

Operations Olympic & Coronet: The Planned Invasion of Japan

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These rules use the following color system: **Red** for important notes such as exceptions or errata, **Blue** for examples of play and key concept

1.0 INTRODUCTION

Olympic & Coronet is a hypothetical simulation on a regiment-brigade level of the planned invasion of Japan. *Olympic* is the planned November 1945 invasion of Kyushu, the southernmost Japanese Home Island, while *Coronet* is the planned March 1946 invasion of the Tokyo Plain.

As the Japanese were committed to a strict operational plan organized around the theme of an aggressive beach defense, the basic version of *Olympic & Coronet* is a solitaire game in which a single player controls both opposing forces. During solitaire play, you should alternately direct each opposing force so as to maximize the ability of each to fulfill its particular victory conditions. You will have complete control over all American (US) units, while the Japanese units will be restricted by their doctrine rules. To as great a degree as possible, those prescribe how and when Japanese units move and fight. The Japanese doctrine rules fill the role of the absent Japanese player. In addition to the basic solitaire version, rules for a two-player game, and optional rules for the solitaire and two-player versions are included.

2.0 GENERAL COURSE OF PLAY

The basic version of *Olympic & Coronet* is a solitaire game. The player controls both opposing forces within the restrictions of the rules and in as impartial a manner as possible. At the appropriate times each force's units are moved and used in combat so as to enhance that force's chance of fulfilling its victory conditions and thereby winning the game.

In *Olympic*, the American objective is to rapidly destroy or drive all Japanese units from the extreme southern portion of Kyushu, and to do that as economically as possible in terms of American casualty points. The Japanese objective is to prevent the American objective from being attained by inflicting the greatest possible number of American casualty points and continuing to occupy and defend southern Kyushu for as long as possible.

In *Coronet*, the American objective is to rapidly destroy or drive all Japanese units from Tokyo and the surrounding area, and to do that as economically as possible in terms of American casualty points. The Japanese objective is to inflict the greatest possible number of

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American casualty points and continue to occupy and defend Tokyo and the surrounding cities and towns for as long as possible.

During the game, in the appropriate phases, the player moves the units of the phasing force and executes attacks on enemy units. To move from one hex to another each unit expends a portion of its movement allowance. Combat is resolved by comparing the total combat strength points of adjacent opposing units and then expressing that comparison as a difference between attacker and defender. A die is rolled, and the outcome indicated on the Combat Results Table is applied to the units involved.

3.0 GAME EQUIPMENT

3.1 The Game Maps

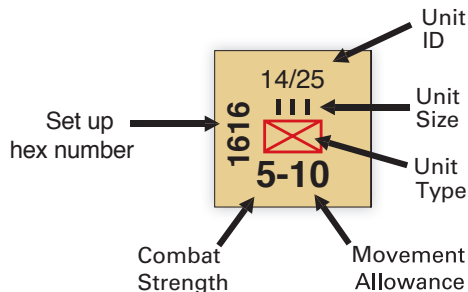
One map sheet portrays the Japanese island of Kyushu. The island is divided into northern and southern regions by a horizontal line running across it from east to west. The distinction between northern and southern Kyushu becomes important as will be described in the Japanese doctrine rules and various other rules. The second map sheet portrays the Tokyo Plain area of Honshu. A hexagonal grid is superimposed on the map sheets to regularize the movement and position of the playing pieces and to delineate the various terrain features located on the maps.

3.2 The Playing Pieces

Two counter sheets with different colored sets of playing pieces (henceforth referred to as "units") are included in the game. They represent the various units of the opposing armies available for the campaign. The opposing forces (or "orders of battle") are composed of units from those provided on the counter sheet. It's recommended you sort the units by type and color, and store them in that way in individual bags or containers to facilitate setting up the games. The playing pieces are distinguished by type, strength and mobility, as represented by various numbers and symbols printed on their faces. American and Allied units are shades of green. Japanese units are shades of tan. Russian units are red.

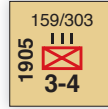
Note: There are eight replacement counters included for the Olympic counter sheet. Locate and remove the corresponding counters located on the right side of the counter sheet in rows 11 and 12. These include four 36th Corps units (A/214, B/214, 1/1 Arm, and 5/1 Arm) that should have "36L" on their back sides, three Dummy units (O, L, and K) that should have an "L" on their backs, and the 7th Infantry Brigade that should have a "C" on its back.

3.2.1 Sample Unit

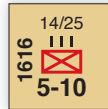


3.2.2 Summary of Unit Types

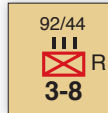
Japanese Units



Coastal Combat Unit
(Movement Allowance = 4)



Line Combat Unit
(Movement Allowance = 8 or 10)



Reinforcement Combat Unit
(bearing an "R")



Dummy Unit
(Combat Strength=0, Removed when revealed)

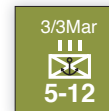


Militia Unit

American Units



US Army Unit



US Marine Unit

3.2.3 Unit Type Symbols

The unit type symbols on the combat counters indicate infantry, armor, and airborne organizations.

3.2.4 Organizational Size Symbols

XX- Division X- Brigade III- Regiment II- Battalion

3.2.5 Game Markers



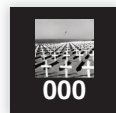
American Supply Beachhead



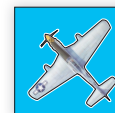
American Fortified Supply Beachhead



American Control



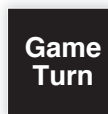
American Casualty



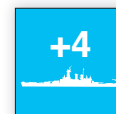
American Air Interdiction



A-Bomb



Game-Turn Indicator



Naval Gunfire

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3.3 Definition of Terms

Combat Strength: the basic attacking and defending power of a unit quantified in terms of “combat strength points.”

Movement Allowance (MA): the basic movement ability of a unit quantified in terms of “movement points” (MP). In most cases a unit expends one MP of its total MA for each hex entered.

3.4 Charts & Tables

The game makes use of various charts and tables as part of its system and to organize data in an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables on the map and in the rules before reading farther.

3.5 Game Equipment Inventory

A complete game of *Olympic & Coronet* should include the following parts:

- Two game maps
- One rules section
- Two sheets of die-cut counters (560 total)
- Players will need to provide one six-sided die.

3.6 Scale

Each complete game turn represents one week. Each hexagon (“hex”) on the map represents four miles (6.5 km) measured from side to opposite side.

4.0 SEQUENCE OF PLAY

4.1 Game Turns

Olympic & Coronet is played in sequence “game turns.” In the two-player version, each game turn is composed of two “player turns.” In the solitaire version, each game turn is composed of eight “phases,” which occur in rigid sequence. (Those playing solitaire should ignore player turn references.) All actions must be taken in proper sequence. Any action taken out of sequence is a violation of the rules. In general, all game turns are identical and follow one another until the game is ended. (Exception: see Special First Game Turn rule 16.7) During each game turn, the force (American or Japanese) whose units are presently active (either in movement or combat) is called the “phasing force.”

4.2 Game Turn Sequence Outline

In the solitaire version of the game there’s only one player, who is referred to as “the player.” American units are referred to as “American forces,” and Japanese units are referred to as “Japanese forces,” in the following sequence of play outline.

I. American Player Turn

A. American Movement Phase. American units become the phasing force. The player may move any or all of the American forces in any directions up to the limit of their MA within the restrictions outlined in the movement rules. (section 5.0)

Note: there’s no American Movement Phase during the first game turn.

B. American Amphibious Assault Phase. The player places onto the map the American units that are participating in amphibious assaults during the current game turn according to the restrictions outlined in the amphibious assault rules (section 10.0).

C. American Combat Phase. The player may, at his option,

use American forces to attack adjacent Japanese forces; combat is resolved as given in section 8.0.

D. American Reinforcement Phase. The player places American reinforcements on the map according to the strictures given in section 9.0.

E. American Air Interdiction Phase. When playing a two-player game, the American player may allocate and place his 12 (Olympic) or 18 (Coronet) air interdiction markers on the map according to the air interdiction rule (16.81 and 16.82).

Note: there’s no Air Interdiction Phase in the solitaire version of the game.

II. JAPANESE PLAYER TURN

A. Japanese Doctrine Phase. The player determines the basic Japanese doctrine for the current game turn according to the rules given in section 14.0.

B. Japanese Movement Phase. Japanese units become the phasing force. The player may move any or all Japanese units within the strictures given in sections 5.0 and 14.0.

C. Japanese Combat Phase. The player must use Japanese units to attack adjacent American units; combat is resolved as described in section 8.0.

D. Air Interdiction Removal Phase. When playing a two-player game, the American player removes all his air interdiction markers from the map.

Note: this phase doesn’t occur in the solitaire version.

E. Game Turn Indication Phase. The player advances the Game Turn marker one space along the Turn Record & American Reinforcement Track, signaling the start of a new game turn.

5.0 MOVEMENT

Note: the movement of American units is restricted by the following general movement rules. The movement of Japanese units is also restricted by the following movement rules. In addition, the movement of Japanese units is further restricted as outlined in section 14.0. In any instance in which a rule from section 14.0 seems to conflict with a rule from this section, the rule in section 14.0 takes precedence.

During the movement phase the player may move as many or as few of the phasing force’s units as he wishes. During each force’s movement phase, each unit may be moved as many or as few hexes as the player desires, as long as the unit’s MA isn’t exceeded. Unused MP may not be accumulated from phase to phase or turn to turn, nor may they in any way be transferred from unit to unit.

Procedure. Move each unit individually, tracing the path of its movement through the hexagonal grid. When playing with two, once a unit’s been moved and the moving player’s hand withdrawn from it, that unit may not be moved again, without the opponent’s permission, during that phase.

5.1 How to Move Units

During a movement phase, only the phasing force’s units may be moved; all, some, or none of the eligible units may be moved. No opposing units may be moved, and no combat may occur, during a movement phase. Movement is calculated in terms of MP. Each unit expends one or more MP from its total MA for each hex it enters.

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5.2 Movement Inhibitions & Prohibitions

5.21 The movement of Japanese units is subject to the restrictions of that side's doctrine rules (see 14.5).

5.22 Units may never enter hexes occupied by enemy units. Units may never enter all-sea hexes or move across all-sea hexsides. Exception: see Amphibious Assaults (section 10.0) and American Reinforcements (section 9.0). In addition to all-sea hex sides, units may not cross all-mountain hex sides, lake hex sides, or hex sides with dashed black lines.

5.23 A unit must immediately stop upon entering an enemy controlled hex and it may move no farther that phase. A unit occupying an enemy controlled hex may never move—that is, it may never leave an enemy controlled hex even in subsequent movement phases—except via retreat combat result or in the instance of a Japanese regular unit being over-stacked with 36th Corps units (see 6.21, 7.11, and 17.4).

5.24 A unit may never enter a hex unless it has sufficient MP to expend to pay all of the movement costs dictated by the terrain (or interdiction marker) in the hex it's attempting to enter. A unit may, however, always move a single hex—regardless of its MA or the cost to enter the hex—in any given movement phase, except when it begins a movement phase in an enemy controlled hex (see section 6.0).

5.25 The MA of an unsupplied unit is halved.

5.26 An American Supply Beachhead is a game marker. It may never be moved out of the hex in which it's initially placed.

5.3 Terrain Effects on Movement

The number of MP a unit must expend to enter a given hex varies with the type of terrain in the hex and the type of terrain along the hexside being moved through. The number of MP required to enter a given hex accumulates by addition. For example, to enter a clear hex by moving through a rough terrain hexside costs a total of three MP: one MP to enter the clear terrain hex and two additional MP to move through a rough hexside. The effects of terrain on movement are fully detailed on the Terrain Effects Chart (printed on the mapsheet).

6.0 ZONES OF CONTROL (ZOC)

The six hexagons immediately surrounding a hex constitute the "zone of control" (ZOC) of units in that hex. Hexes into which a unit exerts a ZOC are referred to as "controlled hexes," and they inhibit the movement of enemy units. All units exert a ZOC except as noted below.

6.1 Units with No ZOC

Japanese dummy units have no ZOC. They are immediately removed from the map when revealed and a unit that has moved adjacent to a dummy unit may continue moving presuming it is not in a Japanese ZOC.

6.2 Movement Effects

6.21 A unit may enter an enemy controlled hex, but it may not move through an enemy zone of control (EZOC). A unit must immediately stop upon entering an EZOC, and it may move no farther that phase. **Once in an EZOC, a unit may not move out of that hex until the enemy unit(s) in question is either destroyed or retreated as a result of combat, or until the friendly unit itself is forced to retreat as a result of combat. Exception: 36th Corps divisions may move into an EZOC and displace regular Japanese units out of an EZOC (see 17.4).**

6.22 There's no additional MP cost to enter an EZOC.

6.23 More than one unit, enemy and/or friendly, may simultaneously exert a ZOC into the same hex(es).

6.24 Overlapping ZOC between/among non-adjacent opposing units has no effect upon those units. ZOC of adjacent opposing units do affect all involved opposing units mutually. That is, in such situations none of the adjacent opposing units may leave the enemy controlled hexes they occupy except to comply with a combat result.

6.25 Units are never inhibited in any way by the ZOC of the friendly units.

6.26 ZOC always extend into all hexes except all-sea hexes, and through all hexsides except all-sea hexsides.

6.27 Friendly units don't negate EZOC for movement purposes. A unit may not move through a hex occupied by a friendly unit if that hex is also an enemy controlled hex.

6.3 Combat Effect

In general, ZOC and EZOC don't affect combat; the presence of an EZOC in a friendly occupied hex doesn't force combat when playing with two. For solitaire play, see rule 8.5.

6.4 Supply Effect

Supply lines may not be traced through EZOC unless the hex is occupied by a friendly unit. **Thus, for supply purposes, friendly units negate EZOC.**

6.5 Retreat Effect

Units may not retreat (due to a combat result) into or through an EZOC, unless another friendly unit already occupies that EZOC hex. **Thus, for retreat purposes, EZOC are negated by friendly units.**

7.0 STACKING

A maximum of three friendly units may occupy the same hex at a time anytime during the game. Such situations are called "stacking." There may never be more than three friendly units in a given hex at the same time (except for 36th Corps divisions—see 7.11 and 17.4). Japanese units are further limited by the restrictions of rule 7.3.

7.1 Effect on Movement

7.11 A unit may neither enter nor move through a hex in violation of the stacking limit. The stacking limit of three friendly units per hex is applicable at all times during the game turn for both sides' forces. Thus, a unit is prohibited from entering a friendly occupied hex if the combination of the moving and stationary units in the hex would exceed three. Note: units in one hex that are forced to retreat due to an Ar or Dr combat result are assumed to be retreating simultaneously, and therefore they must observe the stacking limit in each hex into which they retreat.

Exception: 36th Corps units moving as divisions may ignore stacking restrictions when moving into hexes occupied by regular Japanese units. Regular Japanese units in a hex occupied by 36th Corps units and exceeding stacking limits must move to a hex not in stacking limit violation. If a regular Japanese unit is in an EZOC, the first hex of movement must be to a hex out of EZOC (if more

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than one hex is possible, move to the highest numbered hex) then by regular movement priority for the remaining movement.

7.12 There is no additional MP cost to stack or un-stack.

7.2 Effect on Combat

7.21 In general, all units in a given hex must be attacked as an indivisible group. All of their combat strengths are totaled, and that combined strength must be attacked as if it represented one unit. Exception: see 8.22.

7.22 In general, friendly units in the same hex may attack into different hexes. If one unit in a stack attacks a given hex, the other units in the stack aren't compelled to join that attack. They may attack different hexes or they might not attack at all. Exception: see 10.0 Procedure.

7.3 Stacking Position & Unit Types

7.31 In general, different types of friendly units may stack together. Exception: see 7.32 below. There's no effect due to the position of a unit in a given stack, and those positions may be changed at any time in the game turn by the owning player.

7.32 A Japanese unit that is Active and not in an Allied Zone of Control may never end any Japanese Movement Phase stacked with any other Japanese unit(s) with the exception of militia units (see 13.0) and 36th Corps units (see 6.21 and 7.11). A Japanese unit may move through a friendly occupied hex during its side's movement phase, subject to rule 7.11; however, Japanese units are prohibited from being stacked at the end of any Japanese Movement Phase. Also see rule 8.71 regarding retreat; Japanese units may end a retreat stacked with other Japanese units, and, if a stack of Japanese units is in an EZOC, they are prohibited from movement.

7.33 Only one of each of the following types of markers may be placed in a given hex; American Supply Beachhead marker, American Fortified Supply Beachhead marker, American Air Interdiction marker, American Control marker. Those markers never count against the stacking limit.

8.0 COMBAT

Combat occurs between adjacent opposing units. Within each separate battle, the units of the phasing force are used to attack (attacking force), and the units of the non-phasing force defend (defending force), regardless of the overall strategic situation.

