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The Marianas Campaign: Volume Three



Tinian

The Forgotten Battle



Rules of Play



Compass Games
New Directions in Gaming

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1.0 INTRODUCTION

This game simulates the American invasion of Tinian in July 1944. The 2nd and 4th U.S. Marine Divisions were assigned the task of securing the island soon after they had completed the subjugation of nearby Saipan.

The island was defended by elements of the Imperial Japanese Army (mainly the 50th Infantry Regiment) and the Imperial Navy (mainly the 56th Naval Guard Force).

Although planned on a shoestring (compared with the Saipan and Guam invasions), the invasion of Tinian is often cited as the most efficient and well executed invasion of the war. Losses for the Americans numbered around 330 killed and 1600 wounded while the Japanese suffered the loss of almost their entire force of 8000. While the forces arrayed against each other were very lopsided, the Japanese fought well and made the week-long campaign yet another bloody and difficult campaign in the Pacific.

These rules also update and correct all of the Saipan rules and can be used to play that game as well. Rules specifically for Saipan are in a grey field and marked with this symbol:



We have also extensively reworded the rules to make them easier to understand. Please let us know where we can continue to improve.



2.0 GAME DEFINITIONS

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

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

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

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

Activation: 1. The period from when a Chit is drawn from The Cup to when all Actions have occurred and another Chit is to be drawn from The Cup. 2. The process of making a Unit Active.

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

Assault Action: The game mechanism that represents an attacking force advancing on a defending force to dislodge the defenders from their position. Assault is a type of Action. It is also called

Prepared Assault for the Americans, and for the Japanese, Banzai Charge and Gyokusai.

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

Beach Landing Area: One of the beach areas (Blue, Green, Red, White, etc.) available for American Units to land via amphibious landing.

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

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

Column: A military formation to allow a Unit to spend movement points (and conduct Movement Actions). Usually a Unit is shown to be In-Column on the back of the counter (the front showing Deployed status).

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

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

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

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

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

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

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

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

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

Divisional Display: A separate chart that is used to track various administrative functions in the game. Players may look at their opponent's Divisional Displays at any time during play.

Engineering Action: Engineering Actions in CSS: Tinian and Saipan include sealing caves, repairing Aslito Airfield and creating Fortifications.

Fire Action: Fire Actions in Tinian include firing at an enemy as well as being stacked with a firing Unit and adding additional strength to the fire.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Line of Sight (LOS): A straight line tracing from an observer to

a target. Line of Sight can be clear or blocked.

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

Movement Action: An Action that expends movement points. Most Units must be In-Column to perform a Movement Action. Movement Actions can trigger Opportunity Fire.

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

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

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

Prepared Assault: How the American player performs Assaults.

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

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

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

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

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

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

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

Sustained Fire: A Support Weapon that allows more than one Opportunity Fire in an Assault or Activation. A Support Weapon using Sustained Fire breaks on a combat roll of 7 or more.

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

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

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

Troop Quality Check (TQC): is a die roll that is compared with a Unit's current Troop Quality. A roll equal to or less than the Troop Quality passes the TQC.

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

Wheeled Unit: A Unit with a black movement value.

White-Stripe Unit: These Units are not part of a formation. They activate when the Division Activation for their Division is pulled from The Cup and may Activate when the Direct Command Chit is pulled. Some markers have White Stripes; these have similar limitations on their use and limits on their placement.

3.0 GAME COMPONENTS

3.1 Tinian

Each game of CSS: Tinian contains the following components:

- One 22" by 34" game map
- Four 5/8" counter sheets
- One Rulebook
- One Scenario Book
- Two Divisional Displays
- Two Identical Combat Results/Terrain Effects Charts
- One Time, Date and Weather Display
- Two Ten-Sided Dice
- One Game Box



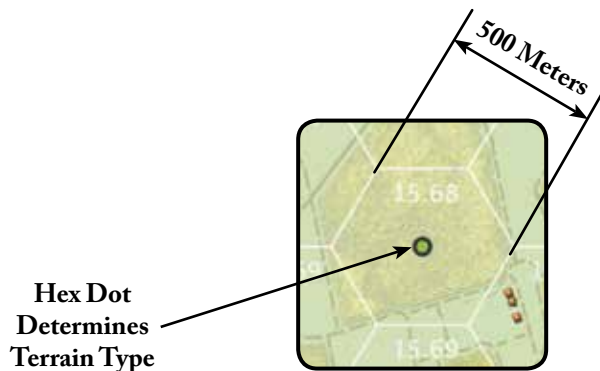
3.2 Saipan

Each game of CSS: Saipan contains the following components:

- Two 22" by 34" game maps
- Six 5/8" counter sheets
- One Rulebook
- One Scenario Book
- Four Divisional Displays
- Two Identical Combat Results/Terrain Effects Charts
- One Time, Date and Weather Display
- Two Ten-Sided Dice

3.3 The Game Maps

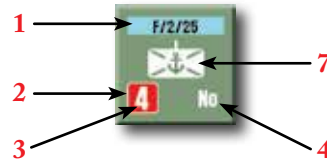
The Game Maps are scaled at 500 meters a hex (exactly at 1:25,000 scale). Each playable hex has a dot in to indicate the terrain type for that hex – and to trace a Line of Sight. Hexes without a dot are not playable hexes.



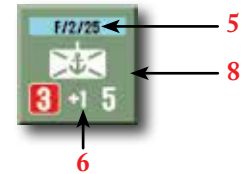
3.4 The Game Counters

UNITS

Deployed (Front)



Column (Back)



1 - Stripe (blue): Identifies Formation



Formation Stripe



Division Stripe



No-Stripe Unit (belongs to any Formation in Division)

2 - Fire Power Box (Identifies Types of Weapon)



Red: Small Arms



Yellow: High Explosive



Black: Indirect Fire - Small number above = Range



White: Either Armor Piercing or High Explosive (Firing Player's Choice)

Note: There are no Blue: Armor Piercing types in Saipan or Tinian

3 - Fire Power Value

A value ranging from 0-8 and the unmodified value you use to start determining your strength in a Fire Action

4 - Movement Value



Deployed: May not move



Column: White: Leg movement



Column: Red: Tracked movement



Column: Black: Wheeled movement

5 - Unit ID

Generally Unit/Battalion/Regiment - this is Fox Company, 2nd Battalion, 25th Regimental Combat Team, 4th MARDIV.

6 - Defense Value

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



Defense Values in a black box are Tanks.

These are all Hard Targets. There are no Yellow Units (Hard Target, non-Tanks) in Saipan or Tinian

7 - Unit Symbol

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

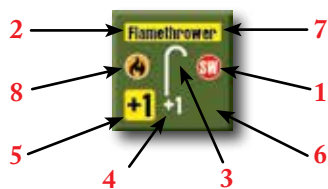


An Engineer

8 - The Division Color

2 nd Marines Division	4 th Marines Division	50 and 135 Imperial Japanese Army	Imperial Japanese Navy
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SUPPORT WEAPONS



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

FORTIFICATIONS

Troop Quality Modifier for all Units in the hex



Terrain Defense Modifier

STATUS MARKERS



LEADERS AND HQs

Front

Back

1



2



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

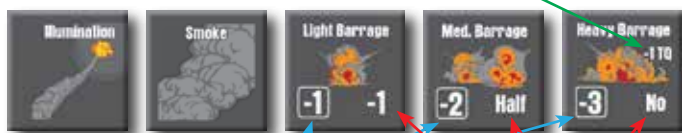
HQ Command Range

Eliminated HQs are placed in the Routed Units box



BARRAGE MARKERS

Troop Quality Modifier for all Units in the hex



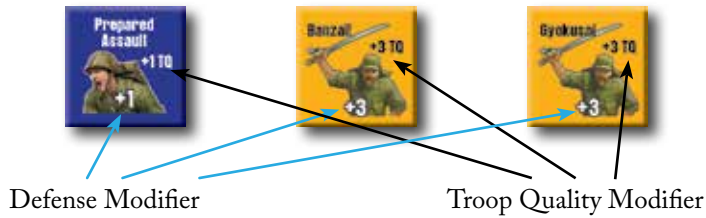
Firepower Modifier for all Units in the hex

Movement Modifier for all Units in the hex

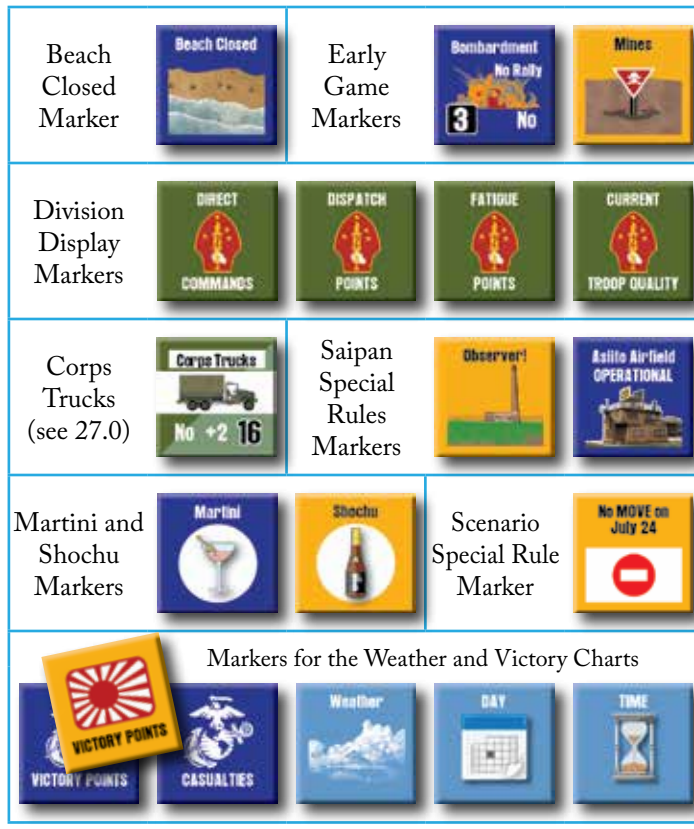
CHITS



ASSAULT MARKERS



MISCELLANEOUS MARKERS



3.6 Game Abbreviations

AA: Anti-Aircraft
AAB: Assault Amphibian Battalion
AB: Airbase
AG: Air Group
Art: Artillery
AT: Anti-Tank
ATB: Amphibian Tank Battalion
Batt: Battalion
BAZ: Bazooka
Bde: Brigade
CB: Construction Battalion
CC: Communications Company
Col: Colonel
Com(m): Communication
Con: Construction
CPA: Central Pacific Area
CPL: Corporal
Cpt: Captain
EF: Expeditionary Force
FAR: Field Artillery Regiment
FMGB: Field Machine Gun Battery
HC: Hospital Company
HMG: Heavy Machine Gun
HQ: Headquarters
IAB: Independent Anti-Aircraft Battery
ID: Infantry Division
IER: Independent Engineer Regiment
IMA: Independent Mountain Artillery
IMB: Independent Mixed Brigade
IMTB: Independent Mortar Training Battalion
IB: Intendance Battalion
IR: Independent Regiment
IVC: Independent Vehicle Company
Lt: Lieutenant
LTC: Light Tank Company
LtCmd: Lieutenant Commander
M4: M4A2 "Sherman" tank
M5: M5A1 "Stuart" tank and M3A1 Satan tanks
MajGen: Major General
MARDIV: Marine Division
Med: Medical
Mtr: Mortar
NGF: Naval Guard Force
OC: Ordinance Company
PFC: Private First Class
RCT: Regimental Combat Team
Rgt: Regiment
SER: Shipping Engineer Regiment
TC: Transport Company
TK: Tank
VA: Vice Admiral
VAC: 5th Amphibious Force
YSLF: Yokosuka Special Landing Force

3.5 Game Charts and Tables

Terrain Effects Chart

Division Displays



Combat Results Table and Game Aids

Game Turn, Weather, and Victory Point Tracks



4.0 EXPANDED SEQUENCE OF PLAY

1. PREPARATION PHASE

A) Weather Determination (0500 Turn only)

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

Effect of Weather:

Clear — There is no effect.

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

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

B) Check for Division Fatigue (0500 turn only)

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

C) Redistribute Martini and Shochu (0500 turn only) (see 26.0)

D) Spending Dispatch Points

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

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

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

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

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

E) Fatigue

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

Make these adjustments immediately after all Activation Chits have been purchased.

F) Getting More Dispatch Points

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

G) Place any Reinforcements due to arrive this turn.

2. ACTION PHASE

A) Put all purchased Chits from step 1D above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit, the Random Event Chit, the US Naval Support Chit, the US Amphibious Chit and, if it is not a night or rain turn, the Air Support Chit.

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

C) Should the Initiative Player wish to immediately play an available Formation Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit was not purchased for this turn in Step 1D and has not been played in this Action Phase, i.e. you cannot buy the same chit more than once per turn). If the Initiative Player does not wish to do this, the Reaction Player may do so. If neither player wishes to do this, draw a Chit from The Cup. Once a Chit has been drawn, this option is no longer available until the next Activation (i.e. you cannot wait to see the Chit draw before deciding whether to preempt it).

- i) If the **Wind Chit** is drawn, remove all Barrages and Illumination Rounds from the map.
- ii) If the **Naval Support Chit** is drawn, the US player may use his available Task Forces to attack Japanese Units (see 21.2)
- iii) If the **Air Support Chit** is drawn, determine how many Air Markers are available and how many the US player wishes to allocate to either Air Strike or Interdiction; pay one Direct Command per Air Marker from any friendly

- Division to use them this Activation. Perform Strikes or place Interdiction markers on the map (see 16.0).
- iv) If the **Random Event Chit** is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
 - v) If a **Division or Formation Activation Chit** is drawn, do the following:
 - a) Move all Active Leaders to any hex of their command (see 13.1).
 - b) Attach Support Weapons (see 12.1).
 - c) Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.
 - d) Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 - e) Remove all *Concentrated Fire*, *Sustained Fire*, and *No Opportunity Fire* Markers from any Active Units
 - f) Active Units may change from Deployed to Column and vice versa.
 - g) Perform any Assaults or Banzai Charges. All Units that assaulted, charged, or fired indirectly in support of an Assault are no longer Active for this Activation.
 - h) Place any new Prepared Assault or Banzai Charge markers adjacent to Active Units.
 - i) Activate any Active Units and perform Actions (move, fire, engineer, rally).
 - j) Pay a Direct Command to Perform a Second Action with any In-Command Units.
 - k) Check for any Overstacking and apply DGs as needed.
 - vi) If the **Direct Command Chit** is drawn, do the following:
 - a) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to the Division's current Direct Command total. Each Division may have no more than 19 Direct Commands on its track.
 - b) Activate Units as desired at a cost of one Direct Command per Unit.
 - 1) For each Unit (or stack) activated, remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from the hex occupied by the Active Unit.
 - 2) The Active Unit (only) may change from Deployed to Column or vice versa.
 - 3) The Active Unit may perform one action of any type.
 - vii) If there are no more Chits in The Cup, and neither player wishes to purchase a Formation Chit, proceed to the End Phase. If there are Chits remaining in the Cup, return to the start of Step 2C.

