DGs on either the firer or the defender but the Japanese do have a Pillbox. Throwing a tank into a Pillbox might seem hard but those Japanese are a crafty bunch, so -3 more.**
- The Marines do have another Deployed Unit in the hex that can add to the fire - that's +1.**
- Terrain - Brush is -1**
- Let's do some Concentrated Fire.** Place a Concentrated Fire Marker on the Marine's hex. They now can't Op Fire until they are Active again - **but an additional +1 is added in.**
- There are Hard Targets in the hex - that nasty Tank...-2 more.**
- It isn't night or raining - so nothing there (0).**

Adding it all up is $5+(-1)+1(\text{change to HE})+(-3)+1+(-1)+1+(-2)+0=1$. The Marines have to roll a 1 or 0 to hit. If they roll a 1, DG/R* is the result; if they roll a 0, 2DG/S is the result.



Check has been failed – then all Units in the hex will be Pinned). Should there be both Hard and Soft Targets in the hex, the Firing Player may choose to either fire at the “hex” or a single Hard Target in the hex. Should you roll a 0 – the 0-column result of the Fire Action will always apply to the target regardless of any modifiers to the Fire value. Should you roll a 9, you will always “miss” regardless of your actual modified Fire Value, and there is always no effect from your fire.

Units that are chosen to fire, as well as any additional Units that add to that Fire (8.3.4), are considered to have performed a Fire Action. Thus if you activate a Unit using a Direct Command (either as a Second Action in a Division/Formation Activation or if the Direct Command Chit is in play) and wish to add other Units to the Fire Value of that Unit (via 8.3.4), each additional Unit will also cost an additional Direct Command (and must also be In-Command if a Second Action).

8.3 Fire Rating Modifiers

After choosing which Unit will fire and which hex or target will be fired upon, compute your Fire Modifiers.

Remember to always modify the Firing Unit’s Fire value and never the die roll itself. Note that subtractions are always good

for the defense while additions are bad for the defense. If you add a negative number, you will be subtracting from the value and if you are subtracting a negative number, you are adding to the value.

- Apply the Defense Value of the Unit being fired upon or the applicable Unit’s Defense Value if firing at a hex (see 8.3.1)
- Apply any eligible Support Weapons, Leaders or Heroes with the Firing Unit (see 8.3.2)
- Apply any Status Markers on both the Firing Unit and the Defending Unit that may apply (see 8.3.3)
- Add any eligible additional Units in the hex with the Firing Unit (see 8.3.4)
- Apply the target hex terrain Defense Value (see 8.3.5)
- Add +1 to the Firing Unit if it is performing Concentrated Fire (see 8.3.6)
- Subtract 2 if a hex is being Fired upon and there are any Hard Targets in the hex
- Subtract the Rain Modifier (-1), and the Night Modifier (-1 or -2) if applicable. See 8.3.7.

8.3.1 Computing the Defense Value of a Target Hex or Hard Target Unit

- If the target is a Hard Target Unit, use the Defense Value of that Hard Target.

Firing at a Hard Target Example

The Marines are after a pesky Japanese Tank that has been bothering them for some time. The 9 RCT is Active and ready to fire. In the firing hex is an In-Column B Company, a Deployed C Company, a Light AT Support Weapon and some nice Sherman Tanks Support Weapons. The Japanese Units in the defending hex are a Deployed 2nd Company of the 10th Regiment, 2nd Company of the 9th Armor and they are dug into some foxholes.

First off, if the Marines fired at the hex with his C Company, his Fire would be as follows:

- Defense of Target Unit** (at least one Unit in the hex is Deployed, so the Japanese may pick - it doesn’t matter which -1 he chooses - but he’ll pick the infantry. -1.
- The Marines do have some Support Weapons.** The +2 for the Tanks is best, and it converts the fire to High Explosive - +2 for the Marines
- The Japanese do have a foxhole - so -1 more - and the Marines are under a Barrage - -2 more. Total of -3 for these.**
- The Marines do have additional Units in the hex** (B Company) - but it is In-Column - thus can’t add to the Fire Value.
- The Japanese are in Tropical Forest - another -2 for them.**
- We could Concentrate Fire** for another +1 but the Marines will save his Op Fire in case it is needed later.
- The Japanese do have Hard Targets in the hex, -2 more.**
- It isn’t raining or nighttime. Nothing to see here, move along.**

Final value is $5 + (-1) + (+2) + (-3) + (-2) + (-2) = -1$. Nothing but a 0 hits. Not too good.


Let’s see if it is better to Fire at the Hard Target instead. Same situation, and here are the modifiers:

- 1 for the Defense Value of the Tank**
- +2 for the Shermans - and they convert the fire to Armor Piercing - blue line.**
- The Japanese lose the Hard Targets in the hex modifier** since we are firing at a single Unit.
- 3 since the foxhole and barrage are still there.**
- Still doesn’t apply**
- 2 for that Tropical Forest**
- and h) - still don’t apply...**


Final Value is $5 + (-1) + (+2) + (-3) + (-2) = 1$.

The Marines now hit on a 1 or 0 - not great but it is still double the chances of firing at the hex.



-  If the target is a hex and there are any Units Deployed in that hex, the Defender may choose which Unit's Defense Value is used. This is the "Target Unit" for the fire.

In addition, if all Units are in Column in the target hex, or if the Defender has chosen a Unit in Column to be the target Unit in the hex, and if there are any Support Weapons, Leaders, or Heroes from the same formation as the attacker's selected target, the Firing Player may choose to add one Support Weapon, one Leader and/or one Hero to the Defense Value as well. He needn't add any if he chooses not to. All Support Weapons, Leaders and/or Heroes must belong to the same Formation as the selected Defense Value used to modify the attacker's fire (some Support Weapons, Leaders and/or Heroes might offer benefit to the Attacker).

-  If the target is a hex and the chosen defending Unit in the hex is Deployed, use that Target Unit's Defense Value as a modifier to the Attacker's Fire Value. The Firing Player may (but does not have to) add any one Support Weapon, any one Leader, and any one Hero from the same Formation as the selected Target Unit (some of these might provide modifiers that make the defender easier to hit like Flamethrowers). Exception: See Tank Support Weapons, 12.4).
- If the target is a hex and there are any Hard Targets in the hex, subtract 2 from the Defense Value of the target hex.

8.3.2 Support Weapons, Leaders, or Heroes with a Firing Unit

If the firing Unit is Deployed (exception: See Tank Support Weapons, 12.4), the firing Unit may choose to add one additional Support Weapon to his fire. In addition, whether in Column or Deployed, one Leader, and/or one Hero may also be added to the firing Unit's Fire Value at the Firing Player's choice. All of these must belong to the same Formation to be eligible to be added to the fire. In addition, if a Support Weapon is added and it has a different type of Fire Type from the firing Unit, that fire is converted to the Support Weapon's type of fire. Leaders never change the Fire Type (they have a transparent FP box to show this). Lastly, the Support Weapon must have the same range as the firing Unit or longer to be added to the value of the fire strength.

8.3.3 Status Markers

Status Markers can affect the Fire Value of the firing Unit and Defense Value of the target hex or chosen Hard Target. These include Disorganized Markers, Pinned, Barrage, and Fortification Markers. Apply Status Markers in the firing player's hex to the firing Unit and Status Markers in the Defending hex to the target Defense Value.

8.3.4 Adding Additional Units to the Attacker's Fire Value.

If the chosen Firing Unit is Deployed, you may also add other Deployed Units that are in the Firing Unit's hex to the value of the Fire. Each Deployed Unit that isn't the Firing Unit adds one to the Firing Value of the firing Unit's Fire. For example, if the chosen firing Unit is deployed and there are two more Deployed Units in the Firing Unit's hex, add 2 to the Fire Value. A maximum of two additional Units may be added. As an aside,

these additional Units that add to the fire do use a Fire Action to do so. Lastly, any additional Units that add to the fire must have the same range or longer as the firing Unit.

8.3.5 Adding the Defense Value of the Terrain

Check the Terrain Effects Chart and apply the Defense Value of hex that the Defending Player is in. If fire is across a hexside (of the target hex) and that hexside provides an additional benefit, apply that value in addition to the hex value.

8.3.6 Concentrated Fire

If the firing Unit is Deployed, the player may choose to use a Concentrated Fire Marker to add an additional +1 to his Fire. Place a Concentrated Fire Marker on the Firing hex. This Marker stays in the hex for the remainder of this Activation. Remove the Marker when any Unit in the hex becomes Active from a Division or Formation Activation Chit, or if Active when the Direct Command Chit is in play. Only one Unit need be Active to remove the Concentrated Fire Marker. A hex with a Concentrated Fire Marker has no Fire Zone and may not Opportunity Fire.

8.3.7 Rain and/or Night

- Subtract 1 from all Fire on a Rain Day.
- Subtract 2 from any American Fire at Night
- Subtract 1 from any Japanese Fire at Night (these are cumulative)

8.4 Determining the Results of Fire

After determining the Modified Fire Value of the Firing Unit, roll a die and if that die roll is equal to or less than the Modified Fire Value of the Firing Unit, cross reference that roll with the correct Fire Type and determine the result(s). If you roll greater than the modified Fire Value, the fire "misses" and there is no effect to the Target Unit or hex. Always use the 0 result if you roll a 0 (regardless of the modified Fire Value) and a die roll of 9 always misses regardless of the modified Fire Value.

Also, if the Firing Player rolled a "9", and used a Support Weapon to modify their Fire value or type, that Support Weapon has "broken" and is placed in the owning Division's Reallocating box (if a US Support Weapon) or removed from the game (if a Japanese Support Weapon).

8.5 Fire Combat Results

S – Suppressed: all Units in the Defending hex are Suppressed (place a Suppressed Marker on the hex).

DG 1, 2, 3, 4: Disorganized by that value: add this value to the current Disorganized Value of the hex. If this value is greater than 4 DG, a Unit is eliminated from the hex for each additional DG over 4 (defender's choice of which Unit is eliminated – it need not be the Unit that was the target of the fire).

R – Rout Check:** roll for Rout but subtract two from the Troop Quality Check die roll to determine if an in Column Unit routs or the hex is Pinned.

R* – Rout Check: roll for Rout but subtract one from the Troop Quality Check die roll to determine if an in Column Unit routs or the hex is Pinned.

R – Rout Check: roll for Rout using a Troop Quality Check to determine if an in Column Unit routs or the hex is Pinned.

E – Eliminated: remove the target Unit from play.

Perform the combat results in the order they appear on the CRT. DGs are added to the hex before the Rout check is performed.

HQs when eliminated in any way are placed in the Routed Units box of the owning Division (exception: see Gyokusai 9.6.2).



8.5.1 Rout Check

To perform a Rout Check, if the hex was the target and has any Units In-Column, the enemy player may choose one of those Units to perform the Rout Check. If firing at a specific Hard Target, that Unit must be used to perform the Rout check.

Roll a die and modify it as follows:

- a) Subtract one (if* was rolled) or two (if** was rolled)
- b) Apply the Terrain Defense Value of the target hex
- c) Subtract any TQ modifier from a Leader and/or a Hero that is in the target hex (regardless of whether the fire was at a hex or a specific Target).
- d) Apply the Defensive Value of the Target Unit (including any Fortification Markers) and apply any TQ modifiers of any Status Markers in the hex.

If the modified roll is equal to or less than the Unit’s Troop Quality, nothing further happens.

Should this modified roll exceed the Troop Quality of the Unit being checked, the target Unit has Routed if it is in Column. Otherwise, if the target Unit is Deployed, a modified roll exceeding the Troop Quality causes the hex to be Pinned.

If the in Column Unit has Routed, place the Unit in the Routed Units box of the owning Division if the Unit can trace an unlimited line of passable hexes (by the movement type of the Routed Unit) to any HQ of the Unit’s Division. Routed Units in the Routed Units box never have Status Markers on them. The hex the Routed Unit is currently in may be in an enemy Fire Zone but no other hex of the trace may be. If it cannot do this, it is eliminated instead. If there are any remaining friendly Units in the hex that the Unit Routed from, place a “Pinned” marker on the hex.

If the hex is now vacant after a Unit Routs, all Status Markers in the target hex are removed from play.

If there are now “excess” Support Weapons in the hex (more Support Weapons than Units), the owner may choose which Support Weapons are placed in the Reallocating Support Weapons box of the Owning Division until there are only as many Support Weapons as Units in the hex.

A roll of 0 always passes and a roll of 9 always fails.

8.5.2 Returning Routed Units to Play

When a Unit is active (the Unit’s Division or Formation Chit is in play, or the Direct Command Chit is in play and the owner pays a Direct Command to make the Unit active), and in the Routed Units box, it may return to play. Routed Non-HQ Units may be placed on or adjacent to the Division HQ. Routed HQs may return on or adjacent to the Division Leader’s hex. The placement hex may not be in an enemy Fire Zone. Should no such hex exist, the Routed Unit may not return.

Returning Routed Units use an entire Action to be returned to play but may perform a 2nd Action if eligible.

Returning a Routed Unit is always voluntary.

8.5.3 Additional Effects of Combat Results

A Unit cannot be both Pinned and Suppressed. If a Pinned Unit becomes Pinned again or is Suppressed, it is only Suppressed. Any additional DGs above 4 from Fire must eliminate Units for all the added DG values above 4.

Effects of Status Markers are more completely explained in rule 10.2.

Japanese Tenacity: Army Units (although not Navy Units) may choose to not make a Rout Check and take a 1DG result instead. They must choose this option prior to rolling the die to see the result of the Rout Check.

8.5.4 Combat Results Summation

Combat Result	FP	Movement Effects	TQ	Assault
DG	-1	-1	No Effect	No Effect
2DG	-1	-1	-1	No Effect
3DG	-2	Half	-1	No Effect
4DG	-3	Half	-2	May not Assault
S	No	None	-1	May not Assault
P	-3	No	No Effect	May not Assault

8.6 Opportunity Fire

Opportunity Fire is only performed by inactive Units. If an enemy Unit triggers Opportunity Fire, by either Assault or Movement, any inactive Units exerting a Fire Zone into the triggering Unit's hex may perform a Fire Action on the triggering Unit or Units. Note that advance after a successful Assault does not trigger Opportunity Fire. Opportunity Fire is performed by each eligible hex in the order chosen by the Inactive player. Conduct Opportunity Fire as you would a regular fire.

Opportunity Fire is triggered when a Unit "leaves" a hex – not upon entry (however, see rule 22.1 when enter a beach hex from a Naval Zone for an exception). However, if there are any Deployed Units in the triggering Unit's when that Unit is performing a Movement Action, no Opportunity Fire is allowed unless the triggering Unit is moving from Fire Zone to another Fire Zone of same inactive Unit.


Opportunity Fire Example 1

The Americans are on the move and the 1st Battalion of the 3rd RCT is attempting to flank the 319th battalion. A Company moves first and goes to hex 23.78. This leaves an enemy Fire Zone in hex 24.80 but since the US has a deployed Unit also in the hex with the moving Unit, and the move isn't from a Fire Zone to Fire Zone of the same Unit, no Opportunity Fire is allowed. B Company is also on the move, and it moves from 23.79 to 24.79 - which is leaving the Fire Zone of 1/319 and entering the Fire Zone of the same Unit in hex 24.79. The Japanese can Opportunity Fire in this case. If he does, since he has a HMG that can Sustain Fire, he must place a "Sustained Fire" Marker on hex 24.80. This Marker will stay on the hex until 1/319 is Active again - when it is removed.