Procedure. Total the modified combat strengths of all attacking units involved in a specific attack. Total the modified combat strengths of all units that are the object of that specific attack. Subtract the total strength of those defending units from the total strength of those attacking units. That result is the "attack differential" expressed in points. Roll a six-sided die and consult the Combat Results Table under the appropriate attack differential column. Apply each battle's combat results immediately before resolving any other attacks being made that same phase.

8.1 Which Unit May Attack

8.11 During the combat phase, units of the phasing force may attack enemy units. Only units of the phasing force may attack, and only units that are directly adjacent to a given enemy unit may participate in an attack against that enemy unit.

8.12 No phasing unit may attack more than once per friendly combat phase, and no non-phasing unit may be attacked more than once per enemy combat phase.

8.13 Unsupplied units may never attack.



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8.2 Multi-Unit & Multi-Hex Combat

8.21 Two or more US units may combine their combat strengths into a single strength and attack a single Japanese unit or stack of units.

8.22 Regular Japanese units may never combine their combat strengths to attack a US unit. Each defending US unit must be attacked by a different regular Japanese unit. Japanese 36th Corps units may combine their combat strengths and attack a stack of American units.

8.23 A Japanese-occupied hex may be attacked by as many US units as can be brought to bear from the six adjacent hexes. Units may not attack through all-sea hexsides. (Exception: see 10.0 Procedure).

8.24 All Japanese units defending in a given hex must be involved in the defense of that hex, and they must all be attacked as a single, combined combat strength. Different Japanese units in a given hex may not be attacked separately.

8.25 If a US unit or stack is adjacent to more than one Japanese-occupied hex, it may attack any or all of those hexes in a single combat (Exception: see 10.0 Procedure).

8.26 Attacking, for US units (other than those engaging in amphibious assault, see 10.0), is voluntary in both two-player and solitaire games; not every unit adjacent to a Japanese unit need participate in any attack. American units in a stack that aren't participating in a given attack made by other units in the same stack aren't affected by the results of that attack. Uninvolved American units in a stack aren't affected by Japanese attacks against other American units in the same hex.

8.27 For Japanese units, attacking is mandatory (see 8.51).

8.3 Effects on Combat Strength

8.31 The combat strength of a single unit must be used as an integral whole. That is, it may not be split in order to apply a number of strength points to one attack and the remaining strength points to a second (or further) attack(s).

8.32 The combat strengths of units may be affected by terrain and/or supply considerations. Such factors may halve or multiply a unit's combat strength. If a unit's strength is halved, any remainder is rounded up. When several units in the same hex are being halved, halve the total combined strength of the units and then round up any remainder.

8.33 The effect of terrain on combat strengths isn't cumulative. The single most advantageous terrain effect (only) is applied. For example, a Japanese unit defending in a town hex that's also a rough hex would have its combat strength tripled if attacked (benefiting from the more advantageous effect of rough terrain and ignoring the town terrain effect). See the Terrain Effects Chart, printed on the mapsheet, for details on terrain effects on combat strengths.

8.34 Unsupplied units may not attack. Supply effects on combat strengths are always taken into account before adjustments for terrain effects are made.

8.35 US units in a hex containing an American Fortified Supply Beachhead marker have their defensive combat strength doubled (see 11.3).

8.36 Japanese units making special (suicide) attacks have their combat strength doubled (see 8.54).

8.37 The defensive combat strength of Japanese coastal combat units (see 3.22) is doubled when attacked via Amphibious Assault. Thus, all Japanese units defend with double strength during the first American combat phase.

8.4 Advance After Combat

If, as a result of a given US attack, any of the defending hexes are completely vacated by the defending units, as many as three of the participating US attacking units may move into the vacated hex at the player's option. (See 8.53 below for the corresponding Japanese rule.) That advance must take place immediately, before resolving any other combats. Such advances aren't considered movement, and they don't require the expenditure of MP. Further, such advances are never affected by any EZOC, neither in the original hex of the advancing attackers nor in the hex into which they're advancing. Defending units never advance after combat. U.S. Armor units may advance two hexes; the second hex may be any non-Japanese occupied hex adjacent to the first hex (the original defender's hex).

8.5 Special Japanese Combat Rules

8.51 In solitaire play, the maximum number of possible Japanese attacks must be made in every combat phase of that force. The Player may not choose to prevent a possible Japanese attack from being made, nor may he make fewer Japanese attacks than the maximum number possible during each Japanese Combat Phase.

8.52 If more than one Japanese unit is in position to attack a single American unit, the Japanese unit occupying the hex with the lowest coordinate number executes the attack. If a single Japanese unit is in position to attack more than one American unit, it must attack the American unit occupying the hex with the highest coordinate number. If, in a given hex, more than one American unit can be attacked, the American units are attacked in order of their combat strengths, the strongest first. If in the same situation, all of the American units have the same combat strengths, Japanese attacks are made against the top American unit in the stack first, then the second, etc.

8.53 In solitaire play, a Japanese unit is required to advance after combat whenever possible.

8.54 During the resolution of any Japanese attack, a die roll of six forces the Japanese unit involved to make a special (suicide) attack. If a six is rolled, the Japanese unit's combat strength is immediately doubled. The outcome of the attack is then found by cross-referencing the die roll (of six) with the appropriate attack differential column selected after the Japanese unit's combat strength has been doubled. The indicated result is then applied against the defending American unit. Regardless of the result, the Japanese unit that executed the suicide attack is immediately eliminated.

8.6 Reduction of Attack Differential

The player may not execute an attack using a lower attack differential than the actual calculated differential based on the modified combat strengths of the units involved.

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8.7 Retreat After Combat

Units in rough terrain, town and/or city hexes must retreat a single hex due to an Ar or Dr combat result. Units in the clear terrain hexes must retreat two hexes. If an American armor unit is included in an attack, the Japanese units will retreat one additional hex.

All units are prohibited from retreating into or through the following hexes and hexsides: enemy occupied hexes; enemy controlled hexes unless occupied by a friendly unit; all-sea hexes or hexsides; and friendly occupied hexes in violation of the stacking limit, even in transit. Units which can't retreat without violating any of the above restrictions are immediately eliminated if they are Japanese or reduced Allied units or flipped to their reduced side if they are full-strength Allied units.

8.71 Japanese units that can retreat are retreated according to the following sequence of priorities: 1) into a vacant hex; 2) into a friendly occupied hex that's not adjacent to any US unit; 3) into a friendly occupied hex that's adjacent to one or more US units; and 4) into a clear terrain hex. Within any of those priority categories, if two or more hexes meet the identical requirements, the Japanese unit must retreat into the hex with the higher coordinate number.

Japanese units may stack up to a maximum of three units per hex at the end of any combat phase (see 7.32), though the retreat priorities discourage it. If possible, regular Japanese units must be completely unstacked at the end of the next Japanese Movement Phase. If that's impossible due to US units and/or ZOC, those regular Japanese units may remain stacked for as long as necessary (with no adverse effect); however, they must unstack at the earliest possible time.

8.72 American units that can retreat are retreated according to the following priorities: 1) if possible, to a hex no farther from a US supply source than the hex abandoned; 2) into a vacant hex; 3) into a friendly occupied hex; and 4) into a hex into which no US supply path can be traced. Within each of those categories, US units are retreated according to this second series of priorities: 1) rough terrain hex; 2) US-controlled city hex; 3) US-controlled town hex; and 4) clear terrain hex.

8.73 Retreat movement doesn't expend any MP.

8.74 Retreated units have no ability to participate in combat in the hex retreated into during that same phase. They do, however, suffer the effect of any combat result that's subsequently achieved (that same phase) against the hex into which their retreat was made. Exception: see 8.26.

8.75 In both the solitaire and two-player games, retreats are executed according to the appropriate priority rules. In the two-player game, units are retreated by their owning player.

8.8 Combat Results Table

(see the map sheet)

8.9 Combat Results Explanations

Ae = Attacker Eliminated. All the attacking units are eliminated if Japanese. All attacking units are reduced one step each if American (full strength units flip to reduced side and reduced units are eliminated).

De = Defender Eliminated. All defending units are eliminated if Japanese. All defending units are reduced one step each if American (full strength units flip to reduced side and reduced units are eliminated).

Ar = Attacker Retreat. All attacking units are retreated. (Note: Ar convert to Ax for Amphibious Assaults).

Ax = Attacker Exchange. An amphibious assault that results in an Ar is converted to Ax. The attacking strength point loss must equal or exceed the printed face value of the total strength of the defending units. All defending units are retreated. Surviving attacking units (up to a maximum of three) may then make an advance after combat to occupy the vacated defender's hex.

Dr = Defender Retreat. All defending units are retreated.

Ex = Exchange. All the defending units are eliminated first (or reduced if full strength American units); then an equal or greater number of attacking strength points are eliminated. The attacking strength point loss must equal or exceed the printed face value of the total strength of the eliminated defending units. American units that are flipped to their reduced side in this process count one strength point for each such unit reduced. Surviving attacking units (up to a maximum of three) may then make an advance after combat to occupy the vacated defender's hex.

8.91 Further CRT Notes

Attacks at an attack differential of greater than +10 are treated as +10. No attack may be made at less than a -2 attack differential.

An Ar or Dr result causes a unit in rough terrain, city and/or town hexes to retreat one hex. A retreating unit in clear terrain must retreat two hexes. If an American armor unit is included in an attack, the Japanese units retreat one additional hex (and the Armor unit can advance two hexes). Eliminated US units are eligible to be returned to the map as replacements (see 9.3)—exception: US units eliminated when unsupplied are not eligible for replacement. Eliminated Japanese units are permanently removed from play—exception: Militia units 13.0.

8.92 American Casualties (ACP)

The numbers to the left of the slash represent the casualties suffered when US units are attacking. The numbers to the right of the slash represent the casualties inflicted when Japanese units are attacking (see 15.0).

8.93 Whenever a six is rolled for a Japanese attack, that Japanese unit is considered to be making a suicide attack (see 8.54).

9.0 REINFORCEMENTS & REPLACEMENTS

During the course of the game, both US and Japanese forces receive additional units (reinforcements). The Turn Record & American Reinforcement Track (printed on the map sheet) indicates by game turn which US reinforcements enter the game. Japanese reinforcements (those bearing an "R" designation) enter each turn based on a die roll. Only US forces receive replacements; see 9.3.

Note. The total number of Japanese reinforcements is deliberately restricted by the number of Japanese units bearing an "R" (reinforcement) designation. The Japanese reinforcements for a given game turn must be selected only from "R" units not already in play. If an "R" unit of the appropriate total combat strength isn't available, the next highest unit is selected.

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9.1 Japanese Reinforcements

Japanese reinforcements availability and arrival, for both Olympic and Coronet are handled through the Japanese Doctrine rules (see 14.0).

9.11 Japanese Reinforcements may move and participate in combat during the game turn they enter the map. On entering the map, Japanese reinforcements immediately become subject to all rules governing Japanese movement, stacking, combat, etc. On the first turn a reinforcement unit enters, its movement allowance is doubled.

9.12 Japanese reinforcements may not be delayed although they may be returned to the force pool (see 14.4).

9.13 Japanese reinforcements are never placed in reserve status (see 14.21).

9.2 American Reinforcements

9.21 US reinforcements are placed on the map during the American Reinforcement Phase of the game turn on which they're shown to arrive on the Turn Record & American Reinforcement Track (printed on the map sheet). As the American Reinforcement Phase occurs at the end of the American Player Turn, they may not move or participate in combat during the turn they arrive on the map. After placing all reinforcements, each unit is attacked by kamikazes. Roll one die for each unit and on a die roll of "1-2" flip the unit to its reduced side and add five (5) ACP to the current total accumulated ACP (see 15.0).

9.22 All US reinforcements scheduled to arrive after the second game turn may only enter the map on a hex occupied by an American Supply Beachhead marker. US reinforcements scheduled to arrive after the second game turn may not be delayed. **If no ASB marker is available or all are stacked to the maximum limit, the reinforcements are cancelled and do not arrive later.**

9.23 US reinforcements scheduled for the second game turn represent the "floating reserve," and as such they're subject to special rules. Essentially, the player has three options as to how he employs those reinforcements. The three options are as follows.

- A)** The reinforcements may be entered on hexes occupied by American Supply Beachhead markers. If this option is chosen, the reinforcements may be delayed a maximum of one game turn at the player's option.
- B)** The reinforcements may be used to make amphibious assaults in one or more of the invasion zones that were assaulted on the first game turn. If this option is chosen, the reinforcements may make amphibious assaults during the American Amphibious Assault Phase of the second game turn at the player's option. Reinforcements that participate in amphibious assaults are subject to the rules given in section 10.0.
- C)** The reinforcements may be used to make amphibious assaults in an invasion zone that wasn't assaulted on the first game turn. If this option is chosen, the reinforcements may make amphibious assaults during the American Amphibious Assault Phase of the second game turn at the player's option, and they're subject to the rules given in section 10.0.
- D)** Turn 2 reinforcements that can't fulfill any of the above options on Turn 2 or 3 return to the floating reserve and may attempt reinforcement with the next group of reinforcements.

Note. It's allowable to use a combination of the above options as long as all units making amphibious assaults adhere to the section 10.0 restrictions, and all units entering as normal reinforcements adhere to the section 9.0 rules. **Also, in Olympic, but not in Coronet, it is allowable to use the turn two reinforcements for an amphibious assault or reinforcement on turn three.**

9.24 American reinforcements may not enter the game via a hex in violation of the stacking limit.

9.25 Olympic Reinforcement Schedule

The reinforcements enter according to the Turn Record Track on the map.

9.26 Coronet Reinforcement Schedule

The reinforcements enter according to the Turn Record Track on the map.

9.27 Coronet Optional reinforcements

Additional reinforcements may be "purchased" at a VP cost deducted from the final Allied total.

- 1.** At any one Landing Zone on GT7-GT11: one division of 3 x 4-12 each turn (5 divisions max). Each division costs 15 VP.
- 2.** One division of 3 x 4-12 Airborne units may be dropped once on any one, two or three consecutive clear hexes within four hexes of a supplied American unit during GT7-GT12. Costs 25 VP.
- 3.** Commonwealth units. May enter one brigade per turn at any one Supply Marker on GT6-GT15. Each brigade costs 5 VP.

9.3 American Replacements

Full strength US units that suffer a loss from kamikaze attacks or certain combat results are flipped to their reduced side. Reduced units that suffer a loss are removed from play (Note that if a reduced unit was unsupplied it is permanently removed from play and is not available to rebuild). Each turn beginning with GT3, the US player rolls one die for up to three invasion zones per turn and receives a replacement step on a die roll of "1-4" (one die roll per invasion zone per turn, three rolls per turn max in Olympic and two rolls maximum in Coronet).

This step may be used to build up any one reduced US unit that can trace a supply line to a Beachhead Supply Marker in the corresponding invasion zone, or it may be used to rebuild an eliminated unit to its reduced side. The reduced unit may then be placed on a Beachhead Supply Marker. **Replacements may not be accumulated.**

Design Note: replacements and returning units do not undergo kamikaze attacks as they represent the accumulation of replacement troops being landed as well as lightly wounded casualties returning to their units and the conversion of support personnel reorganizing under RCT command.

10.0 AMPHIBIOUS ASSAULT

An amphibious assault is an attack executed during the American Combat Phase by units in an invasion zone hex against Japanese units in an adjacent coastal hex. Only US units make amphibious assaults.

During the American Amphibious Assault Phase, the player may place the stacks of American units in any all-sea hex in an invasion zone. No more and no less than three units may be placed in an invasion zone hex. After placing all stacks of Amphibious Assault units, each stack

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is attacked by kamikazes. Roll one die for each unit and flip it to its reduced side on a "1-2" (i.e. 3 die rolls total for each stack)—exception for Fukuoka or Yawata invasion zones in Olympic, see 10.52).

During the American Combat Phase immediately following the Amphibious Assault Phase in which the units were placed in invasion zone hexes, each three-unit stack must attack a single adjacent coastal hex. All three American units in each stack must participate in the attack. American units in different hexes may not combine to attack a single coastal hex. Each stack of three units must attack a different coastal hex **however each attacked hex must be adjacent to another attacked hex (i.e. there can be no gaps between the hexes attacked)**. These attacks are resolved in the normal manner except as follows: the Japanese defenders are always doubled on defense regardless of terrain, and each American stack must obtain a result that forces the defending hex to be totally vacated of Japanese units. If such a result is obtained, the attacking stack is immediately advanced into the vacated hex as in advance after combat.

If an amphibious assault fails to completely vacate a defending hex, those assaulting units are eliminated. Amphibious Assaults that result in an Ae are permanently removed from the game and 10 ACP are added for each unit lost.