3. END PHASE

- A) Check to see if Gyokusai has been triggered (see 9.6.2).
- B) Check to see if a Victory Condition has been met.
- C) Check to see if the game has ended.
- D) If not, advance the Turn Record to the next turn and return to the beginning of Step 1.



5.0 ACTIONS AND ACTIVATIONS

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

5.1 How to Activate Units

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

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

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

Note that White-Striped Units are only Active when the Division Activation Chit is drawn and never when a Formation Chit is drawn. All No-Striped Units of a Division are Active when the Division Activation Chit is drawn or when any Formation Chit of that Division is drawn.

- 3.) When a Direct Command Chit is drawn, this does not make any Units Active. The player owning the chit may Activate any of his Units by paying 1 Direct Command per Unit. Each Unit Activated may be from any Division and need not be In-Command. When the Unit is Activated it may perform a single Action. Each Unit may be Activated only once and no Unit may perform a 2nd Action. If several Units are stacked in the same hex, some or all of them may be Activated together by paying 1 Direct Command per Unit (e.g. 3 Units stacked

A Formation Activation

Here is the I/135 Battalion of the Imperial Japanese Army. When the Chit is pulled from The Cup, only these Units and the no-Stripe Leaders are Active. The weakness of the Japanese Command Structure is partly shown here by the inefficiency of how their Chits Activate Units. American Units Activate with far larger regiments.

All Active Units may perform one Action and if, at the end of that Action, are In-Command, the owning player may spend a Direct Command to allow a Unit to perform a second Action during that Formation Activation.



A Division Activation

When a Division Chit is pulled from The Cup, it activates all the Units of the Battalions shown, and all the White-Striped Division Units. Only using this Chit, and the Direct Command Chit, allows White-Striped Units to be Active. Additionally, as a No-Stripe Leader, Cates is Active whenever any stripe is Active, as are heroes such as PFC Ozbourne.

All Active Units may perform one Action, and if, at the end of that non-Assault Action, they are In-Command and the owning player wishes to spend a Direct Command, they may do another Action.



All White-Stripe Units, No-Stripe Leaders, No-Stripe Heroes, No-Stripe Units, and No-Stripe Support Weapons are Active

together may perform a single Fire Action at a cost of 3 Direct Commands). Non-Active Units may never perform any Actions (except Opportunity Fire – see 8.5).

5.2 What Active Units Can Do

Active Units perform an Action either as a Unit or as a stack. Unit(s) that complete their first Action may perform a 2nd Action before another Unit/stack does any Actions. There are occasional exceptions to this “one Unit/stack at a time” guideline.

When you Assault, all eligible Units perform the Assault at the same time. After the Assault is completed, all the participating Units become Non-Active Units and may not perform any more actions that Activation.

When you perform a Fire Action (fire at the enemy player), other Active Deployed Units in the stack with the Unit firing may add to that fire. If they do, they are considered to have performed an Action as well as the Firing Unit (but may perform a 2nd Action if eligible). We have provided an “Active Hex” marker for each side to help keep track of a hex that might have additional Units that can still perform Actions.

Actions are specifically addressed in these rules in later sections, but a Unit may fire (a Fire Action, see 8.0), move (a Movement Action, see 6.0), assault (an Assault Action, see 9.0), rally (a Rally Action, see 10.0), or build things (an Engineering Action, see 11.0). Any Unit may pass and do nothing for the Activation.

5.3 Activation Summary Chart

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

6.0 MOVEMENT ACTIONS

A Movement Action is one in which an In-Column Unit spends Movement Points to move to a new hex. Units may move individually, or in a Stack if they all start the Activation in the same hex and move to the same hex. The timing of how moving works is that the Unit spends the movement points to enter another, adjacent hex and then, **after spending those points**, it moves into the new hex. This timing is important for some game mechanisms (notably Opportunity Fire).

Performing a movement action in an enemy Fire Zone creates an Opportunity Fire trigger for your opponent (remember, movement points are spent before entering a hex so entering a hex is not an Opportunity Fire trigger) unless there is a Deployed Friendly Unit in the hex where Opportunity Fire could occur. An exception to this is if the hex the friendly Unit is leaving and the hex it is entering are both in the Fire Zone of the same enemy Unit (like the moving from zone of control to zone of control concept here for old hands). An Active Unit (or stack of Units if they all occupy the same hex at the start of an Activation) may change to Column or Deployed status at the start of their Division or Formation Activation. If a Direct Command is paid to Activate a Unit during Direct Command, it may change from Column to Deployed or vice versa before performing that Direct Command Action. These are the only times you can change from one mode to the other. A Unit changes from Column to Deployed (or vice versa) immediately before it performs an Action or in lieu of performing an Action.

6.1 Stacking

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

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

6.1.1 Disorganized Markers

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

A Unit that routs is placed in the Routed Units box of its Division. All DG, Pinned, and/or Suppressed Markers it may have at the time of the rout are removed. If the hex that was occupied by the



Stacking Example

The following apply at the end of an Activation; after all Units have completed their movement.

The American player moves 'B', 'C', 'K' and 'L' Companies into a hex that had 'A' Company already at 1 DG. At the end of the Activation, the overstacking penalty applies. Since the American player is 2 over the 3 Unit stacking limit, 2 additional DG are added to the hex - giving the hex a DG value of 3.

Note that since this is the end of the Activation, the DGs added cannot be rallied away until a Unit in the stack is Active again.



Different Formations Penalty Example

It's a few turns later and 3 of the American Units have moved off (leaving 2 behind) and the added DGs from the earlier overstack have been rallied away to only 1 DG. Now more Units move into the hex - and at the end of another Activation, 'G/2/6' and 'L/3/8' have entered the hex.

Again there is an overstack (4 Units in the hex) but this time, we also have different Formation Units entering the hex. So 1 DG is again added for the overstack by 1, and 1 DG is added for the different Formation. Note that only 1 DG is added for the different Formation penalty even though there are two additional Formations entering the hex. A 3 DG Marker is placed on the hex now.



routed Unit is now empty of all friendly Units, remove any DGs from play that might remain.

6.1.2 Japanese Inter-Service Rivalry

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

6.1.3 Japanese Infiltration

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

6.2 Terrain

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

A hex without a center dot cannot be entered.

6.2.1 Hex Terrain Types

CLEAR

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

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

A Clear hex is not Line of Sight Blocking Terrain and **does not modify** the strength of an Assault or a Fire Action against Units in the hex.

BEACH

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

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

A Beach hex is not Line of Sight Blocking Terrain and **does not modify** the strength of an Assault or a Fire Action against any Units in the hex.

Fortifications may be placed in a beach hex.

ROCKY

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

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

A Rocky hex is Line of Sight Blocking Terrain and **subtracts 2** from the strength of an Assault or a Fire Action against any Units in the hex.

BRUSH

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

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

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

MARSH

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

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

A Marsh hex is not Line of Sight Blocking Terrain and **adds 2** to the strength of an Assault or a Fire Action against any Units in the hex.

RUNWAY

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

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

A Runway hex is not Line of Sight Blocking Terrain and **adds 1** to the strength of an Assault or a Fire Action against any Units in the hex.

TOWN

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

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

A Town hex is Line of Sight Blocking Terrain and **subtracts 2** from the strength of an Assault or a Fire Action against any Units in the hex.

Wheeled and Tracked Units may not Deploy in Town hexes.

BUILDINGS

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

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

A Buildings hex is Line of Sight Blocking Terrain and **subtracts 2** from the strength of an Assault or a Fire Action against any Units in the hex.

Wheeled and Tracked Units may not Deploy in Buildings hexes.

SUGAR CANE

Sugar Cane terrain has a Light Green circle in the center of the hex.

- A Leg Unit can enter a Sugar Cane hex for 2 Movement Points.
- A Wheeled Unit can enter a Sugar Cane hex for 3 Movement Points.
- A Tracked Unit can enter a Sugar Cane hex for 2 Movement Points.

The first two Sugarcane hexes in a Line of Sight do not block that LOS, but a Line of Sight traced through three Sugarcane hexes is blocked. (In other words, Line of Sight can be traced through one Sugarcane hex, through a second Sugarcane hex and into a third Sugarcane hex but no further.) A Sugarcane hex **subtracts 1** from the strength of an Assault or a Fire Action against any Units in the hex.

RICE PADDY

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

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

A Rice Paddy hex is not Line of Sight Blocking Terrain and **subtracts 1** from the strength of an Assault or Fire Action against any Units in the hex.

CULTIVATED

Cultivated terrain has a light green circle with a white outline in the center of the hex.

- A Leg Unit can enter a Cultivated hex for 1 movement point
- A Wheeled Unit can enter a Cultivated hex for 4 movement points
- A Tracked Unit can enter a Cultivated hex for 3 movement points

A Cultivated hex is not Line of Sight Blocking Terrain and **subtracts 1** from the strength of an Assault or a Fire Action against any Units in the hex.

ROADS AND RAILWAYS

Functionally, Roads and Railways are exactly the same in their effects. Any Unit that enters a hex along a road or Railway can do

so for 1 movement point and negate the cost of the other terrain in the hex. The Unit can decide not to use the road or Railway and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a road or Railway must pay the base terrain cost.

Roads and Railways have no effect on Line of Sight or attacks.

OBSERVATION POINT

A unit in a hex with an Observation Point may see out to 8 hexes as normal (3 hexes during Rain and 1 at Night) but ignores any intervening blocking terrain. If the LOS passes over a Steep Slope, then there is still a blind hex that may not be seen immediately after the Steep Slope.

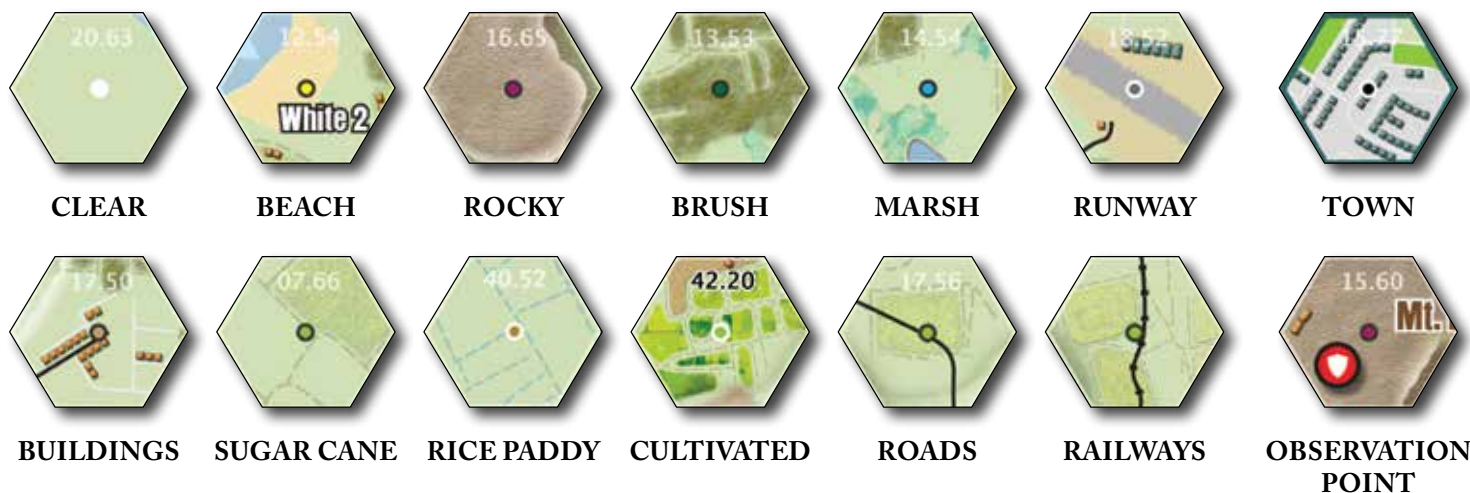
6.2.2 Hexside Terrain Types

SLOPES

A Slope hexside has a white slope line.

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

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



STEEP SLOPES

A steep slope hexside has a dark brown slope line.



- A Leg Unit pays 1 additional movement point to cross a steep slope hexside in either direction. Wheeled or Tracked Units may not cross a steep Slope hexside except along a road or trail.
- A Unit with an attached SW may not cross a steep slope hexside.
- Steep Slope hexsides block Line of Sight unless the Steep Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.
- There is a -2 modifier to the strength of Direct Fire or Opportunity Fire that enters the hex through a steep slope hexside from the same or lower elevation.
- The strength of an Assault that crosses a Steep Slope hexside is modified by -2. All assaulting Units must be attacking across a Steep Slope hexside for this modifier to apply.
- An American Unit with a SW may assault across a Steep Slope but will place the SW in the Reallocated box on the Divisional Display should it choose to advance across the Steep Slope
- A Japanese Unit with a SW may assault across a Steep Slope but the SW is removed from play permanently should it choose to advance across the Steep Slope.

A Unit on the upper side of a Steep Slope hexside that is part of its hex and firing through that hex side may fire over any number of Sugar Cane, Brush, Cliff, or Rocky terrain hexes without penalty. They may not fire over a Steep slope hexside that is not part of their hex unless it is part of the target's hex.



RIDGES

A Ridge hexside has a brown line.