Generally, Units in a hex may only Opportunity Fire one time while inactive. Once any Units in a hex have conducted an Opportunity Fire, place a "No Opportunity Fire" marker on that Unit's hex (however, see Sustained Fire coming up next). (CSS) This No Op Fire Marker is removed from a hex either if later there are no Units are in the hex or any of the Units in the hex have become Active again. Only one Unit need be Active to remove the No Opportunity Fire Marker from a hex. A Unit(s) under a Concentrated Fire Marker may not Opportunity Fire at all. The Inactive Unit(s) may choose to not perform Opportunity Fire (saving its fire for a, hopefully, better target later).

Opportunity Fire occurs before any other game function caused by movement (such as Mines attacks or Ambush Placement).

 Players may not use Concentrated Fire when Opportunity Firing.

 See 12.5 for Alert Support Weapons impact on Opportunity Fire

Opportunity Fire Example 2

Night has fallen and now it is the Japanese turn to try and flank the Americans. 2nd Company moves out first and moves from 23.78 to 22.79. As it is Night, normally there is no Opportunity Fire by the Americans, however, the Illumination Round in hex 23.78 is the hex from which the Japanese is leaving - the U.S. player may Op Fire. If there was no Illumination round in the hex, or if it was in hex 22.79, no Op Fire would be allowed.

Next up, the 3/III/10 company is ready to move out. It declares a move from hex 25.80 to 24.81. Note that it must say it is moving before completing the move. Normally, as it is night, this move would not trigger Op Fire - but the Americans have a War Dog in the hex (an Alert Support Weapon). After the move has been declared but before it happens, the Americans roll for Alert. They must roll a 4 or less. If the roll fails, the Japanese Unit continues its move and is placed in hex 24.81. If the Alert passes and the dogs start barking, the US may Op Fire on 2nd Company and may add a +2 to his fire.



8.6.1 Sustained Fire

Some Support Weapons allow Units to fire using Sustained Fire. These Units may fire an unlimited number of Opportunity Fires in an Opponent's Activation Phase or when being Assaulted. These Support Weapons are marked with a Sustained Fire indicator on their counter.

After the first Opportunity Fire from a hex by any Unit in that hex, place a Sustained Fire marker on the stack that is performing Sustained Fire. They may continue to Opportunity Fire at Units unless they roll a 7 or greater on their fire roll. Should they do this, the attack is completed but an American Support Weapon is considered broken and placed in the Reallocating box of the Support Weapon's Division. They may be reallocated as any other Support Weapon may be (see rule 12.0).

May perform Sustained Fire



S This Sustained Fire Marker is removed from a hex either if later there are no Units are in the hex or any of the Units in the hex have become Active again. Only one Unit need be Active to remove the Sustained Fire Marker from a hex.

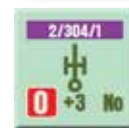
Japanese Support Weapons when they “break” are removed from the game.

8.6.2 Japanese Infiltration

During Night Turns, Japanese Units may leave an enemy Fire Zone and not be Opportunity Fired upon (even if moving from one enemy Fire Zone to another hex in that same Unit's Fire Zone). Note that if the hex left is in an Illuminated Round hex (see 8.7.3) or the enemy has Alert Support Weapons with the Unit that has a Fire Zone on the hex (see 12.5), Opportunity Fire may still be triggered. The Japanese must attempt to move before it is determined if Opportunity is triggered if there are Alert Support Weapons present in the hex that projects the enemy Fire Zone.

8.7 Indirect Fire

Units that may fire indirectly always have black Fire Power boxes on their counters. Indirect Fire has many similarities to Direct Fire but there are some differences. Fewer modifiers apply here and the procedure to determine which enemy Units you can fire on is different. The front side of an Indirect Unit is its deployed side (showing their black Fire Power box side), and it must be on its Deployed side to perform Indirect Fire. Many American Indirect Fire Units have “No” as their movement allowance on their Column side. These Units require Transport to move (see rule 15.0). If it has a movement allowance on its Column side, then it may not be transported but must move only on its Column side. In



Indirect Fire Example

The 3rd Marines are Active and looking to do some damage to a pesky Japanese Unit in hex 26.37. The Marines will fire 1/12/3 at the Japanese Unit 3/320. C/1/3 can see the Japanese Unit and be a Spotter for the Artillery Unit.

Fire is computed as follows (using 8.7.4 as a guide):

- a) The Marine Artillery has a DG2 Marker (-1)
- b) No Barrage is present in the hex with the Firing Artillery Unit (0)
- c & d) No Hard Targets are present (0)
- e) The Japanese are in a Buildings hex and thus modify fire (-2)
- f) The Japanese have a Trench Marker (-2)
- g) The Marines have another Artillery Unit in the hex they will add in (+1)

The final Indirect strength is 3+(-1)+(0)+(0)+(-2)+(-2)+(1)=-1.

0 always hits - so the Marines have to roll a 0 to do any damage. Unless they roll a 9, they will place a Medium Barrage in the hex regardless of the damage from the fire.


Aircraft Spotting

The same situation in picture below, but this time, there is no spotter for the Artillery. They have to use Aircraft Spotting. The Marine player chooses hex 26.37 as his target - and must roll for scatter. If he rolls a 0-3, the rounds land as intended...but if he rolls say a 6, the rounds land in hex 27.37. Even though there are no Units (friendly or enemy) the Marines still roll a die to see if a Barrage is placed. Anything other than a 9 and a Medium Barrage Marker is placed in 27.37



addition, this side has the Unit when armed with pistols and rifles and thus it may fire as a Small Arms Unit.

Indirect Fire may never Opportunity Fire.

 The Japanese did not have transport available for their heavy weapons so when certain Units are flipped to their column side in play, they have converted to regular infantry and may never use their Deployed side for the remainder of the game. This includes all Japanese Units that have these (gun) symbols on their counter:



Note that Indirect Firing Units (on their Indirect Firing side) have no Fire Zones. If on their Column sides, they are treated as a normal Unit.

8.7.1 How to Perform Indirect Fire

To fire an Indirect Fire Unit that Unit must be Active and must “see” its target hex. If the Indirect Firing Unit can “see” the target hex itself, it may fire on the target hex. If it can’t see its target directly, it can also use a “spotter” to see the target as well. If there is a Unit of the same Division and it can see the target hex, then the Indirect Firing Unit may fire at the target hex. The target must be within range of the Indirect Firing Unit. Note that a spotter does not need to be Active to spot, nor does it need to be In-Command.

A Unit in a Naval Zone may not spot for Artillery nor can Naval Zones be targeted by Indirect Fire.


A Target hex may be enemy occupied, friendly occupied, or vacant.

Indirect Fire, unless subject to a special rule, may fire as both a first and second Action. If there are Direct Fire Units in the hex, the owner must choose one type of fire or the other for that Action.

Indirect Firing Units can only fire at a hex; never at a specific Hard Target in a hex.

The Japanese, due to low ammunition stockpiles, may not fire Indirect Fire as a second Action during a Formation or Division Activation, nor during a Direct Command Chit.


To complete the Indirect Fire, apply any modifiers to the Fire Strength of the Indirect Firing Unit, roll a die, cross reference the roll on Black row of the Combat Results Table, and apply the results. As with Direct Fire, in all circumstances, if you roll a 0 – you have hit your target and look up the results on the appropriate 0 column. If you roll a 9 – you always miss – regardless of the modified Fire Power strength.

 If Indirect Fire Units fire at a hex without a valid target: either friendly occupied, enemy occupied but no legal target (all enemy Units are in Caves for example), or a vacant hex, there is no combat result from this fire – only a Barrage Marker (if a 9 isn’t rolled) may be placed.

8.7.2 Barrages

When an Indirect Firing Unit fires using Indirect Fire, it will usually leave a Barrage Marker in the hex into which it is firing. The only exception to this is when the firing Unit rolls a “9” for its fire. In this case, no Barrage is placed. If the target hex has friendly Units, there are no enemy Units that can be seen in the

target hex, or the hex is vacant, there is no CRT effect but you do roll a die to see if you roll a “9” or not to be able to place a barrage.


 To determine the strength of the Barrage Marker, use the unmodified Fire Strength of the firing Unit as well as any additional Units (case G of 8.7.4) to determine the Barrage Marker needed.

- Indirect Fire of 2 or less, place a Smoke Marker on the hex
- Indirect Fire of 3, place a Light Barrage Marker on the hex
- Indirect Fire of 4, place a Medium Barrage Marker on the hex
- Indirect Fire of 5 or more, place a Heavy Barrage Marker on the hex


Only one Barrage Marker is ever in a single hex. If you can place a Barrage Marker from a higher value Indirect Firing Unit in a hex that already has a Barrage marker, replace the lesser one with the greater one.

Movement reductions or status changes caused by a Barrage Marker apply to all Units (enemy or friendly) that are in the hex that has a Barrage Marker or as soon as they enter such a hex. Round all fractions down. Apply Status Marker effects to movement first. So if a hex has a DG 3 on it, all Units in the hex have their movement halved first – then, halve it again for the Barrage (example – a Unit with a movement of 5 with a DG3 marker on it and is Medium Barraged, has a movement allowance of 1 to leave the hex. There is no one-hex minimum in CSS.

For example, if a Unit with a DG3 marker (with a printed movement allowance of 5) moves into a Medium Barrage hex that costs one movement point to enter, it would have no remaining movement points to use after its movement into the Barrage hex. That’s half of 5 rounded down to 2, use 1 to move into the Barraged hex, 1 halved and rounded down is 0.

Barrage Markers limit Units under them to a Fire Zone of only adjacent hexes. Barrage Markers are also Line of Sight obstacles for all Units.  You may not trace Line of Sight through a Barraged hex but may see normally out of a Barraged hex if you are under a Barrage Marker.

All Barrage Markers are removed when the Wind Chit is drawn from The Cup (exception, see US Naval Bombardment – case 8.7.7).

 Friendly Units of all types can place a Smoke Barrage in their hex or in any adjacent hex as a Direct Fire Action. This is handy to restrict enemy Line of Sight into hexes behind the front lines.

8.7.3 Illumination Rounds

During a night turn, regular (non-Illumination fire) Navy Task Force, Artillery and Mortar fire may only be performed in hexes adjacent to Friendly Units; except for hexes that have an Illumination Round placed in a hex.

To fire Illumination Rounds, select the Active Indirect Unit you wish to fire, choose a target hex that the firing Unit or a spotter can see (remember to apply the Night modifier to Line of Sight). The target hex may be unoccupied, friendly occupied or enemy occupied. Firing an Illumination Round is a Fire Action. To fire Illumination Rounds, the player rolls one die. If a 9 is rolled,

the Illumination counter is not placed, otherwise the Unit may place an Illuminated marker in the target hex. This Hex is now considered to be an Illuminated Area and is treated as if it was a Day Turn for that one hex. Fire into an Illuminated area does not suffer the -2 or -1 for firing at night and can be seen, subject to normal Line of Sight limits, for the normal 8 hex range in clear weather turns and 3 hexes if it is raining. There is no effect to any enemy Units that might be in the now Illuminated hex (other than they may now be seen).

Illumination Rounds can only be fired at night.

Remove all Illumination markers whenever the Wind Chit is drawn or at the start of the first day turn; whichever comes first.

8.7.4 Indirect Fire Strength Modifiers

Only the following modifiers (and no others) are used with Indirect Fire:


- a) Any Status Markers currently on the Indirect Firing Unit
- b) Any Barrage Markers currently on the Indirect Firing Unit
- c) If there are Hard Targets in the target hex: -2, or,
- d) If there are only Hard Targets in the target hex: -4
- e) The Terrain value of the target hex.
- f) Any Fortification Markers on the target hex (only)
- g) Add 1 for each additional, Active Indirect Fire-able Unit stacked in the same hex with range equal to or greater than the firing Unit.”

No other modifiers are applicable to Indirect Fire (including Unit Defense modifications).

Pinned or Suppressed Units may not Indirect Fire.

8.7.5 Indirect Fire Units and Column

Whenever any Active Indirect Firing Unit is adjacent to an enemy Unit, it must immediately be flipped to its Column side. Units in Column, (if eligible see below) may flip back to their Deployed side when Active again as long as there is not an enemy adjacent to the Active Indirect Firing Unit.


 Japanese Indirect Fire Units (only - NOT Direct Fire Units) with these symbols:



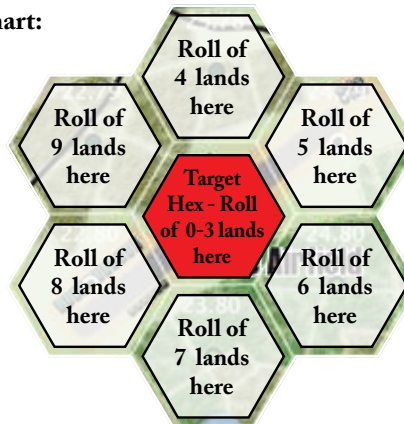
May never flip back to Deployed if either voluntarily or involuntarily put in Column. They stay In-Column for the remainder of the game. Units with this symbol also are permanently on their In-Column side if they rout.

If an Indirect Firing Unit has no Column side, it is eliminated when forced to flip to its Column side.

8.7.6 Aircraft Spotting



 During all non-Rain and non-Night turns, all American (only) Indirect Fire may use Aircraft Spotting if they don't have a spotter. This allows these Units to fire on target hexes that they themselves can't see or have a ground spotter. If they do so, they must check for the fire scattering to an adjacent hex. Use the diagram below to determine in which hex their fire actually lands and roll again to see the result of that fire in that hex.

Scatter Chart:



8.7.7 U.S. Navy Preparation Bombardment



Some scenarios and the Campaign game may specify that the American may place Bombardment counters. Place all the given counters before rolling for the effect.  All bombardments attack with 5 Fire Power with no modifiers.  All Bombardment fire must use Aircraft Spotters and roll for scatter. Roll first for scatter and once you have the hex that fire is hitting, roll again to see the result.

No Unit may move out from under a Bombardment Marker.

No Unit may fire out from under a Bombardment Marker except at an adjacent target.

No Unit may perform a Rally Action under a Bombardment Marker.

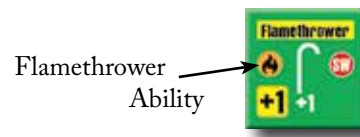
These counters are removed at the end of a turn. If the bombardment counter ends up in a hex that is occupied by another Bombardment counter that has already rolled for accuracy, then remove one of the Bombardment counters. Remove Bombardment counters that scatter into an ocean hex or off the map.

8.8 Flamethrower Attacks

In any Direct Fire attack by any Unit that has a Flamethrower ability, there is a chance that the target hex will catch fire.


If the attack is against a hex with one of the following terrain types, a fire may occur:

- Sugar Cane
- Brush
- Buildings
- Town



Sugar Cane and Brush will catch fire if the Firing Player rolls a 0, 1, or 2 in its attack.

Buildings and Town hexes will catch fire if the original die roll for the attack is 0.

-  Subtract one from the roll if the weather is Hot.

If a hex catches fire, then place an On-Fire marker in the hex and apply the On-Fire rules below

In addition, the effects of Japanese Tenacity are negated, meaning that the Japanese defenders treat Rout results normally.

8.8.1 On Fire

If a hex catches fire, then place an On-Fire marker in the hex.



An On-Fire marker has the following effects:

- It counts as Blocking Terrain for all fire.
- No Unit may enter a hex containing an On-Fire marker.
- Any Active Units in an On-Fire hex at the end of their Activation are eliminated
- Should the weather become Rain or Tropical Storm then remove all On Fire markers.