Amphibious Assaults that result in an Ar are converted to Ax: the attacker loses combat strength equal to the printed combat strength (not doubled) of the defending unit and the defending unit retreats (see 8.9). Five ACP are added for every step lost (i.e. 10 ACP if a full strength unit is removed).

If a stack is placed adjacent to a vacant coastal hex (a hex unoccupied by any Japanese units), the US stack may advance into that hex at the end of the American Combat Phase as in advance after combat. A stack entering a hex in that way may not attack other Japanese units during that same phase. If a US stack assaults a hex containing only a Japanese dummy unit, that dummy unit is immediately removed from the map and the assaulting stack is advanced into the vacated hex. That stack may not attack any other Japanese units during that same phase.

10.1 Movement Effect

10.11 A unit making an amphibious assault is placed on the map during the American Amphibious Assault Phase (after the American Movement Phase). Therefore, a unit making an amphibious assault may not move in the same American Player Turn during which its assault is made except to advance into its assaulted hex.

10.2 Supply Effect

10.21 A US unit making an amphibious assault is automatically supplied at the instant the amphibious assault is executed.

10.3 Establishing American Supply Beachheads

10.31 One American Supply Beachhead marker is placed in each successfully assaulted coastal hex at the end of the American Combat Phase in which those successful assaults were made.

10.4 Game Turn Restrictions

10.41 All available US units are required to make amphibious assaults on the first game turn.

10.42 The US reinforcements scheduled to arrive on the second game turn may make amphibious assaults on either the second or third game turns (see 9.23). After the third game turn, no further amphibious assaults may be made. American reinforcements placed (landed) on a hex already occupied by an American Supply Beachhead marker aren't considered to be making an amphibious assault.

10.5 Invasion Zone Restrictions

10.51 There are a total of eight invasion zones shown on the Olympic map, designated as follows: Tsuno, Miyazaki, Ariake, Satsuma, Sendai, Izumi, Fukuoka and Yawata. Units making amphibious assaults are placed in hexes within those zones, in stacks of three units per hex, during the American Amphibious Assault Phase. A maximum of 15 units (five three-unit stacks), and a minimum of six units (two three-unit stacks) may be placed in any invasion zone in which an amphibious assault is made. This restriction is generally applicable in each game turn in which amphibious assaults are made (exception: see 10.53). Within each invasion zone, the stacks of American units making amphibious assaults must be placed in contiguous hexes.

Each stack of three units may attack any adjacent coastal hex during the immediately following American Combat Phase, but each stack must attack a different coastal hex. Units may not remain in invasion zone hexes from one game turn to another. All units placed in invasion zone hexes during the American Amphibious Assault Phase must attack an adjacent coastal hex during the American Combat Phase of that same turn.

10.52 If an amphibious assault is made in either the Fukuoka or Yawata invasion zones in Olympic, US sixth game turn reinforcements are cancelled. Those units are considered to be operating against the peripheral islands off the northwestern coast of Kyushu (see 14.23). Further, if an amphibious assault is made in either the Fukuoka or Yawata invasion zones, all Japanese units in northern Kyushu are automatically and immediately released from reserve status (see 14.21). All kamikaze attacks are successful on a die roll of 1-3.

10.53 Amphibious assaults may only be made from invasion zone hexes, and the number of amphibious assaults that can be made on a single game turn from any one invasion zone is limited by the number of hexes within that invasion zone. For example, as there are only three hexes in the Yawata invasion zone, no more than three amphibious assaults may be made in that zone during a single American Amphibious Assault Phase. Regardless of the size of an invasion zone, a maximum of five amphibious assaults (five three-unit stacks) may be made in any one zone during a given American Amphibious Assault Phase.

10.54 For Coronet, as in 10.51, there are a total of three invasion zones shown on the Coronet map, designated as follows: Sagami, Kujukuri, and Ishohama. Units making amphibious assaults are placed in hexes within those zones, in stacks of three units per hex, during the American Amphibious Assault Phase. Players can follow the historical plan as per 9.26, or place a maximum of 15 units (five three-unit stacks) to a minimum of nine units (three three-unit stacks) in any invasion zone. A maximum of two zones may be used (i.e. the player is free to choose which two of the three zones he wishes to use).

11.0 AMERICAN SUPPLY BEACHHEAD MARKERS

American Supply Beachhead markers are used to indicate supply sources for US units and points of entry for US reinforcements

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that don't make amphibious assaults. Supply Beachhead markers are markers, not units; have no ZOC and may not be attacked. They don't count against the stacking limit; however, only one Supply Beachhead marker may occupy a single hex.

11.1 How They're Used

A Supply Beachhead marker is placed in each hex captured by an American amphibious assault at that end of the American Combat Phase in which that assault was executed. Once placed, a marker may never be moved out of the hex in which it is initially placed (exception: see 11.3).

11.2 How They're Destroyed

A Japanese unit may enter a hex occupied solely by an American Supply Beachhead marker (within the restrictions of the Movement, ZOC and Japanese Doctrine rules). For all practical purposes, a hex occupied only by an American Supply Beachhead marker is considered a vacant hex. If a Japanese unit enters a hex occupied only by a Supply Beachhead marker, that marker is immediately removed from the map and the Japanese unit may continue its movement.

11.3 Fortified Supply Beachhead Markers

11.31 Fortified Supply Beachhead markers function in all ways exactly like normal Supply Beachhead markers. In addition, though, US units stacked in hexes containing a Fortified Supply Beachhead marker have their combat strengths doubled when attacked.

11.32 At the end of any American Combat Phase, the player may generally replace any regular Supply Beachhead marker with a Fortified Supply Beachhead marker (exception: see 11.35). Similarly, at the end of any American Combat Phase, the player may replace a Fortified Supply Beachhead marker with a regular Supply Beachhead marker. Substitution of one type of Supply Beachhead marker for the other may only be made at the end of an American Combat Phase.

11.33 US units occupying a hex containing a Fortified Supply Beachhead marker may not move or attack.

11.34 Except in their ability to double the defensive strength of all US units stacked in the same hex and the restrictions imposed in 11.33, Fortified Supply Beachhead markers are identical to regular Supply Beachhead markers. They may not be moved, have no ZOC, don't count against the stacking limit, and are destroyed by a Japanese unit entering their hex.

11.35 A Supply Beachhead marker in a town, city or rough hex may not be replaced with a Fortified Supply Beachhead marker.

11.36 There may never be more than one Fortified Supply Beachhead marker in a given hex. A hex may contain either a Fortified or a regular Supply Beachhead marker, but not both at the same time.

12.0 SUPPLY

12.1 US Supply

A unit must be in supply in order to use its full MA, to use its full defensive combat strength, and to be able to participate in attacks against enemy units. A unit not in supply is "unsupplied." To be in supply, a US unit must be able to trace a path of contiguous hexes from the hex in which it's located to an appropriate supply source. The length of a unit's supply path is counted in MP.

Procedure. US units trace to supply sources in the same manner as they move, counting MP to cross the intervening hexes and hexsides from their location to their supply source. Supply for movement purposes is determined at the beginning of each side's movement phase for every unit of that side. A unit that's supplied for movement at the beginning of its side's movement phase is considered supplied for that entire phase, and a unit that's unsupplied at the beginning of its side's movement phase is considered unsupplied for that entire phase. Supply for combat (attack and defense) is determined for each unit at the instant it enters combat.

12.2 US Supply Paths & Sources

12.21 A US unit is supplied if an unobstructed supply path of six or fewer MP can be traced from it to a clear terrain or road hex, and that clear terrain or road hex is connected by a contiguous line of unobstructed clear terrain and/or road hexes to a hex occupied by either a regular or fortified American Supply Beachhead marker. A US unit that can't trace such a path is unsupplied.

12.22 An unlimited number of units may trace a supply path through the same hexes at the same time, and an unlimited number of units may use the same supply source. The supply capability of a supply source is never reduced due to its being used as a supply source, regardless of the number of units using it or the number of game turns during which it functions as a supply source.

12.23 A supply path may be traced through any hex the movement rules allow the tracing unit to enter. A supply path may never be traced across an all-sea hexside. A supply path may be traced in any direction. Except for the six MP maximum length to a clear terrain or road hex, a supply path traced solely through clear terrain and/or road hexes may be as long and as devious as necessary.

12.24 Blocking US Supply Paths

A Supply path between a unit and a supply source is prohibited from being traced into or through the following types of hexes or hexsides: 1) all-sea hexes; 2) all-sea hexsides; 3) enemy occupied hexes; 4) enemy controlled hexes not occupied by one or more friendly units; and 5) a US supply path may not be traced into or through a non-US controlled town or city hex; that is, a hex not currently occupied by a US unit or previously occupied by US unit and now marked with a Control Marker. If a supply path between a unit and an appropriate supply source can't be traced without passing through any of the prohibited hexes and hexsides listed above, the unit in question is unsupplied.

12.3 Automatic Supply

12.31 American units making an amphibious assault are automatically supplied for purposes of resolving that battle.

12.4 Supply Effects

12.41 Supplied units have their MA and combat strengths unimpaired. Unsupplied units have their MA halved and may not attack. Unsupplied US units have their combat strength halved on defense while Japanese units remain at full strength on defense. Units may remain in an unsupplied state indefinitely. That is, units are never eliminated solely by being unsupplied.

12.42 Supply effects are always considered before terrain effects. Thus, an unsupplied American unit has its defensive combat strength halved before any adjustment for terrain is considered. If a unit's

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combat strength is halved, remainders are rounded up. When several units in a given hex are being halved, halve the total combined strength of all of the units involved and then round up any remainder.

12.5 Special US Supply Restrictions

US units may not be moved into a hex if it's impossible to trace a US supply path into that hex at the instant the American unit is attempting to enter it. This restriction is only applicable during all American Movement Phases. During any combat phase, to comply with a retreat combat result, US units may enter hexes in which they become unsupplied.

12.6 Japanese Supply

The Japanese command understood their supply lines would be thoroughly interdicted. Accordingly, all logistical materiel was to be pushed as far forward as possible prior to the start of the fighting in order to give their combat units a month of supply on-hand. After the start of hostilities, priority would have been given to units of the 36th Corps.

12.61 Japanese Supply Paths & Automatic Supply

Japanese units never trace supply and can't be cut off from supply. All Japanese units are at full strength and movement allowance through GT5.

12.62 Japanese Logistical Exhaustion

Beginning on game turn 6, all regular Japanese units are considered unsupplied; their movement allowance is halved and they may not attack. Militia units and units of the 36th Corps are at full strength and movement throughout the game.

Exception: regular Japanese units adjacent to units of the 36th Corps attack normally during the Japanese Combat Phase.

13.0 JAPANESE MILITIA

Note. The Japanese command had been tasked with making the best use of the civilian population in defending Japan. Because the logistical network would have been significantly reduced, many of the healthy adult population would have been utilized as additional porters in moving supplies forward and injured soldiers back, but accommodations were also made for forming smaller militia units that were to fight along side the regular units.

13.1 Formation of Militia Units

The arrival of Militia units is handled through the Japanese Doctrine rules (see 14.24).

13.2 Japanese Militia Doctrine

13.21 Movement

Japanese Militia units move with the same priorities as other Japanese units with three exceptions: 1) their movement occurs after all regular Japanese units, 2) they may stack with regular combat units within the three unit stacking limit and thus do not have to comply with rule 7.32, and 3) may not stack with other militia units. Thus, it is possible for a combat unit to be adjacent to an American unit and have a militia unit move into the same hex.

13.22 Combat

At the beginning of the Japanese combat phase, roll a die for each

Japanese militia unit adjacent to an American unit. On a "1-3" no attack occurs. On a "4-6", a banzai attack occurs in which the militia attacks with an adjusted attack strength of four and then is returned to the militia unit pool. Japanese militia units defend normally; if eliminated by an American attack, they are returned to the militia unit pool. Unlike other units, the militia units are never permanently eliminated from play. They continue to return to the game within the limits of the counter mix.

14.0 JAPANESE DOCTRINE

Note 1. The *solitaire* game utilizes this rules section to formulate the guidelines under which the player uses Japanese forces to conduct the defense of Kyushu. This section consists of the Japanese Doctrine Chart and further special rules governing the movement of Japanese units.

Note 2. In two player games only Tracks 3 & 4 on the Japanese Doctrine Track are used, ignore all reference to Tracks 1 & 2 (14.21 and 14.22).

14.1 Purpose of the Japanese Doctrine Chart

The Japanese Doctrine Chart determines how quickly Japanese forces react to the invasion. It also governs the arrival and strength of Japanese reinforcements, and determines the effectiveness of the Japanese militia.

14.2 The Japanese Doctrine Chart is divided into five columns with four tracks, each of which governs a specific aspect of Japanese doctrine. Track numbers 1 and 2 govern the release of Japanese units from reserve status (see 14.21). Track 3 governs the introduction of Japanese reinforcements onto the map. Track 4 is used to determine how many Japanese militia are deployed. In general, at the appropriate times a die is rolled for each aspect of Japanese doctrine, and the result is obtained by cross-referencing the number rolled under the appropriate Doctrine Chart column. The following rules describe exactly how the Doctrine Chart columns are used.

14.21 Track 1 governs the release of Japanese coastal combat units (2-4, 3-4 and 4-4 units) from reserve status. At the beginning of the game, all Japanese units on the map are in reserve status; that is, the units are deployed facedown and are prohibited from moving until released from reserve status. At the beginning of each Japanese Doctrine Phase, the player rolls a die and cross-references the rolled number under Track 1 to determine which Japanese coastal combat units are released from reserve status. Released units should immediately be turned face-up to indicate they're free to move during the immediately following Japanese Movement Phase. If the die roll indicates half the coastal combat units are released, the player simply begins with the coastal combat units closest to the hex 5624 and flips over every other coastal combat unit along the entire coast of Kyushu. Once a unit is released from reserve status, it remains released for the rest of the game. Thus, as soon as all the coastal combat units are released, the player may ignore Track 1 for the remainder of the game. If the Half result occurs a second or third time, the procedure is the same in that half of the remaining facedown units will be turned up by the alternate unit process described above.

Note 1. In addition to the units released by the Doctrine Chart, a Japanese unit is immediately released from reserve status the instant a US unit moves adjacent to it. All coastal combat units are automatically released from reserve status

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at the beginning of the Japanese Movement Phase on the fourth game turn. Thus, after the fourth game turn, Track 1 of the Doctrine Chart is ignored for the rest of the game.

Note 2. All garrison units (MA of 3) are placed on the Olympic map on the hexes designated on their front side. They are released individually whenever a US unit comes within three hexes of a garrison unit.

14.22 Track 2 governs the release of Japanese line combat units (MA = 8 or 10 not bearing “R” designations) from reserve status. In their initial deployment, Japanese line combat units are either northern units (units deployed north of the boundary line dividing northern and southern Kyushu) or southern units (units deployed south of the boundary line). Japanese line units are further subdivided into coastal line units (those deployed in a part-sea hexes) and inland line units (those deployed in all-land hexes). Track 2 is used to release line units in the same manner as Track 1 is used to release coastal combat units. During each Japanese Doctrine Phase, immediately after checking for the release of coastal combat units, the player rolls a die to determine which line combat units are released at that time. All of them are automatically released at the beginning of the Japanese Movement Phase of the fourth game turn. Track 2 is therefore also ignored after the fourth game turn.

14.23 Track 3 governs the introduction of Japanese reinforcements in Olympic. During each Japanese Doctrine Phase a die is rolled and the indicated reinforcements are introduced onto the map sheet, at hex 5624. The player randomly selects the appropriate number of “R” units and places it/them near the Japanese Reinforcement Entry Hex (hex 5624, also marked “R”). During the Japanese Movement Phase of that same game turn, the player enters the reinforcement(s) on the map, expending one MP from the unit’s MA to enter hex 5624. If hex 5624 is occupied by an American unit, Japanese reinforcements enter the map at the non-American controlled town or city coastal hex nearest to 5624. Japanese reinforcements may enter the map in EZOC. If US forces make amphibious assaults in the Fukuoka or Imari invasion zones, the player rolls for Japanese reinforcements only on odd-numbered game turns. Japanese reinforcements are never placed reserve status.

14.24 Track 4 determines the number of Japanese militia units to place in town or city hexes closest to US units. The number to the left of the slash is for game turns 2-5 while the number to the right is for game turns 6 and later. Place them one unit per hex in the city or town hex nearest to an American unit. In the case of this, place the unit in the higher numbered hex. If there are insufficient units in the militia pool, the remainder are lost and not carried forward to the next turn.