- A Leg Unit can cross a Ridge for +1 movement point in addition to the cost of the Terrain in the hex entered. The +1 is negated if moving along a Road or Railroad.
- An attached SW may not cross a Ridge hexside except along a Road or Railroad.
- A Wheeled or Tracked Unit cannot cross a Ridge hexside except along a Road or Railroad.
- LOS across a Ridge hexside is considered blocked unless the target or spotting Unit is adjacent to the Ridge.
- The strength of Direct Fire, Assault, or Opportunity Fire that crosses a Ridge hexside is subject to a -1 terrain modifier.

As soon as an enemy Unit moves adjacent to one of your Units and they are separated by a Ridge hexside, you may place a Ridge marker on your Unit. Placing a Ridge marker does not trigger Opportunity Fire. If you choose not place a Ridge Marker on your Units, then the enemy Unit may in turn claim the Ridge marker. If the only friendly Units adjacent to that Ridge are beneath a Cave marker, then the enemy automatically receives the Ridge marker instead.

Once no enemy Units are adjacent to your Units, remove the Ridge marker. You can only remove a Ridge Marker when you are Active. This isn't an Action. Just remove the Marker. If you do remove the Ridge Marker, the enemy may immediately claim the Ridge Marker for themselves.

Units under a Ridge Marker acquire some additional attributes: good ones if they are attacked across a Ridge – but bad ones if they are attacked from other directions. Note that any ridge hexside will give the defender the attributes – it needn't be the one that the Unit “claimed”.

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

- If Assaulted across the Ridge hexside of a hex with a Ridge Marker, the Unit receives an additional +1 to its Troop Quality. This is in addition to the -1 it would receive for Assault across a Ridge hexside if without a Ridge Marker.
- If Fired upon (Direct or Opportunity) across the Ridge hexside of a hex with a Ridge Marker, the Unit receives an additional -1 terrain defensive value. This is in addition to the -1 it would receive for Fire across a Ridge hexside if without a Ridge Marker.
- If a Unit under a Ridge Marker fires (either Direct Fire or Opportunity Fire) across a Ridge hexside, it gains a +2 if Japanese and a +1 if American to its Fire Value. The normal -1 to that Unit's fire is ignored. Indirect Fire is not affected.
- If Assaulted across a non-Ridge hexside, the enemy Assaulting Units add an additional +2 to their Troop Quality – in addition to any other modifiers. In this case, the benefit applies if any Units are assaulting an enemy that has claimed the ridge – even if others are assaulting over a ridge hexside.
- If Fired upon (Direct or Opportunity) across a non-Ridge hexside, the enemy Firing Units add an additional +2 to their Fire Value – in addition to any other modifiers.

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

CLIFFS

No Unit may cross a cliff hexside.

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



6.3 Caves

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

Cave terrain has both a special cave symbol in the hex and its own terrain dot (brown with a white circle).



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

A Unit in a Cave hex but not inside the cave is treated as being in a Rocky hex for terrain effects.

A Japanese Unit inside a cave (i.e. under a Cave Marker) receives a -3 terrain modifier against fire attacks. Exception: if the fire attack uses a flamethrower, the terrain modifier is 0.

To go inside a cave, a Japanese Unit must be in the Cave hex, In-Column, and must then spend 1 Movement Point to enter

the cave. Only Japanese Units may be inside a cave. There is a maximum stacking limit of 2 Units inside a cave. This cannot be exceeded at any time during an Activation.

To move from inside to outside a cave, a Unit must be In-Column and spend 1 Movement Point to remove the Cave marker; it then counts as being in the same hex but outside of the cave.

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

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

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

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

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

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

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

Japanese Units in Caves may never claim a Ridge Marker.

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

Cave Infiltration: An Active Japanese Unit inside a Cave may move to any adjacent Cave hex by using a Movement Action and expending all of its movement allowance. It must be In-Column. It is now considered inside the Cave in the adjacent Cave hex (it may not exit the cave without using another Action). The American player may not conduct Opportunity Fire against this movement.



7.0 LINE OF SIGHT

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

7.1 Tracing a Line of Sight

7.1.1 General Rules

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

- If the Line of Sight from the spotting Unit to the hex to be seen has any Blocking Terrain along the Line of Sight and at the same elevation as the spotting Unit, the LOS is blocked. If the spotted unit is itself in Line of Sight blocking terrain and no other blocking terrain exists, the LOS is not blocked.
- If the LOS is traced along a hex spine and one side has Blocking Terrain and the other does not, the LOS is not blocked.
- Three terrain types (Rice Paddy, Sugar Cane and Brush) allow Line of Sight through one hex of either type but a second hex of either type blocks the Line of Sight. The three terrain types are exactly equivalent in this respect. In other words, you can trace LOS through one Rice Paddy, Sugar Cane or Brush hex but the next Rice Paddy, Sugar Cane or Brush hex can be seen but not seen through to another hex (of any type).

7.1.2 Line of Sight and different elevations

Things get a bit trickier when there are Units at different elevations. First off, there are two elevations in Tinian: levels 1, and 2; and three levels in Saipan: levels 1, 2 and 3.



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

Now for the fun stuff - Units at DIFFERENT ELEVATIONS:

- If any hex along the Line of Sight is higher than either the spotting Unit or the hex to be spotted, the Line of Sight is blocked.
- If the Line of Sight passes through any hexes of the same elevation as the higher of the hexes of either the spotter or the hex to be spotted, the Line of Sight is blocked.
- If the hex immediately adjacent to the lower of either the spotter's hex or the hex to be spotted along the Line of Sight is higher than the lower of the two hexes, the Line of Sight is blocked. Don't follow that? Look at the example. It is for blind spots.
- If any hexside Blocking Terrain (Slope, Steep Slope, Ridge or Cliff) is along the Line of Sight, the Line of Sight is blocked unless either or both of the spotter's hex or the hex to be spotted is in the hex adjacent to that blocking hexside feature.

- e) If the Line of Sight traces along the hex spine of Blocking hexside terrain, that Line of Sight is always blocked. Note that units separated by a hexspine are not considered adjacent to blocking terrain.
- f) Other than these issues, blocking in-hex terrain does not block a Line of Sight if the spotter is at a different elevation and passes the Line of Sight checks listed in b) through e).

A few general Line of Sight rules:

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

7.2 Fire Zones

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

A few other restrictions also apply:

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

Line of Sight Examples

Case A of 7.1.2

B Company of the 24th RCT is checking his Line of Sight. He can not see 2/I/50 (in hex 12.61) as the hexspine between them is blocking terrain and the Units are at different elevations. B Company cannot see 1/I/50 (in hex 14.58) as a hex, along the LOS, has a higher elevation than both the hex the spotter is in as well as the hex that the Unit to be spotted is in.

Case B of 7.1.2

The Japanese Headquarters unit in hex 15.60 can see the American F/2/25 Company (because the HQ is in an Observation Post) but can't see the Japanese 1/I/50 Company. Immediately adjacent to the hex to be spotted along the Line of Sight is a hex that is higher than the lower hex (hex 14.59). Therefore the Line of Sight is blocked. This creates a 'Blind Hex' if you will.

Case C of 7.1.2

The American E/2/25 Company can't see the Mtr/1/8 Company because there is a Steep Slope hexside that is along the Line of Sight but not adjacent to either (or both) the spotting Unit or the Unit to be spotted.

Case D of 7.1.2

The American C/1/24 Company can not see the American G/2/25 Company. This is because the Line of Sight crosses a hex spine that is blocking terrain and the Units are at different elevations.

Summarizing the US Lines of Sight:

B/1/24 can not see 2/I/50

C/1/24 can only see B/1/24

G/2/25 can only see the Mtr/1/8

F/2/25 can see E/2/25, the Japanese 1/I/50 Company and the Japanese Imperial Army HQ

E/2/25 can see F/2/25, 1/I/50 and the Japanese Imperial Army HQ





8.0 FIRE ACTIONS

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

You may make only one fire attack of any type from a hex during any one Action, regardless of how many Units you have in the hex. You may also only fire once from a hex in any Activation. Thus, in an Activation, a maximum of one Fire Attack (one Direct, or one Indirect) may be performed from any hex.

Japanese Units may not conduct Indirect Fire as a second Action because of low ammunition stockpiles. They may only fire in the first Action of an Activation.

8.1 Fire Types

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

Fire Types:

- **Small Arms** (shown by a red box around a Unit's Fire Power value)
- **High Explosive** (shown by a yellow box around a Unit's Fire Power value)
- **Armor Piercing** (shown by a blue box around a Unit's Fire Power value)
- **Indirect Fire** (shown by a black box around a Unit's Fire Power value)

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

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

8.2 Performing a Fire Action

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

If the target hex has no Hard Targets present, only the "hex" may be fired upon and all results from the Fire will apply to all the Units in the hex. Should there be only Hard Targets in the hex, you must choose a single target Unit and fire only on that Unit (and the results only apply to that Unit – except if a Rout Check has been failed – then all Units in the hex will be Pinned).

Should there be both Hard and Soft Targets in the hex, the Firing

Player may choose to fire at either the "hex" or a single Hard Target in the hex. Should you roll a 0, the 0-column result of the Fire Action will always apply to the target regardless of any modifiers to the Fire value. Should you roll a 9, you will always "miss" regardless of your actual modified Fire Value, and there is always no effect from your fire.

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

8.3 Fire Rating Modifiers

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

Remember always to modify the Firing Unit's Fire value and never the die roll itself. Note that subtractions are always good for the defense while additions are bad for the defense. If you add a negative number, you will be subtracting from the value and if you are subtracting a negative number, you are adding to the value.

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

8.3.1 Computing the Defense Value of a target hex or Hard Target Unit

- If the target is a Hard Target Unit, use the Defense Value of that Hard Target.
- If the target is a hex and there are any Units Deployed in that hex, the Defender may choose which Unit's Defense Value is used; if all Units are In-Column, the Attacker may choose. This is the "Target Unit" for the fire.
- If all Units are In-Column in the target hex, or if the Defender has chosen a Unit In-Column to be the target Unit in the hex, and if there are any Support Weapons, Leaders, or Heroes from the same formation as the attacker's selected target, the Firing Player may (but does not have to) choose to add one Support Weapon, one Leader and/or one Hero to the Defense Value as well. All Support Weapons, Leaders and/or Heroes must belong to the same Formation as the selected Defense Value used to modify the attacker's fire (some Support Weapons, Leaders and/or Heroes might offer benefit to the Attacker).

- If the target is a hex and the chosen defending Unit in the hex is Deployed, use that Defending Unit's Defense Value as a modifier to the Attacker's Fire Value. The defender may (but does not have to) add any one Support Weapon, any one Leader, and/or any one Hero from the same Formation as his selected Unit to add to the Defense Value (exception: See Tank Support Weapons, 12.4).
- If the target is a hex and there are any Hard Targets in the hex, subtract 2 from the Defense Value of the target hex.

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

If the firing Unit is Deployed (exception: See Tank Support Weapons, 12.4), it may add a Support Weapon stacked in the same hex to its fire. In addition, whether In-Column or Deployed, one Leader, and/or one Hero stacked with the Unit may also be added to the firing Unit's Fire Value at the Firing Player's choice. All of these must belong to the same Formation to be eligible to be added to the fire.

If a Support Weapon is added and its Fire Type is different from that of the firing Unit, the fire is converted to the Support Weapon's type of fire. Leaders never change the Fire Type (they have a transparent FP box to show this). A Support Weapon must have the same range as the firing Unit or longer to be added to the value of the fire strength.

8.3.3 Status Markers

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

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

If the chosen firing Unit is Deployed, other Deployed Units that are in the firing Unit's hex may add to the Fire. These additional Units must also exert a Fire Zone into the target hex. Each such

Target Determination Example

The 1st Battalion of the 6th RCT has a few choices on which Japanese to fire at...

Hex 16.56 - has an infantry company (1/I/50) and the 18th Infantry Tank Company.

The infantry company is a soft target while the tank is a hard target. The American player can either fire at the hex (with a -2 modifier for the Hard Target), or fire at the Hard Target itself (the tank).

Hex 17.55 - has two infantry companies (in Column) and a foxhole. The US can only fire at the hex (as there are no Hard Targets). Since both Japanese units are in column, the US player may choose which Unit will be the target (although both have the same defense value so in this case, it wouldn't matter). If the US player can get a rout result, one of the Units will be forced to run away.



Fire Combat Example

Using the same example, let's compute what the fire values would be for an attack by the US player on hex 16.56. Here we have both a Hard Target and a Soft Target. The US Unit can fire at either a Unit or at the hex - but not both.

Let's fire at the Hard Target and the US chooses C Company as his firing Unit. Although it would be the same value for any of the infantry companies since they all have a Direct Fire Value of 4. C Company has a base value of 4. He adds to this 4, the following modifiers:

- The target's Defensive Value (-1)
- The AT gun can fire its White value at a Hard Target, so that Support Weapon will be used (+1) (and this makes the fire Blue on the CRT)
- No Status Markers on either the firer or the target (0)
- There are 2 more US Units in the hex (+2)
- The terrain is clear (0)
- Concentrated Fire is a good idea (+1)
- Doesn't apply as this is fire at a Hard Target (0)
- No rain and the sky is clear (0)

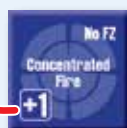
The total modified Fire Value is:

$$4 + (-1) + (+1) + (0) + (+2) + (0) + (+1) + (0) + (0) = 6...$$

A good shot.

Looking at the right hand column, Firing at a Hard Target, anything but an 7, 8 or a 9 will cause some hurt. Rolling a 0, 2-3 will cause a Rout Check for the Unit. Rolling a 1 will cause a Rout Check for the Unit but a -1 on the roll against the Unit's TQC and 4-6 will eliminate the tank.

After the roll, the only impact on the infantry Unit also in the hex (1/I/50 Company) would be if the Rout Check failed, then the hex would be Pinned.



additional Deployed Unit adds one to the Fire Value of the firing Unit's Fire. For example, if the chosen firing Unit is Deployed and there are two more Deployed Units in the firing Unit's hex, add 2 to the Fire Value. A maximum of two additional Units may be added. These additional Units that add to the fire use a Fire Action to do so.