Whenever the Wind Chit is drawn, roll for each existing On Fire marker in Sugarcane, Town, Building or Brush terrain. If the die roll is a 0, 1, or 2, (3 or less if the weather is Hot) then flip the On-Fire marker to its Fire Cleared side. A hex with a Fire Cleared marker counts as Clear Terrain for the rest of the game (the "CT" on the Fire Cleared Marker is to remind you of this).

If the die roll is 8 or 9, (7, 8 or 9 if the weather is Hot) the fire has possibly spread. If one of the hexes immediately to the north-west or south-west of the currently on fire hex are hexes that can also catch fire (Sugarcane, Town, Building, or Brush), place a Fire marker on this hex. If more than one hex is flammable, roll a die to see which one catches fire: 0-4 north-west or 5-9 for south-west.

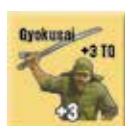
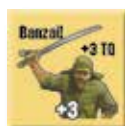
Reminder that the hex is now Clear Terrain



9.0 ASSAULT ACTIONS

9.0 Assault Actions

Assault is a two-step process. First, a Prepared Assault Marker must be placed adjacent to a friendly Active Unit and then, the next time any Units adjacent to that previously placed Prepared Assault Marker are Active, they may Assault. This activation can be the result of drawing either a Division Chit or a Formation Chit. Assaults are never performed on a Direct Command Chit. Assault is an Action and any Units that Assault have completed their Action for that Activation. Note you always first conduct Assaults on previously placed Prepared Assaults, and then place new Prepared Assaults Markers for a later Activation. It usually takes a little while for an Assault to occur. If you "call off" the assault, none of the sequence that follows occurs.



9.1 The Assault Sequence of Play

- The Assaulting player may "call off" the Assault. If this happens then proceed to Step K below. If the hex with the Assault Marker is currently empty of any enemy Units, proceed to Step J. If the Assault is not being called off, the Assaulting player must state which Units are Assaulting – these Units are now committed to the Assault.
- Fire any Assaulting Player Indirect Fire Units that are currently Active (up to 3 for the US Player; up to 1 for the Japanese Player). Each Firing Indirect Fire Unit will add an additional +1 to the Attacker's die roll during step G below.
- All Assaulting Units must flip to their Column side.
- The Defending Player may retreat to an adjacent hex (if he has an adjacent hex he can move to and it isn't in an enemy Fire Zone, and all his Units are in Column). This hex must not be in an enemy Fire Zone and after retreating, place a Suppressed Marker on the just retreated Unit(s). All Units must retreat if any retreat, and they all must retreat to the same hex. If this happens, proceed to step J below.
- Perform Defending Player Opportunity Fire at one Assaulting hex (more if the Defender can perform Sustained Fire)
- Compute Odds for the Assault
- Each Player rolls one die and applies appropriate modifiers
- Remove or Replace any Leaders lost from the Assault
- Compare the difference in the die rolls and apply the results.
- The Attacker must move at least one Assaulting Unit into a vacated Assault Marker hex
- Remove the Assault Marker
- All Units that participated in the Assault have completed their Action for this Activation and may not activate again for the remainder of the Activation.

9.2 Placing a Prepared Assault Marker

Assault Markers may be placed whenever a Formation or a Division Chit is pulled from The Cup. This is done after any Prepared Assaults previously placed have been completed. Spend 1 Dispatch Point from the Active Division (or the Division that the Active Formation belongs to) and place a Prepared Assault Marker in any hex adjacent to a currently Active Unit of that Division or Formation. This hex can be unoccupied, friendly occupied or enemy occupied. It must be a hex that the adjacent Active Friendly Unit could legally move into with a Movement Action (although no actual movement takes place). Should there not be a friendly Unit adjacent (it needn't be the one that allowed placement in the first place) to a Prepared Assault marker at any time, remove the Prepared Assault marker from play. Note that the Prepared Assault marker has no effect on play while awaiting friendly Active Units adjacent to it to assault. The enemy Player may freely leave the hex, reinforce the hex or move through the hex at will.

9.3 When Prepared Assaults Occur

Prepared Assaults are completed whenever a Formation or Division Chit is pulled from The Cup and there are Active Units adjacent to a previously placed Prepared Assault Marker. Assault

is voluntary and if you choose to call off the Assault, remove the marker from play. If you don't "call off" the Assault, all active Units adjacent to a Prepared Assault marker must Assault. If Units are adjacent to multiple Assault Markers, they do not have to Assault the same hex nor do all in the hex have to Assault the same hex – but all must Assault somewhere.

All Assaulting Units are considered to have used their Actions for the current Activation (they can't do anything else for that Activation).

Only Assaulting Units that can legally enter the Assaulted hex may assault (this includes temporary restrictions from Markers like Suppression, Pinned, or Heavy Barrage). If any Support Weapons cannot make a legal move into the assaulted hex, they must be left behind and if alone after the assault, must be placed in the Reallocating Support Weapons box of the owning division.

9.4 Conducting a Prepared Assault

The Assaulting player (only) may fire Active Indirect Fire Units at the hex to be assaulted. This will be the Indirect Firing Unit's entire Activation for this Chit. In addition, the American player may add up to 3 to his assault value, and the Japanese may add 1 to his assault value (see 9.5, step g), if at least that many Indirect Firing Units have fired in this step. Indirect Firing Units that are stacked with the firing Unit and added their 1 additional value (see 8.7.4; step g) go towards this modifier.

Secondly, the player defending in the Assault marked hex (only) may perform Opportunity Fire against the Attackers (if he doesn't have a No Opportunity Fire Marker on his Units – although see War Dogs rule: 12.5). The Prepared Assault Marker has an additional Defense modifier to apply to the Assaulting Units that are being fired upon. This is a normal Opportunity Fire and unless the Defender has a Sustained Fire Support Weapon that he can attach to the firing Unit, he may only fire at one Assaulting hex (or a Hard Target). If he has Sustained Fire, he may fire at each assaulting hex (or Hard Target) but the SW breakdown rule applies here as well. If breakdown occurs, remove the SW from the map after the Opportunity Fire that caused the Breakdown occurs. No more Opportunity Fire may occur and place a No Opportunity Fire Marker on the Assaulted hex.

After the Assaulting Player has fired any Indirect Fire and the Defender has fired his Opportunity Fire, the actual Assault is conducted.

Determine all applicable values for each player to the upcoming Assault roll and then each player rolls a die – and adds (or subtracts) all his Assault modifiers to/from the roll to get a total die roll.

If both players roll the same final modified number, add one DG to each Assaulting hex (note the "each" here), and to the Defending hex, and the assault is over – proceed to step K in the Assault Sequence. If there is a difference in the rolls, the lower roller adds that number of DG to his hex (or, if the Attacker, distributed amongst his assaulting hexes as he sees fit) and applies the result.

If either player rolls a "9" and that rolling player used a Leader to aid in his assault, the Leader is replaced or removed from play (if already a replacement Leader).

If the defending hex is vacant after all results have been applied (either by losses or retreat), the Assaulting Player must advance at least one Unit into the Assaulted hex. Remove the Assault Marker and continue with the Activation.

9.5 Assault Modifiers

The **Assault Player** applies all the following values

- The Odds of the Assault: form a ratio of the number of Assaulting Units by the number of Defending Units and round that ratio to the lowest whole number. Add or subtract this number to the Assaulting Players die roll (only – not the defender):

1-3 or less:	-5	2-1:	-1
1-2:	-4	3-1:	0
1-1:	-3	4-1:	+1
3-2:	-2	5-1 or more:	+2

- If any Tanks are Assaulting: add 2, *or*
- If only Tanks are Assaulting: subtract 2
- Add the Troop Quality Bonus on the Prepared Assault Marker
- Subtract any Status Markers on the Assaulting Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- Add a Leader and/or Hero Troop Quality modifier
- Add for each Friendly Indirect Fire Unit that fired earlier in the sequence
- Add the lowest Troop Quality value of any of the Assaulting Units

Note that only one of b) or c) apply

The **Defending Player** applies all the following values:


- Subtract the Terrain Defensive Value (including any Fortification Markers) Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- The Defense Value of one Unit is subtracted (if all are in Column, the Assaulting Player may choose any one of those. If any are Deployed, the Defender may choose one Unit. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- If any Tanks are Defending: add 2 or,
- If only Tanks are Defending: subtract 2
- Subtract any Status Markers on the Defending Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- Add a Leader and/or Hero Troop Quality modifier
- Add the lowest Troop Quality value of any of the Defending Units
- If War Dogs have alerted the defender, add 2 to the defender's total

Note that only one of c) or d) apply

9.6 Banzai Charges

The Japanese player may also use Prepared Assaults; but for the Japanese Player, they are called a Banzai Charge and have some differences from the standard Assault rules. The Japanese player generally places a Banzai Charge marker in the same way as a Prepared Assault and may add a maximum of 1 Indirect Fire Unit to the Assault during Step B of the Assault Sequence of Play.

Note that a Banzai Charge Marker adds 3 to the defensive value when the American Player fires Opportunity Fire at the Banzai Charging Units and the Japanese may add 3 to his Assault roll when Banzai Charging (the 4th value listed in the chart above).

 Remove any Suppressed, Pinned or DG Markers on the stack before conducting the Charge – however, to do this, the Charge must not be called off. If the Charge is called off, no Status Markers are removed.

For a Banzai Charge, all DGs incurred in the Charge must be converted to whole Unit losses. This applies to both the American Opportunity Fire as well as any DGs acquired in the Assault itself. The Japanese player adds up all the DGs incurred and must halve the number (rounding up). That number of Japanese Units must be eliminated. So, if 1DG is incurred, 1 Unit must be eliminated. If 2 DG are incurred, still only 1 Unit must be eliminated. The Japanese Player may choose which assaulting Unit or Units to eliminate.

If the Japanese Player has a Leader present in any hex assaulting, he must eliminate that Leader first – but doing so allows the Japanese Player to round down the number of DGs incurred. He must eliminate the Leader even if there is no benefit to the Japanese Player (in the case of 2 DGs being converted for example).

In addition, the Japanese Player ignores all Pinned, Suppressed and Rout results from Opportunity Fire when Banzai Charging. Only DG results are counted when Banzai Charging.

Prepared Assault Example

The American's just had the 1st PMB Chit in play and placed a Prepared Assault Marker on hex 28.48. Before the Japanese can react, he decides to purchase the 22 RCT Chit to immediately assault the hex. The US could call off the assault now but chooses to go forward. Note that if the US player had called off the assault, the Mortars would have to fire as a normal Indirect Fire Action during the Activation.

First up, the Americans fire indirect fire on the assault hex with his two active regimental mortars. These fire with a strength of 4 (3 base plus the added one in the hex) and while the US Player misses his attack roll, a 9 isn't rolled - Medium Barrage is placed on the hex.

Next, the Japanese may Opportunity Fire on the assaulting Americans. He fires on 29.48 first and scores a DG on the stack. A Sustained Fire Marker is placed on the Japanese stack. The Japanese now fire on the other hex assaulting, 29.47 - he misses but doesn't roll a 7 or greater - this leaves the Sustained Fire Marker on the Japanese Stack. The assault goes in.

Modifying the US roll per 9.5, we get:

- 4 companies against 1 - 4-1 (+1)
- There are Tanks assaulting - (+2)
- It isn't just Tanks assaulting; nothing here
- Prepared Assault (+1)
- There is a DG1 marker - but it doesn't change TQ(0)
- US Leader (+2)
- 2 Mortars fired (+2)
- All have the same TQ as the current TQ of their "Division" - which is 5 (+5)

The US rolls a d10 and adds 12 to their roll.

Modifying the Japanese roll per 9.5, we get:

- Palm Forest (+1)
- 2/III/10 has a defense strength of -1 (+1)
- and d) no tanks are present (0)
- Trench gives another -1 (+1)
- Cpt Beppu adds 2 more (+2)
- Lowest TQ is the current TQ of the owning division, it is at 5 currently (+5)
- The Japanese don't use War Dogs (0)

The Japanese rolls a D10 and adds 10 to his roll.

-If the US rolls a 6 and the Japanese a 4, there would be 4 more DGs added to the Japanese hex.

-If the US rolls a 3 and the Japanese rolls a 5, the rolls would be equal - one DG for all hexes in the assault.

-If the US rolled a 1 and the Japanese a 6, 3 DGs would be added to both hexes in any way the US player chooses.



9.6.1 Drunk Banzai Charge

If the Banzai Charge is a “Drunk Banzai Charge”, then the Japanese must give the Americans a +4 on any Opportunity Fire but benefit from a +4 on their Troop Quality for the Charge. However, here, if there is a Leader present, it must be eliminated (replaced by a replacement Leader if available) and all DGs must be removed on a one for one basis. So 3 DGs would eliminate 3 Japanese Companies.

Banzai Charge Example

The Japanese are charging this time and the 48 IMB is the Chit in play. The Banzai Charge was placed when the II/10 IMR was last active and now, with the division active, the charge goes in. The Japanese can call the charge off if they wish but choose not to...a quick note that the 2/9 Tanks and the 1/322 also go in because it is a Division Activation - if it was II/10 Formation Activation, those two Units would not assault. The Japanese do have to see if their troops liquored up first and roll a 1 - Banzai (hic)! As the charge is happening, the DG3 on hex 22.80 is removed. The Japanese does not add their one allowable Indirect Fire unit so we move to Opportunity Fire. War Dogs roll for alert - and they spring to attention and bark as the Japanese approach (the US player rolls a 3 - alert roll passed). Remove the No Opportunity Fire Marker and the US fires away. They can fire at one assaulting hex - and the fire will be brutal. The US chooses hex 23.78. It is a 5, plus 2 for War Dogs, plus 4 for the drunken charge, minus 2 for the Tropical Forest. A maximum 8 shot - and anything other than a 9 will cause damage. Remember, here the Japanese must convert all DGs to Unit losses - and the drunk charge means each DG will eliminate one company that is charging. The Leader would also be eliminated if any DGs were applied.

The rest of the procedure would follow rule 9.5 to get a modifier and for each player roll a die and apply the result. The War Dogs would also add 2 more to the US die roll (they don't need to roll for alert again, they stay alerted throughout the assault...and the Japanese would get to add 4 for the charge.



Whenever the Japanese places a Banzai Charge, there is always a chance that it will be a Drunk Banzai Charge. Roll a die and if you roll a 0-2, replace the regular Banzai Charge Marker with a Drunk Banzai Charge Marker.

Drunk Banzai Charges can also occur as a Random Event.

9.6.2 Massed Banzai Charge

Once per game, either on the first or second Night turn of the first or second day (one turn is chosen by the Japanese Player among those four turns), the Japanese may launch a special mass Banzai Charge. He may place Banzai Charges adjacent to any Japanese Active Units during each Activation without paying any Dispatch Points throughout the turn, and immediately conduct Banzai Charges for as many Banzai Charge Markers as he chooses to place.

9.6.3 Gyokusai

At the end of the Campaign Game, a Gyokusai may be triggered. This is the final Banzai Charge of the game and if it occurs, when it is completed (when all Japanese Units are eliminated), the game will end and victory is determined.

Follow this procedure for Gyokusai:

1. Eliminate all Japanese Support Weapons from the game.
2. All Japanese Units (including all Indirect Fire Units) are automatically flipped to their Column Side (and may never Deploy again).
3. Place Gyokusai Markers (found on the backs of the Banzai Charge markers) on all hexes with Japanese Units.
4. Remove any Suppression, Pinned or DG markers currently on all Units.
5. All Japanese Divisions have their Troop Quality increased to their highest (base) value. The Japanese will retain their highest (base) value for the remainder of the game.
6. Gyokusai Units are not subject to the different Formations in the same hex penalty but do still have the Overstacking penalty applied if applicable.
7. The American Player rolls a die and halves that number (round down) - he may place that number of Illumination Rounds before the start of the turn in which Gyokusai has been triggered. Their placement follows all the usual rules for placement of Illumination Rounds.