14.3 Olympic Japanese Doctrine Chart

Die Roll	Track 1 Release Coastal Combat Units	Track 2 Release Line Combat Units	Track 3 Japanese Reinf.	Track 4 Japanese Militia Units
1	All	All	0	1/0
2	Half	All	1	2/1
3	Half	All Inland	1	3/1
4	Half	All Coastal	1	4/2
5	Half	All Southern	1	5/2
6	None	All Northern	2	6/3

14.4 Coronet Japanese Doctrine

Japanese Doctrine Tracks 1-3 are ignored in Coronet. Militia enter via Track 4 as in Olympic. All Japanese units of the two Corps at the Landing Zones are released on Game Turn 1 (as well as the 36th Corps). For the remaining corps, the Boso Peninsula, and the Tokyo units, roll one die for each unit on Game Turns 1 and 2 and release the unit on a die roll of 1-3. Release all units on GT3. During the Japanese Doctrine Phase of each game turn in Coronet, the player rolls one die for North Reinforcements. Randomly select a number of units equal to the die roll. Sort the units according to MA and combat strength with the slowest/weakest unit being placed in Reinforcement hex N1, the next in N2, and so on. If a Reinforcement hex is occupied by an American unit, that hex is skipped for placement for that turn; if more units are selected than available arrival hexes, the excess does not arrive but remains in the respective force pool. Repeat this procedure for West Reinforcements. When all North (NR) or West (WR) units have entered the map, no further Reinforcements are available and the die rolling stops for that side.

Note: in Coronet, there is only one Amphibious Assault on Game Turn 1, All subsequent units enter as reinforcements.

14.5 Japanese Movement Doctrine

Ignore section 14.5 when playing two player games.

Note. The Japanese Doctrine Chart determines the basic defensive operational plan. The Japanese movement doctrine rules below govern the player’s use of Japanese forces and detail exactly how each unit’s tactical movement is to be executed. To the fullest possible extent, we’ve tried to provide rules that minimize the need for potentially prejudiced player decisions. We expect, however, where such decisions are necessary, the player will choose the best possible course of action for the Japanese forces during the movement and combat phases in which the Japanese are the phasing force.

14.51 Japanese regular coastal and line units are always moved in a rigidly sequenced order. Japanese units are moved in order of the slowest and weakest unit being the first to move, while the fastest and strongest unit moves last. Exceptions: 36th Corps units always move first (slowest to fastest) and militia units move after the last regular unit.

14.52 The movement of all Japanese units must be made by the most direct possible route (shortest in terms of MP) toward a specific destination hex. If a unit's MA is sufficient, the unit must end its movement in the proper destination hex. If a unit's MA isn't sufficient to allow it to enter its destination hex, it must still move as far as possible toward that hex.

14.53 During the first five game turns, the Japanese Doctrine is Counterattack. Spearheaded by the 36th Corps, the Japanese forces will attempt to defeat one or more of the invasion sites. During the first five game turns, there are two types of destination hexes: primary and secondary. A primary destination hex is defined as any vacant hex adjacent to a US unit that can be reached legally (e.g. a vacant hex adjacent to a US unit that could only be reached through a prohibited hex or hex side is not a destination hex). A secondary destination hex is defined as a vacant hex adjacent to a primary destination hex. No Japanese unit may have a secondary destination until all primary destination hexes on the map are occupied by Japanese units.

Beginning on game turn 6, the Japanese Doctrine is Strong Defense. Having run out of sufficient supplies for a general counterattack, the regular Japanese units will attempt to dig in by occupying advantageous terrain and make American attacks as costly as possible. The 36th Corps will continue to counterattack to disrupt the American advance by following the Counterattack Doctrine. Militia units will follow the Strong Defense Doctrine for movement but will continue to make attacks per 13.22. For all regular Japanese units, a primary destination hex is defined as any vacant city, town, or rough terrain hex adjacent to a US unit that can be reached legally. A secondary destination hex is the closest city, town, or rough terrain hex to a primary hex. If a unit can not move to a vacant non-clear hex, then the movement priority for that unit changes to the Counterattack priorities.

14.54 Each Japanese unit is moved into (or toward) a destination hex according to a strict sequence of priorities. Those priorities are as follows.

- 1) Each Japanese unit must move into (or toward) the nearest primary destination hex (nearest to the unit in terms of MP). If two primary destination hexes are equidistant, the unit moves according to these sub-priorities: A) into a rough hex; B) into a city hex; C) into a town hex; D) into a clear terrain hex.
- 2) As soon as all primary destination hexes are occupied by Japanese units, each Japanese unit must move into (or toward) the nearest secondary destination hex. Secondary destination hexes equidistant from the moving Japanese unit are chosen according to the same sequence of priorities listed above for equidistant primary hexes.

14.55 In any category of Japanese units (see 14.51), the first unit to move is the unit nearest its destination hex in terms of MP. Then the second nearest unit in that category is moved, and so on until all the units in that category have completed their movement. The same procedure is then repeated for the next category of Japanese units. That continues until all Japanese units have completed their movement.

14.56 If two or more Japanese units in the same category are equidistant from their destination hex(es), the unit occupying the hex with the highest coordinate number moves first, followed by the unit in the next highest numbered hex, and so on.

14.57 If a Japanese unit is equidistant from two or more destination hexes of equal priority, the unit moves toward the destination hex with the higher coordinate number.

14.58 A hex isn't considered a destination hex (that is, it should be ignored) if a Japanese unit with an infinite MA couldn't move into the hex due to the blocking effects of EZOC and/or all-sea or prohibited hexes or hex sides.

***Note.** The Japanese movement doctrine rules are the final product of prolonged and painstaking play testing. Though the Japanese force's chances for winning the game improve substantially when a Japanese player (using the two-player rules) controls the movement of that side's units, the solitaire rules allow a reasonable chance for Japanese victory. The Japanese movement doctrine rules accurately reflect the planned Japanese responses to the invasion. The rules should be read several times. You will find, after playing a few times, the rules will become easily implemented. It's simply a matter of becoming accustomed to the movement sequence and developing an eye for which Japanese units are nearest their destination hexes and therefore eligible to move before other units.*

15.0 AMERICAN CASUALTY POINTS (ACP)

When US units are involved in combat, casualties—quantified as ACP—are inflicted on the involved US units. ACP don't necessarily represent the elimination of a unit. They represent the accumulating manpower losses suffered by units during sustained combat operations. Each ACP represents about 100 actual casualties. The accumulation of ACP is kept track of on the American Casualty Points Track (printed on the mapsheet). The total number of ACP inflicted during the game is used in accordance with the victory conditions to determine the relative performance of each of the opposing forces and which side therefore wins the game.

15.1 How ACP Are Inflicted

15.11 ACP are inflicted in each and every individual combat in which US units are involved (attacking or defending, and including the results of Kamikaze attacks). Every result on the Combat Results Table (CRT) is accompanied by a pair of numbers. The number to the left of the slash is the ACP suffered when American units are attacking. The number to the right of the slash is the ACP suffered when Japanese units are attacking. The ACP number is always multiplied by the number of US combat units involved in the combat, regardless of which side's units are attacking.

Example: a Japanese 2-4 is attacking an American 4-12 in clear terrain. The attack differential is -2. A die roll of four is made by the player. Cross-referencing the die roll under the -2 column, the result reads "Ar 5/2." Since it's a Japanese attack, the number to the right of the slash is used (2). That number is multiplied by the number of American units involved in the combat: in this case only one unit is involved. Thus two ACP are inflicted as a result of that combat. The player would immediately add two ACP to the current total indicated on the American Casualty Points Track.

15.12 The ACP number taken from the CRT must always be multiplied by the number of US combat units involved in the combat, regardless of which units are attacking. Only the number

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of US units involved is important. The number of Japanese units involved in the combat has no effect on the number of ACP inflicted nor is any significance given to the elimination of Japanese units. Japanese casualties are totally ignored for all purposes; that is, no casualty computation is made for Japanese forces.

15.2 ACP & Elimination of US Units

15.21 Instead of the number indicated on the CRT, 5 ACP are suffered for each supplied US unit reduced or eliminated. So, if a De or Ex is obtained as a result of a Japanese attack, 5 ACP are added for each unit (not 10 as indicated on the CRT). Also, if a retreat result can't be conducted, a step is lost and 5 ACP are lost instead of the 2 or 3 indicated on the CRT. By the same token, a step is lost and 5 ACP are added if the Allied unit can't retreat from an Ar result or if an Ae result is obtained during regular combat (see 10.0 for Amphibious Assaults).

15.22 Instead of the number indicated on the CRT, 15 ACP are suffered for each American combat unit step reduced or eliminated while unsupplied.

15.3 No retreat path. Instead of the number indicated on the CRT, five (5) ACP are suffered for each supplied US unit step removed because it's unable to execute a required retreat (i.e. five for flipping a unit to its reduced side or five for removing a reduced unit). Fifteen (15) ACP (rather than the indicated number on the CRT) are suffered for each step removed from an unsupplied US unit. Supplied US units are returned via Replacement (9.3). Unsupplied US units are never returned once eliminated.

15.4 Kamikaze & ACP

15.41 Each Kamikaze step reduction results in 5 ACP (see 10.0 and 9.21).

15.5 The ACP Track

The American Casualty Points Tack (printed on the map sheet) is used to keep track of the accumulation of ACP throughout the game. The track is divided into three columns. At the beginning of the game, the player places an American Casualty marker in each column in the box labeled "0" (zero). As ACP are inflicted, the player advances those markers along the appropriate tracks to reflect the cumulative total number of ACP inflicted in the game. For example, if at the end of Game Turn 6, a total of 349 ACP had been inflicted, the marker in the "100s" (000) column would be in the box labeled "3"; the marker in the "10s" (00) column would be in the box labeled "4"; and the marker in the "1s" (0) column would occupy the box labeled "9."

16.0 SCENARIOS: SET UP & START

There are four versions of the games, two each for Olympic and Coronet: Solitaire and Two-Player. Each of those versions is called a scenario. The Olympic Solitaire scenario uses all of the standard rules, and is 10 game turns in length. The Coronet Solitaire scenario uses all of the standard rules, and is 16 game turns in length. Certain of the standard game rules are inoperative, and other special rules are incorporated, in the Two-Player Game. Optional rules may be used in either of the scenarios. At the end of whichever scenario is being played, the victor or is determined by reference to the victory conditions in section 18.0.

Note: Japanese dummy units are incorporated into the initial Japanese forces to introduce some uncertainty concerning the actual disposition of Japanese combat strength at the beginning of the game. The dummy units never function, in any manner, like actual

combat units. Whenever a dummy unit is released from reserve status, that dummy unit is immediately removed from the map. Dummy units have no ability to move, no combat strength and no ZOC.

16.1 Olympic Solitaire Set Up & Start

The Olympic Solitaire scenario is set up according to a strict sequence. First, the player deploys the Japanese coastal combat, line and dummy units. They should be deployed face-down on the map in the appropriate initial deployment hexes (see 16.21 and 16.22). The player then deploys the initial American forces in the invasion zone hexes from which amphibious assaults will be made on the first game turn (see 16.3). The player then begins the game in accordance with the special first game turn rules (see 16.7).

16.2 Japanese Initial Deployment

16.21 A total of 39 coastal combat unit initial deployment hexes—indicated on the by the code-letter "C"—are on the map. At the beginning of the game, the player takes all of the Japanese coastal combat units (2-4s, 3-4s and 4-4s that are marked with a "C" on the back of the counter) and places them facedown adjacent to the map sheet. There are 33 of those units in the counter-mix. The player then adds 6 Japanese dummy units and, leaving all of those units facedown, he thoroughly mixes the dummy and real units. After mixing them, the player deploys the units face down, placing one unit in each of the coastal combat unit deployment hexes.

16.22 A total of 34 line unit initial deployment hexes have been shown on the map, indicated by the letter "L." The counter-mix provides 35 Japanese line combat units (1-8s, 2-8s, 2-10s and 3-10s that are marked with a "L" on the back of the counter—those with an "R" are reinforcements). The player should add five Japanese dummy units to the line combat units. He should then do exactly as with the coastal units, mixing and deploying the line units (facedown) in the line unit initial deployment hexes. One unit must be placed in each initial deployment hex, except two units are placed in each of the following hexes: 1607, 1615, 2313, 3420, 5314 and 5415. These hexes have been distinguished on the map by a "2L" designation.

16.23 When you've completed 16.21 and 16.22, there should be a total of 79 facedown units on the map (29 coastal combat units, 35 line combat Units and 15 dummy units). They represent the total initial strength of Japanese forces. Each of those facedown units is considered to be in reserve status and may not move until released either by the Japanese Doctrine Chart or by an American unit moving adjacent to it. In addition to the initial Japanese forces, Japanese reinforcements may periodically arrive on the map during the course of the game. Japanese reinforcements always arrive face-up and are never in reserve status.

16.3 American Initial Deployment

On the first game turn a total of 18 US 4-12 Corps units and nine 5-12 Marine units are available. All of those units are required to make amphibious assaults on the first game turn in accordance with the amphibious assault rules (see section 10.0).

16.4 Coronet Solitaire Set Up & Start

The Coronet Solitaire scenario is set up according to a strict sequence. First, the player deploys the Japanese coastal combat, line and dummy units. They should be deployed face-down on the map in the appropriate initial deployment hexes (see 16.51 and

16.52). The player then deploys the initial American forces in the invasion zone hexes from which amphibious assaults will be made on the first game turn (see 16.6). The player then begins the game in accordance with the special first game turn rules (see 16.7).

16.5 Japanese Initial Deployment

16.51 Japanese combat units are divided by major commands and deployed within those landing areas (starting in the NE corner): 51st Corps (Ishohama), 52nd Corps (Kujukuri), Boso Peninsula (from Katsura in 1925 around to Chiba in 3021), Tokyo (from 3020 to 2715), and 53rd Corps (Sagami). Sort the units out by the designations on their back sides: 51C (7 total), 51L (8 total), 52C (10 total), 52L (9 total), 53C (9 total), 53L (5 total), BP (7 total), and TC (9 total) and Tokyo L (4 total). Randomly place the units face down on the corresponding starting hexes.

Example: there are 7 hexes in the Ishohama landing area with the label "C". There are 7 counters with the "51C" label on their back sides (five coastal combat units and two dummies). Mix the units and randomly place them on the corresponding hexes. Where there is a 2L (as in 4717), place two 51L counters. Note that in the case of BP, there is only one Line unit (the 4th Marine Brigade) so you may place it on Chiba or mix it in with the Coastal units and randomly deploy it.

16.52 The Western Reinforcements (WR-22 total) and the North Reinforcements (NR-15 total) start off map. They can be placed in opaque containers or face-down next to the corresponding map sides. They will be drawn randomly and placed via the Reinforcement rules (see 9.12).

16.6 American Initial Deployment

On the first game turn a total of 18 US 4-12 Corps units and six 5-12 Marine units are available. All of those units are required to make amphibious assaults on the first game turn in accordance with the amphibious assault rules (see section 10.0).

16.7 Special First Turn Rules

There are a considerable number of rules that, though they may effect play in later game turns, have particular importance on the first game turn. After both the Japanese and American initial forces are deployed, you should refer to each of the following rules to determine its importance, if any, on the conduct of the first game turn: 4.2a #1, 8.37, 9.13, 10.0, 11.1, and 12.4. You begin the game by first placing American units in position to make amphibious attacks and then resolving the Japanese kamikaze attacks in accordance with section 10.0.

16.8 The Two-Player Game

In most respects, the Two-Player Game is similar to the Solitaire Game. In the Two-Player Game, however, the Japanese player is freed from the restrictions imposed on Japanese forces by certain of the Japanese combat and doctrine rules. Whereas the Solitaire Game rules reflect the aggressive beach defense plan formulated by Japanese Imperial General Headquarters, the Two-Player Game rules allow the Japanese player to command Japanese forces as he sees fit. Also, in the Solitaire Game the effect of American air superiority is built into the game through the use of the Japanese Doctrine Chart, the Two-Player Game incorporates American Air Interdiction rules as

game mechanics. The Two-Player Game is set-up in identical fashion to the Solitaire Game. Of course, the sequence of play is altered so the American player performs all the functions associated with the American Player Turn, while the Japanese player executes the functions associated with the Japanese Player Turn. The basic course of play remains exactly as in the Solitaire Game except as detailed below.

16.81 There are American Air Interdiction markers available (12 in Olympic and 18 in Coronet). During the American Air Interdiction Phase of each American Player Turn, that player may place as many or as few of the interdiction markers as he chooses anywhere on the map (exception: see 16.82). He may place a maximum of one marker in each hex. Those markers remain on the map throughout the Japanese Player Turn. During the Japanese Player Turn a Japanese unit must expend three additional MP to leave a hex occupied by an Air Interdiction marker (above and beyond the normal cost of the hex the unit is entering on leaving the interdicted hex). The American Player removes all Air Interdiction markers from the map during the Air Interdiction Removal Phase of each Game Turn.