8.3.5 Adding the Defense Value of the Terrain

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

8.3.6 Concentrated Fire

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

8.3.7 Rain and/or Night

- Subtract 1 from all Fire on a Rain Day.
- Subtract 2 from any American Fire at Night.
- Subtract 1 from any Japanese Fire at Night.

These modifiers are cumulative.

8.4 Resolving Fire Combat

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

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

8.4.1 Fire Combat Results

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

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

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

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

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

E – Eliminated: remove the target Unit from play.

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

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



8.4.2 Rout Check

To perform a Rout Check, use the target Unit for the fire – either the Unit chosen if the fire was at a hex, or the specific Hard Target.

Roll a die and modify it as follows:

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

If the modified die roll is equal to or less than the Unit's Troop Quality, the Rout Check is passed and nothing further happens.

Should the modified die roll exceed the Troop Quality of the target Unit, the Unit has failed the check:

If the target Unit is In-Column, it is Routed;

If the target Unit is Deployed, the hex is Pinned.

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

An In-Column Unit that has Routed is placed in the Routed Units box of the owning Division if the Unit can trace an unlimited line of passable hexes (by the movement type of the Routed Unit) to any HQ of the Unit's Division. No hex of the trace route may be in an enemy Fire Zone (except for the hex the Unit has just routed from). If the Unit cannot do this, it is eliminated instead. If any friendly Units remain in the hex that the Unit Routed from, place a "Pinned" marker on the hex. Units in the Routed Units box never have Status Markers on them.

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

If there are now "excess" Support Weapons in the hex (more Support Weapons than Units), the owner must move Support



Weapons of his choice from the hex to the Reallocating Support Weapons box of the Owning Division until there are only as many Support Weapons as Units in the hex.

8.4.3 Returning Routed Units to Play

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

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

Returning a Routed Unit is always voluntary.

8.4.4 Additional Effects of Combat Results

Units in a hex cannot be both Pinned and Suppressed. A Pinned hex that receives another Pinned result or a Suppressed result becomes Suppressed.

Any additional DGs above 4 from Fire must eliminate Units for all the added DG values above 4.

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

JAPANESE TENACITY: Army Units (but not Navy Units) may choose not to make a Rout Check and may instead take a 1DG result. They must choose this option prior to making the Rout Check (you may not roll the die and see the result first).

8.5 Opportunity Fire

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

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

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

Players may not use Concentrated Fire when Opportunity Firing.

Opportunity Fire Example

The US player is Active and moving from hex 16.56. He first moves A Company to hex 15.56.

As this is leaving a hex but not going from Fire Zone to Fire Zone of the same enemy, and the hex being left has a Deployed friendly Unit in the same hex, there is no Opportunity Fire.

Next the US player moves B Company out of the hex to hex 17.55.

As this hex is in a Fire Zone of the Japanese in hex 17.56 - and the hex being left is in the Fire Zone of the same Units, an Opportunity Fire trigger has occurred.

The Japanese fire, and because of the rapid fire HMG in the hex, a Sustained Fire Marker is placed on the hex.

The US B Company now moves from 17.55 to hex 17.54, it is leaving an enemy Fire Zone, and no Deployed Unit is in the hex being left, so another Opportunity Fire trigger has occurred.

The Japanese fire but roll an 8. This removes the Sustained Fire Marker and it is replaced with a No Opp Fire Marker - but the fire is resolved. However, the HMG Support Weapon is broken and removed from the game.

Later in the turn, the Japanese Direct Command is pulled from The Cup and the Japanese player Activates 1/I/50 Company. Since a Unit in the hex is Active, the No Opp Fire is removed from the hex. It may now Opportunity Fire again if the opportunity presents itself but it has lost the HMG SW..



8.5.1 Sustained Fire

Some Support Weapons allow Units to fire using Sustained Fire. These Support Weapons are marked with a Sustained Fire indicator on their counter, and allow Units to fire an unlimited number of Opportunity Fires in an Opponent's Activation Phase or when being Assaulted. After the first Opportunity Fire from a hex by any Unit using a Sustained Fire Support Weapon, place a Sustained Fire marker on the hex. The Unit(s) may continue to Opportunity Fire at active enemy Units unless they roll a 7 or greater on their fire roll. Should they do this, the attack is completed but the Support Weapon is considered "broken". A broken American Support Weapon is placed in the Reallocating box of the Support Weapon's Division; it may be reallocated as any other Support Weapon may be (see rule 12.0). A broken Japanese Support Weapon is removed from the game.

May perform Sustained Fire



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

8.5.2 Japanese Infiltration

During Night Turns, Japanese Units may leave an enemy Fire Zone and not be Opportunity Fired upon (even if moving from one enemy Fire Zone to another Fire Zone of the same Unit). Note that if there is an Illumination Round (see 17.1) in the hex, Opportunity Fire is still triggered (as the hex is treated as if it is day).

8.5.3 Combat Results Summation

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

8.6 Indirect Fire

Units that may fire indirectly always have black Fire Power boxes on their counters. Indirect Fire has many similarities to Direct Fire but also some differences. Fewer modifiers apply and the procedure to determine which enemy Units you can fire on is different. The front side of an Indirect Fire Unit is its deployed side (showing its black Fire Power box); an Indirect Fire Unit must be on its Deployed side to perform Indirect Fire. Many American Indirect Fire Units have "No" as their movement allowance on their Column side. These Units require Transport to move (see

rule 15.0). If an Indirect Fire Unit has a movement allowance on its Column side, then it may not be transported but must move only on its Column side. In addition, this side has the Unit when armed with pistols and rifles and thus it may fire as a Small Arms Unit.

Indirect Fire Units may never Opportunity Fire.

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



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

8.6.1 How to Perform Indirect Fire

To fire an Indirect Firing Unit that Unit must be Active and must either be able to see its target hex (as per normal LOS rules) or have an eligible Unit able to see the target hex that can act as spotter. If the Indirect Firing Unit itself has a LOS to the target hex, it may fire on the target hex. If it does not have a LOS, but another Unit of the same Division does have a LOS to the target hex, this latter Unit may act as a spotter, and the Indirect Firing Unit may fire at the target hex. The target must be within range of the Indirect Firing Unit. Note that a spotter does not need to be Active to spot, nor does it need to be In-Command.

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

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

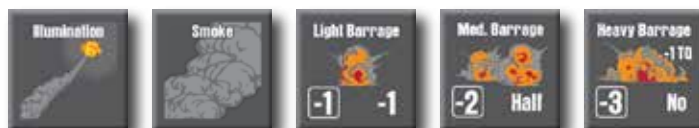
Indirect Firing Units can only fire at a hex, never at a specific Hard Target in a hex.

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

If an Indirect Fire Unit fires at a hex without a valid target – a friendly-occupied hex, an enemy-occupied hex with no legal target (e.g. all Hard Targets in the hex or all Units are in Caves), or a vacant hex – there is no combat result from this fire: only a Barrage Marker may be placed (if a 9 isn't rolled).

8.6.2 Barrages

When an Indirect Firing Unit fires using Indirect Fire, it will usually leave a Barrage Marker in the target hex. The only exception to this is when the firing Unit rolls a "9" for its fire. In this case, no Barrage is placed. If the target hex has friendly Units, there are no enemy Units that can be seen in the target hex, or the hex is vacant, there is no CRT effect but you do roll a die to see if you roll a "9" or not to be able to place a barrage.



To determine the strength of the Barrage Marker, use the unmodified Fire Strength of the firing Unit plus any additional Units (see 8.3.4) to determine the Barrage Marker needed.

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

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

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

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

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

All Barrage Markers are removed when the Wind Chit is drawn

from The Cup (exception, see US Naval Bombardment – 8.6.6).

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

8.6.3 Indirect Fire Strength Modifiers

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

- Any DG Markers currently on the Indirect Firing Unit
- Any Barrage Markers currently on the Indirect Firing Unit
- If there are Hard Targets in the target hex: -2, *or*,
- If there are **only** Hard Targets in the target hex: -4
- The Terrain modifier of the target hex
- Any Fortification Markers on the target Hex (only)
- +1 for each additional Indirect Fire Unit stacked with the Firing Unit (if it also performs a Fire Action).

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

Pinned or Suppressed Units may not Indirect Fire.

8.6.4 Indirect Fire Units and Column

Whenever an Active Indirect Firing Unit is adjacent to an enemy Unit, it must immediately be flipped to its Column side. Units (if eligible) may flip back to their Deployed side on a future Activation.

Japanese Units with this symbol:

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

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

8.6.5 Aircraft Spotting

During all non-Rain and non-Night turns, all American (only) Indirect Fire Units may use Aircraft Spotting. This allows these Units to fire on target hexes that they themselves cannot see and

Indirect Fire Example

The US 1/10/4 Unit is firing indirectly into hex 19.50.

First, can he see it or have a Unit of the same Division that can? E/2/25 Company is adjacent to the hex and provides spotting.

The US player also has the 2/14/4 in the hex and will use that Unit (performing a Fire Action) to add to the strength of the 1/10/4; and doesn't use Concentrated Fire.

The strength is 5 for Barrage placement purposes. He further modifies his Fire Strength by subtracting 1 for the Brush hex. Note that the -1 for the defender's defense (bad for the US) does not apply for Indirect Fire.

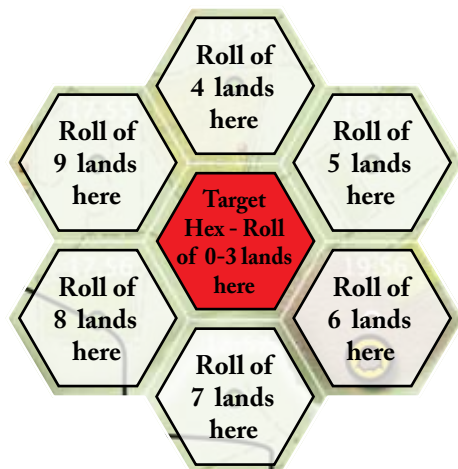
His final value is 4 - he needs to roll a 4 or less on the Firing at a hex (left) side of the CRT.

Besides the effect of the fire, as long as the US Player doesn't roll a 9, a Heavy Barrage is placed on hex 19.50.



for which there is no eligible ground spotter. A Task Force is considered to have a direct LOS to a Japanese Unit if that Unit has a LOS to a beach hex.

If an Indirect Fire Unit uses Aircraft Spotting, it must check for the fire scattering to an adjacent hex. Roll one die and use the diagram to determine in which hex the fire lands and then roll again to determine the result of the fire in that hex.



8.6.6 U.S. Navy Preparatory Bombardment

Some scenarios and the Campaign game specify that the American may place Bombardment Markers. Place all the given Markers before rolling for their effects. All preparatory bombardments attack with 3 Fire Power with no modifiers. All Preparatory Bombardment fire must use Aircraft Spotters and roll for scatter. Roll first for scatter and then roll again to determine the result.



If a Bombardment Marker scatters into a hex that is occupied by another Bombardment counter that has already rolled for accuracy, then remove one of the Bombardment counters. Remove any Bombardment Marker that scatters into an ocean hex or off the map.

Bombardment markers are flipped after resolving their attack. They are then treated like normal Barrage Markers with the exception that they are not removed when the Wind Chit is drawn.

No Unit may exit a hex from under a Bombardment Marker.

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

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

Bombardment Markers are removed at the end of the turn.

8.7 Flamethrower Attacks

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

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

- Sugar Cane
- Brush
- Buildings
- Town

Flamethrower
Ability



Sugar Cane and Brush will catch fire if the attack resolution die roll is 0, 1, or 2.

Buildings and Town hexes will catch fire on a die roll of 0.

Subtract one from the roll (**only** for determining if the hex catches fire) if the weather is Hot.

If a hex catches fire, place an On-Fire marker in the hex and apply the On-Fire rules below. In addition, the effects of Japanese Tenacity are negated, meaning that the Japanese defenders treat Rout results normally.

8.7.1 On Fire

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



An On-Fire marker has the following effects:

- It counts as Blocking Terrain for LOS.
- No Unit may enter a hex containing an On-Fire marker.
- Any Active Units in an On-Fire hex at the end of their Activation immediately rout.

Should the weather become Rain or Tropical Storm then remove all On-Fire markers.

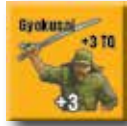
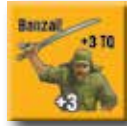
Whenever the Wind Chit is drawn, roll for each existing On-Fire marker in Sugarcane, Town, Building or Brush terrain:

- If the die roll is a 0, 1, or 2, flip the On-Fire marker to its Fire Cleared side. A hex with a Fire Cleared marker counts as Clear Terrain for the rest of the game (the "CT" on the Fire Cleared Marker is to remind you of this).
- If the die roll is 8 or 9 the fire has possibly spread. If either of the hexes immediately to the north-west or south-west of the currently on fire hex are hexes that can also catch fire (Sugarcane, Town, Building, or Brush), place a Fire marker on this hex. If both hexes are flammable, roll a die to see which one catches fire: 0-4 northwest or 5-9 for southwest.



9.0 ASSAULT ACTIONS

Assault is a two-step process. First, a Prepared Assault Marker must be placed adjacent to a friendly Active Unit and then, the next time any friendly Units adjacent to that previously placed Prepared Assault Marker are Active, the Assault must be resolved. This activation can be the result of drawing either a Division Chit or a Formation Chit. Assaults are never performed and markers are never placed on a Direct Command Chit. Assault is an Action and any Units that Assault have completed their Action for that Activation. Note that you always first conduct Assaults on previously placed Prepared Assaults, and then place new Prepared Assault Markers for a later Activation. It usually takes a little while for an Assault to occur. The standard procedure is described below in sections 9.1-9.5. Section 9.6 describes the differences from the standard procedure for Japanese Assaults (Banzai charge and Gyokusai).