You may not “call off” a Gyokusai assault. Skip step A of the Assault Sequence of Play.

Whenever a Japanese Unit(s) under a Gyokusai marker is active, it must perform a Movement Action if not adjacent to an enemy Unit. This movement must be so that each hex entered is closer to the enemy than the hex just left and the Japanese Units must spend their entire movement allowance. If this Movement Action ends with a Japanese Unit adjacent to an enemy Unit, the Japanese must perform an immediate 2nd Action and Banzai Charge with the just moved Unit or Units. There are no Direct Commands spent for this Action nor is command needed. Gyokusai Assaults are always from one hex only (you can't combine several hexes as in a normal Assault).

Should more Active Gyokusai Units enter a hex that has already Assaulted a hex, only the new Units entering may now Assault.

If an Active Japanese Unit starts an Activation adjacent to an enemy Unit, it must Banzai Charge that enemy. It has completed its Action for this Activation. It may not do another Action.

If the Japanese Direct Command is the Activation, the Japanese may choose to perform one action (and it must be either move or Charge) but still pay the Direct Commands for the Action. If it is a Movement Action, any Unit Active must still move so that each hex entered is closer to an American Unit and the Unit's entire movement allowance must be used. To move or Charge together, all Units must be on the same action (thus if one stack moves into a hex with other, as yet not moved or Charged Units, only those moving then Charging may Charge. The other Units in the hex that have yet to Charge must Charge on their own in a later Action.

Gyokusai Example

It is near the end for the Japanese and Gyokusai has been declared. The Navy Division chit has been pulled from The Cup and the Japanese, as they are not adjacent to a US Unit, must move towards one.

They end up in hex 26.04 and now must charge the US Unit. No DCs are spent for this second action and you do not check for drunk (as this isn't a Banzai Charge). This now becomes a regular Banzai Charge except the Gyokusai Marker is not removed at the end of the procedure but, if any Japanese survive, they continue on and charge again.



There is no Banzai marker placed if adjacent to an American Unit nor are any Dispatch Points paid. Just immediately Banzai Charge the American if adjacent. This continues until there are no Japanese Units remaining in the game.

All DGs that are caused by any means other than from Indirect Fire must always be converted to losses as above. Losses from DGs caused by Indirect Fire always round up but no Leader is eliminated from Indirect Fire.

The Japanese Player ignores all Rout, Pinned and Suppression results when performing a Gyokusai.

Japanese HQs eliminated in any fashion are now removed from play

A random event may also trigger one Unit or a stack of Units to become "Gyokusai". This Unit or stack of Units is under the same restrictions as above but only for that one hex. The Gyokusai Unit or Units will continue to either move or Banzai Charge until it (they) are eliminated.

10.0 RALLY ACTION

Units can have various Status Markers on them that temporarily change Unit values. These always apply to all Units in a hex equally and only one is ever placed on a hex. Fortifications (Caves, Foxholes, Trenches and Pillboxes) are removed when there are no more Units in a hex with a Fortification. Barrages are removed when the Wind Chit is pulled from The Cup. Prepared Assault and Banzai Charge Markers are removed via the Assault Procedure. Gyokusai is removed when the Unit(s) is eliminated. Concentrated Fire, No Opportunity Fire and Sustained Fire Markers are removed when a Unit becomes Active.

Suppressed, Pinned, and Disorganized Markers are only removed using a Rally Action.

10.1 How to Rally

A Rally Action may be performed whenever a Unit is Active. You may do so in an enemy Fire Zone. Only one Unit in a hex need be Active to remove or reduce a Status Marker via Rally. Only one Rally Action is allowed per hex per Activation. Just announce you are doing a Rally Action and remove or reduce the applicable Status Marker.

A Rally Action removes a Suppressed or Pinned Marker or reduces a Disorganized Marker by one level (as an example, if at DG 3 and you rally, replace the DG 3 Marker with a DG 2 Marker).

If a hex is Suppressed or Pinned, that must be the first Status Marker you remove by Rally. If a hex is Suppressed or Pinned and also has a Disorganized Marker, you can't rally the Disorganized before you remove the Suppressed or Pinned Marker.

A hex may not be both Pinned and Suppressed. If a Suppressed hex receives a Pinned result, ignore the Pinned result. If a Pinned

hex receives a Suppressed result, remove the Pinned Marker and replace with a Suppressed Marker. A Suppressed Unit that receives another Suppressed result ignores the 2nd Suppressed result.

10.2 Suppressed, Pinned, and Disorganized Markers

10.2.1 Suppressed Markers

Suppressed Markers must be removed via a Rally Action before any other Markers may be removed by Rally. Suppressed Markers do not allow a Unit to Fire or move in any way and the Unit's Troop Quality is reduced by 1. The only Action a Suppressed Unit may do is Rally to remove a Suppressed Marker. It may also not Opportunity Fire. Suppressed Markers apply to all the Units in a hex. Only one Unit need do a Rally Action to remove the Suppressed Marker from a hex but only one Rally Action is permitted per hex, per Activation. Suppressed Units may not Assault.



10.2.2 Pinned Markers

Pinned Markers must be removed via a Rally Action before any Disorganized Markers may be reduced by Rally. Pinned Markers subtract 3 from a Unit's Fire Value and Pinned Units may not move. Pinned Markers apply to all the Units in a hex. Only one Unit need do a Rally Action to remove the Pinned Marker from a hex but only one Rally Action is permitted per hex, per Activation. Pinned Units may not Assault.



10.2.3 Disorganized Markers

Disorganized Markers have values ranging from 1 to 4, with each reducing various values as the amount of Disorganization increases. A Rally Action removes one level of Disorganization (4 goes to 3, 3 goes to 2, etc.). Only one Unit need perform a Rally Action to remove one level of Disorganization from a hex, but only one Rally Action is allowed per hex, per Activation. Disorganized Markers values apply to the entire hex and should a Unit move out of a hex with a Disorganized Marker, leaving other Units in the hex, it will keep the same level of Disorganized Marker with it – and the Units remaining in the hex remain at the same level of Disorganization. Should any Unit enter a hex with a Disorganized Marker, it also becomes Disorganized to the same level. Should a Unit with a Disorganized Marker enter a hex with other Units those Units in the newly entered hex will also be Disorganized at the same level as the entering Unit. If both the entering Unit and the hex it is entering have a Disorganized Marker, the higher value Disorganized Marker applies to all of them. This includes Units just “moving through”. The acquisition happens upon entry into the hex for all Units concerned. Units at DG4 may not Assault.



DG 4 is the maximum level of Disorganization a hex may be at – after 4, each newly acquired DG will eliminate a Unit in the hex.

Movement penalties are applied in the following order, Disorganized Markers first, then Barrages. Always round fractions down to the nearest whole number – and the game does not have a minimum move rule.

For example, a Unit with a movement allowance of 5 has a DG3 marker on the hex. It also has a Medium Barrage Marker on the same hex. The DG3 makes the movement allowance of the Unit 2, and the Medium Barrage makes the movement 1 point.

Movement with DGs Example 1

A Company is moving into hex 71.78. The hex he is in has a DG 3 Marker and the hex he is entering has a DG1 Marker.



After the movement, the hex entered now has a DG 3 Marker as well. In addition, A Company's movement was reduced to 2 from the DG 3 in his hex and while he uses up all of his movement to enter rice paddy hex, he doesn't acquire a new “half” movement penalty - the DG 3 effect only applies once. B Company who has yet to be Active, now only has 2 movement points to spend. The situation is as below after the movement.



Movement with DGs Example 2

C Company is on the move and has a DG1 Marker in its hex. The Company has 4 movement points (one less from the DG1 Marker). The Company moves via road to 72.79 and is now at DG 3. Its movement is again reduced to half of its current remaining movement allowance of 3.5 and, after reduction, is at 1 now. It then moves into hex 72.78 and spends .5 movement points and gives the hex he moved into a DG3 as well. As he was already at DG3, his movement is not reduced again and he has .5 movement remaining. B Company, however goes to 2 movement points to spend from the DG3 now in the hex.



Example of Applying Op Fire Results

A Company is moving out from hex 70.79 and the Japanese Opportunity Fire on the company as it moves out. The Japanese score 2DGs on the Unit. Opportunity Fire occurs in the hex you are leaving, so a DG3 Marker is placed on hex 70.79 and the company moves to 71.78. As this hex is also at DG3, no additional DGs are added to 71.78.



The situation ends up like this:



11.0 ENGINEERING ACTIONS

11.1 Building Fortifications

Fortifications Status Markers include Caves, Foxholes, Trenches, Pillboxes and Bunkers. These all subtract from the defense strength in a hex by the amount listed on their marker. Trenches, Pillboxes and Bunkers also add additional TQ value to Units that are in the same hex. Foxholes and Trenches may be built on eligible hexes. Caves are marked on the map and covered in rule 6.3. Caves, Pillboxes and Bunkers may not be built in the game.

Leg (shown by movement value in white) Units that are deployed can build Foxholes. There is no Troop Quality Check to do this. Just use an Action and place the Foxhole. Only one Unit in a hex need be Active to build a Foxhole but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Only American Engineers that are Deployed, and all Japanese Leg Units that are Deployed can build Trenches. This is an Action but does require a Troop Quality Check to be passed. If you roll the modified Troop Quality or less, and the hex already has a Foxhole marker, flip it to reveal a Trench marker. A roll of 0 always passes; a roll of 9 always fails. You can't have both a Foxhole and a Trench in the same hex. Only one Unit in a hex need be Active to build a Trench but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Pillboxes and Bunkers cannot be built in the game but there are ones that start the game on the map.

Foxholes and Trenches are removed from play when a friendly Unit no longer occupies the hex in which they have been placed. Pillboxes are removed when an enemy Unit enters the hex in which they are placed. Bunkers remain on the map and may be used by either side.

Japanese Engineers were woefully short of equipment at Guam so they have no additional abilities in the game.

11.2 Sealing Caves

A Deployed American engineer in a hex with a cave may attempt to seal the cave by performing an Engineer action. If the engineer passes its TQ check then flip the Cave marker in the hex to its "Sealed" side. If the cave was unoccupied then



All American Engineers have this symbol on their counter



place a Cave marker on its "Sealed" side. All Japanese Units in the cave are eliminated unless they are adjacent to another cave that is unsealed and which they can enter via infiltration during a later activation. Only one American Engineer Unit in a hex need be Active to seal a Cave but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this thus no enemy Opportunity Fire is allowed.

11.3 Orote Airfield

11.3.1 Clearing Orote Airfield

Clearing the Orote Airfield requires an American Unit to enter all three hexes of the Airfield (hexes 22.80, 23.79 and 24.79) as well as the Marine Barracks hex (24.78), and the Japanese Player has no Fire Zones on any of those four hexes. Once this occurs, place an Orote Airfield Cleared Marker on hex 23.79. Should a Japanese Unit later enter any of those 4 hexes or have a Fire Zone on any of those hexes when the Japanese Unit is Active, remove the "Cleared" Marker until the conditions for the Airfield to be Cleared apply again.



11.3.2 Repairing Orote Airfield

While the Orote Airfield Cleared Marker is on the map, the American Player may attempt to repair the Airfield and make it Operational. To do this, the American Player may remove any Engineer Unit that enters the hex with the Airfield Cleared Marker and immediately places that Engineer in the "Repairing/ Maintaining Orote Airfield box" on that Engineer's Division Display. Once removed, these Engineers will never return to the game but will stay in this box for the rest of the game.



Whenever the Engineers are Active, they may attempt to repair the Airfield. Roll a die and should you roll equal to or less than the number of Engineers in the box, the Airfield will be repaired in at the start of the turn 1 day later. For example, the Americans repair the Airfield on the 0900 turn of July 25th. The Airfield will be in use (and thus provide the bonus on the Air Availability roll – and give Victory Points to the American player) at the start of the 0900 turn of July 26th. Once that turn arrives, flip the Marker to the Orote Airfield Operational Side and the American Player will benefit on his Air Support roll as soon as the Air Support Marker comes out of The Cup again.

11.3.3 Maintaining Orote Airfield

If at any time during the 1 day wait a Japanese Unit enters any airfield hex (hexes 22.80, 23.79 and 24.79) then remove the cleared Marker. The Airfield is now not Cleared and Engineers must start the entire repair process again – including Clearing the Airfield, rolling for repair and when successful, another 4 day wait for the Airfield to be operational again. More Engineers may join the already removed Engineers if the American Player wishes it.

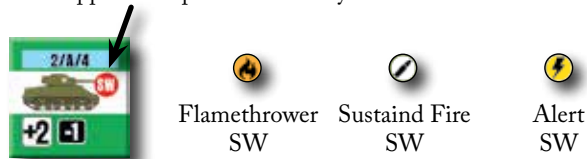
Once Repaired, the American player benefits from a -2 on his Air Availability Roll. Should the Japanese player enter any hex of Orote Airfield (hexes 22.80, 23.79 and 24.79), remove the Orote Airfield Operational Marker and start the entire process again (first clearing the Airfield and then repairing it).



12.0 SUPPORT WEAPONS

Support Weapons are Division, Regiment or Battalion assets that can be attached to Units to add or change their Fire Power - or provide an additional benefit as shown on the middle left of the Marker. Generally, you attach a Support Weapon Marker to a hex and any Unit in that hex may use that Support Weapon in a Fire Combat. They can “break” when used in Fire, and can be detached and later added to another or the same Unit. Support Weapons all have an SW on their counter to show they are Support Weapons.

All Support Weapons have this symbol on their counter



12.1 Attaching a Support Weapon

A Unit must be Active to receive Support Weapons and it must attempt to receive support before it does a non-Assault Action. Support Weapons that are to be placed with a Unit(s) must be part of the Formation that is currently Active. No-stripe Support Weapons are active when any Formation of their Division is Active and may be attached to any Unit of their Division.

To attach a Support Weapon to a Unit(s), take an available Support Weapon (in the Available Support Weapons box on the Division Display) and trace an unlimited series of passible hexes (for a Leg Unit) from the owning Formation or Division HQ to the hex that the Support Weapon is to be placed in. The final hex traced may be in an enemy Fire Zone but no other hexes may be.

Note that there are some terrain features that a Support Weapon may not be able to cross. This does not inhibit this trace to attach a Support Weapon. Only the ability of a Leg Movement type Unit to enter the hex matters for this trace (exception: rule 12.4).

You may only attach as many Support Weapons as there are Units in the hex to which you are attaching. So up to three Support Weapons (assuming no overstacking) may be attached to any hex. If there are fewer Units than Support Weapons in a hex at any time, remove as many Support Weapons as necessary and place in the Reallocating Support Weapons box of the owning Division's Display.

12.2 Detaching Support Weapons

To voluntarily remove the Support Weapon from a hex, you do the reverse of how you attached it. Before an Active Unit has performed any non-Assault Actions, trace an unlimited line of passible hexes (for a Leg Unit) to the owning Formation or Division HQ. The first hex in which the SW starts its trace may be in an enemy Fire Zone but no other hex may be. If so, pick up the Support Weapon and place it in the Reallocating box of the owning Division Display.