Note: *an American Air Interdiction marker doesn't exert an ZOC. An Interdiction marker has no effect other than to force a Japanese unit in its hex to expend three additional MP to leave that hex.*

16.82 The American Air Interdiction markers may normally not be used during the first game turn, as it's assumed the available American air strength is guarding the invasion fleet against the Japanese kamikaze effort; however, the American player has the option of using either half or all of markers on the first game turn if he wants to do so. If half are used, subtract one from the kamikaze die rolls in resolving amphibious assaults (see 10.0). If all are used, subtract two from the kamikaze die rolls. This is announced before the American Amphibious Assaults Phase begins. All 12 markers are available on every game turn thereafter.

Note: *Air Interdiction markers can never be eliminated.*

16.83 The Japanese player is freed from the restrictions of all of the following rules: 5.21, 8.27, 8.51, 8.52, 8.53, 14.21, 14.22, 14.51 and 14.58. Japanese units are still prohibited from voluntarily stacking at the end of a Japanese Movement Phase. Japanese units may still not combine their combat strengths to attack an American unit; however, Japanese units are never required to attack. If the Japanese player elects to make attacks, he's restricted only by rules 8.22 and 8.54. The Japanese player never uses Tracks 1 or 2 of the Japanese Doctrine Chart. All Japanese units are automatically released from reserve status at the start of the Japanese Doctrine Phase on the first game turn. The Japanese player uses Tracks 3 and 4 of the Japanese Doctrine Chart exactly as in the Solitaire scenarios. The Japanese player moves his units according to the general movement rules of section 5.0. The Japanese Movement Doctrine rules (14.5) are ignored. Both players must adhere to the retreat after combat rule (8.7). Units are retreated by the owning player.

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17.0 OPTIONAL RULES

Note. The following optional rules may be used to introduce more variety to the basic situation presented in *Operation Olympic*. Optional rules should be used in two-player games only with the consent of both players.

17.1 Historic Plans

17.11 This rule is only to be used in the Olympic Solitaire scenario. The player who wants to simulate the invasion exactly as it was planned may do so by adhering to all of the standard Solitaire rules except as follows: during the American Amphibious Assault Phase of the first game turn, nine 4-12 US Corps units must make amphibious assaults from the Miyazaki invasion zone; nine 4-12 units must make amphibious assaults from the Ariake invasion zone, and nine 5-12 Marine units must make amphibious assaults in the Sendai invasion zone. Game turn two units must be used as reinforcements at Ariake and Miyazaki invasion zones.

17.12 This rule is only to be used in the Coronet Solitaire scenario. The player who wants to simulate the invasion exactly as it was planned may do so by adhering to all of the standard Solitaire rules except as follows: during the American Amphibious Assault Phase of the first game turn, twelve 4-12 US Corps units must make amphibious assaults from the Sagami invasion zone; six 4-12 units and six 5-12 Marine units must make amphibious assaults from the Kujukuri invasion zone. Game turn two units must be used as reinforcements: six 4-12 units at Sagami and three 4-12 units and three 5-12 Marine units at Kujukuri. All six 6-12 Armor units must enter as reinforcements at Sagami.

17.2 Japanese Free Deployment

This rule is to be used in the Two-Player Game. This rule allows the Japanese player to deploy his initial forces as he wishes. In the American player's absence, the Japanese player deploys his units facedown exactly as described in 16.2 and 16.5; however, he may deploy the coastal combat and dummy units anywhere he wants, as long as each of those units is deployed in a coastal combat unit deployment hex and no more than one unit is deployed in each such hex.

Similarly, the Japanese line combat units and dummy units may be deployed freely, as long as each unit is deployed in a line unit deployment hex. Only one unit may be deployed in each hex, except two units may be deployed in any line unit deployment hexes as long as all line deployment hexes have at least one line unit. As soon as the Japanese player completes his deployment, all Two-Player Game rules take effect.

17.3 Naval Bombardment

This rule can be used in either the solitaire or the Two-Player Game and should be combined with 17.4 to form the intended update of the game.

The planned commitment of naval units for bombardment was somewhat less per beachhead than were involved at Luzon and Okinawa and would have been focused on supporting the landings and defending against the thousands of kamikazes and hundreds of suicide boats and torpedoes. Nevertheless, naval bombardment would have utilized in support of the establishing and expanding the beachheads.

Thus one "+4" marker may be placed at each invasion zone during the American Movement Phase (maximum three per turn in Olympic and

two per turn in Coronet) to be used to assist in either one attack or one defense per turn. If used for an attack, the defending Japanese unit or stack must be within two hexes of a Beachhead Supply Marker. If used for defense, the US unit or stack must be on or adjacent to a Beachhead Supply Marker. Note Naval Bombardment is never modified for terrain. The decision as to which attack or defense to add the marker to is made before the die is rolled to resolve a particular combat.

17.4 36th Corps

In the post-war interviews of the Japanese Command, it was learned that they had correctly deduced the American plan and realized that if they waited to engage the final American invasion around Tokyo, their forces would be too weak to repel the invasion. They determined to mount their strongest defense on Kyushu and were moving their best Corps, the 36th Corps, to Southern Kyushu to be a counterattack force devoted to destroying the American invasion. In effect, this was the Japanese version of Germany's *Sixth SS Panzer Corps*, their last best force capable of a strong attack. The rules in this section cover the doctrine for the 36th Corps.

17.41 Deployment

Units of the 36th Corps (those units marked with "36C" or "36L" on the back side of the counter) are deployed by division on the eight hexes marked with "36". Sort the units into their respective divisional groups. The three leg/coastal divisions (those marked with "36C" on the back side of the counter) are randomly deployed on the three hexes marked "36C" and the five mechanized/line divisions (those marked with "36L" on the back side of the counter) are randomly deployed on the five hexes marked "36L".

17.42 Game Turn One

All units of the 36th Corps are automatically activated on Game Turn One before rolling to determine the status of regular Coastal units. A die roll determines the invasion zone(s) the 36th Corps will attempt to defeat first. Once this invasion zone is determined, the 36th Corps will move by division stack (rather than individual units) using the same movement priorities of regular units (as determined by the slowest/weakest unit in the division) toward the closest Beachhead Supply Marker in the selected invasion zone(s). The choice of invasion zone(s) is determined by die roll.

Olympic

1-2	Tsuno/Miyazaki
3-4	Ariake
5-6	Satsuma/Sendai/Izumi

Coronet

1-4	Sagami
5-6	Kujukuri/Ishohama

If no Beachhead Supply Markers are present at the invasion zone(s) rolled, roll again until a positive result is achieved.

17.43 Movement

Units of the 36th Corps move before any other units but with the same priority for primary or secondary hexes. (Note: this means some 36th Corps divisions may change direction as opportunities present themselves at other invasion zones.) Units still in a full division stack of three units move first, slowest/weakest stack first, then individual units. After a division loses one or two of its three regiments through combat or is forced to retreat to separate hexes, these units move individually

(after 36th Corps divisions, but before regular units). These individual units will follow movement priority but are able to stack with other 36th Corps units to form stacks of two or three units of mixed divisions (that is, an exception to 7.32). Priority is given to restacking a full three unit division, then two units of a division with one regiment from another division, then three regiments from three different divisions.

17.44 Stacking

Units of the 36th Corps may move through and end in hexes with regular Japanese units; those regular Japanese units must move out of those hexes during their portion of the movement phase (see 6.21 and 7.11). When there is only one remaining unit in the 36th Corps, that last unit will carry out a final banzai attack, doubling its modified attack strength and then being removed from the game.

17.45 Attacking

During the Japanese Combat Phase, 36th Corps units attack first. Unlike regular units, 36th Corps units combine their attack strengths by stack (a stack can not be divided to attack two different hexes however two or more stacks can be combined to attack one defending hex) and attack the entire defending stack as a combined whole. Attacks are made beginning with the highest differential that any combination of 36th Corps stacks can make and working lower. If an attack can be made at better than +10, the excess stacks (starting with the stack with the lowest combat value and working up) will not attack in the same attack, but may form a second attack. Any American unit or stack that defends against a 36th Corps attack can not be attacked by regular Japanese units in the same combat phase. **36th Corps attacks that involve more than one regiment do not banzai on a die roll of 6 per 8.54 - resolve the attack as normal.**

17.5 Atomic Bombs

Historically, the use of two atomic bombs was enough to convince the Japanese to surrender but it might not have been enough. It is also possible that atomic bomb development may have been delayed beyond the scheduled dates for Olympic. The basic game presumes atomic bombs were delayed, never developed, or not deployed. This rule is based on the historical estimate that up to nine A-bombs would have been available for the campaign.

17.51 Before resolving kamikaze attacks, the US Player places the A-bombs on nine hexes and resolves atomic bomb attacks. Each attack fails on a die roll of “1” and succeeds on a die roll of “2-6”. On a failed attack, nothing happens and the A-bomb marker is removed. A successful attack removes any Japanese defenders in the hex and the A-bomb marker is flipped to its rubble/radioactive side. Each unit (US or Japanese) moving into a marked hex on Game Turn One rolls a die and loses a step (full-strength US units would flip to their reduced side, Japanese and reduced US units would be removed). For GT1-4, each unit that is in a hex with a rubble/radioactive marker at the beginning of their respective combat phase participates in combat as usual but also rolls for a possible step loss on a die roll of “1”.

Example: a Japanese unit moves into a rubble/radioactive hex on GT1. It checks for loss, rolls a “1” and is removed. The next Japanese unit to move into the hex rolls and is not removed. The hex is adjacent to a US unit so the Japanese unit remains in the hex and attacks the US unit, obtaining a “Dr” result. The US unit retreats. Because the Japanese unit began the combat phase in a radioactive hex, it rolls to check for a step loss, then advances into the vacated hex.

17.52 Because the assumption would have been that the use of A-bombs would have significantly reduced overall American casualties, the VP cost of all ACPs is two VP per ACP (see 18.22).

17.6 Soviet Forces

The initial landing is made by paratroops and three regiments. Soviet forces may use Fukuoko Beach. Build-up is limited to three regiments or one tank brigade per turn. The paratroops must land on an unoccupied hex on or adjacent to the beach. Three Russian air units are available after the turn of landing. The Russians may land either before or after the US portion of any given turn. They may delay their initial landing as long as they wish. After the initial landing, their turn comes in the same relationship to the Americans as they initially chose.

The Russians do not keep track of casualty points as their respect for human life is not such an overriding factor as the Americans. Eliminated Russian units are not returned to the game.

The Russians are securing a beachhead to support future glorious Allied efforts. This beachhead is defined by an objective line; the row of hexes from 5215 to 4612 (inclusive) and the territory of the Nagasaki Peninsula behind it. The Soviet player calculates the level of victory the same as the Americans, using Nagasaki for Kagoshima. Each player also gains 10 points for each turn that he has eliminated all Japanese counters from his lodgement area that the other player has not done so. Each player is not only fighting the Japanese but his ally. If the American casualties exceed 800 or the Soviet player is wiped out, the Allies win the game.

18.0 VICTORY CONDITIONS

The motive behind the plan to invade Japan was to bring the war to a more rapid conclusion than could be obtained by means of air and naval blockade. As Coronet was scheduled for only four months after Olympic, the operations on Kyushu would had to have been completed early enough to allow that island to be developed into a base for the second invasion. For that reason, both the Olympic Solitaire and Two-Player Game allow only 10 game turns in which to achieve the American objectives. Basically, those objectives are to secure the southern half of Kyushu and to capture the principal southern port of Kagoshima through which the men and material for the Honshu invasion were to be funneled. The Japanese had only one objective: to inflict casualties on the American assault force. If the cost of Olympic was made high enough, the Japanese believed the Americans would be forced to relax their demand for Japan’s unconditional surrender. Casualties inflicted on the Japanese forces on Kyushu would be of little consequences if the basic Japanese goal could be achieved.

By the same token, Coronet was projected to be completed and the Japanese to be defeated except for minor pockets of resistance within four months. Thus, 16 game turns are allowed to achieve the American objectives.

American combat strength, if correctly used, is more than sufficient for the task (barring annihilation of one or more of the invasion elements by the Japanese kamikaze and counterattack), the American Forces (or player) either “win” the game or fail in their attempt. Given unlimited time and a total lack of concern for the casualties they sustain, an American victory is, of course, inevitable. Knowing that, we were forced to develop some means of challenging that American superiority to make the game a challenge. To do that, we turned the Americans’ own historical casualty estimates against

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them. In the Solitaire Game, the player is challenged not merely to produce an American victory, but to win as decisive a victory as he can by accumulating as many victory points (VP) as he is able to do, while allowing as few as possible Japanese VP to be scored. In successive games, the solitaire player should always try to improve on his record victory. In the Two-Player Game, the American player faces the added challenge of opposing an independent Japanese commander. To fully evaluate each player's performance, we suggest two players play a pair of games and compare the score obtained by each in the role of American player.

18.1 Determining Victory

At the end of the last game turn play ceases and VP are awarded to both forces (or players) according to the Victory Point Schedule given below.

18.2 Olympic Victory Point Schedule

18.21 American VP are awarded at the end of the game as follows.

A) Five Hundred American VP are scored if there are no Japanese units south of the American Objective Line (the line running across Kyushu just north of the 2400 hex row). If, at the end of the game, one or more Japanese units are south of the American Objective Line, either supplied or unsupplied, determine the northernmost hex row south of which there are no Japanese combat units. From that hex row count the number of hex rows north to the American Objective Line. From a base of 500 American VP, deduct 30 VP for each hex row between the American Objective Line and the hex row immediately south of the southernmost Japanese unit.

Example: If, at the end of the game, the southernmost Japanese unit occupies hex 2023, that would mean there are no Japanese units south of the 2000 hex row. There are five hex rows between the Objective Line and the 2000 row. The player therefore subtracts 150 (30x 5) VP from 500, giving a total of 350 American VP. *Note:* the presence of Japanese militia in non-American controlled town or city hexes doesn't affect the number of American VP awarded.

B) Two Hundred American VP are scored if all three Kagoshima city hexes are under US control (occupied by an American Control marker) at the end of the game.

Note: If only one or two Kagoshima hexes are controlled see "C" below.

C) Twenty-Five American VP are awarded for each individual city hex occupied by an American Control marker at the end of the game. This applies to every city hex on the map, including city hexes north of the American Objective Line.

Note: if condition B is fulfilled, only 200 American VP are awarded for control of all Kagoshima, not an extra 25 points per hex.

D) Ten American VP are awarded for each individual town hex occupied by an American Control marker at the end of the game. This applies to every such hex on the map, including town hexes north of the American Objective Line.

18.22 Japanese Victory Points are awarded at the end of the game as follows.

- A) One Japanese VP** is awarded for every ACP accumulated up to and including the 300th ACP.
- B) One-and-a-Half Japanese VP** are awarded for each ACP over the 300 point, up to and including the 500th ACP.
- C) Two Japanese VP** are awarded for every ACP over 500.

18.23 After separately totaling American and Japanese VP, subtract the Japanese total from the American total to determine the net VP total. If that net number is positive, an American victory has been achieved. If that number is negative, a Japanese victory has been achieved. In pairs of Two-Player Games, compare the final score each player achieves as the American to determine the match winner.

18.3 Coronet Victory Point Schedule

18.31 American VP are awarded at the end of the game as follows.

- A) One Thousand American VP** are scored if all hexes south of the 38xx hex row (i.e. all those hexes numbered 3734 or lower) are under Allied control (occupied by an American Control marker) at the end of the game. **If all cities and towns south of the line are not under Allied control, score 1,000 VP and subtract 25 VP for each city hex and 10 VP for each town hex not controlled.** Exception: see C.
- B) Ten American VP** are awarded for each individual city hex and **Five American VP** are awarded for each individual town hex under Allied control at the end of the game north of the 37xx hex row (i.e. all those hexes numbered 3801 or higher).
- C) SW Exception:** Otsuki (3002) and the seven towns in the SW corner—Gotemba (2302), Hakoneyama (2104) and the other five towns further south are outside of the main objective area and do not have to be controlled for the award in A. They do count 5 VP as in B.

18.32 Japanese Victory Points are awarded at the end of the game as follows.

- A) One Japanese VP** is awarded for every ACP accumulated up to and including the 300th ACP.
- B) One-and-a-Half Japanese VP** are awarded for each ACP over the 300 point, up to and including the 500th ACP.
- C) Two Japanese VP** are awarded for every ACP over 500.