9.1 The Assault Sequence of Play

- A. The Assaulting player may “call off” the Assault. If this happens then proceed to Step L below. If not, and the hex with the Assault Marker is currently empty of any enemy Units, proceed to Step J. If there are enemy Units in the hex and the Assault is not being called off, the Assaulting player must state which Units are Assaulting – these Units are now committed to the Assault (Note that this choice only applies for Units adjacent to more than one Assault Marker: a Unit adjacent to an Assault Marker **must** take part in an Assault if eligible).
- B. The Assaulting Player may fire Active Indirect Fire Units (up to 3 for the US Player – these must all be stacked together as per 8.6.3; up to 1 for the Japanese Player) in support of the Assault. There is no fire combat resolution but, instead, each Indirect Fire Unit firing in support will add +1 to the Attacker’s die roll during step G below.
- C. All Assaulting Units must flip to their In-Column side.
- D. The Defending Units may retreat to an adjacent hex (if they have an adjacent hex they can move to, and all the Units are In-Column). This hex must not be in an enemy Fire Zone. All Units must retreat if any retreat, and they all must retreat to the same hex. After retreating, place a Suppressed Marker on the just retreated Unit(s). If this happens, proceed to step J below.
- E. Perform Defending Player Opportunity Fire at one Assaulting hex (more if the Defender can perform Sustained Fire).
- F. Compute Odds for the Assault.
- G. Each Player rolls one die and applies appropriate modifiers.
- H. Remove or Replace any Leaders lost from the Assault.
- I. Compare the difference in the modified die rolls and apply the results.
- J. The Attacker must move at least one Assaulting Unit into a vacated Assault Marker hex.
- K. All Units that participated in the Assault have completed their Action for this Activation and may not activate again for the remainder of the Activation.
- L. Remove the Assault Marker.

9.2 Placing a Prepared Assault Marker

Assault Markers may be placed whenever a Formation or a Division Chit is pulled from The Cup. Placement is done after any Prepared Assaults previously placed have been resolved. Spend 1 Dispatch Point from the Active Division (or the Division that the Active Formation belongs to) and place a Prepared Assault Marker in any hex adjacent to a currently Active Unit of that Division or Formation. This hex can be unoccupied, friendly occupied or enemy occupied. It must be a hex that the adjacent Active Friendly Unit could legally move into with a Movement Action (although no actual movement takes place). Should there

not be a friendly Unit adjacent (it needn’t be the one that allowed placement in the first place) to a Prepared Assault marker at any time, remove the Prepared Assault marker from play. Note that the Prepared Assault marker has no effect on play while awaiting friendly Active Units adjacent to it to assault. The enemy Player may freely leave the hex, reinforce the hex or move through the hex at will.

9.3 When Prepared Assaults Occur

Prepared Assaults occur whenever a Formation or Division Chit is pulled from The Cup and there are Active Units adjacent to a previously placed Prepared Assault Marker. Assault is voluntary and if you choose to call off the Assault, remove the marker from play. If you don’t call off the Assault, all active Units adjacent to a Prepared Assault marker must Assault. If Units are adjacent to multiple Assault Markers, the owning player may allocate them to Assaults as he wishes – but all must Assault somewhere (unless they are unable to enter any of the Assaulted hexes).

All Assaulting Units are considered to have used their Actions for the current Activation (they can’t do anything else for that Activation – no 2nd actions).

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

9.4 Conducting a Prepared Assault

The Assaulting player (only) may fire Active Indirect Fire Units in support of the assault. This will be the Indirect Firing Unit’s entire Activation for this Chit (i.e., no 2nd action is allowed). For each Indirect Fire Unit firing in support, the attacker adds 1 to his assault value. The American player may add a maximum of 3 to his assault value, and the Japanese may add a maximum of 1 to his assault value (see 9.5, step g). Indirect Fire Units that are stacked with the firing Unit and added their 1 additional value (see 8.3.4) count towards this modifier.

Secondly, the defending Units in the hex being Assaulted (only) may perform Opportunity Fire against the Attackers (if the Units are not under a *No Opportunity Fire* Marker). Note that the *Prepared Assault* Marker has an additional Defense modifier to apply to the Assaulting Units that are being fired upon. This is a normal Opportunity Fire and unless the Defending Unit has a Sustained Fire Support Weapon, it may fire at only one Assaulting hex (or a Hard Target). If it has Sustained Fire, it may fire at each assaulting hex (or Hard Target) but the SW breakdown rule (8.5.1) applies normally here. If breakdown occurs, remove the SW from the map after the Opportunity Fire that caused the Breakdown occurs. No more Opportunity Fire may occur; place a *No Opportunity Fire* Marker on the Assaulted hex.

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

Both players determine all applicable values for the upcoming Assault roll and then each player rolls a die, applying all his

Assault modifiers to the roll to get a final modified die roll.

If both players roll the same final modified number, add one DG to each Assaulting hex (note the “each” here), and to the Defending hex; the assault is over – proceed to step K in the Assault Sequence. If there is a difference in the rolls, the lower roller adds that number of DG to his side (the Defender applies them to the defending hex; the Attacker may distribute them amongst his assaulting hexes as he sees fit).

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

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

9.6 Banzai Charges

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

Note that a Banzai Charge Marker adds 3 to the defensive value when American Units fire Opportunity Fire at the Banzai Charging Units and the Japanese player adds 3 to his Assault roll when Banzai Charging (Attacker modifier d) listed in 9.5).

In Step A of the Assault Sequence of Play, if the Banzai Charge is not called off, remove any Suppressed, Pinned or DG Markers on the stack.

During a Banzai Charge, all DGs incurred by Japanese Units in the Charge must be converted to whole Unit losses. This applies to both American Opportunity Fire and the Assault resolution itself. When any DGs are inflicted on Japanese Units, they are converted into Unit losses at the rate of 2 DGs equals one loss (rounding up). So, if 1 DG is incurred, 1 Unit must be eliminated. If 2 DG are incurred, still only 1 Unit must be eliminated, etc. The Japanese Player may choose which assaulting Unit or Units to eliminate.

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

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

9.5 Assault Modifiers

The **Assaulting Player** applies the following die roll modifiers:

- The Odds of the Assault: divide the number of Assaulting Units by the number of Defending Units to form a ratio and round that ratio in favor of the defender. Find the ratio on the table at right and apply the corresponding modifier to the Assaulting Player’s die roll (only – not the defender);
- If any Tanks are Assaulting: add 2; *or*
- If **only** Tanks are Assaulting: subtract 2;
- Add the Troop Quality Bonus on the Prepared Assault Marker;
- Subtract any Status Markers on the Assaulting Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;
- Add a Leader and/or Hero Troop Quality modifier;
- Add 1 for each Friendly Indirect Fire Unit that fired earlier in the sequence;
- Add the lowest Troop Quality value of any of the Assaulting Units.

Note that only one of b) or c) applies.

The **Defending Player** applies the following die roll modifiers:

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

Note that only one of c) or d) applies.

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

9.6.1 Massed Banzai Charge

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



9.6.2 Gyokusai

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

Follow this procedure for Gyokusai:

1. Eliminate all Japanese Support Weapons from the game.
2. Flip all Japanese Units (including all Indirect Fire Units) to their Column Side (and they may never Deploy again).

Assault Example

The American Unit has declared a Prepared Assault on hex 18.53 in a previous Activation and now, the 25th Formation Chit has been pulled from The Cup. This Activates all of the Blue-Stripe Units, and the No-Stripe Leader who may participate in the Assault. The American can't add the B/1/24 to the Assault as it is not Active.

First, according to 9.1, any Indirect Fire Units may fire. The Mtr/2/25 (a mortar) fires and applies any results. A Light Barrage is placed on the hex if a 9 isn't rolled. The American player will also get to add one to his assault roll for the firing Indirect Fire Unit. Next up, all Assaulting Units must go into Column.

Now the Defender may Opportunity Fire. Normally just one fire would be allowed against either hex 17.52 or 17.53 - but the Japanese has a Sustained Fire SW (HMG) with the defending stack - so he fires one at hex 17.53, places a Sustained Fire Marker on the hex, and fires again at hex 17.52. If he rolls higher than 7, the SW is removed from the game. Let's say he fires, misses both times, but rolls a 5 on the second shot.

Our assault looks like this just before the Americans begin their assault.

The Assault itself now takes place. Running through the modifiers as listed in 9.5, we will get the final die modifiers.

For the attacker:

- a) 4 Units are assaulting 2 - 2-1 odds **(-1)**
- b) Doesn't apply - there are no tanks here **(0)**
- c) Doesn't apply - there are no tanks here **(0)**
- d) The Americans get a +2 bonus for the Prepared Assault **(+1)**
- e) No Status Markers on the Assaulting Units **(0)**
- f) We have a Leader **(+3)**
- g) One mortar fired earlier **(+1)**
- h) The current TQ for the 4th Marines is 6 - and no Unit present assaulting changes that value **(+6)**

The attacking Americans will be rolling a D10 with: **(-1) + (0) + (0) + (+1) + (0) + (+3) + (+1) + (+6)** totaling **10** added to his roll.

The defender has the following modifiers:

- a) Terrain is a Sugar Cane hex **(+1)** and in foxholes **(+1)**
- b) All the Japanese Units have a -1 defensive modifier **(-1)**
- c) No tanks are present **(0)**
- d) No tanks are present **(0)**
- e) The Japanese does have a DG 3 - that reduces his TQ by 1 **(-1)**
- f) A Leader is present **(+2)**
- g) The Imperial Army has a TQ of 5 now - and no unit changes that **(+5)**

The defending Japanese player will be rolling a D10 with: **(+2) + (+1) + (0) + (0) + (-1) + (+2) + (+5)** totaling **9** added to his roll.



3. Place Gyokusai markers (found on the backs of the Banzai Charge markers) on all hexes with Japanese Units.
4. Remove all Suppression, Pinned and DG markers and all Fortification markers currently on all Japanese Units.
5. Increase the Troop Quality of all Japanese Divisions to their highest (base) value. The Japanese will retain their highest (base) value for the remainder of the game.
6. Gyokusai Units are not subject to the penalty for different Formations in the same hex but the Overstacking penalty still applies.
7. The American Player rolls a die and halves that result (round down) - he may place that number of Illumination Rounds before the start of the turn in which Gyokusai has been triggered. Their placement follows all the usual rules for placement of Illumination Rounds.

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

Whenever a Japanese Unit(s) under a Gyokusai marker is active, it must perform a Movement Action if not adjacent to an enemy Unit. The Japanese Units must spend their entire movement allowance and each hex entered must be closer to an enemy Unit than the hex just exited. If this Movement Action ends with a Japanese Unit adjacent to an enemy Unit, the Japanese must perform an immediate 2nd Action and Banzai Charge with the just moved Unit or Units. No Direct Commands are spent for this 2nd Action and the Unit(s) need not be In-Command. Gyokusai Assaults are always from one hex only (you can't combine several hexes as in a normal Assault).

Should more Active Gyokusai Units enter a hex containing Units that have already conducted an Assault, only the newly entering Units may now Assault.

During Gyokusai, if an Active Japanese Unit starts an Activation adjacent to an enemy Unit, it must Banzai Charge that enemy. No Dispatch Points are paid. After the Banzai Charge, the Unit has completed its Action for this Activation. It may not perform another Action.

During the Japanese Direct Command Activation, the Japanese player may (but does not have to) choose to perform one action (which must be either Move or Charge) but still pays Direct Commands as normal. If it is a Movement Action, any Active Unit must still use its entire movement allowance and must move so that each hex entered is closer to an American Unit. To move or Charge together, all Units must be on the same action (thus if one stack moves into a hex with other (as yet not moved or Charged) Units, only those moving Units Charge. The other Units in the hex that have yet to Charge must Charge separately in a later Action.

This process of moving and charging continues until there are no Japanese Units remaining in the game.

All DGs inflicted on Japanese Units during Gyokusai from any cause must always be converted to losses as in 9.6 above. Note, however, that Indirect Fire does not cause Leader loss.

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

Japanese HQs eliminated in any fashion are removed from play.

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

10.0 RALLY ACTIONS

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

Suppressed, *Pinned*, and *Disorganized* Markers are only removed using a Rally Action (Exception: Banzai Charge and Gyokusai).

10.1 How to Rally

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

A Rally Action removes a *Suppressed* or *Pinned* Marker or reduces a *Disorganized* Marker by one level (as an example, if at DG3 and you rally, replace the DG3 Marker with a DG2 Marker).

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

A hex may not be both Pinned and Suppressed. If a Pinned or Suppressed hex receives a Pinned result, ignore the Pinned result. If a Pinned hex receives a Suppressed result, remove the Pinned Marker and replace it with a Suppressed Marker. A Suppressed Unit that receives another Suppressed result ignores the 2nd Suppressed result.

10.2 Suppressed, Pinned, and Disorganized Markers

10.2.1 Suppressed Markers

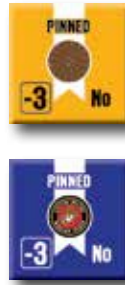
Suppressed Markers must be removed via a Rally Action before any *Disorganized* Markers may be reduced or removed by Rally. Units under a *Suppressed* Marker may not Fire or move in any way and their Troop Quality is reduced by 1. They may not Opportunity Fire. The only Action a Suppressed Unit may perform is Rally to remove the *Suppressed*



Marker. *Suppressed* Markers apply to all the Units in a hex. Only one Unit need perform a Rally Action to remove the *Suppressed* Marker from a hex but only one Rally Action is permitted per hex, per Activation. Suppressed Units may not Assault.

10.2.2 Pinned Markers

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



10.2.3 Disorganized Markers

Disorganized Markers have values ranging from 1 to 4, with each reducing various values as the level of Disorganization increases. A Rally Action removes one level of Disorganization (4 goes to 3, 3 goes to 2, etc.). Only one Unit need perform a Rally Action to remove one level of Disorganization from a hex, but only one Rally Action is allowed per hex, per Activation. *Disorganized* Marker values apply to all Units in the hex; should a Unit move out of a hex with a *Disorganized* Marker, leaving other Units in the hex, it will keep the same level of *Disorganized* Marker with it – and the Units remaining in the hex also remain at the same level of Disorganization.

When any Unit enters a hex, that Unit and all Units already in the hex immediately acquire the same level of Disorganization – the higher of the entering Unit and the Units already in the hex (e.g. a Unit with no DG enters a hex at DG3 – it also becomes DG3; a Unit at DG2 enters a hex at DG1 – all Units in the hex become DG2). This includes Units just “moving through”. The acquisition happens upon entry into the hex for all Units concerned.

Units at DG4 may not Assault.