Support Weapons can also be removed involuntarily from a Unit. As mentioned before, if there are fewer Units than Support Weapons in a hex, for any reason, the excess Support Weapon(s) (owner's choice) is removed and placed in the Reallocating box of the owning Division Display. In addition, if an American SW is used in combat and the firing player rolls a 9 (breaking the Support Weapon), remove the Support Weapon that provided the Support Weapon bonus for that Fire, and place it in the Reallocating box of the owning Division's Display. An American Support Weapon that uses Sustained Fire and breaks down (rolls a 7 or more) is also removed from a Unit and placed in the Reallocating box of the owning Division Display.

Japanese Support Weapons that are removed by “breakdown” (rolling a 9 in a Fire that it was used), or from Sustained Fire, are removed from play permanently.

For the American Player, he still needs to trace to an owning HQ in the same way when removed involuntarily and if no trace is possible, the removed Support Weapon is removed from the game instead of being placed in the Reallocating box.

Any Status Markers in the hex from which the Support Weapon has been removed do not follow the Support Weapon into the Reallocating box.

Lastly, if the Division HQ has been destroyed in play, all Support Weapons in both the Reallocating box and the Attachable box are eliminated from play. Any attached Support Weapons stay in play until involuntarily removed.

12.3 Using Support Weapons

Support Weapons may be moved with Units. They move with any Unit in the stack to which they are attached when that Unit moves. Remember that you can't have more Support Weapons in a single hex than you have Units.

Support Weapons can be added to a Fire Combat. When firing, you may choose any one Support Weapon in the firing player's hex and use that Support Weapon to support a fire. You can only add a Support Weapon that belongs to the same Formation as the firing Unit. This adds the value of the Support Weapon in the Fire Box and, in addition, changes the type of fire (Small Arms, High Explosive or Armor Piercing) to the Support Weapon's type of fire for combat resolution.

Only Deployed Units may use a Support Weapon (exception see rule 12.4).

When defending in a Fire attack and any in the hex being fired at are deployed (exception see rule 12.4), the owning player may choose which Support Weapon in the hex will modify the defense strength of the hex being fired at - you must choose one if present. If there are no Deployed Units in the hex, the defender may not use any Support Weapon Defense modifier for the enemy fire (exception see rule 12.4). The attacking player, in the case of all Units being In-Column, may choose one Support Weapon to apply to the defender's hex if he wishes. Individual deployed Hard Targets being Fired upon may choose to use one Support Weapon's defense value if they wish but do not have to use it.

12.4 American Tank Support Weapons

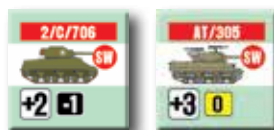
In the Battle for Guam, the Americans parceled out their tanks in a support role instead of fighting as formal companies. These rules account for that special circumstance.

12.4.1 Tank Support Weapons Exceptions

American Tank Support Weapons are treated as Support Weapons in all ways with the following exceptions:

- When tracing either for attaching or detaching a Tank Support Weapon, the trace must be hexes a Tracked Unit can enter (not Leg).
- Tank Units are No-Stripe Support Weapons and may be attached to any Unit of their Division.
- Tank Support Weapon Markers may not be targeted as individual Units (they are not “Hard” targets for firing choice) but do give the “Hard Targets in the hex” benefit for all applicable circumstances (this is in addition to the possible defense benefit for the Support Weapon itself).
- Tank Support Weapon Markers may offer their benefit to both deployed and in column Units.

Note that some SW are merely Hard Targets and not “Tanks”.



12.4.2 Tank Support Weapons Reinforcements

On the turn that the American player is due to receive M4 or M5 Support Weapon as reinforcements, he must roll on the table below for each M4 or M5 Support Weapon received.

Tank Support Weapon Reinforcement Table

0-6: The Support Weapon is placed in the Available SW box of its owning Division

7+: Roll on the Landing Incident Table below

Landing Incident Table

0-3: Mechanical problem - roll 1 die and place the Support Weapon that many turns ahead on the turn track. It arrives that turn (and rolls again for arrival as above).

4: Landing Obstacle - Make a Troop Quality Check and if failed, eliminate the support from the game. If passed then the Tank SW is received as normal.

5-8: LCM not available - delay arrival until next turn and roll again on the Tank Support Weapon Reinforcement Table above.

9: SNAFU - Support Weapon eliminated.

Note that at the beginning of the Campaign game, some Tank Support Weapons may be immediately attached when they arrive. These still roll on this table but if you roll a 0-6, the Tank Support Weapon is placed with the desired Unit.

Allocating a Support Weapon Example

1 PMB has a Light AT SW and a Tank SW in its Available SW box and the Marines want to allocate these SWs to Units. He places the Light AT SW with E/2/4 as it has a trace from the 4 RCT HQ to hex 55.83 if moving by Leg.

4/A/4 on the other hand can't be allocated to E Company as Tracked Units can't move over a Steep Slope and trace can't be made to allocate the Tank SW.

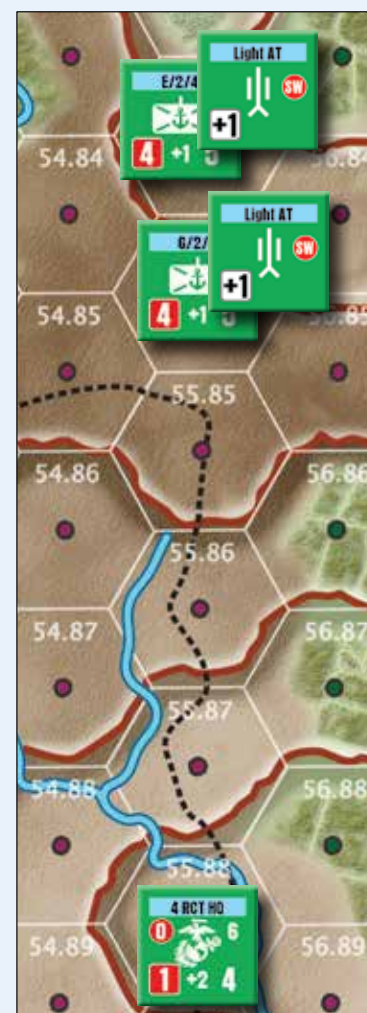
The SW can be given to G Company as a Tracked Movement type Unit can move from the HQ to hex 55.84

Using Support Weapon Example

4RCT is Active and firing at a Japanese Unit. Adding in the Flamethrower changes the fire to HE (Yellow) and adds one more Firepower strength. If the Japanese is firing at the Marines, the Japanese can make the Marines add in the +1 (bad) Defense modifier if he wishes. Only C Company can add in the SW to its fire as it is Deployed - L Company can't as he is In-Column.

Using Support Weapon Example

C Company is Active and on the move. The Marines have attached a Tank SW to the Unit. This Unit and SW move as if it was a Leg type Unit even though it has a Tank attached. And the Tank's values may be used even when the Unit is In-Column.



12.5 Alert Units



- Guam introduces a new class of Support Weapon called “Alert Support Weapons”. At Guam, these are represented by War Dogs. The Alert symbol on the Marker also has a small number and in the case of War Dogs, it is a 4. This always must be rolled for the Alert SW special ability to be available for use. After a successful Alert roll, here are the various things that Alert SW allow:
 - They add 2 to any Opportunity Fire.
 - They allow a No Opportunity Fire Marker to be ignored if an Opportunity Fire trigger occurs for the hex in which the Alert SW is present. After this one Opportunity Fire, the Alert must be rolled again to allow another Opportunity Fire. In addition, the +2 to the Opportunity Fire applies to this one Opportunity Fire.
 - If the hex with an Alert SW is assaulted or charged and the Alert roll is passed, add 2 to the Opportunity Fire against the Assaulting or Charging Units. Again, even a hex with a No Opportunity Fire Marker may fire in this case. Only one Op Fire is allowed unless there is also a Sustained Fire SW available. In addition, they add 2 to the Assault/Charge die roll when resolving the Assault. Only one die roll is needed (when checking to see if the Opportunity Fire is allowed) to allow Alert for all of these effects in an Assault.
 - Japanese Infiltration (see 8.6 and 6.1.3) may be negated – and if it is, add 2 to the Opportunity Fire.
 - Booby Traps, Ambush and Snipers may also be affected (see rules 23.0, 24.0 and 25.0).

Unit. In addition, the hex left and the hex entered may be in an enemy Fire Zone, but no other hexes in the trace may be.

Leaders then move with the Unit or Units to which they are stacked for the remainder of the Activation. During a Direct Command Activation, they may move with an Active Unit but never move on their own. Should an American Leader ever be alone in a hex, they are immediately moved to another Unit of their command the moment they are alone (the owner of the Leader may choose any hex to move the Leader to). You must trace a path as above and if no such path exists the leader is placed off board until it has a Unit of its command back in play. If there are no more Units in play that belong to a Leader, eliminate the Leader from the game. A Japanese Leader that finds itself alone in a hex is eliminated from play. Should a replacement Leader be available, flip the Leader to this side and place the replacement Leader with any Unit of his Formation.

13.2 Using Leaders

- Leaders put Units in their hex or adjacent to their hex In-Command to allow Direct Commands to be spent on Units to allow Second Actions
- Leaders add their Troop Quality bonus to any eligible Units in the hex in which they are stacked
- Leaders add their Fire Bonus to any eligible fire from the hex they are currently in. They never change the type of fire (as Support Weapons do)

13.3 Losing Leaders

Leaders (Japanese and American) may be lost in an Assault when the owning Player rolls a “9” for his Assault Roll and has a Leader present in one of the Assaulting or Assaulted hexes. In this case, the leader is flipped to his Replacement and that Replacement is immediately available. If already on his Replacement side, remove the Leader from play.

After applying the possible “9” die roll penalty, the Japanese Leaders can also be lost when in a hex that is conducting Banzai Charges or is in a hex with a Gyokusai Marker, and DG results are applied. If he has a Replacement side remaining, flip him over and his replacement is available immediately for future Actions. If currently on his replacement side, the leader is eliminated from play.

13.0 LEADERS

Leaders may provide Command, Change TQ values for Units, and modify Fire Attacks for Units of the same Formation that are using the benefit. Leaders work in many ways as Support Weapons but with the following exceptions:



Col. W.C. Hall is his name, he gives:

+2 Troop Quality Benefit

+1 Fire Benefit

He belongs to 3rd Regimental Combat Team, 3rd Marine Division

13.1 Moving Leaders

Leaders move at a specific time in the Sequence of Play. To move a leader, pick the leader from where it currently is and place it on another Unit that belongs to the same Formation as the leader. White-Striped Leaders must be placed with any other White-Striped Unit, and No-Stripe Leaders may be placed with any Unit of any Formation of the Leader’s Division. You must trace a line of unlimited length from where he is to where he is going and each hex entered must be a passable hex by a Leg

14.0 HEROES

Heroes are either setup at the start of play or arrive on the reinforcement schedule and once available, may be used as the rules for the game allow. Only one Hero may be used in any one combat.

Heroes always have the word “Hero” on their counter.

Heroes, that stay on the map (are not immediately used and removed), must always either be with a Unit or be placed off map awaiting Units of their Formation to return to play. If all the Units in a hex are eliminated and a Hero remains, place the Hero with another Unit of the same Formation.

All the Americans that fought in this battle are heroes but a few of these special men were honored with the Congressional Medal of Honor. We have added these few remarkable men but all that fought should be considered examples of the Greatest Generation.

The Japanese, while fighting for a sinister cause, also performed incredible feats of bravery and courage in this battle and while they perhaps can't be considered heroes, they also can be viewed with admiration for what they did in this battle. The Japanese Heroes are created with the Random Events rule.

14.1 American Heroes:

a) Private First Class Leonard Foster Mason

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty as an automatic rifleman serving with the 2d Battalion, 3d Marines, 3d Marine Division, in action against enemy Japanese forces on the Asan-Adelup Beachhead, Guam, Marianas Islands on 22 July 1944. Suddenly taken under fire by 2 enemy machineguns not more than 15 yards away while clearing out hostile positions holding up the advance of his platoon through a narrow gully, Pfc. Mason, alone and entirely on his own initiative, climbed out of the gully and moved parallel to it toward the rear of the enemy position. Although fired upon immediately by hostile riflemen from a higher position and wounded repeatedly in the arm and shoulder, Pfc. Mason grimly pressed forward and had just reached his objective when hit again by a burst of enemy machinegun fire, causing a critical wound to which he later succumbed. With valiant disregard for his own peril, he persevered, clearing out the hostile position, killing 5 Japanese, wounding another and then rejoining his platoon to report the results of his action before consenting to be evacuated. His exceptionally heroic act in the face of almost certain death enabled his platoon to accomplish its mission and reflects the highest credit upon Pfc. Mason and the U.S. Naval Service. He gallantly gave his life for his country.



-Medal of Honor Citation

The destroyer USS Leonard F. Mason (DD-852) is named in his honor

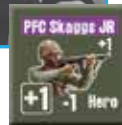
Game Use:

PFC Mason is available at the start of the game. PFC Mason allows the American Player to force the Japanese player to reroll on any Japanese Assault or Charge resolution roll when any Unit of the 3 RCT is involved. Only one reroll is allowed per Assault or Charge, and once used, PFC Mason is no longer available for the remainder of the game.

b) Private First Class Luther Skaggs Jr.

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving as Squad Leader with a Mortar Section of a Rifle Company in the Third Battalion, Third

Marines, Third Marine Division, during action against enemy Japanese forces on the Asan-Adelup Beachhead, Guam, Marianas Islands, on 21-22 July 1944. When the section leader became a casualty under a heavy mortar barrage shortly after landing, Private First Class Skaggs promptly assumed command and led the section through intense fire for a distance of 200 yards to a position from which to deliver effective coverage of the assault on a strategic cliff. Valiantly defending this vital position against strong enemy counterattacks during the night, Private First Class Skaggs was critically wounded when a Japanese grenade lodged in his foxhole and exploded, shattering the lower part of one leg. Quick to act, he applied an improvised tourniquet and, while propped up in his foxhole, gallantly returned the enemy's fire with his rifle and hand grenades for a period of eight hours, later crawling unassisted to the rear to continue to fight until the Japanese had been annihilated. Uncomplaining and calm throughout this critical period, Private First Class Skaggs served as a heroic example of courage and fortitude to other wounded men and, by his courageous leadership and inspiring devotion to duty, upheld the highest traditions for the United States Naval Service.



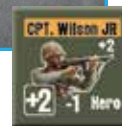
-Medal of Honor Citation

Game Use:

PFC Skaggs may arrive when the Japanese declare a Banzai Charge and place the Charge marker adjacent to any 3 RCT, 3MARDIV Unit. Place Skaggs on one of the adjacent Marine Unit's hexes. Skaggs then stays with a Unit in that hex until the next Night I turn. At the beginning of that turn, remove Skaggs from play for the remainder of the game. Until that time, Skaggs offers the benefits of his Marker to the hex he is in. Should a 9 be rolled by the American Player in an Assault that includes Skaggs, eliminate Skaggs from play.

c) Captain Louis H. Wilson

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty as Commanding Officer of Company F, Second Battalion, Ninth Marines, Third Marine Division, in action against enemy Japanese forces at Fonte Hill, Guam, Marianas Islands, 25 and July 26, 1944. Ordered to take that portion of the hill within his zone of action, Captain Wilson initiated his attack in midafternoon, pushed up the rugged, open terrain against terrific machine-gun and rifle fire for 300 yards and successfully captured the objective. Promptly assuming command of other disorganized units and motorized equipment in addition to his own company and one reinforcing platoon, he organized his night defenses in the face of continuous hostile fire and, although wounded three times during this five-hour period, completed his disposition of men and guns before retiring to the company command post for medical attention. Shortly thereafter, when the enemy launched the first of a series of savage counterattacks lasting



all night, he voluntarily rejoined his besieged units and repeatedly exposed himself to the merciless hail of shrapnel and bullets, dashing fifty yards into the open on one occasion to rescue a wounded Marine lying helpless beyond the front lines. Fighting fiercely in hand-to-hand encounters, he led his men in furiously waged battle for approximately ten hours, tenaciously holding his line and repelling the fanatically renewed counterthrusts until he succeeded in crushing the last efforts of the hard-pressed Japanese early the following morning. Then, organizing a seventeen-man patrol, he immediately advanced upon a strategic slope essential to the security of his position and, boldly defying intense mortar, machine-gun and rifle fire which struck down thirteen of his men, drove relentlessly forward with the remnants of his patrol to seize the vital ground. By his indomitable leadership, daring combat tactics and dauntless valor in the face of overwhelming odds, Captain Wilson succeeded in capturing and holding the strategic high ground in his regimental sector, thereby contributing essentially to the success of his regimental mission and to the annihilation of 350 Japanese troops. His inspiring conduct throughout the critical periods of this decisive action enhanced and sustained the highest traditions of the United States Naval Service.