18.33 After separately totaling American and Japanese VP, subtract the Japanese total from the American total to determine the net VP total. If that net number is positive, an American victory has been achieved. If that number is negative, a Japanese victory has been achieved. In pairs of Two-Player Games, compare the final score each player achieves as the American to determine the match winner.



19.0 GAME NOTES

19.1 Players' Notes

Solitaire Game

The initial and perhaps the key problem, is selecting the invasion zones in which the American amphibious assaults should be made. The major effort will have to be made in the south in order to fulfill the prime objective of clearing all Japanese units from south of the American Objective Line. Of the six southern invasion zones, Sendai offers the most direct access to Kagoshima (another prime objective), and should therefore be incorporated into the invasion plan. In planning the invasion, several options should be considered. If two or more adjacent invasion zones are assaulted, the beachheads can be rapidly linked in preparation for a concentrated drive inland. American assaults in close proximity to one another, however, make it easy for the Japanese to concentrate and contain them. Assaults on widely separated beaches, in comparison, will spread the Japanese too thin to successfully contain all the Americans. In the *Solitaire Game*, assaulting the Fukoka or Imari zones will draw off most of the Japanese units stationed in northern Kyushu and diminish Japanese reinforcements. Also, an American breakout in the north can accumulate a wealth of victory points for captured city hexes. After the American has made the first invasion, he has the ability to make one more. That can be of the utmost importance, as it can save a faltering first invasion or add icing to the cake. It should be planned in such a way as to outflank the Japanese defensive line and thus force a general retreat.

The first step is to clear enough room around the beachhead so as to permit retreat and to allow the use of American mobility. When you make an attack, never use more units than absolutely necessary as this only multiplies the casualties. It's good to attack and destroy a Japanese unit so it won't be around to bother the American again; however, it's better by far to retreat a unit when it has no place to go, because that requires fewer units to achieve such a result and therefore fewer ACP will result. When the American starts to advance inland he should attempt to stay in the rough terrain as much as possible.

The Two Player Game

Everything that was presented for the American in the *Solitaire Game* remains the same in this game, only more so, because there's now a live Japanese player instead of a predictable system. The American can't afford many mistakes because of the Japanese player's ability to make any move he wants. The American must be patient and wear down Japanese strength by making as many safe attacks as possible and stretching the Japanese line to the breaking point. He must never give the Japanese player time to organize a good defense. To further that goal, the American player must make careful use of his air interdiction so as to slow the Japanese and prevent them from making rapid movement of their reinforcements.

A trick to use as the Japanese player is to pin as many American as possible while using a minimum of your own. That, in effect, deprives the Americans of one of their best weapons—mobility. That brings us to the point of the Japanese lack of mobility. Though it's a serious problem, it's not fatal. The thing the Japanese player must do is plan for every eventuality and place his units accordingly. That means the Japanese player must predict where the Americans will attack.

19.2 Developer's Notes

There are two ways to simulate a hypothetical historical event. The first method is to exploit the absence of historical example and develop an intriguing "what if" game in which every factor of potential influence is incorporated in order to allow the player "to pull all the strings." While that usually makes for a complex game system, both the designer and the player have so much fun the systemic clutter can be justified. Because *Operation Olympic* was designed as a solitaire game, however, a different approach was required.

In a solitaire game, the player controls both forces. Few solo players can cope with the added burdens of overly complex game mechanics. Keeping that in mind, *Operation Olympic* was frequently lauded

Operations Olympic & Coronet:

during its development. A number of seemingly necessary options, such as American air and naval power, are actually built into the game through the relatively easy to use Japanese doctrine rules.

The real hidden gem in the game is the Japanese movement doctrine rule. Actually, it's the backbone of the game and is directly responsible for making *Operation Olympic* the first true solitaire simulation using a hex-grid map. After bending our brains developing these rules, we were amazed to find they not only "work" in terms of the Japanese situation in this game, but with minor modifications they appear to be applicable to most hexagonally based land conflict simulations. As more than half the game players we've heard from play most of their games solitaire, *Operation Olympic* will be an important test case.

Also of special interest are the rules governing Japanese attack. They reflect the incredible lack of coordination the Japanese Corps fell prone to in the later stages of the war. A curious thing is that, as restrictive as the rules appear to be, in many games the results will be beneficial to the Japanese. By remaining unstacked and on the defense in rough terrain, the Japanese can cause far greater American casualties than by mounting attacks. Japanese attacks may draw blood, but the game mechanics prevent them from prematurely squandering their strength in massive and self-defeating banzai charges. A solitaire game can have no opponent, but there must be some opposition to challenge the player. We feel the Japanese doctrine rules do that, and for that reason alone they constitute a minor masterpiece.

The Japanese pinned their hope for success largely on the kamikaze onslaught against the American troop transports during their approach

toward the invasion zones. Though our research indicated the Japanese overestimated the damage they would inflict, the game allows a small chance for the "Divine Wind" to all but destroy the Americans prior to their landings. On average, however, the kamikaze play only a small part in the overall scheme of *Operation Olympic*.

The ability to inflict casualties, rather than just unit eliminations, was necessary in order to develop meaningful victory conditions. The rate of casualties inflicted on the American force in the game appears accurate in comparison with the historical examples provided by Okinawa and Iwo Jima. Unfortunately, keeping track of American casualties adds dirt to the design, but no more so than any game in which VP are accumulated from one turn to the next.

19.3 Olympic & Coronet Developer's Notes.

The update was based on reviewing the various articles published in S&T, MOVES, and World at War over the past 20 years on the subject matter and the game as well as further research on the US and Japanese campaign plans, debriefings of Japanese commanders, and other documents. This research led to major revisions in the map in terms of the terrain analysis and commentary about the anticipated and alternative invasion zones, a more accurate OOB, a revision to reflect the anticipated Japanese supply situation, and the option of the 36th Corps being redeployed to Southern Kyushu. Other revisions include changing the militia from a variable town/city defense force to militia units, making the US units two-steppers to reflect their resilience and the constant stream of replacement soldiers and equipment, and revising the kamikaze effects to be more reflective of the extent of attacks planned over the course of the campaigns.





Operations Olympic & Coronet: The Planned Invasion of Japan

By John Walker



A US intelligence officer crouches atop a portion of the huge aerial photo reconnaissance map of Kyushu that was used in the planning for Operation Olympic.

General Situation

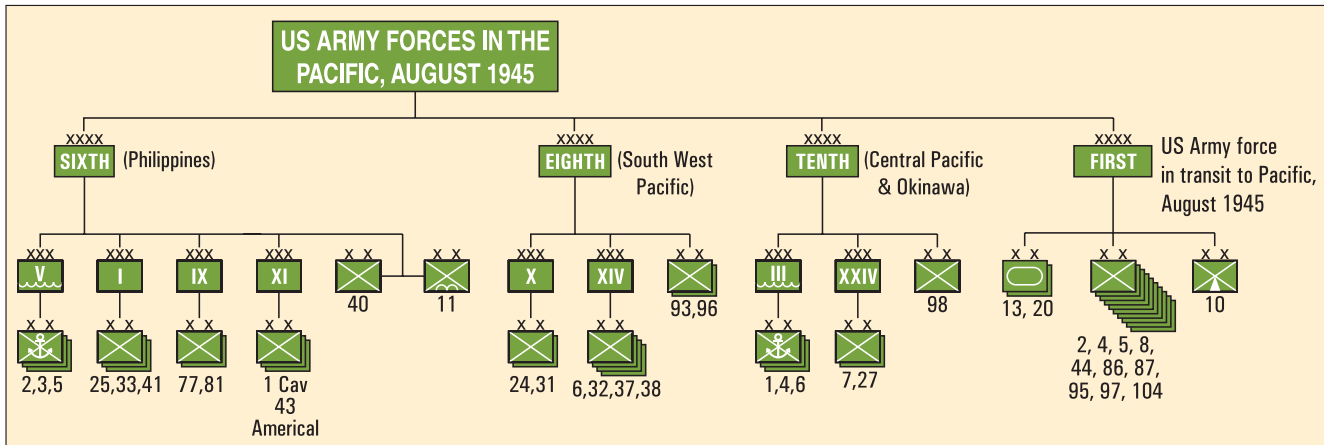
Globally momentous events progressed at a startling pace in the first half of 1945. The strategic Japanese-held island of Iwo Jima—coveted by both sides for its airfields—was captured by the Americans on 26 March. On 12 April the American people mourned the death of their four-term president Franklin Roosevelt, who'd guided them through perilous times of economic hardship and a multi-front world war.

A month later the Allied world rejoiced when on 8 May the surrender of Nazi Germany brought to a close the war in Europe. The Potsdam Conference in July, where US, British and Soviet leaders gathered, was the final high-level conference of the war. The resultant Potsdam Declaration called for Japan to “surrender or face destruction.”

Though the Allies' war against the Japanese was moving ahead with the capture of Iwo Jima, the fighting there raged for 36 bloody days rather than just the five or six

that confident American planners had initially anticipated. The losses suffered there were staggering as well: over 26,000 American casualties, including 6,800 dead. One historian later described the US forces' attacks against the Japanese defenses on Iwo Jima as “throwing human flesh against reinforced concrete.”

Initially overlooked as well, in the euphoria over Germany's defeat, was the horrendous toll taken on US soldiers, sailors, Marines and airmen in the nearly three months (1 April to 22



June) it took to subdue the Japanese on the island of Okinawa, the last obstacle before an invasion of the home islands could take place. Repeated frontal assaults by American soldiers and Marines, and suicidal kamikaze attacks by Japanese aircraft, made Okinawa the costliest battle of the Pacific war: 34 US ships were sunk, most by suicide attacks, while 368 others were damaged, along with 763 aircraft lost.

American casualties in the operation totaled more than 12,000 killed, including 5,000 US Navy dead—the greatest loss of life suffered in any single operation in that service branch's history—along with a total of almost 8,000 US Army and Marine Corps dead. At the same time, combat stress accounted for large numbers

of psychiatric casualties, which was enough to create a further serious reduction of frontline strength.

More than 150,000 civilians lost their lives during the struggle for Okinawa. No battle during the entire war, except Stalingrad, had as massive a loss of civilian life. The appalling cost of seizing Okinawa—in what became the biggest sea-land-air battle in history to date—and the specter of repeating the ordeal on an even greater scale by attacking the Japanese homeland, weighed heavily on the minds of American political and military leaders.

Japan, her armies suffering defeat on all fronts, and her merchant marine and navy, for all practical purposes, already strewn on the bottom of the Pacific, was finished as a warring

nation, in spite of its 4 million men still under arms. That the Japanese would continue the war they had begun, however, was no longer a question solely of their strategic thinking, it was an aspect of Japanese culture and psychology.

The capture of Iwo Jima, less than eight square miles in area, had cost 25,849 Marine casualties, a third of the landing force. Okinawa's price had been 49,151. If the Japanese could draw that much blood in the defense of their outer islands, Allied planners had to contemplate: how formidable would they be when defending the 142,007 square miles of their five home islands, where they would be joined by every member of the civilian population old enough to carry a hand grenade?

While the Pacific war raged on,



A small Japanese warship under attack by a US B-25 medium bomber off the coast of Amoy, China, on 6 April 1945.



with fighting in the Philippines and the imminent invasion of Okinawa, plans were even then being finalized for what was to have been the largest amphibious operation in the history of warfare: Operation Downfall, the grand plan for the invasion of Japan. It would involve gargantuan blows against the islands of Kyushu and Honshu, using the entire available combined resources and manpower of the US Army, Navy, Marines and Air Force.

The premise of Downfall was to bring about Japan's surrender via two successive component operations: the first, to create bases for Allied land-based air forces in the southern third of Kyushu in order to develop

air support for the second—which would provide the knockout blow to the enemy's geo-political heart in the Tokyo-Yokohama area. Subsequent operations would then be continued until all resistance in the home islands was brought to an end.

The overall concept for Downfall was approved in the autumn of 1944 at the same time Okinawa was chosen over Formosa as the last steppingstone toward the attack on Japan proper. The planning was continued early in 1945 by the Combined Chiefs of Staff at the Argonaut Conference held on Malta. On 9 February, just days before the historic meeting at Yalta, President Roosevelt and Prime

Minister Churchill were informed of the conclusions reached at Argonaut.

At that time the strategic concept for future operations in the Pacific envisioned the defeat of Japan within 18 months after Germany's surrender. Following the Okinawa operation, the idea was to seize additional positions that would enable the intensifying of the aero-naval blockade and bombardment of Japan, all in order to create a situation maximally favorable for an assault on Kyushu (Operation Olympic). In addition to allowing the establishment of forward air bases, that operation would further reduce

CONTINUED ON PAGE 27 »



THE NATURE OF THE ENEMY

The primacy of the European Theater of Operations remained the bedrock principle of American strategy during World War II. The US Army's capabilities and its institutional interests in the employment of massive ground and air units best fit the nature of the war there. Also coloring Army thinking was the view the Japanese were inferior to the Germans as practitioners of modern warfare. One writer at the time noted the Allied generals in Europe "dismissed the Pacific war as the bush leagues."

When the number of American combat deaths in the Pacific soared in the first half of 1944, however, the character of the Japanese enemy, not just their capacity to inflict casualties, underwent a sober reevaluation. Today's Americans might look back at those times and see racism as the pervasive motif but, while it certainly played a role, it was something beyond race that really distinguished the Japanese even then: their collective determination and bravery on a scale never seen before or surpassed since. The Japanese "are the bravest people I have ever met," wrote John Masters, a British officer who fought against them in Burma:

In our armies, any of them, every Japanese would have had a Congressional Medal of Honor or a Victoria Cross. It is the fashion to dismiss their courage as fanaticism, but this only begs the question. They believed in something, and they were willing to die for it, for any smallest detail that would help to achieve it. What else is bravery?

The first intimations the Japanese would choose death over surrender—and not merely the elite ruling caste, but the rank and file as well—came in August 1942 on Guadalcanal. After two small Imperial Navy garrison units fought to extinction there, the US Marines trapped and nearly annihilated a fresh Imperial Army contingent of about 800. A few Japanese escaped; only 15 survived as prisoners, 12 of them wounded before capture. Maj. Gen. Alexander Vandegrift, the Marine commander on the island, wrote:

I have never heard of this kind of fighting. These people refuse to surrender. The wounded wait until men come up to examine them, and [then] blow themselves and the other fellow to pieces with a hand grenade.

The combat on Saipan, in the Mariana Islands, from 15 June to 9 July 1944, came as a further powerful shock. As was by then the norm, the garrison of nearly 30,000 Japanese soldiers and sailors effectively fought to the death: only 921 (three percent) were taken prisoner. Of the 71,034 officers and men of the American landing force, 14,111 became casualties, including 3,426 killed (nearly 20 percent).

On Saipan the Americans also encountered for the first time a significant population of Japanese civilians, numbering some 20,000. By 5 August the total of those who'd surrendered was only 10,258. Many chose death to capitulation, with the peak of frenzied suicides coming at Marpi Point on 11 July, two days after the fighting ended. There hundreds of civilians spurned invitations to surrender from both Marines and fellow Japanese.

In behavior that shocked even battle-hardened Marines, whole families waded into the sea to drown together or huddled together to blow themselves up with grenades. Other parents tossed their children off cliffs before leaping to join them in death. That mass suicide of civilians took place because Japanese political and military authorities had inoculated them with the terror the Americans would rape, torture and murder them, and that it was therefore more honorable for them simply to take their own lives.

Recent scholarship had indicated the actual number of such deaths may have been less than first believed; however, that initial image of mass civilian suicides proved potent among Allied planners. Sobering thoughts about the prospects for the final defeat of Japan emerged in a paper generated by the Joint Strategic Survey Committee of the JCS:

Our great superiority over the Japanese rests in our capacity to produce and to employ more effectively and in overwhelming strength machines of war—primarily naval vessels and aircraft. Enemy strength rests in his land forces, some 3,500,000 strong. In our Saipan operation it cost approximately one American killed and several wounded to exterminate seven Japanese soldiers. On this basis it might cost us a half million American lives and many times that number in wounded to exterminate the Japanese ground forces that conceivably could be employed against us in the home islands. ★

JAPANESE STRATEGY IN 1945

Today's conventional historiographic portrayal of Japan's military situation as 1945 dawned is one of gloom and doom. What remained of its once mighty navy had been smashed in the Philippine Islands in October of the previous year. Its soldiers there, already vanquished on Leyte, braced for the invasion of Luzon. Their once potent air strength could only hurray, but not halt, the as yet modest but escalating assaults of American B-29s on the home islands. US submarines had sent most of their merchant marine to the bottom of the Pacific, choking off imports and threatening to idle war industries.