DG4 is the maximum level of Disorganization a hex may be at – after DG level 4, each newly acquired DG will eliminate a Unit in the hex.

Movement penalties for status markers are applied in the following order: *Disorganized* Markers first, then Barrages. Always round fractions down to the nearest whole number. Note that there is no minimum move rule: if a Unit does not have sufficient movement allowance, it cannot enter a hex.

For example, a Unit with a movement allowance of 5 is in a hex with a DG3 marker and it is also under a *Medium Barrage* Marker. The DG3 halves the movement allowance of the Unit (rounding down) to 2, and the Medium Barrage halves it again to 1 point.

Rally Action Example

The 4th Marine Division Formation Activation is the current Chit.

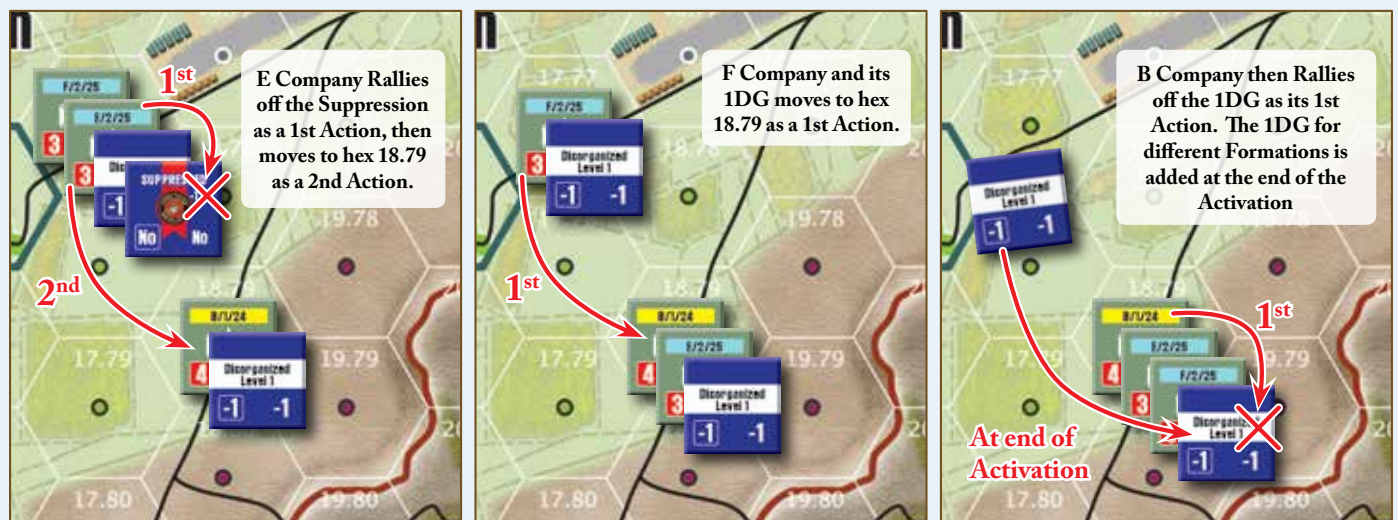
E Company and F Company of the 25th RCT are both Suppressed and at DG1 – and are on the move. The Suppressed Marker must be removed first – E Company performs a Rally Action and removes the Suppression.



As only one Rally Action per hex is allowed, the DG cannot be removed by a second Rally Action by E Company or by a first or second Action by F Company.

E Company moves out as a second action and enters the hex with B Company of the 24th – as these are different formations in the same hex, an additional DG is added to the hex and will be played at the end of the Activation – but not yet.

F Company now moves into the same hex – no additional DGs are added as they are both at DG1. Lastly, B Company of the 24th performs a Rally Action – and the DG is removed from the hex. At the end of the Activation, since there are different formations in the same hex, an additional DG is added to the hex.



11.0 ENGINEERING ACTIONS

11.1 Building Fortifications

Fortification Status Markers include Caves, Foxholes, Trenches, Pillboxes and Bunkers. These all modify Fire attacks against a hex by the amount listed on their marker. Trenches, Pillboxes and Bunkers also increase the TQ value of Units in the same hex. Foxholes and Trenches may be built in eligible hexes. Caves are marked on the map and covered in rule 6.3. Caves, Pillboxes and Bunkers may not be built in the game.

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

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

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

Foxholes, Trenches and Pillboxes are removed from play if there are no friendly Units in the hex with those markers. Bunkers remain on the map and may be used by either side.

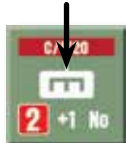
Japanese Engineers were woefully short of equipment on Tinian and Saipan so they have no additional abilities in the game.

11.2 Sealing Caves

A Deployed American Engineer in a hex with a cave may attempt to seal the cave by performing an Engineering action. If the engineer passes its TQ check then the cave has been sealed. If the cave is unoccupied then place a Cave marker in the hex on its "Sealed" side. If there are any Japanese Units in the cave when it is sealed, they are eliminated unless they are adjacent to another cave that is unsealed and which they can enter via infiltration during a later activation. Only one American Engineer Unit in



All American Engineers have this symbol on their counter



11.3 Aslito Airfield



11.3.1 Clearing Aslito Airfield

The Aslito Airfield is cleared when an American Unit was the last to enter all four hexes of the Airfield (hexes 38.43, 38.44, 39.43 and 40.43) and no Japanese Unit has a Fire Zone on any of those four hexes. Once this occurs, place an Aslito Airfield Cleared Marker on hex 39.42. Should a Japanese Unit later enter any of those 4 hexes or have a Fire Zone on any of those hexes when the Japanese Unit is Active, remove the "Cleared" Marker until the conditions for the Airfield to be Cleared apply again.



11.3.2 Repairing Aslito Airfield

While the Aslito Airfield Cleared Marker is on the map, the American Player may attempt to repair the Airfield and make it Operational. To do this, the American Player moves one or more Engineer Units into the hex with the Airfield Cleared Marker and immediately places those Engineers in the "Repairing/Maintaining Aslito Airfield" box on the Engineers' Divisional Display(s). Any Units moved into this box will remain there for the rest of the game.



Whenever any of the Engineer Units are Active, they may attempt to repair the Airfield. The American Player rolls a die: if the die roll is equal to or less than the number of Engineers in the box, the Airfield will be repaired in exactly 4 days. Once that turn arrives, flip the *Aslito Airfield Cleared* Marker to its *Aslito Airfield Operational* Side and the American Player will benefit on his Air Support roll as soon as the Air Support Marker comes out of The Cup again.

11.3.3 Maintaining Aslito Airfield

If at any time during the 4 day wait a Japanese Unit enters any airfield hex (hexes 38.43, 38.44, 39.43 and 40.43) then remove the marker. The Airfield is now not Cleared and Engineers must start the entire repair process again – including Clearing the Airfield, rolling for repair and when successful, another 4 day wait for the Airfield to be operational again. More Engineers may join the already removed Engineers if the American Player wishes it.

Once Repaired, the American player benefits from a -3 on his Air Availability Roll. Should the Japanese player enter any hex of Aslito Airfield (38.43, 38.44, 39.43 and 40.43), remove the Aslito Airfield Operational Marker and start the entire process again. The Engineers in the "Repairing/Maintaining Aslito Airfield" box are unaffected by changes of control of the airfield.



12.0 SUPPORT WEAPONS

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

All Support Weapons have this symbol on their counter



12.1 Attaching a Support Weapon

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

To attach a Support Weapon to a Unit(s), take an available Support Weapon (in the Available Support Weapons box on the Division Display) and trace an unlimited series of passable hexes (for a Leg Unit) from the owning Formation HQ or Division HQ to the hex that the Support Weapon is to be placed in. The destination hex may be in an enemy Fire Zone but no other hexes may be. The HQ may not be in a Sea Zone.

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

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

12.2 Detaching Support Weapons

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

Support Weapons can also be removed involuntarily from a Unit. As mentioned before, if there are fewer Units than Support Weapons in a hex, for any reason, any excess Support Weapons (owner's choice) are removed and placed in the Reallocating box of the owning Division Display.

If the American player rolls a 9 when resolving fire using a SW (breaking the Support Weapon), remove that Support Weapon and place it in the Reallocating box of the owning Division's Display. Similarly, an American Support Weapon that uses Sustained Fire and breaks down (rolls a 7 or more) is also moved to the Reallocating box of the owning Division Display.

Japanese Support Weapons that are removed by breakdown (a 9 is rolled when resolving a Fire attack in which it was used), or from Sustained Fire, are removed from play permanently.

When an American SW is removed involuntarily for any reason, the American player still needs to trace to an owning HQ in the same way as when removing the SW voluntarily. If no trace is possible, the Support Weapon is removed from the game instead of being placed in the Reallocating box.

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

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

12.3 Using Support Weapons

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

Support Weapons can be added to a Fire Combat. When firing, you may choose any one Support Weapon in the firing Unit's hex and use that Support Weapon to support a fire. You can only add a Support Weapon that belongs to the same Formation as the firing Unit. Colored-Striped Support Weapons can only be added to Units of the same regiment, White-Striped Support Weapons can only be added to White-Striped Units, and No-Stripe Support Weapons may be added to any Units of the same Division. This adds the value of the Support Weapon in the Fire Box and, in addition, changes the type of fire (Small Arms, High Explosive or Armor Piercing) to the Support Weapon's type of fire for combat resolution.

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

If at least one Unit in a hex being fired at is deployed (exception see rule 12.4), the owning player **must** choose one Support Weapon in the hex which will modify the defense strength of the hex. If there are no Deployed Units in the hex, the defender may not use any Support Weapon Defense modifier for the enemy fire (exception see rule 12.4). If all Units in the hex are In-Column, the attacking player **may** choose one Support Weapon to apply to the defender's hex if he wishes. An individual deployed Hard Target being Fired upon **may** choose to use one Support Weapon's defense value if the owning player wishes.

12.4 American Tank Support Weapons

In the Battles for Saipan and Tinian, the Americans parceled out their tanks in a support role instead of fighting as formal companies. These rules account for these special circumstances.

12.4.1 Tank Support Weapons Exceptions

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

- When tracing either for attaching or detaching a Tank Support Weapon, the trace must be hexes a Tracked Unit can enter (not Leg).
- Tank Support Weapon Markers may not be targeted as individual Units (they are not “Hard” targets for firing choice) but they give the “Hard Targets in the hex” benefit for all applicable circumstances (this is in addition to the possible defense benefit for the Support Weapon itself).
- Tank Support Weapon Markers provide their benefit to both Deployed and In-Column Units.

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



12.4.2 Tank Support Weapons Reinforcements

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

Tank Support Weapon Reinforcement Table

- 0-6: The Support Weapon is placed in the Available SW box of its owning Division
- 7+: Roll on the Landing Incident Table below

Landing Incident Table

- 0-3: Mechanical problem - roll 1 die and place the Support Weapon that many turns ahead on the turn track. It arrives that turn (and rolls again for arrival as above).
- 4: Landing Obstacle - Make a Troop Quality Check against the Divisional TQ level and, if failed, eliminate the Support Weapon from the game. If passed, the Tank SW is received as normal.
- 5-8: LCM not available - delay arrival until next turn and roll again on the Tank Support Weapon Reinforcement Table above.
- 9: SNAFU - Support Weapon eliminated.

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



13.0 LEADERS

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



13.1 Moving Leaders

Leaders move as the first step in a Division or Formation Activation. To move a leader, pick the leader from its current location and place it on another Unit that belongs to the same Formation as the leader. White-Striped Leaders must be placed with a White-Striped Unit, and No-Stripe Leaders may be placed with any Unit of any Formation of the Leader's Division. You must be able to trace a line of unlimited length from starting hex to destination hex that is passable by a Leg Unit. The starting hex and the destination hex may be in an enemy Fire Zone, but no other hexes of the trace may be. Moving from a Sea Zone to the map is allowed.

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

13.2 Using Leaders

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

13.3 Losing Leaders

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

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



14.0 HEROES

See the historical notes in the scenario book for award citations of the named American heroes represented in the games.



14.1 Heroes – Saipan

Heroes arrive on the reinforcement schedule and once available, may be used as the rules for the game allow. Only one Hero may be used in any one combat.

The battle of Saipan was one of the most bitter and vicious of the entire war. No less than 7 Medals of Honor were awarded to Americans in the three-week struggle, and 4 alone for incredible gallantry were awarded on the terrible day of July 7th, 1944.

14.1.1 American Heroes:

a) Private First Class Harold C. Agerholm

When Gyokusai has been triggered and any turn thereafter. Whenever a 2nd Marine Division Unit is destroyed in the game for any reason, the US Player may use Agerholm and convert the eliminated result to a Rout result. Instead of removing the eliminated Unit from play, place the Unit (regardless of its position on the map) in the Routed box of the 2nd MARDIV. Agerholm may be used once in the game and after use, is not available for the remainder of the game.



b) Private Thomas Baker

Private Baker is available for use by the American Player when Gyokusai has been triggered and when the 105th Regiment is Active. Place Private Baker on any Unit of the 105th during the SW Attachment Phase of the Sequence of Play. He must stay with that Unit and moves as if a Support Weapon. The American player may choose to use the values on his marker to aid in any one Fire Combat, Opportunity Fire, or defense in an Assault, but once used for any reason, Baker is removed from play.