-Medal of Honor Citation

Captain Wilson has had a distinguished military career and on July 1, 1975, Wilson was promoted to Commandant of the Marine Corps.

Game use:

On any turn of the July 25th day, Cpt. Wilson may be placed with any hex that contains E/2/9, F/2/9, or G/2/9. He must stay with in a hex with one of these Units for the remainder of the game. Should he be alone in a hex at any time, he is removed from play. While in play, Cpt Wilson provides his values to any hex he is in. Cpt Wilson may be eliminated if a 9 is rolled by the American Player for his Assault roll.

d) Private First Class F.P. Witek

For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty while serving with the First Battalion, Ninth Marines, Third Marine Division, during the Battle of Finegayan at Guam, Marianas, on 3 August 1944. When his rifle platoon was halted by heavy surprise fire from well camouflaged enemy positions, Private First Class Witek daringly remained standing to fire a full magazine from his automatic point-blank range into a depression housing Japanese troops, killing eight of the enemy and enabling the greater part of his platoon to take cover. During his platoon's withdrawal for consolidation of lines, he remained to safeguard a severely wounded comrade, courageously returning the enemy's fire until the arrival of stretcher bearers and then covering the evacuation by sustained fire as he moved backward toward his own lines. With his platoon again pinned down by a hostile machine-gun, Private First Class Witek, on his own initiative, moved forward boldly ahead of the reinforcing tanks and infantry,



alternately throwing hand grenades and firing as he advanced to within five to ten yards of the enemy position, destroying the hostile machine-gun emplacement and an additional eight Japanese before he, himself, was struck down by an enemy rifleman. His valiant and inspiring action effectively reduced the enemy's firepower, thereby enabling his platoon to attain its objective, and reflects the highest credit upon Private First Class Witek and the United States Naval Service. He gallantly gave his life for his country.

-Medal of Honor Citation

The destroyer USS Witek (DD-848) is named in his honor.

Game Use:

When available, PFC Witek may use his values before any dice are rolled in any one combat the American Player chooses. After one use, Witek is removed from play.

14.2 Japanese Heroes:

Japanese Heroes appear through the Random Events procedure. When the Event Japanese Martyr occurs, pick any Japanese stack that has an American Unit adjacent to it and place a "Gyokasai" marker on that Unit or Units. That Unit(s) must now follow the Gyokasai procedure (see 9.6.2) for that one Unit or Units.



In *CSS: Guam*, only the American Player has Transport in the form of Trucks. These are the only way larger Artillery Units can move (the ones that have "No" as their movement allowance on their Column side). Division Trucks arrive as reinforcements and when they arrive, they are immediately placed in the Division Truck Pool box of the owning Division's Display.



Trucks can transport one Unit and one Support Weapon, as well as an unlimited number of Leaders or Heroes. All Units being transported must be on their Column Side to use Transport.

When the Division Activation is the current Activation (and only this Chit; Direct Command and Formation Chits don't apply here), choose any Active In-Command Unit that isn't in an enemy Fire Zone and place any Division Truck currently in the Active Division's Truck Pool on that Unit. That Unit is now loaded into the Truck. This uses all the Actions for both the Truck and the Unit being loaded into the Truck for this Activation. After that, the transport may move per the rules of Actions for that transport – and the Unit and anything else travels with the Transport. All game effects apply to the Truck as would normally be the case. The Unit in the transport is just along for the ride. If the transport is eliminated, it is removed from play. If a Unit is being transported when the Truck is eliminated, it is also eliminated.

To remove a transport, take the transport off the Unit. If in a Fire Zone, the enemy player may Opportunity Fire at the hex in which the transport is being removed (and before it has unloaded). After unloading, if the Truck hasn't been eliminated, place the transport back on the division display. Any markers it has from combat are removed (although they stay with the unloaded Unit). It may be used again in a following Activation on another Unit. When removing a Truck from a Unit, this will use up all Actions by the Unit for this Activation.

Both Marine Divisions can use the Corps Trucks to transport Corps Artillery (see rule 26.0). These are active only during the Direct Command Chit as with Corps Artillery but either Marine Division may pay the cost to make these Markers active.



16.0 AIRPOWER

The Americans had complete Air Supremacy over the Guam battlefield. Only they receive Air Support in the game.

On every Day and Clear or Hot Weather turn, place the Air Support Chit into The Cup. On Hot Weather Turns, the Direct Command cost to launch Air Strikes is doubled. When drawn from The Cup, determine how many Air Strike or Interdiction markers the US player may receive this turn.

Roll	Air Strikes Received
<0	6
0	5
1	4
2	3
3	2
4	2
5	2
6	2
7	2
8	2
9	1



-2 if Orote Airfield is Operational

Example: The Air Support Chit is drawn from the Cup. The American player rolls 1D10 and rolls a 2. He may perform 3 air strikes.

Each Air marker used for either Air Strike or Interdiction costs one Direct Command Point. The American player may choose to not pay for all of those made available. The US Player may use any Division in play (that has an HQ on the map at the moment the

Direct Command is to be spent) to pay this Direct Command. He can use more than one Division to pay Direct Commands for Air Strikes or Interdiction.

To place on Interdiction, place up to 3 purchased Air Support markers in the Interdiction box on the Map. Whenever a Japanese Unit moves into a hex via Paved Roads or Unpaved Roads, it may be immediately Air Struck (using the Air Strike procedure) by one Air Marker in the Interdiction box. Once used in this way, remove the Air Support Marker from the Interdiction box. In addition, for each Air Support Marker in the Interdiction box, add 1 movement point to all terrain costs paid during Movement Actions. When the Air Support Chit is again pulled out of The Cup, remove all Interdiction Markers in the Interdiction box.

To launch an Air Strike, place an Air Strike marker on any hex on the map. There is no need for a spotter of any type. There are no modifiers for this strike. You may target an individual Hard Target with a 6 Blue Firepower or target a hex with a 6 Yellow Firepower attack. Units in Caves may not be targeted but any other Japanese Unit may be struck. Place all your purchased Strike markers before resolving any Strikes. Only one Air Strike Marker per hex may be placed.

After all strikes have been completed and all Interdiction has been placed in the Interdiction box on the map, draw from The Cup for the next Chit.

17.0 NIGHT TURNS

During either of the two night turns the following changes are in effect:

- Maximum Visibility is reduced to 1 hex
- All US Fire ratings and Japanese Navy Fire Ratings are reduced by 2 (-2), all Japanese Army (not Japanese Navy) Fire ratings are reduced by 1 (-1)
- The Amphibious Movement Chit and the Air Support Chits are not placed in The Cup
- Any US Units that are in a Sea Zone that is not in the Transport Zone box at the start of Night are placed back in the Transport Zone box of their Beach.
- The US Player may place Illumination Rounds
- The Japanese Player may perform Infiltration (see 8.6)
- Massed Banzai Charge or Gyokusai may be triggered

17.1 Illumination Rounds

During Night Turns, players may only spot for Indirect Fire into hexes that are adjacent to friendly Units. To spot any other hexes, players must use Illumination Rounds.



To fire Illumination Rounds, select an Indirect Fire Unit to fire within range, and any hex your Indirect Firing Unit can see during a normal day turn, or that has a spotter to a hex

that it could see during a normal day turn may be targeted. Rain, if it applies, does also still count for spotting range. Firing an Illumination Around is an Action. To fire Illumination Rounds, the player rolls one die. If anything other than a 9 is rolled, the Illumination counter is placed in the targeted hex. If a 9 is rolled, the Illumination Round is not placed (although the American player may try again in the same hex with another Action). This Hex is now considered to be an Illuminated Area. Fire into an Illuminated area does not suffer the -2 or -1 for firing at night. The Illuminated hex is considered as if it is a Day Turn in that hex only for spotting and combat modifiers (although again, if it is raining, that also still applies).

Other than visibility, there is no other effect on Units in an Illuminated hex.

Illumination Rounds can only be fired at night.

When the final Gyokusai is triggered by the end of game events, the American Player may place a number of Illumination Rounds equal to half a die roll (round down), on any hex on the map at the start of the Action Phase.

Remove all Illumination markers whenever the Wind Chit is drawn or at the start of the first day turn; whichever comes first.

18.0 REINFORCEMENTS

Reinforcements are placed as noted in the Sequence of Play (step E of the Preparation Phase). Division and Formation Activation Chits are Available for purchase on the same turn any reinforcements of that Division and/or Formation enter play. You may also roll for Dispatch Points and Direct Commands at the applicable moments after any Unit of that Division or Formation enters play.

19.0 DIVISION DISPLAYS

Each Division in the game has a display to use for keeping track of various points and values, as well as Division assets and available (or soon to be available) Support Weapons, Routed Units, and Engineers being busy. There are a total of 4 Displays – 2 of which have two Divisions on each of them.

The overall Command Values of each Division is listed on the Display. These are used to compute how many Dispatch Points and Direct Commands the players will have to spend in game play. The accumulated values are tracked on the General Records Track at the bottom of each Display.



19.1 Dispatch Points and Direct Commands

The Command Values for each Division can be found on the Display. For example, the 3rd Marine Division has a Command Rating of 6 and a Dispatch Rating of 4. The Command Rating is used when the Direct Command Chit is drawn. Roll a D10 and halve the roll (rounding down), and add the Command Rating. This will give you the number of Direct Commands to add to the 3rd Marines Direct Commands on the General Records Track. No more than 19 may ever be on this track. If you acquire more, the excess is ignored.

For example, if the American Direct Command Chit is pulled from The Cup, and a 3 is rolled, you would add 1 (half of 3, rounded down) plus 6 (the Command Rating for the 3rd Marines) for a total of 7 additional Direct Commands to be added to the 3rd Marine Division's total Direct Commands. You would then roll for the 1st PMB and then for the 77th Division and add those values to the General Records Track of their Display.

Dispatch Rating is used in Step E of the Preparation Phase of the Sequence of Play. When this time comes, roll a die and if you roll equal to or less than the Dispatch Rating, add 3 more to the General Records Track. If you roll over the value, add 1 to the Track instead. No more than 9 Dispatch Points may ever be on this track. If you acquire more, the excess is ignored.

Note that scenarios, as they cover a smaller campaign, might have different values for that scenario from that listed on the display.

19.2 Division Troop Quality

Each Division also has a base Troop Quality Value. For the 3rd Marine Division for example, it is 6. This is a base number and changes to the value are tracked with the "Current Troop Quality" Marker. This current value is what is used when a Division Troop Quality value is needed and can go down from the base number. The Division Troop Quality can also go up through game mechanisms but can never be higher than the base value listed on the display. Excess over this base value are ignored. Note that this base value is then used to determine the Troop Quality for individual Units. A Unit Troop Quality can be higher than the Division's base value and can exceed the highest base Division value from other game effects.

If an American Division has a Current Troop Quality of 3 or less, no Formation Activation Chits may be purchased this turn.

If an American Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased this turn.

If a Japanese Division has a Current Troop Quality of 1 or less, no Formation Activation Chits may be purchased this turn.

If a Japanese Division has a Current Troop Quality of 0, no Division or Formation Activations may be purchased this turn.

Lastly, when Gyokusai has been triggered, all Japanese Divisions have their current Troop Quality increased to their base value and it stays there for the rest of the game. This value can still be modified by other mechanisms (Unit modifiers to TQ, Leaders, Status Markers, etc.).

20.0 RANDOM EVENTS

The Event chit is added to the Cup every turn. When it is drawn from The Cup, roll a die and look up the number rolled on the Random Events Table to see what happens.



Random Events Table

0: American Officer shows initiative: Add 3 Dispatch Points to an American Division of the US Player's Choice.

1: Japanese Martyrs: The Japanese Player may place a Gyokusai Marker on a hex that is within 2 hexes of a US Unit or a Beach hex in Use. All Units in the hex with this Marker must follow the Gyokusai rules (this includes Japanese Units that might be in hexes that Units with this Marker later move through). See rule 9.6.3. If Desperation has occurred (see scenario special rules), this event changes to Marines are Drunk.

2: Lost!: If an American Unit is in a Tropical Jungle hex, place a "Pinned" Marker on that hex (Japanese Player's Choice). If the just placed Pinned Marker is adjacent to any other American Units in Tropical Jungle hexes, they too get a "Pinned" Marker. This is then repeated until there are no more American Units adjacent to any Pinned Markers in Tropical Jungle hexes. If there are no American Units in Tropical Jungle hexes when this event is drawn, apply Event 6.

3: A Japanese Commander gives stirring speech: Increase a Japanese Division Current Troop Quality by 1 (Japanese Player's Choice).

4: A Japanese Commander commits suicide: Reduce a Japanese Division Current Troop Quality by 1 (Japanese Player's Choice).

5: US Supply Troubles: If the American Direct Command is still in The Cup, remove it. It will not be drawn this turn. If the Direct Command Chit has been played, reduce an American Division's Direct Command total by 5 (Japanese Player's Choice of Division).

6: Ambush! The Japanese Player may place a randomly chosen Ambush Counter in any unoccupied hex within 3 hexes of an American Unit. If all Ambush Units are in play, this event becomes: Japanese NCO shows initiative. Add 2 Dispatch Points to a Japanese Division of the owner's choice.

7: Snipers!: The Japanese Player may place two randomly determined Sniper Markers (see rule 25.0). If all Snipers are in play, this event becomes: Japanese NCO shows initiative. Add 2 Dispatch Points to a Japanese Division of the owner's choice.

8: A US Division gains experience in the Jungle: Increase one American Division Troop Quality by 1 (American Player's Choice). This must be a Division that has Units on the map or in a Sea Zone.

9: A US Division has trouble in the Jungle: Reduce one American Division Troop Quality by 1 (American Player's Choice). This must be a Division that has Units on the map or in a Sea Zone.

21.0 US NAVAL SUPPORT

Naval Support, like Air Support, is brought into play via an Activation Chit. This Chit costs no Dispatch Points and is added to the Cup for free each turn except when noted in the Scenario Book, on Rain turns.



The American Player has Naval Task Forces as specified in each scenario. When the Naval Support Chit is drawn, the American player may place and resolve Indirect Fire by these Task Forces as set forth below. Place all Task Force Markers before resolving any Fire. There is no Direct Command charge to use US Navy Task Forces.

21.1 Naval Fire

When Navy Support Chit is drawn, the Naval Task Forces allocated for that scenario may fire at a target anywhere on the map. A target may be spotted by using any Unit from any American Division or, if no Spotter is present and it is a day turn, by using Aircraft Spotting (see Rule 8.7.6).