A different outlook prevailed at Imperial General Headquarters (IGHQ) in Tokyo at the time. True, those men reasoned, Japan had lost its navy and with it control of the Western Pacific right up to its shores. Even so, the empire still included huge territories with vast resources and hundreds of millions of subjects on the continent of Asia and among the major islands to the south. Though airpower was much diminished, there remained thousands of planes and a bountiful supply of young men prepared to crash them into enemy ships. Above all, there remained a formidable army backed by a stalwart populace. That arrangement, they believed, would work to negate all the advantages of an attacker dependent on machines rather than men.

Even appalling losses like those suffered on Okinawa failed to discourage the militarists in Tokyo, who believed Japan could salvage a victory of sorts over war weary and decadent Americans less concerned with victory than with the lives of their sons. The lesson they took from Okinawa was a Japanese force amounting to three divisions, backed by locally raised auxiliaries, had held out for 100 days against a lavishly equipped American army more than five times as large.

The further dominant belief at IGHQ was the Americans lacked the patience for a protracted blockade and bombardment, and would seek to end the war quickly by invasion. If that initial assault could be repulsed, or if its costs could be made prohibitive, Japan could yet extricate itself from the war with honor. The emperor therefore sanctioned a new strategic directive, published on 20 January, which declared the homeland would be the arena for the "final decisive battle" of the war. Japan's armed forces were ordered to complete construction of bristling positions along the perimeter of the "national defense sphere" delineated by the Bonin Islands (Iwo Jima), Formosa, the coastal sector of east China, and southern Korea.

Preparations for the defense of the home islands demanded new commands, plans and forces. With sole jurisdiction over major ground units, the Imperial Army executed its



own portion of the new Homeland Defense Plan by creating two theater commands: *First General Army* (roughly equivalent to a US army group), headquartered in Tokyo, was responsible for most of central and northern Honshu. *Second General Army*, headquartered in Hiroshima, had jurisdiction over the forces on western Honshu, Shikoku and Kyushu.

There were only 12 divisions in all of Japan on 1 January 1945, forcing IGHQ to embark on a huge program of homeland reinforcement. From Manchuria came four divisions, two infantry and two armor. Then came a 26 February order for a huge three-phase mobilization program to create a gargantuan new force numbering 47 divisions, 15 independent mixed brigades and six tank brigades.

That mobilization created two new types of infantry formations. The first was the static coastal combat division (22 created), designed to grapple in close-quarter fighting against a landing force only a short distance inland from the water's edge. The second type was the mobile counterattack division (15 created), which were effectively reduced-strength field divisions organized to move rapidly from inland positions to deliver decisive blows against any Allied beachhead force that survived engaging the coastal divisions.

At the end of the mobilization the forces available to defend the home islands were to number 60 divisions: 36 field and counterattack, 22 coastal and two armored. The mobilization was to add 1.5 million men to the home defense commands. The aggregate strength of the homeland armies would then total 2.9 million, along with 292,000 horses and 27,500 motor vehicles.

On 8 April the staff officers in Tokyo completed a massive master defense plan for the impending struggle for the homeland and the areas contiguous to it, titled *Ketsu-Go* (Decisive Operation). It envisioned the invaders would be confronted and crushed in one of seven key locations, with emphasis on the Tokyo-Kanto area and Kyushu. Final preparations were to extend into three phases from April to October, but the forces on Kyushu, where the first blow was expected, were to be ready by early June.

Three features marked *Ketsu-Go*. First, operations weren't aimed at destroying the

enemy either at the water's edge (standard Japanese tactics prior to mid-1944) or far inland (tactics used from mid-1944 to *Ketsu-Go*). That was because they by then realized the folly of immediate beach defense in the face of massive American pre-landing bombardment, but they also grasped that their adversary could never be dislodged if permitted to consolidate his position after landing. Therefore *Ketsu-Go* aimed to destroy the beachhead—the perimeter established by the invader a few days after landing—while it was still anchored on the coast but stretched a few miles inland. [That seems almost like a wishful thinking "Goldilocks and the Three Bears" kind of strategy. Sen. Ed.]

The second distinctive feature of *Ketsu-Go* was the comprehensive devotion to "special attack" (suicide) tactics, not only the by then routine air and sea efforts, but also ashore.

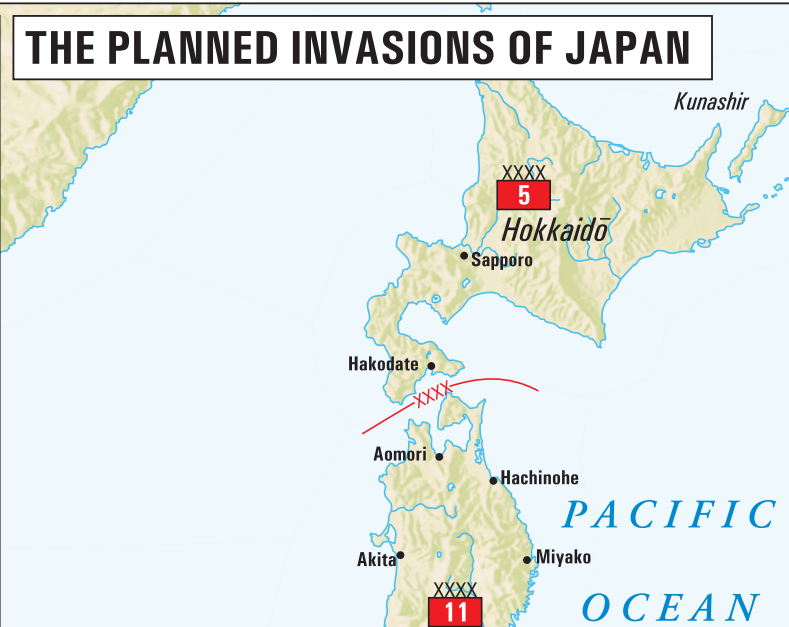
The incorporation of the civilian population into the overall defensive scheme represented the third singular feature. Under the "National Resistance Program," commanders could summon to combat all able-bodied civilians, regardless of gender. If the Americans overran any portion of the homeland, swarms of guerrillas were to beset them.

The first and second phases of the massive mobilization were completed successfully; the progress of American forces on Okinawa in May, however, triggered a series of more urgent measures that shuffled more and better units to Kyushu. That supreme effort exhausted equipment resources for units not so deployed, and IGHQ could only hope production would catch up by October.

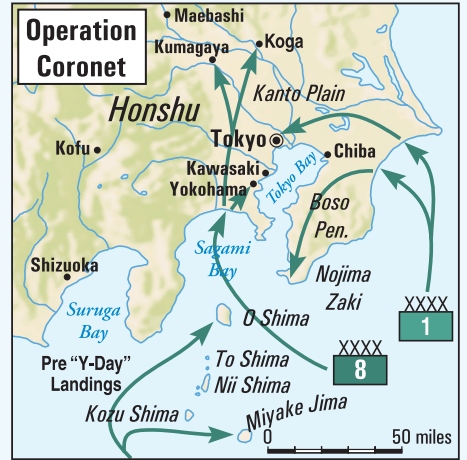
The number of American aircraft assembled—from the Marianas and the Philippines to Iwo Jima, Okinawa and dozens of fleet carriers—ran to five figures. The assault shipping (4,000 vessels) being gathered, and the troops committed for the Kyushu landing, far exceeded D-Day in Normandy.

The Japanese hoped to inflict 20 percent casualties before a single US soldier or Marine set foot on the beaches and further carnage thereafter, during the inexorable grind of daily close-in battle conducted at the distance a man can throw a grenade. ★

THE PLANNED INVASIONS OF JAPAN



Operation Coronet
Scheduled 1 March 1946 (Y-Day)



Okinawa
XXXX 5
XXXX 7

Operation Olympic
Scheduled 1 November 1945 (X-Day)

Mariannas
XXXX 20

Japanese capabilities by engaging and destroying major forces there, which would finally work to create the most favorable operational and tactical conditions for the decisive invasion of the industrial heart of Japan on the Kanto plain (Operation Coronet).

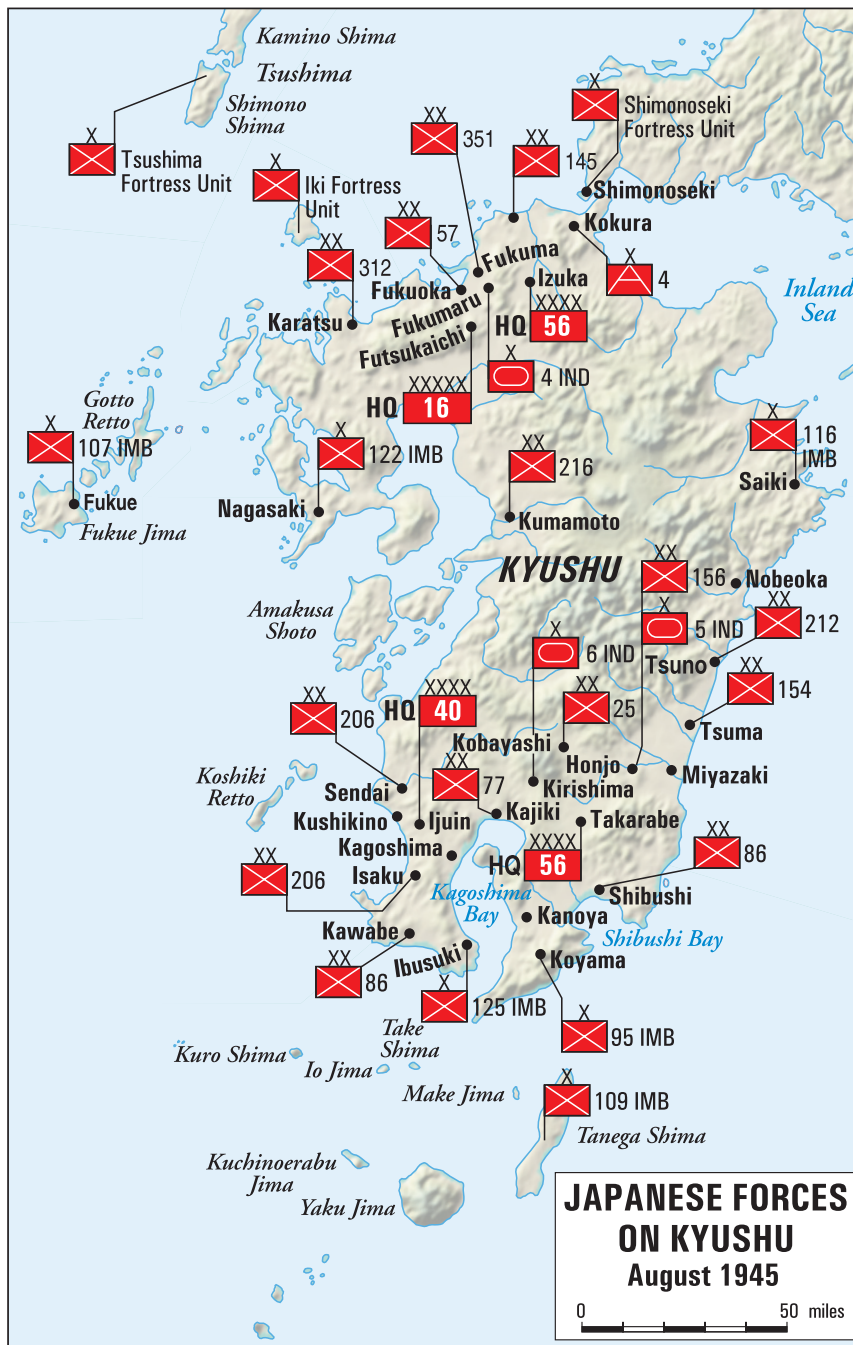
It was proposed that forces already in the Pacific be used to the fullest extent for Olympic. Reserve and follow-up divisions for Coronet were to be obtained by redeployment of troops and equipment transferred from Europe. On 3 April the Joint Chiefs of Staff (JCS) issued a directive in which Gen. Douglas MacArthur was instructed to complete the necessary operations on Luzon and the rest of the Philippines and “make plans and preparations for the campaign in Japan, specifically the first landing on southernmost Kyushu.”

The amphibious and aerial phases of the projected invasion were to be formulated in cooperation with Adm. Chester Nimitz, Commander in Chief Pacific Fleet (CinCPac), and Gen. Henry ‘Hap’ Arnold, commander of the US Army Air Forces (USAAF).

As could be expected in the consideration of any plans of such magnitude, there were varying opinions as to the best strategy to follow. They quickly coalesced into two main channels of thought. On one hand, it was believed by some that much more preparation was needed than would be possible under the tentative target dates set for the Kyushu and Honshu operations (1 December 1945 and 1 March 1946, respectively). To reduce the risks inherent in an assault on the well fortified and strongly garrisoned home islands, that school of thought called for a far-reaching preparatory campaign of aero-naval blockade and bombardment. To implement that, preparatory operations along the coast of China, Korea and in Tsushima Strait were envisioned.

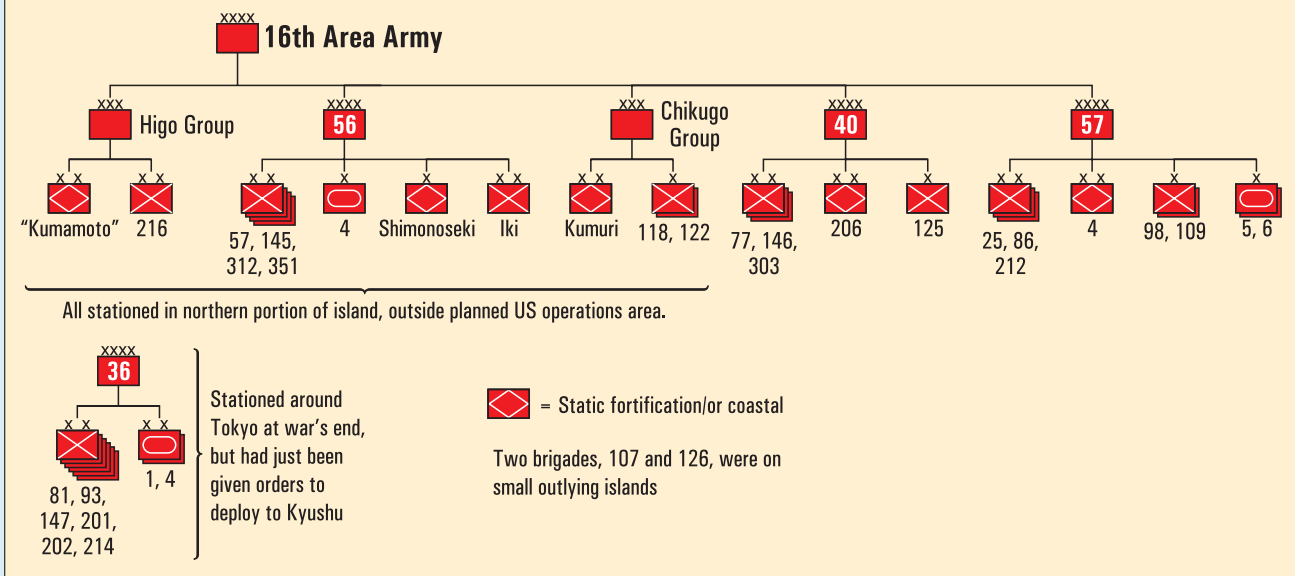
Such a strategy, it was held, though more prolonged than direct assault, would minimize the number of casualties, further reduce Japanese aero-naval potentials, and cut off reinforcement of Japan from its remaining forces still on the Asian mainland. It was also conceivable such a preliminary campaign could force Japan's surrender without the necessity of combat landings.

The other school of thought

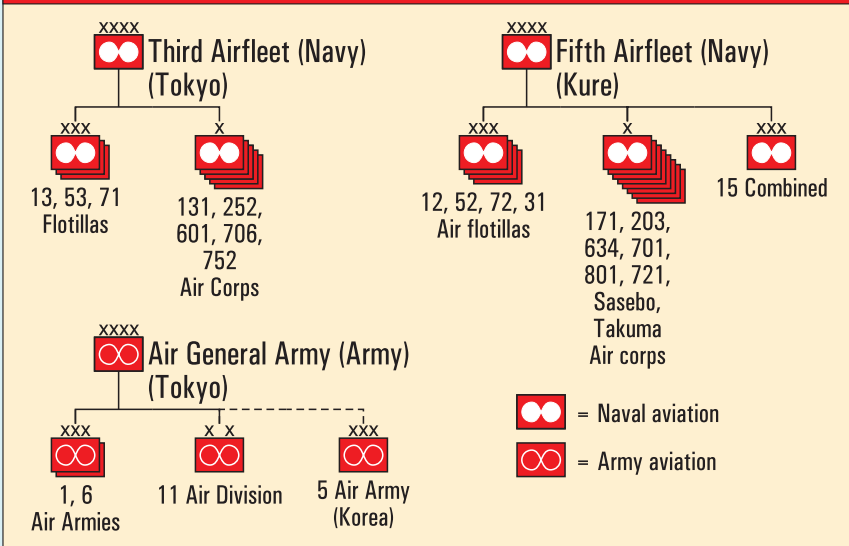


A US Marine sprints toward the enemy on Okinawa.