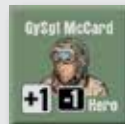
b) PFC Harold G Epperson

Epperson is available for use at the start of the Campaign game. Whenever a 2nd Marine Division Unit takes any DG or a Suppression result from Japanese fire, the US player may use Epperson to disregard the entire result. Once used, Epperson may not be used again.



d) Gunnery Sergeant Robert H McCard

McCard is available for use when the first Tank Support Weapon from the 4th Marine Division is placed with a Unit. Place him on any 4th MARDIV Unit that has a Tank Support Weapon attached to it. McCard will then move wherever that Tank Support Weapon moves. He adds his values to any fire attack or when defending from enemy fire whenever the US uses the Tank Support Weapon values. Should the US Player roll a 9 on any Fire Combat that uses McCard's values, or should the Japanese roll a 0 on a Fire that uses McCard's defense bonus, remove McCard from play but



do not remove the Tank Support Weapon. In addition, should McCard be in a stack that is the target of a Banzai Charge or Gyokusai attack, use his values for that combat only and then remove McCard from play.

e) Lieutenant Colonel William J O'Brien

Lieutenant Colonel O'Brien is available for use when Gyokusai has been declared. Place him with any Unit of the 105th Regiment of the 27th Infantry Division. He works just like a leader (providing command to his stack and any Units adjacent to him) and provides his combat values to any stack he is currently on. Should the Japanese Player roll a 9 in an Assault, remove O'Brien from play.



f) Captain Ben L Salomon

Captain Salomon is available for use when Gyokusai has been declared and a Unit of the 105th, 27th Infantry Division is defending in a Banzai Charge. Placement is voluntary. Use his values in the following Banzai Charge. Once used, Salomon is removed from play.



g) Sergeant Grant F Timmerman

Sergeant Timmerman is available for use when the first 2nd Marine Division Tank Support Marker enters the map. Do not place him with a Unit but keep him off-board ready to use. If any 2nd Marine Division Tank Support Marker is eliminated by rolling a "9" in combat, do not remove the Tank Support Weapon in this combat; instead remove Timmerman from the game. Timmerman may be used to do this once.



14.1.2 Japanese Heroes:

Japanese Heroes appear through the Random Events procedure. When the Event *Japanese Martyr* occurs, pick any Japanese stack that has an American Unit adjacent to it and place a "Gyokusai" marker on that stack. All Units in the stack must now follow the Gyokusai procedure (see 9.6.2).

14.2 Heroes – Tinian

As well as generic heroes created by the Random Events Table the American player also receives 2 specific American heroes involved in the battle. Both Heroes are available from the start of any Campaign game and are removed after use.



a) Ozbourn, Joseph William

Once per game the American player may use Ozbourn to re-roll an American Assault die. Ozbourn is removed from the game after use.



b) Wilson, Robert Lee

Wilson is available for use at the start of the Campaign game. Whenever a 2nd Marine Division Unit takes any DG or a Suppression result from Japanese fire, the US player may use Wilson to disregard the entire result. Once used, Wilson may not be used again.



Gabaldon, Guy

Gabaldon is available in both Saipan and Tinian. Called the Pied Piper of Saipan, Gabaldon seemed to be uniquely able to convince Japanese to surrender. Over 1300 Japanese have been said to have surrendered to Gabaldon. When available, the American player may demand during a Night I turn, any stack that is adjacent to a Unit of the 2nd Marine Regiment/2nd Marine Division to surrender. Roll a die – if you roll 0-4, the entire stack is eliminated. If you roll a 9, Gabaldon is eliminated from play and may not be used in either game from then on (he is court-martialed for leaving his post – which almost happened). You may roll only once per Night I turn but may roll three times total throughout each game.

Gabaldon is available in all scenarios in Tinian and is available in the Saipan Campaign games (scenarios 5 & 6) beginning on the Night I, June 16th Turn.



In scenario 6, the US Player lands his Corps Artillery on the map. To allow these Units to move, 2 Corps Trucks are available to transport these Units (only). The Corps Trucks activate as Corps Artillery activate see 27.0).



15.0 TRANSPORT

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



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

When the Division Activation is the current Activation (and only this Chit; Direct Command and Formation Chits don't apply here), you may choose any Active In-Command Unit that isn't in an enemy Fire Zone and place any Division Truck currently in the Active Division's Truck Pool on that Unit. That Unit is now loaded into the Truck. This uses all the Actions for both the Truck and the Unit being loaded for this Activation. In subsequent activations, the Truck may move normally, like any other white-striped Unit – and the Unit being transported (and anything else) moves with the Truck. A Truck is considered a Unit in all respects. The Unit in the Truck is just along for the ride.

If the Truck is eliminated, it is removed from play, and any Unit being transported when this happens is also eliminated. Any SW is returned to the Reallocating Box on the Divisional Display (rule 12.2) and any Leader moves to another Unit of his command (rule 13.1). Any Hero with the Unit is eliminated.

To unload a Unit from a Truck, take the Truck off the Unit. If in a Fire Zone, the enemy player may Opportunity Fire at the hex in which the Truck is being removed (and before it has unloaded). After unloading, if the Truck hasn't been eliminated, place it back on the Divisional Display. Any markers it has from combat remain with the unloaded Unit. The Truck may be used again in a following Activation on another Unit. Removing a Truck from a Unit uses up all Actions by the Unit for this Activation.



16.0 AIRPOWER

The Americans had complete Air Supremacy over the Saipan and Tinian battlefields. Only they receive Air Support in the games. On every Clear, Day turn place the Air Support Chit into The Cup. When the chit is drawn from The Cup, determine how many Air Strike or Interdiction markers the US player receives this turn.

Tinian Air Support Table

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



Example: The Air Support Chit is drawn from the Cup. The American player rolls 1D10 and rolls a 2. He receives 2 air support markers.

Saipan Air Support Table

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



-3 if Aslito Airfield is Operational

Example: The Air Support Chit is drawn from the Cup. The American player rolls 1D10 and rolls a 2. He receives 3 Air Support Markers.

Each Air Support marker used for either Air Strike or Interdiction costs one Direct Command Point. The American player may choose not to use all available Air Support markers. The American Player may pay the Direct Command from any Division in play (that has an HQ on the map at the moment the Direct Command is to be spent). He can use more than one Division to pay Direct Commands for Air Strikes or Interdiction.

To place on Interdiction, place any purchased Air Support markers in the Interdiction box on the Map. Whenever a Japanese Formation or Division Chit (but not the Direct Command chit) is drawn from The Cup, roll a die and halve that number (rounding down) at the start of that Activation. If the result is equal to or less than the number of Air Support markers in the Interdiction box, add 1 Movement Point to all movement costs for terrain for any Japanese Units that perform Movement Actions. These Air Support markers remain on the map until the next time the Air Support Chit is drawn from The Cup or until a Rain turn or Night turn begins.

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

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

17.0 NIGHT TURNS

During night turns the following changes are in effect:

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

17.1 Illumination Rounds

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



Illumination Rounds can only be fired at night. Firing an Illumination Round is a Fire Action.

To fire an Illumination Round, select the Active Indirect Fire Unit you wish to use and choose a target hex within 8 hexes of any Friendly Unit. The target hex may be unoccupied, friendly occupied or enemy occupied. Roll one die. If a 9 is rolled, the Illumination counter is not placed; otherwise, place an Illuminated marker in the target hex. This Hex is now Illuminated and is treated for LOS and fire purposes as if the current turn was a Day Turn.

Fire into an Illuminated hex does not suffer the -2 or -1 for firing at night and the hex can be seen, subject to normal Line of Sight restrictions, at the normal 8 hex range in clear weather or 3 hexes if it is raining. There is no effect on any enemy Units that might be in the Illuminated hex (other than that they may now be seen).

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

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



18.0 REINFORCEMENTS

Reinforcements are placed in step G of the Preparation Phase. Division and Formation Activation Chits are available for purchase on the same turn any reinforcements of the Division and/or Formation enter play. You may also roll for Dispatch Points and Direct Commands at the applicable times after any Unit of a Division enters play.

19.0 DIVISIONAL DISPLAYS

Each Division in the game has a display for keeping track of various points and values, as well as Division assets, available (or soon to be available) Support Weapons, Routed Units, and Engineers being busy.

Saipan has four Displays, 2 of which have two Divisions on them, for a total of 6 Divisions.



Tinian has two Displays, both of which have two Divisions on them, for a total of 4 Divisions.

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

19.1 Dispatch Points and Direct Commands

The Command Values for each Division can be found on the Display. For example, the 2nd Marine Division has a Command Rating of 5 and a Dispatch Rating of 2. The Command Rating is used when the Direct Command Chit is drawn. Roll a D10, halve the roll (rounding down), and add the Command Rating. This will give you the number of Direct Commands to add to the Direct Commands on the General Records Track. No more than 19 may ever be on this track. Any excess is lost.

For example, if the American Direct Command Chit is pulled from The Cup, and a 3 is rolled for the 2nd Marines, you would add 1 (half of 3, rounded down) plus 5 (the Command Rating for the 2nd Marines) for a total of 6 Direct Commands to be added to the 2nd Marine Division's total Direct Commands. You would then roll for the 1st PMB and then for the 77th Division and add those values to the General Records Track of their Display.

Dispatch Rating is used in Step F of the Preparation Phase of the Sequence of Play. When this time comes, roll a die for each Division and if you roll equal to or less than the Dispatch Rating, add 3 more Dispatch Points to the General Records Track. If you roll more than the rating, add 1 to the Track instead. No more than 9 Dispatch Points may ever be on this track. Any excess is lost.

Note that scenarios may specify different values for Command and Dispatch ratings for the scenario.

19.2 Division Troop Quality

Each Division has a base Troop Quality Value. For the 2nd Marine Division, for example, it is 5. This is a base number and the current value is tracked with the *Current Troop Quality* Marker. The current value is always used when a Division Troop Quality value is needed and this can be lower than the base number. The Division Troop Quality can decrease and increase through game mechanisms but it can never be higher than the base value listed on the display or lower than 0. Any increases over this base value or below 0 are ignored. The base value is used to determine the Troop Quality for individual Units. A Unit's Troop Quality can be higher than the Division's current value and can exceed the Division's highest base value from other game effects.

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

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

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

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

When Gyokusai has been triggered, all Japanese Divisions have their current Troop Quality increased to their base value, where it remains for the rest of the game. Individual Unit values can still be modified by other mechanisms (Unit modifiers to TQ, Leaders, Status Markers, etc.).

20.0 RANDOM EVENTS

20.1 Tinian Random Events

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



Random Events Table

- American Hero:** The American Player may place a Hero counter on any Unit in play. Remove any DG markers, Pinned Markers or Suppression markers in the hex the Hero is placed. The values on the Hero marker will apply to any hex the Hero is in. A roll of 0 when the Japanese are firing at the Hero's hex or a roll of 9 in a US Assault in which the Hero is involved will remove the Hero. Hero markers are not limited by the counter mix and players may make more as needed. Only one Hero may be used in any one hex.
- Japanese Hero:** The Japanese Player may place a Hero counter on any Japanese Army Unit in play. Remove any DG markers, Pinned Markers or Suppression markers in the hex the Hero is placed. The values on the Hero marker will apply to any hex the Hero is in. A roll of 0 when the American Player are firing at the Hero's hex or a roll of 9 in a Japanese Banzai in which the Hero is involved will remove the Hero. Hero markers are not limited by the counter mix and players may make more as needed. Only one Hero may be used in any one hex.
- Vice Admiral Kakuji Kakuda:** Roll for Vice Admiral Kakuji Kakuda by following the rules below in 28.0.
- Napalm Strike:** The American player may make one airstrike anywhere on the island using Napalm. If the weather is such that no air strikes are allowed, then treat this as no effect.

Firepower for the attack is reduced by 1 (-1).

If the attack is against a hex with one of the following terrain types, there is a chance that the hex will catch fire:

- Sugar Cane
- Brush
- Buildings
- Town

Sugar Cane and Brush will catch fire if the original die roll for the attack is 0, 1, or 2. Buildings and Town hexes will catch fire if the original die roll for the attack is 0.

If a hex catches fire, place an On Fire marker in the hex and apply the On Fire rules (8.7.1).

4. **Local Banzai Charge:** The Japanese player must choose a stack that is adjacent to a US Unit and place a Gyokusai marker on that stack. This stack now follows all the rules of 9.6.2. Any friendly hex that this stack moves through will also become Gyokusai. If no Japanese unit is adjacent to an American unit, then the Japanese player may place the marker on any stack that has a leader on it. If one of the units is a Naval Gun unit, it must abandon its guns (see 23.0) upon acquiring the marker.
5. **Civilian Suicides:** Dozens of Japanese civilians take their own lives by jumping into the sea. This has a negative impact on American public opinion. The Japanese player gains 4 VP. Ignore the VP gain if not playing one of the campaign games. Treat this as no effect after the first occurrence.
6. **Friendly Fire:** The Japanese player may make one air strike, using the American Air Strike marker against an American unit adjacent to any Japanese unit. If there's no eligible target, then treat as no effect.
7. **Japanese Infiltration:** The Japanese player may immediately move 2 stacks (3 at night) one hex, ignoring fire zones. The units in a stack may move to different hexes. No Opportunity Fire is allowed against them. The Unit(s) must change to Column Mode before moving. If already in Column Mode, then the Unit(s) may flip to Deployed Mode after the move.
8. **Japanese Fortitude:** The Japanese player may remove 1 DG from up to 3 Units. Eliminated Units may not return to play.
9. **SNAFU:** The American Player rolls a die:
0-4: The 2nd Marine Division is affected.
5-9: The 4th Marine Division is affected.

Place a Supply Disruption marker on the affected Division's Divisional Display. This subtracts one from all the Division's Units' Troop Quality (move the TQ marker one down – although it can't go below -2) and only In Command Units may activate on the Direct Command chit. You may remove this marker by spending two Dispatch Points from the affected Division during Step C of the Preparation Phase (you roll for more Dispatch Points before you spend these points). All effects are immediately removed when this happens.



20.2 Saipan Random Events

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

Random Events Table

0. **American NCO shows initiative:** add 3 Direct Commands to an American Division of the US player's choice.
1. **Japanese NCO shows initiative:** add 3 Direct Commands to a Japanese Division of the Japanese player's choice.
2. **A shipment of amphetamines arrives:** subtract 2 Fatigue Points from an American Division of the American player's choice.
3. **Japanese commanders distribute amphetamines:** subtract 3 Fatigue Points from a Japanese Division of the Japanese player's choice (they took more drugs than the American

soldiers). Add 1 to each Japanese Division's Troop Quality.