Range

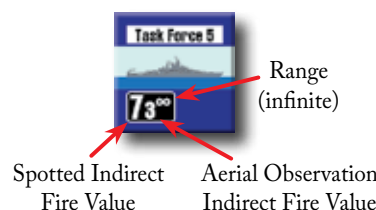
American Naval Task Forces may fire Indirect Fire on any hex on the Map. They have unlimited range.

The Japanese may not fire at a Task Force.


21.2 How to Fire Task Forces

Place all your Task Forces in hexes they will fire at before resolving any Fire. If the chosen hex can be spotted by any American Unit, use the Spotted Indirect Fire Value (7). If the chosen hex can't be seen by any American Unit, the American Player must use Aircraft Spotting (if available). Only one Task Force may be placed per hex. In all other ways, this is a normal Indirect Fire attack and uses all the same modifiers.

Unless using Aircraft Spotting, Task Force fire does not scatter in *CSS: Guam*.



22.0 AMPHIBIOUS LANDING

 Amphibious Movement happens when the Amphibious Movement Chit is pulled from The Cup. This Chit is always placed in The Cup every turn (although if there are no American Units in any Naval Zones, there is no reason to put it in The Cup).



Each possible Landing Beach (Blue, Green, Red 2, etc.) is divided into three different Naval Zones:


- **Transport Zone** – The furthest from the beach. This is where the landing craft formed up prior to heading to the beach. Reinforcements are usually placed here initially.
- **Approach Run Zone** – The middle zone. This represents the area where Amtracs and Landing Craft headed towards the beach, approximately 1500 meters off shore. Units move here from the Transport Zone.
- **Final Run-In Zone** – The last 500 meters before hitting the beach. The first Units that leave here in the game and move to the connected beach on the map are referred to as the First Wave. Units move here from the Approach Run Zone.
- The Mines Present box is for placing Mines at are at the associated Beach hex (see rule 28.0)."



Forces in any of these three zones only move when the Amphibious Movement Chit is drawn.

A Unit in a Naval Zone may not spot for Indirect Fire Units nor can any Units in a Naval Zone be a target for Indirect Fire Units (black Fire Power Units).

No Support Weapons may ever be in a Sea Zone

 Beachheads are all of the Naval Zones of one of the three groups of beaches.

- Blue, Green, Red 1 and Red 2 are all part of the Asan-Adelip Point Beachhead.
- White 1, White 2, Yellow 1 and Yellow 2 are all part of the Agat Beachhead.
- Tumon 1, Tumon 2, Tumon 3 and Tumon 4 are all part of the Tumon Bay Beachhead.



22.1 Moving from Zone to Zone


The American Player may never have more than three Units in a single Naval Zone; except for the Transport Zone which has unlimited stacking. The different Formations penalty is not enforced while in Naval Zones.

All Units must be in Column in a Naval Zone.

When the Amphibious Movement Chit is drawn use the following procedure for each Beach Landing Area:

1. Move all Units in the Final Run-In Zone onto the corresponding beach and stop there.

Units may land either Deployed or In-Column as the owner wishes. If the beach hex that connects with the Sea Zone is currently Japanese occupied, you may not land in that beach hex. If the connected Beach is Japanese occupied, you may leave the Units in the Final Run-In zone or you can move to any other Transport Zone of any other beach in the same Landing Zone of one of the three Beachheads.

Opportunity Fire may be performed by any Japanese Units that have the Beach Hex (on the map), on which the Units are landing, in their Fire Zone. In other words, here you fire at the hex about to be entered (as an exception to firing as a Unit leaves a hex).  Combat results are applied to the Units as they transit the Final Run-In Zone to the Beach, in their Deployed or In-Column side as the owner wishes, and before they are considered landed. All normal rules apply and the landing Units are treated as if they are in beach terrain (no -2 modifier etc., and not an automatically Hard Target). The Japanese may fire at either the hex or at a Hard Target (if present) as a normal Opportunity Fire." Any combat results that are scored against the moving Units will apply to the Units on the Beach as if they were moving into the hex. and being Opportunity Fired against. For example, if the Japanese gain 2 DGs on the landing Unit and the hex has no DGs, the beach hex will now have 2DGs. If in the same situation, the Units already on the beach had 3 DGs, they would have more DGs and no additional DGs would apply.

2. Move all Units in the Approach Zone into the Final Run-In Zone and stop there.

Opportunity Fire is performed on a Hard Target with each US Unit treated as one target in a Naval Zone (Note: The terrain value of a Naval Zone is a Hard Target value of -2 or 0, and no Unit defense values are applied).

3. Move Units in the Transport Zone into the Approach Run Zone and stop there

These Units are NOT subject to Opportunity Fire.

Perform the above 3 actions for each Beachhead, and complete all movement within one Beachhead before moving to the next.

Beach Landing with Opportunity Fire Example

Red 1 is coming in to land early in the game. The Marines have 2 Infantry Companies and 1 Amphibious Tank Unit. The Amphibious Chit is in play. He decides to land one Infantry Company and the Tanks and then, to land the second the next turn when the Amphibious Chit is in play again. He announces the two Companies are landing and the Japanese, having a Fire Zone on the beach (23.59) the Americans are using, will Opportunity Fire. He fires at the hex and gets 2DGs and a Rout check (which is passed) on the Americans. A No Opportunity Fire Marker is placed on the Japanese Unit. 3/320 saves his Opportunity Fire for a possible later chance.

The IJN Division Chit comes out of The Cup and 1/54 is Active. 1/54NGF removes his No Opportunity Fire Marker but can't fire on Final Run-in Zone as an enemy Unit is now adjacent to the Japanese Unit and his Fire Zone is reduced to one hex. He fires on the beach hex (23.59) and misses. The IJN Unit may still Opportunity Fire during a later Activation.

It is now the next turn and the Amphibious Chit is again pulled and the Marines are landing more Units. I and L Companies now land and 1/54 NGF and 3/320 may Opportunity Fire again. Place a No Opportunity Fire Marker on both Japanese Units – and they manage to get a DG on the landing Units but since they are at DG1 (from the Opportunity Fire) and the hex entered (the beach hex) is at DG 2 – and a higher DG value, the hex stays at DG2. But, after landing, there are now 4 Companies in the hex, the hex adds another DG for being overstacked. It is now at DG 3.

Note also that had a rout result been achieved against the landing force, the force would be considered landed and have to follow the same procedure as any other rout (8.5.1). The routed Unit would not return to the Transport Zone.

We end up with the situation to the right:



Note that the landing schedule cannot be altered and that the troops must land in the order specified. All American reinforcements are placed in their respective Transport Zones at the start of the turn. When placing reinforcements in the Transport Zones, place newly arriving stacks behind any previously arrived reinforcements that have not yet moved. When the Amphibious Movement Chit is drawn, select Units to move from those that were placed in the Transport Zone on the earliest time and date before selecting later arriving Units. If Units, in Landing Craft, rout back to the Transport Zone then they may join any stack on any subsequent turn.

The American player is not required to move the Units in any Naval Zone. He may delay movement (to avoid overstacking for example or if the landing beach hex is enemy occupied).

22.2 Amphibious Tanks

Amphibious Tanks are those Units designated A, B, C, D/1 AAB.



While in a Sea Zone, these Units are treated as separate Hard Targets from any other Units in the Sea Zone.

Whilst it is in a Naval Zone it must be on its In-Column side and will move on the Amphibious Movement Chit. Prior to moving from the Final Run-in Zone to the beach, the American Player flips the amphibious tank to either its Deployed or In-Column side. This occurs before opportunity fire is performed.

Note that all amphibious tank Units are white-striped Units.

These Units do count towards stacking in a Naval Zone.

22.3 Firing on a Unit(s) in a Zone

22.3.1 Firing at Units in Naval Zones

The Final Run-In and Approach Run Zones may be direct fired on as normal by counting the range to the corresponding Beach hex (the one on the map) and then adding 1 hex range to fire on the Final Run-in Zone, and 3 hexes to fire at the Approach Zone (as noted on the Naval Zone). Units in the Transport Zone may not be fired upon. Line of Sight needs to be traced to the associated Beach hex with that Landing Beach – and not to the Units in the actual Naval Zone.

In addition, there is also a Japanese Opportunity Fire when Units unload onto a Beach hex (see Rule 22.3.2).

Any Units in a Naval Zone are all considered in one Armored Unit and must be fired at as a Hard Target with a -2 or 0 Hard Target defense value (as indicated in the Naval Zone). Ignore any modifiers on the Units themselves.

If a Unit(s) routs in a Zone from this fire, they are moved back to the end of the line in the Transport Zone and arrive as a newly placed reinforcement. Routed Units have completed their Action for this Amphibious Activation and may not move again until the Amphibious Chit is drawn again. Other Units that might be in the same zone are never Pinned from a failed Rout Check. Units that rout when moving from the Final Run-In Zone to the

Beach are considered either Deployed or In-Column as the owner chooses. If they Rout, they are considered on the Beach hex and must trace to an owning HQ to Rout or be eliminated. If Pinned, the Beach hex is Pinned.

Units that are eliminated from fire while in a Zone are removed from the game.

22.3.2 Opportunity Fire on Units Moving from Final Run-In Zone to Beach

This is a special exception to the general rules of Opportunity Fire. The Japanese player may Opportunity Fire on all Units that are landing as if they were “leaving” the hex. Any Japanese Direct Fire Units that have a Fire Zone on the hex being entered (and no No Opportunity Fire Markers on them) are eligible to fire at these Landing Units. No results that are scored against the landing Unit(s) will apply to any remaining American Units that are not landing from the same Naval Final Run-In Zone, and any combat results incurred when landing against the Landing Units will apply before they actually enter the beach hex.

23.0 BOOBY TRAPS

The Japanese Player has up to 8 Booby Traps to use in the game. These are always randomly chosen (random to both players) and set up in a specific hex as given in the scenario instructions. Booby Traps never move and can never be replaced.

Each Booby Trap has a High Explosive strength and may have a Leader Loss number. Whenever a Unit enters a hex with a Booby Trap, flip the Booby Trap over to see its values and perform an attack with the FP strength. There are no modifiers to this attack and one die is rolled. This die roll is also used to see if there is a Leader Loss if a Leader or Hero is present. Should the die roll be equal to or less than the LL number, one Hero (if present) or one Leader (if present) is eliminated. Remove the Hero first and if there are more than one Leader in the hex, the Japanese Player may choose which Leader is eliminated.



If the American Player has a War Dog present in the hex that has the Booby Trap, he may request one re-roll on the Booby Trap attack roll if the War Dog passes an Alert roll. Only one re-roll is allowed for this attack.

After the Booby Trap is used, it is removed from the game.

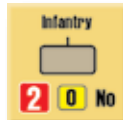
24.0 AMBUSH UNITS

At the battle of Guam, the Japanese were adept at using the terrain to form small ambush parties that gave the Americans fits as they advanced. The Japanese Player has a total of 14 Ambush Units to use throughout the game. This is a finite number and no more can be created. Ambush Units have no parent Formation and thus can never be Active when a Division or Formation Chit is the Activation. They can only be Active when a Direct Command is the Chit Activation and only if a Direct Command is spent from an eligible Division as described in 24.2 below. Ambush Units may not go Gyokusai. All Ambush Units have a Troop Quality of 4.

Front



Back



24.1 How to Place Ambush Units

Ambush Units are placed when an American Unit attempts to move into a hex adjacent to a Deployed Japanese Unit that has a Fire Zone on the just moved into hex. Any Opportunity Fire is performed before the attempt to place the Ambush Unit. One (1) Direct Command is paid by the Division that owns the adjacent Japanese Unit (if more than one, the Japanese Player may choose). After this Direct Command is paid, the Japanese may roll for Ambush Unit creation (the cost is paid regardless of success). On the Terrain Effects Chart, there is an Ambush column – this number or less must be rolled to allow placement of the Ambush Unit. A randomly chosen Ambush Unit is placed in the hex the American Player was attempting to enter.

The American Unit must return to the hex from which he was leaving. The Ambush Unit is then flipped over and performs a normal Direct Fire attack on the American hex (that he returned to). After that, the Ambush Unit is treated as an Infantry Unit with the values on its Unit in all ways.

Only one attempt to create an Ambush Unit is allowed per hex per Activation.

A failed attempt to place an Ambush Unit does not use any Ambush Units.

24.2 How Ambush Units are Active

Ambush Units (and now, after placement, as regular Infantry Units) have no parent Formation and can never be Active when a Formation or a Division Activation is in play. They can only be Active when a Direct Command Chit is in play and there is an adjacent, Deployed Japanese Unit (not an Ambush Unit). A Direct Command is paid by the owner of the adjacent Japanese Unit (if more than one, the Japanese may choose which Division pays). When Active, they are like any other Infantry Unit with the values on their Unit. Ambush Units are always Deployed.

Ambush Units Example

The 1PMB Chit is in play and B and C Company are Active. The Marine Player announces he is moving from 34.81 to 34.80. The Japanese Player performs Opportunity Fire first and scores a DG/R* result. The Rout Check is passed and the DG is placed on the hex. Next the Japanese Player announces he will attempt to place an Ambush in 34.80 (the hex the US is moving into). Note that had the Marines been Suppressed, they wouldn't be able to enter the hex and no Ambush Unit could be created. You must be able to enter the hex to allow the Japanese to create an Ambush Unit. The Japanese Player pays 1 Direct Command from the 29th Division to allow him to roll for creation of the Ambush Unit. Looking at the Terrain Effects Chart, for towns, the Japanese needs to roll a 7 or less. This he does. The Japanese then randomly chooses an available Ambush Unit from his Division Display and places it in hex 34.80. The Marine Units must stay in the hex they were in - and the Ambush Unit is flipped over and it Direct Fires at the Marines - but misses. After that, the Ambush Unit is a normal Infantry Unit in all ways for combat.



The situation now looks like this:



24.3 Removal of Ambush Units

Ambush Units can be eliminated in Combat as any other Unit – but if they are eliminated in this way, they may never be used in the game again. Ambush Units that are more than 3 hexes from any Unit (friendly or enemy) may be disbanded when the Direct Command Chit is in play, and any Japanese Division pays one Direct Command Point. Place the disbanded Ambush Unit on the Division Display to use again.

25.0 SNIPERS

Snipers appear as a Random Event on the Random Events Table. When Event 7 is rolled, randomly choose two Snipers (with neither player knowing the values) and place the Snipers in any Terrain that has a Defense Value of at least 2. Sniper values remain hidden until triggered. No more than one Sniper may ever be in single hex.

Snipers are triggered whenever an American Unit enters a hex adjacent to the Sniper. When this happens, flip the Sniper over and apply for the effect of the Sniper. If a roll is required (example DG-2 - roll a 2 or less), use the same roll to determine the possible result and leader loss. If there is a Hero or Leader present, eliminate the Hero first, then the Leader. If more than one Leader is in the hex, the Japanese Player may choose which Leader is lost.

War Dogs, if Alerted, allow a reroll of the Sniper Roll if present.

The hex moved into that triggered the Sniper attack is where the result of the Sniper attack is applied.

A Sniper is removed whenever a non-Pinned American Unit is adjacent to the hex the Sniper is in. This happens immediately after any triggering fire. Place the Sniper (front side up) in the Snipers box on the Division Display. It may be randomly chosen again.

The Japanese may only use a maximum of 9 Snipers in the game. If the Japanese Player rolls for additional Snipers but there are no additional ones on the Division Display to be placed, he may remove one that is on the board and place it elsewhere using the placement rules stated above.