Japanese Ground Forces for Defense of Kyushu



Japanese Air Force: August 1945, Home Islands



END GAME ON KYUSHU

Olympic was to have entailed landing three corps on southern Kyushu. Those landings were to be carried out by troops already in the Pacific and covered by 34 aircraft carriers along with land-based aircraft from Okinawa. B-29s would interdict Japanese reinforcements.

Southern Kyushu had a large deep-water bay and many airfields. From newly won bases in that area, fighter cover would open the Inland Sea to the US Navy and interdict transportation as far north as Osaka. At the same time, bombers would stop shipping from Korea and China, destroy transportation, materiel and installations around Tokyo, and range all over Japan to attack industrial centers.

The naval assault force, *Fifth Fleet*, had 34 carriers, 13 battleships, 20 cruisers, a total of 306 destroyers, destroyer escorts and support ships for a grand total of 800 vessels. Ground troops and their equip-

advocated driving directly to the heart of Japan as soon as the necessary forces could be assembled (primarily from the Philippines) and bases for land-based planes could be established in the Ryukyu Islands. The proponents of that strategy contended Japanese air and sea power had already been reduced to relatively minor factors, and that by the end of 1945 the enemy's entire military would be weakened sufficiently to permit a successful invasion.

The ships and planes of the US Navy, as well as air strikes launched from Okinawa, could effectively inter-

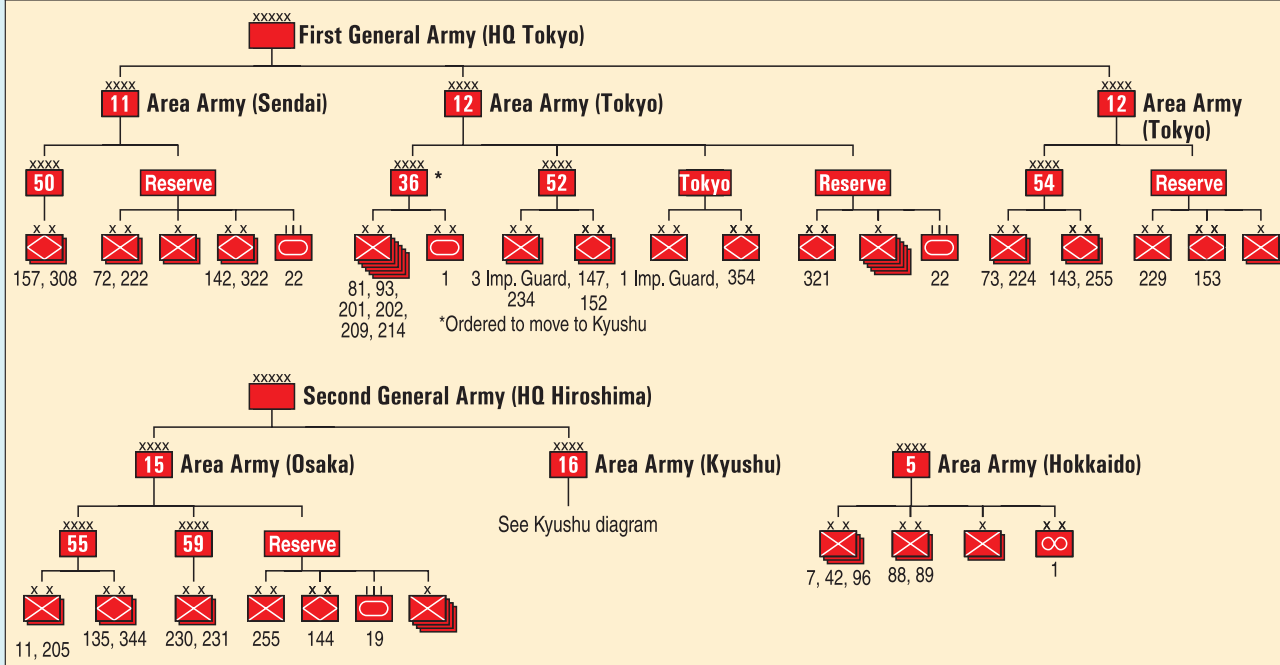
dict any sizable reinforcement effort to Japan from Asia. By December 1945 the combined efforts of land-based and carrier-based planes could be counted on to devastate large areas of the Japanese homeland to the point of significantly softening the landing sectors and effectively halting the maneuver of large ground forces. From a broad perspective, it was argued, immediate invasion was the quickest way to insure the totally victorious end of the war.

Of the various courses of action debated, Gen. MacArthur came out firmly in favor of the quick and direct assault on Kyushu, in

order to install air forces there to cover the decisive follow-on attack against Honshu. He wrote:

I am of the opinion that the ground, naval, air and logistical resources in the Pacific are adequate to carry out [attacks against Kyushu and Honshu]. The Japanese fleet has been reduced to practical impotency. The Japanese air force has been reduced to a line of action which involves uncoordinated suicidal attacks against our forces... Its attrition is heavy and its power for sustained action is diminishing

Japanese ground forces for defense of the Home Islands



ment were to come from the Philippines and Marianas in 1,500 transports. All combat troops were from the Pacific Theater of Operations; none redeployed from Europe.

The Japanese deduced the likely location of the initial invasion using the same logic US planners had in picking it. They then moved nine more divisions into the area, to bolster the reinforced one there at the time. More men and materiel would certainly have been assembled by the November date set for Olympic's start. Both sides of the island's central bay had an army, each divided into two groupings: a static defense force near the beaches, intended to fight to the death while reinforcements moved up, and a mobile reserve to use to ultimately push the Americans back into the sea.

The three most likely beach areas were defended from the shore back to the mountains with new troops. The reserves in the mountains were experienced troops from Manchuria with tanks. Supporting them were the remnants of the navy and air force, lightly armed volunteers, and an array of "special weapons" (suicide groups).

The Japanese air force intended to resist Olympic and Coronet contained 5,600 front line combat planes and a similar number of older models and trainers suitable as kamikazes. Equal numbers were assigned to the Kyushu and Tokyo areas. The invasion of Kyushu would involve a shorter distance for the kamikazes to travel; flying over familiar land instead of water, and with priority targeting changed from warships to troopships.

The plan for aerial operations was to inflict intolerable damage on the invasion force before it approached the beach landing sites. A total of 4,800 kamikaze aircraft were on station on Kyushu when the Japanese surrendered, as well as *baku* (suicide piloted missiles carried by bombers), and mini subs each with two torpedoes. Under construction were piloted suicide torpedoes and suicide motorboats, along with the 57 remaining fleet submarines.

The original American plan envisioned nine divisions attacking three divisions of defenders. As the Japanese buildup was observed, the size of the invasion force had to be increased. The final plan for Kyushu had 15 US divisions attacking 11 Japanese divisions. ★

rapidly. Those conditions will be accentuated after the establishment of our air forces in the Ryukyus... The development of air bases in the Ryukyus will, in conjunction with carrier-based planes, give us sufficient air power to support landings on Kyushu, and the establishment of our air forces there will ensure complete air supremacy over Honshu.

Adm. Nimitz agreed with MacArthur's idea the invasion of Kyushu should be launched at the earliest possible date (1 November). In a series of conferences held in Manila



US B-29s dropping bombs on Japan.

US Marines boarding landing craft in a scene that would've been multiplied many times over had the Kyushu landings been carried out.



in mid-May, MacArthur's and Nimitz's staffs formulated the broad principles to be incorporated into the final plan for Downfall, and then submitted those conclusions to Washington. On 25 May the JCS issued their directive for the Olympic operation, agreeing in it to the target date of 1 November.

MacArthur was given primary responsibility for the conduct of the overall operation, including the climactic attack on Honshu. He was directed to "collaborate" with Nimitz

in the formulation of all naval and amphibious aspects of Downfall. Contemplation of the daunting prospects for the final assault then led to a consideration of the roles other Allied nations could play. The British agreed to supply six of their divisions, along with two British-trained Dutch divisions, for the final assault toward Tokyo. They also offered a force of 40 squadrons of heavy bombers (virtually all of RAF Bomber Command) to be operational by October, to be bolstered

by a tactical air force early in 1946.

In the spring and summer of 1945, then, the Allies and Japan were headed toward a confrontation of potentially catastrophic proportion. World War II's sudden and unexpected conclusion, after two atomic weapons were used against Japanese cities and a Soviet army invaded Manchuria, masked the fact the US had already begun the opening stages of Downfall.

Olympic, despite its own massive

CORONET: NUTS & BOLTS

Operation Coronet, scheduled for 1 March 1946, was to be supported by all army and navy forces then in the Pacific and, in addition, would be augmented by numerous combat units redeployed from Europe. Air, naval and logistical support was along the same general pattern as Olympic, except on an even larger scale. The command relationships established among MacArthur, Nimitz and Spaatz were to continue.

The initial landings would be staged by 10 reinforced infantry, three Marine and two armored divisions. Launched from the Philippines and Central Pacific bases, the attack force would be constantly protected by ships and planes of the fleet as well as by land-based aircraft.

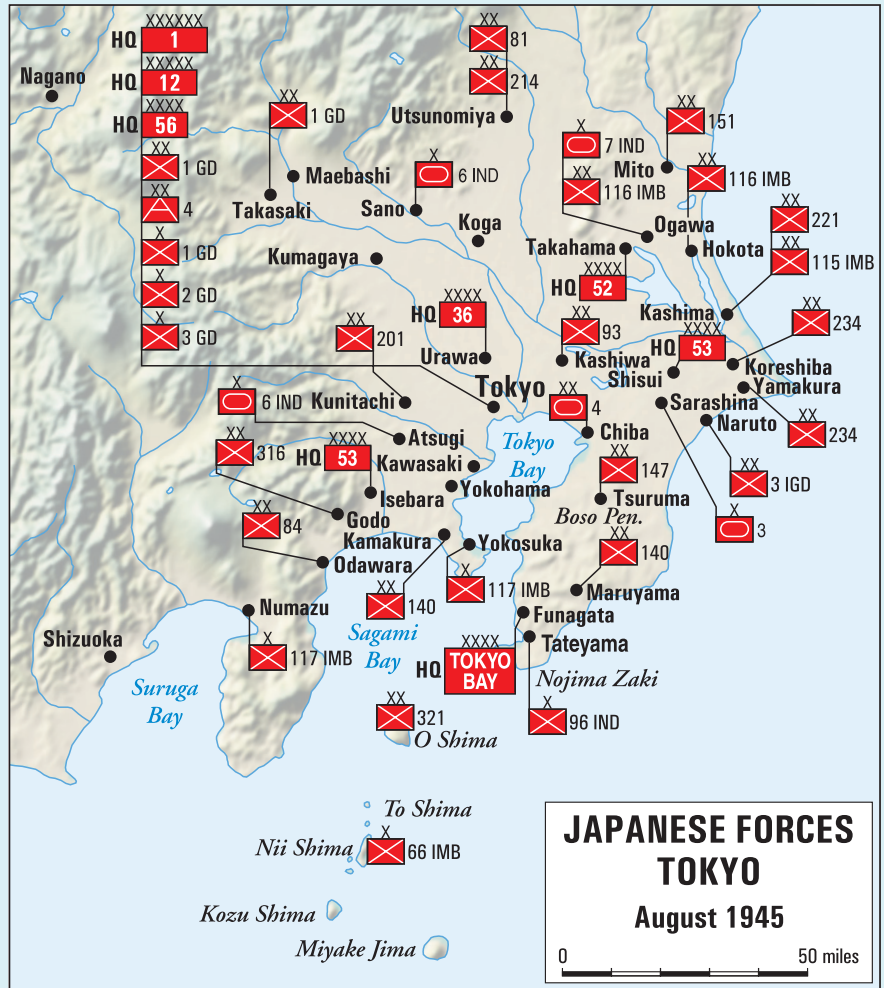
Thirty days after the initial assault, both armies would be reinforced by a corps of three divisions. Five days later an airborne division and a further reserve corps of three divisions were to be made available. Those 25 divisions were to seize the Kanto plain, including the general area of Tokyo and Yokohama, and then carry out any additional operations necessary to fully and finally end Japanese resistance.

The amphibious assault against Honshu would be preceded by heavy blows from Allied naval and air forces; carrier planes from the fleet would cooperate with the heavy bombers of the strategic air force (flying from recently seized bases on Kyushu), to carry out repeated attacks against vital areas of the home islands, with the aim being to shut off land and sea communication and literally wipe out selected targets.

Air attacks would be intensified as the landing date approached, culminating in an all-out effort, coordinated with naval bombardment, during the final 15 days. At the same time, subsidiary actions in other theaters of operation would be aimed at containing Japanese air and ground forces in those areas.

The total defeat of Japan's armies in the core of the empire was the ultimate objective. In the event the campaign in the Kanto plain somehow didn't prove to be the last battle, the secondary objective would still be achieved: a secure position from which to continue air, ground and amphibious operations against the remainder of the home islands.

Covering some 5,500 square miles, the Kanto plain held the seat of government and was the communication center of the home islands. It also had the best port facilities in Japan, and contained half of Japan's defense industry. The area also offered numerous landing beaches and, for the first time in the Pacific war, maneuver room for large-scale US armored forces would be available.



There would be two simultaneous assaults on "Y-Day." *Eighth Army*, under Lt. Gen. Robert Eichelberger, with six infantry and two armored divisions, was to attack through Sagami Bay. *First Army*, under Gen. Courtney Hodges, with three infantry and three Marine divisions, would simultaneously attack east of Tokyo Bay along the Boso peninsula.

Additional American divisions were to be available and transported from the US and Europe as needed, at the rate of four per month. Eventually a Commonwealth Corps of at least one Canadian, one Indian, and one Australian division would be attached to *Tenth Army*. Thus no less than 28 Allied divisions, including two armored, were earmarked for Coronet along with 3,500 warships and 7,000 land-based and carrier-based aircraft.

Coronet was to have been a larger operation than Olympic, but the latter's landing on Kyushu was expected to be costlier because the bulk of the Japanese homeland defense force was likely to be committed there. The JCS hoped the Japanese would be willing to surrender after exhausting themselves against Olympic, thus doing away with the need for Coronet.

The total Japanese ground strength in the Kanto plain region, including the shorelines of the key invasion areas, consisted of 18 infantry divisions, seven independent mixed brigades, two armored divisions and three tank brigades. Of the infantry divisions, 11 were first line combat outfits while the other seven were made up of purpose-organized coastal-combat units. A division-size force was held back to make a last-ditch stand in the heart of Tokyo around the Imperial Palace.

Other units were to reinforce the area of initial contact as fast as they could be moved into position. Without waiting to mass their strength, they would plunge immediately into the battle line to be committed on a narrow front against the still thin Allied beachhead. Japanese strategy was intended to give the landing force no respite or opportunity to gain a firm foothold. It wasn't planned to keep any sizable reserves in the Kanto plain region. If the Japanese couldn't counterattack quickly enough to prevent the landing of heavy weapons and equipment, they believed their last hope of a successful defense of Honshu would thereby be irretrievably lost. ★

TOKYO BOUND



US aircrew about to get their preflight briefing prior to attacking Tokyo.

size, was merely a preliminary to Coronet. Little concrete can be said of the latter because it was still in a preliminary stage when the Japanese surrendered. Its general outline, however, had taken shape. In March 1946, *Eighth* and *Tenth Armies* (totaling nine infantry, two armored and three Marine divisions) would land on the Kanto plain between Choshi and Ichinomiya. Behind those two veteran Pacific armies would come *First Army* (one airborne and 10 infantry divisions), redeployed from Europe. After securing the Kanto plain, the three armies would move to occupy Tokyo-Yokohama. Should the Japanese continue fighting after the fall of their industrial and political heartland, the troops would fan out and mop up those surviving enemy forces.

Such were the plans rendered unnecessary by the Japanese surrender. Drawn up before the atomic bomb exploded over Hiroshima, they initially included no provision for the use of nuclear weapons. Whether the introduction of those new weapons in the operational realm of the ground war would've radically changed the

overall plan is doubtful. Even more uncertain is the question of whether it would've been necessary to stage Coronet at all. Certainly, many of the planners at the time doubted its necessity, believing the Allied seizure of southern Kyushu would be enough to bring on Japanese capitulation. 🌟

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The Potsdam Conference, at which Japan was officially called on to surrender unconditionally or face "total destruction."