Sniper Example

The American Player is Active and moves A Company of the 9 RCT into hex 21.81 - this triggers the Sniper previously placed via a Random Event in hex 20.81. Once triggered, flip the Sniper over to reveal its values. In this case, the Sniper will Pin if a 6 or less is rolled and if with the same roll, a 2 or less is rolled, a Leader or Hero, if present, would be eliminated as well. In this case, a 4 is rolled and A Company is Pinned.



Next up, C Company moves with his Hero, Leader and War Dogs into hex 21.81. This too triggers the Sniper (although now the values are known). The Sniper rolls a 1 - which would kill the Hero Wilson and Pinned the Company. The American Player isn't too keen on that result so he attempts to Alert the War Dog present and rolls a 3. The War Dogs negates the 1 and allows for a single re-roll. The Marine rolls a 0. The same result applies and the War Dogs will not allow another re-roll - however an available Whiskey Marker is grabbed and can be used to see if the Marines luck improves. This time a 7 is rolled and since there is now an American Unit adjacent to the Sniper that isn't Pinned, remove the Sniper from the map and place it back on the Japanese Division Display. It may now be randomly chosen again when Random Event 7 is rolled.



26.0 MARINE CORPS ARTILLERY

The Marines have Corps Artillery to use in this game. These are distinguished by have both Marine Divisions as their color. These Artillery Units may only be Active when the Direct Command Chit is in play and may then Fire. Either Marine Division may pay the Direct Command Point for this fire. Corps Artillery may only move using Corps Trucks (see Rule 15.0)



- During the Night Turn II of any game day as per the Sequence of Play, Japanese Artillery with a (No) movement allowance, may move 2 hexes without going into Column. This movement costs no Direct Commands or Dispatch Points and may only be made if the hex the Artillery starts in as well as all hexes transited are not in an Allied Fire Zone, and all hexes entered must be legal for a Leg Unit to enter.
- Japanese Artillery Units, when flipped to their In-Column side may never flip back to their Deployed side and must fight the rest of the game as Infantry.

27.0 JAPANESE ARTILLERY

All Japanese Artillery are defined by having this symbol on their counter and also a black firepower value (note that Rule 27.0 only applies to Indirect Fire Units with this symbol). Direct Fire Units with this symbol have no additional restrictions.



- Japanese Artillery, as defined above, due to severe Ammunition shortages, may only fire as a First Action of a Formation or Division Activation. They may not fire as a Second Action nor when a Direct Command Chit is pulled. All other Japanese Indirect Fire Units are under no special restrictions.

28.0 MINES

Historical Note: Mines represent both Mines and several types of Beach Obstacles the Japanese used at Guam.

A Mine Marker is placed in each Mine section of the Naval Zone graphic on the map – one is placed for each corresponding Beach Hex. These Mines are actually in the Beach hex itself but are placed on the Naval Zone graphic to ease congestion while playing.



Perform any applicable Opportunity Fire before applying the effects of the Mines.

28.1 Effects of Mines

When any American Units move out of a Beach hex with a Mine Marker, roll the die, subtract any DGs placed by underwater

Mines Example

The Marines are active and are moving off a Beach hex that has Mines in it. First to move is A Company and it attempts to move to hex 35.80 to join B Company. The Japanese first performs Opportunity Fire from 3/I/38 and applies the results. Assume 1 DG has been scored on the A Company. Then the Japanese Player rolls a die to determine the effect of the Mines. He rolls an 8, which is reduced by 2 from the 2 DG Marker on the Mine Marker (placed by Demo Teams at the start of play). 6 halved is 3 – so 3 DGs are also added to A Company for a total of 4 (but not yet added to C Company still in the hex being left).

The American can now choose to move into hex 35.80 and have the hex at DG4, or he can decide to stay in the hex he was leaving and make that hex DG 3 (1 that was already there, 1 from the Opportunity Fire, and 1 from the decision to not move into the hex).



Demo Teams (see rule 28.3), and halve the result (rounding down) – add this number of DGs to the moving Unit(s). This value is then compared to the DG level of the hex being moved into – and if higher, place the higher DG value on the just entered hex. If the hex being entered has a higher DG value, that value now applies to the entire stack.

The American Player may, after seeing the result of the Mines on his Units, choose to stay in the beach hex and not enter the hex. An Action is still considered performed but instead of the DGs caused by the Mines, the American Player may instead add 1DG to the hex from which the Marine was leaving.

28.2 Removing Mines

American Engineers can remove Mines by being in the hex with the Mine Marker and rolling a successful Troop Quality Check. This is the only way Mines can be removed.

28.3 Demolition Teams

Prior to the Marines invading, the Americans sent underwater demolition teams to all the landing beaches to attempt to remove obstacles to landing. As per the special rules of a scenario, if demolition teams are available, roll a die once prior to the start of play. Halve the roll (rounding down) and place that number of DGs under the Mine Marker. When an American Unit moves out of a Mines hex, reduce the Mine die roll by the number of DGs the demo teams placed on the Mines at the start of play.

29.0 DRUNK MARINES

29.1 Placement of Drunk Markers

When the “Marines Drunk” Random Event is rolled, the alcohol is served. The Japanese may place 5 Drunk Marines Markers on Marine hexes of his choice. The effects (as listed on the Marker) are in effect until removed. Drunk Markers stay with at least one Unit that was in the hex when placed but only one Unit need keep it if other Units move out of the hex. If the last Marine with the Drunk Marker moves out of the hex, the Drunk Marker stays with him and will apply to any other Marines that happen to be in the same hex as the Drunk Marines Marker.



29.2 Removal of Drunk Markers

Removing a Drunk Counter is a two step process. When a Unit is Active again and there is a leader of the Formation or the Division stacked with a Drunk Unit, flip the Drunk Marker over to the “Hungover” side. When a Unit with a Hungover Marker is Active again, remove the Hungover Marker.



To remove a Hungover Marker, no Leader is needed.



US Marine Gill A. Gideon, Jr. with M1 Carbine, Guam, Mariana Islands, 21 Jul 1944

30.0 VICTORY IN THE GAME

30.1 Tracking Victory Points

In most scenarios, the players track their Victory Points by using the “Victory Point Track” on the Turn Record Display chart. Should either player acquire 29 Victory Points, no additional Victory Points are awarded to that player but for each additional Victory Point gained, subtract one from the opposing player’s total. Should one side ever have 29 Victory Points and the other side have 0 Victory Points, the game is over and the player with 29 is awarded victory.



30.2 Victory Hexes

Several hexes on the map are marked as Victory Hexes. These are for tracking US progress and adding Victory Points in the game only and have no additional effect on play. The Japanese Player is considered to control all of these hexes at the start of play. The US is considered to control them (and they then can count for victory points) once the US player moves a Unit into the Victory Hex and no Japanese Fire Zone is on the hex. If a Victory Hex is unoccupied by any Japanese Unit and there are no Japanese Units within 5 hexes of that hex, the Japanese may concede the hex to the American player. This is to prevent gamey tactics by the American player to prevent a trigger of Gyokusai. Players may ignore this en passant rule if they wish.



30.3 Tracking Casualties

The Japanese Player gains victory points by causing casualties on the American Player. The award values are listed in the scenarios. In some scenarios, DGs inflicted on the American player are tracked in addition to actual Unit losses, and as these accumulate a Victory Point may be awarded. The scenario will state how many DGs must be scored against an American stack to give the Japanese Player a Victory Point. Each DG is a “casualty” and moves the Casualty Marker up one for each DG scored by the Japanese from any cause. Once the Casualty Marker reaches the scenario’s Victory Point number, score the Victory Point and return the Casualty Marker to the 0 space of a General Records. A scenario may state the Casualties and Losses are used to determine victory. In this case, count both the DGs scored as well as whole Unit losses (that may be caused by DGs scored).



Only DGs caused by Japanese Direct Fire, Indirect Fire, Opportunity Fire or Mines count towards this total.

30.4 Closing Beach Hexes

If the Japanese Player enters a Beach hex that has already been entered by the American Player at some earlier point in play, that Beach is considered Closed. Place a Beach Closed Marker on the hex. The Japanese Player receives one Victory Point (once only - not on every turn) for doing this.

31.0 WHISKEY AND SAKE

At the beginning of most scenarios, the American Player is given a Whiskey Marker and the Japanese Player is given Sake Marker. These allow both players one opportunity per day to re-roll one die roll if they don’t like the original roll. Each Marker can only be used once per roll (although both Whiskey and Sake can be used if available on the same roll after it has been re-rolled). In other words, a die roll result has been rolled and the American Player does not like the roll. If he has Whiskey available, he may re-roll this roll. If the Japanese has Sake available and now doesn’t like the new roll, he may re-roll it once as well. But after that, no more re-rolls are allowed.



At the start of every game day (the 0500 turn), both players receive their Whiskey and Sake respectively again and may use it for that entire game day.

The American Player must choose first if he wishes to re-roll and he must state this before another die roll has been made or another Action performed. If the American Player doesn’t choose to use his re-roll, the Japanese Player then chooses.

Optional - but a great Command and Control aid as well as being enjoyable

We recommend the following Whiskey for the American Player to enjoy while playing: 1792 Ridgmont Reserve Kentucky Straight Bourbon Whisky

We recommend the following Sake for the Japanese Player to enjoy while playing: Hakkaisan Junmai Ginkō

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33.0 CREDITS

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Produced by: Ken Dingley and Bill Thomas for Compass Games, LLC

Counter Note: on the right side and very bottom of countersheet 6, there are four errata counters for CSS: Saipan. These replace the incorrect counters in that game.



4.0 EXPANDED SEQUENCE OF PLAY

1. PREPARATION PHASE


A) Weather Determination (if this is the 0500 Turn only)


Roll on the Weather Table to determine the weather for this entire Game Day

Effect of Weather:

Clear — There is no effect.

Rain — Rain reduces visibility to 3 hexes and provides a -1 to all Fire Ratings. In addition, there is a +1 modifier to the next weather roll. Do not place the Air Support Chit into The Cup this Game Day.

 **Hot** — Add 4 Fatigue Points to all American Divisions in play. In addition, in all circumstances in which either player must spend a Direct Command, he must now spend 2 Direct Commands. This is true for all uses (Air Strikes for example).

 **Tropical Storm** — The effects of a Tropical Storm are as follows:

This day of the campaign is skipped. No chits are drawn. Move the Day marker to the next day and start with the Preparation Phase of the 0500 hrs. turn. Remove all On Fire Markers, DG, Suppressed, Pinned, No Opportunity Fire, Sustained Fire and Concentrated Fire Markers from all Units. Move all Units in any Naval Zone to their respective Beach Transport Zone box.

B) Check for Division Fatigue (0500 turn only)

- i) If an American Division has a fatigue level of 3 or less, increase that Division's Troop Quality by one (to that Division's Maximum Value). If an American Division has a fatigue level of 5 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).
- ii) If a Japanese Division has a fatigue level of 3 or less, increase that Division's Troop Quality by 1 (to that Division's Maximum Value). If a Japanese Division has a fatigue level of 7 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).

C) Remove all Illumination Rounds (0500 turn only)

D) Redistribute Whiskey and Sake (0500 turn only)

E) Disband Ambush Units (Night II turn only)

F) Move Japanese Artillery (Night II turn only)

G) Spending Dispatch Points

Each player may spend Dispatch Points to add Chits to The Cup for this turn. Pay 2 Dispatch Points to add a Division Activation Chit to The Cup and 1 Dispatch Point to add a Formation Chit to The Cup. Spend the Dispatch Points from the Division that owns the Division or Activation Chit. If a Division doesn't have enough Dispatch Points to buy a Chit, that Chit may not be bought this turn.


If an American Division has a Current Troop Quality of 3 or less, no Formation Activations for that Division may be purchased this turn.

If an American Division has a Current Troop Quality of 2 or less, no Division or Formation Activations for that Division may be purchased this turn.

If a Japanese Division has a Current Troop Quality of 1 or less, no Formation Activations for that Division may be purchased this turn.

If a Japanese Division has a Current Troop Quality of 0, no Division or Formation Activations for that Division may be purchased this turn.

H) Fatigue

- If a player adds a Division Activation to the cup during a day turn, add 1 to the Division's current fatigue.
- If a player adds a Division Activation to The Cup during a night turn, add 2 to the Division's current fatigue.
-  • If a player does not add a Division Activation to The Cup during a turn, subtract 1 from the Division's current fatigue.



I) Getting More Dispatch Points

Each player may roll a die to add more Dispatch Points to each Division. Roll a die for each Division and if you roll the Division's Dispatch Rating or less, add 3 Dispatch Points to that Division's total. If you roll higher than the Division's Dispatch Rating, add 1 Dispatch Point to each Division's total. You may have no more than 9 Dispatch Points on any one Division's track.

J) Place any Reinforcements due to arrive this turn

4.0 EXPANDED SEQUENCE OF PLAY - CONTINUED

2. ACTION PHASE

- A)** Put all purchased Chits from step C above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit, the Random Event Chit, the US Naval Support Chit, the US Amphibious Chit and, if not a night or rain turn, the Air Support Chit.
- B)** If this is an 0500 turn and there are any Illumination Rounds on the map, remove them.
- C)** Should the Initiative Player wish to immediately play an available Formation Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit has not been selected to be in The Cup for that turn in 1, Step G nor been played this Action Phase). If the Initiative Player does not wish to do this, the Reaction Player may do so. This is done before the actual draw of a Chit.
- i)** If the Wind Chit is drawn, remove all Barrages and Illumination Rounds from the map.
- ii)** If the Naval Support Chit is drawn, the US player may use his available Task Forces to attack Japanese Units (see 21.2)
- iii)** If the Air Support Chit is drawn, determine how many Air Markers are available and if the US player wishes to use them for either Air Strike or Interdiction, pay one Direct Command from any friendly Division to use them this Activation. Perform Strikes or place Interdiction markers on the map (see 16.0).
- iv)** If the Random Event Chit is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
- v)** If a Division or Formation Activation Chit is drawn, do the following:
- Move all Active Leaders to any hex of their command (see 13.1). This includes Leaders in naval Zones.
 - Attach Support Weapons (see 12.1).
 - Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.
 - Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 -  Remove all Concentrated Fire, Sustained Fire, and No Opportunity Fire Markers from any Active Units
 - Perform any Assaults or Banzai Charges. All Units that assaulted, charged, or fired indirectly are no longer Active for this Activation.
 - Place any new Assaults or Banzai Charge markers adjacent to Active Units.
 - An Activating Unit may change from Deployed to In-Column and vice versa.
 - Activate any Active Units and perform Actions (move, fire, engineer, rally).
 - Pay a Direct Command to Perform a Second Action with any In-Command Units.
 - Check for any Overstacking and apply DGs as needed.
- vi)** If the Direct Command Chit is drawn, do the following:
- Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to a Division's current Direct Command total. Each Division may not have more than 19 Direct Commands on their track.
 -  Remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from any hex with an Active Unit. In addition, the Active Unit (only) may change from Deployed to Column or vice versa.
 - Active Units one at a time may perform one action of any type, paying a Direct Command for each Activated Unit.
- vii)** If there are no more Chits in The Cup, no more Formations may be purchased and proceed to the End Phase. If there are Chits remaining in the Cup, return to Step 2C.

3. END PHASE

- A)** Check to see if Gyokusai has been triggered (see 24.2).
- B)** Check to see if a Victory Condition has been met.
- C)** Check to see if the game has ended.
- D)** If not, advance the Turn Record to the next turn and repeat this procedure