4. **Japanese Martyrs:** Place a Gyokusai marker on any hex that has a Japanese Leader on it (Japanese player's choice). All the effects of Gyokusai apply to the Unit(s) in this hex until it is/they are eliminated. If there are no Japanese Leaders on the map, ignore this event.
5. **Americans Gain Experience:** An American Division gains experience fighting on Saipan. Increase one American Division's Current Troop Quality by 1. The American player may choose which Division has its Troop Quality increased.
6. **Infiltration:** The Japanese player may attack with 6 Yellow FP any American occupied hex that isn't in a Fire Zone and is within 3 hexes of a Japanese Unit. There are no modifiers to this attack. Just roll the die and apply the result. If there is no eligible American Unit, ignore the Event.
7. **Japanese Ammo Dump Mishap:** The American player may choose any Japanese Artillery Unit on the map and attack its hex with a 6 yellow FP attack. There are no modifiers to this attack. Just roll the die and apply the result. If there is no Japanese Artillery Unit on the map, ignore the Event.
8. **27th Infantry Division struggles:** reduce the 27th Division values on the 27th Infantry Division Display as follows: Roll a die and if you roll a 3 or less, reduce the 27th TQ by 1. In addition, every time this event is rolled, reduce the Direct Commands by 2, and reduce the Dispatch Points by 1 from the number currently being recorded on the 27th Division's Display. Reductions to less than 0 are ignored. If the 27th TQ is, after this possible reduction, 2 or less, Commander Smith is replaced by Commander Griner. This can happen once per game. Once this happens, immediately add 1 to the TQ of the 27th and use the Griner commanding Division ratings for the rest of the game.
9. **A Japanese Commander commits suicide:** The American Player may choose a Japanese Division and reduce its TQ by one. No Leaders are actually removed.

21.0 US NAVAL SUPPORT

Naval Support, like Air Support, is brought into play via an Activation Chit. This Chit costs no Dispatch Points and is added to the Cup for free each turn unless otherwise noted in the Scenario Book or on Rain turns. Note that it is added to the Cup on Night turns for illumination rounds, etc.



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

21.1 Naval Fire

When the Navy Support Chit is drawn, the Naval Task Forces allocated for that scenario may fire at a target anywhere on the map. A target may be spotted by using any Unit from any American Division or, if no Spotter is present and it is a day turn, by using Aircraft Spotting (see Rule 8.6.5).

Range

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

The Japanese may not fire at a Task Force.



21.2 How to Fire Task Forces

Place all your Task Forces in hexes they will fire at before resolving any Fire. Only one Task Force may be placed per hex. If the chosen hex can be spotted by any American Unit, then no scatter will occur – simply place the Task Force Marker in the hex and resolve the attack. If the chosen hex can't be seen by any American Unit, the American Player must use Aircraft Spotting (if available). In all other ways, this is a normal Indirect Fire attack and uses all the same modifiers. Unless using Aircraft Spotting, Task Force fire does not scatter in *CSS: Tinian* or *CSS: Saipan*.

22.0 AMPHIBIOUS LANDING

Amphibious Movement happens when the Amphibious Movement Chit is pulled from The Cup. This Chit is placed in The Cup every turn (although if there are no American Units in any Naval Zones, there is no reason to put it in The Cup). Each Beach Landing Area (Blue, Green, Red, etc.) is divided into three different Naval Zones:



- **Transport Zone** – The furthest from the shore. This is where the landing craft formed up prior to heading to the beach. Reinforcements are usually placed here initially.
- **Approach Run Zone** – The middle zone.

This represents the area where Amtracs and Landing Craft headed towards the beach, approximately 1500 meters off shore. Units move here from the Transport Zone.

- **Final Run-In Zone** – The last 500 meters before hitting the beach. The first Units that leave here in the game and move to the connected beach on the map are referred to as the First Wave. Units move here from the Approach Run Zone.

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

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

- The Mines Present box is for placing Mines at the associated Beach hex (see rule 24.0).

No Support Weapons may ever be in a Sea Zone

22.1 Moving from Zone to Zone

The American Player may never have more than three Units in a single Naval Zone, except for the Transport Zone which has unlimited stacking. The different Formations penalty is not enforced while in Naval Zones. All Units must be In-Column in a Naval Zone. When the Amphibious Movement Chit is drawn use the following procedure for each Beach Landing Area:

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

Units may land either Deployed or In-Column as the American Player wishes.

Opportunity Fire may be performed by any Japanese Units that exert a Fire Zone into the Beach Hex (on the map), on which the Units are landing. In other words, here Units fire at the hex about to be entered (as an exception to the usual procedure of firing as a Unit leaves a hex). Combat results are applied to the Units as they transit the Final Run-In Zone to the Beach, in their Deployed or In-Column side as the American Player wishes, and before they are considered landed. All normal rules apply and the landing Units are treated as if they are in beach terrain (no -2 modifier etc., and not an automatically Hard Target). The Japanese may fire either at the hex or at a Hard Target (if present) as a normal Opportunity Fire. Any combat results that are scored against the moving Units will apply to the Units on the Beach as if they were moving into the hex and being Opportunity Fired against (as per 6.1.1).

If the beach hex that connects with the Final Run-In Zone is currently Japanese occupied, Units may not land in that beach hex. In this case, the Units may remain in the Final Run-In Zone or they may move to any other Transport Zone of any other beach in the same Beach Landing Zone.

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

Opportunity Fire may be performed on a Hard Target with each US Unit treated as one target in a Naval Zone (Note: The terrain value of a Naval Zone is a Hard Target value of -2 or 0 (see 22.2.1), and no Unit defense values are applied).

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

These Units are NOT subject to Opportunity Fire. Perform the above 3 actions for each Beachhead, and complete all movement within one Beachhead before moving Landing Beach to the next.

Note that the landing schedule cannot be altered and that the troops must land in the order specified. All American reinforcements are placed in their respective Transport Zones at the start of the turn.

When placing reinforcements in the Transport Zones, place newly arriving stacks behind any previously arrived reinforcements that have not yet moved. When the Amphibious Movement Chit is drawn, select Units to move from those that were placed in the Transport

Zone on the earliest time and date before selecting later arriving Units. If Units, in Landing Craft, rout back to the Transport Zone then they may join any stack on any subsequent turn.

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

22.2 Firing on Units in a Zone

22.2.1 Firing at Units in Naval Zones

The Final Run-In and Approach Run Zones may be subject to Direct Fire as normal by counting the range to the corresponding Beach hex (the one on the map) and then adding 1 hex range to fire on the Final Run-in Zone, or 3 hexes range to fire at the Approach Zone (as noted on the Naval Zone). Units in the Transport Zone may not be fired upon. Line of Sight is traced to the Beach hex connected to the targeted Naval Zones – and not to the Units in the actual Naval Zone. When firing on a Naval Zone, firing units may ignore any Sugar Cane or Brush hexes for purposes of LOS.

US Units are subject to Japanese Opportunity Fire when they unload onto a Beach hex (see Rule 22.2.2). Any Units in a Naval Zone are all considered to be in a single Armored Unit and must be fired at as a single Hard Target with a -2 or 0 Hard Target defense value (as indicated in the Naval Zone). Ignore any modifiers on the Units themselves. Any Unit that routs in a Zone from this fire is moved back to the Transport Zone and can only leave when the Amphibious Chit is drawn on a *subsequent* Turn. Routed Units have completed their Action for this Amphibious Activation and may not move again until the Amphibious Chit is drawn again. Any other Units in the same zone are never Pinned from a failed Rout Check. Units that rout when moving from the Final Run-In Zone to the Beach are considered either Deployed or In-Column as the owner chooses. If they Rout, they are considered on the Beach hex and must trace to an owning HQ to Rout or be eliminated. If Pinned, the Beach hex is Pinned. Units that are eliminated while in a Zone are removed from the game.

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

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

22.2.3 Drift

When the American Player moves Units for the first time from the Final Run-in Zone to any of Red 1, Red 2, Red 3, Green 1 or Green 2 beach hexes, he must roll a die:

- On a result of 0-4, the Unit lands on the intended beach. Place the appropriate Final Beach Marker on this beach hex.
- On a roll of 5-9, the Unit lands on the beach to the north as

shown on the map. Place the appropriate Final Beach Marker on this beach hex.

From now on, all Units arriving at that beach will move from the Final Run-in Zone to the beach specified on the marker. There may be more than one Final Run-In Zone leading to a single final beach hex.

22.2.4 Amphibious Tanks

Amphibious Tanks are those Units designated A/2AAB, B/2AAB, C/2AAB, D/2AAB, A/708ATB, B/708ATB, C/708ATB, D/708ATB.



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

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

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

These Units do count towards stacking in a Naval Zone.

22.3 The Great Marianas Turkey Shoot

On the 18th, 19th, 20th and 21st of June the American player has no Naval support or Naval air power. Do not place the Navy Support or the Air Support chits in the Cup from 0500 on the 18th until Night II of the 21st. These chits are used from the 0500 turn of the 22nd, onwards.

If Aslito Airfield has been repaired and is operational, the Air Support Chit is placed in The Cup as per a normal turn but do not add in the +3 modifier for Aslito Airfield being operational.

23.0 JAPANESE ARTILLERY

All Japanese Artillery are defined by having these symbols on their counter and also a black firepower value (note that Rule 23.0 only applies to Indirect Fire Units with these symbols). Direct Fire Units with these symbols have no additional restrictions.



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

During the Night Turn II of any game day, Japanese Artillery with a “No” movement allowance may move 2 hexes without going into Column. This movement costs no Direct Commands or Dispatch Points but may only be made if the hex the Artillery starts in as well as all hexes transited are not in an Allied Fire Zone, and all hexes entered must be legal for a Leg Unit to enter.

- Japanese Artillery Units, when flipped to their In-Column side may never flip back to their Deployed side and must fight the rest of the game as Infantry.

24.0 MINES

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

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

24.1 Effects of Mines

In many of the scenarios the Japanese player receives Mine markers. These are always placed with the minefield value face down. The values range between 0 and 4. (There are also dummy Mine markers for use in the free set-up campaign.)

Whenever a Unit (American or Japanese) enters a hex with an unrevealed Mine marker the marker is flipped to reveal its strength. If it's a dummy marker, then remove it.

If it has a value, make an immediate attack on EACH stack that enters the hex using the strength of the Mine marker and apply that result to the stack. No modifiers apply to this roll.

24.2 Removing Mines

American Engineers can remove Mines by being in the hex with the Mine Marker and passing a Troop Quality Check when activated.

24.3 Demolition Teams

Prior to the Marines invading, the Americans sent underwater demolition teams to all the landing beaches to attempt to remove obstacles to landing.

Underwater Demolition Teams (UDT)

If specified in the Scenario and after the Japanese Player has set up, the American Player may roll for UDT points on the chart below:

Roll	UDT Points
0	12
1	10
2	9
3	8
4	9
5	6
6	6
7	6
8	5
9	4



Each UDT point must be spent immediately.

For each UDT point that he spends, the American player may reduce the value of a revealed Mine marker that is in a Beach hex by 1 level. A Mine marker may be reduced by a maximum of two levels. The Mine Levels are 4, 3, 2, 1, 0. So reducing a Level 2 Mine by 2 levels will take it to level 0. Reducing a Level 1 Mine by 2 levels will remove it.

25.0 VICTORY IN THE GAME

25.1 Tracking Victory Points

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



25.2 Tracking Casualties

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



25.3 Closing Beach Hexes

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



25.4 Victory Hexes

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



26.0 MARINE MARTINI AND SHOCHU

At the beginning of most scenarios, the American Player is given a Martini Marker and the Japanese Player is given a Shochu Marker. These allow the players one opportunity per day to re-roll one die roll if they don't like the original roll. Each Marker can only be used once per roll (although both Martini and Shochu can be used if available on the same roll after it has been re-rolled). In other words, a die roll result has been rolled and the American Player does not like the roll. If he has Martini available, he may re-roll this roll. If the Japanese has Shochu available and now doesn't like the new roll, he may re-roll it once as well. But after that, no more re-rolls are allowed. At the start of every game day (the 0500 turn), both players receive their Martini and Shochu respectively again. The American Player must choose first if he wishes to re-roll and he must state this before another die roll has been made or another Action performed. If the American Player doesn't choose to use his re-roll, the Japanese Player then chooses.



Optional - but a great Command and Control aid as well as being enjoyable. We recommend the following drink for the American Player to enjoy while playing:

A US Marine Corps Martini:

- 5 parts vodka
- 4 parts gin
- 3 ice cubes
- 2 parts pale dry sherry
- 1 part water (3 parts if you're in the Navy)

For the Japanese Player, we recommend the national drink of Japan, Satoh Kuro. Rich and sweet flavor with a surprising spicy kick.

For Saipan the drinks are Whiskey and Sake



27.0 AMERICAN ARTILLERY ON SAIPAN

At the start of the game most of the American artillery is on Saipan providing support. Their "Groupments" were approximately 12 hexes from the north end of Tinian. Note the symbol in hex 20.47. Start counting all ranges from this hex as if 12 hexes had already been used and then continue counting from there.

Examples:

- The range to the most northern hex of Tinian is 13 hexes.
- The range to the Radio Station is 17 hexes.

A Japanese unit can fire at an artillery unit on Saipan using the reverse procedure; that is, it first traces to the Range box in hex 20.47 and then adds 12 to find the distance.

The Groupments may perform a Fire Action whenever the Direct Command Chit is in play (by paying 1 DC per Groupment fired). They may use spotted fire or Aerial Observation. Either Marine Division may pay the Activation Cost.

Transferring Artillery to Tinian

In the free set-up scenario (only), artillery may be scheduled to land at a beach (see that scenario) and in the free set-up and historical campaigns eligible Artillery Units may be transferred from Saipan to Tinian.

To transfer an Artillery Unit, when the Unit is activated remove it from its Saipan Groupment Area and place it on the turn track 7 turns later. It may then enter as a reinforcement at any 'Open' beach that was previously used by a Marine unit. For each Artillery unit transferred the American receives one Corps Truck Unit placed in the Corps Truck Transport Pool.



The Corps Trucks and Artillery only may activate when the Direct Command Chit is in play and either Marine Division may pay the cost of activation.

Note: While the two units of the 10th Artillery Battalion were nominally part of the 2nd Marine Division, during the Tinian operation they were attached to the 4th Division and are treated here in all respects as part of that division.

28.0 VICE ADMIRAL KAKUJI KAKUDA

Vice Admiral Kakuji Kakuda had a bad reputation. He was, by Japanese physical standards, a hulking figure: more than six feet tall, weighing more than 200 pounds. He willingly catered to his almost unquenchable thirst for liquor and he lacked the fortitude to face the odds arrayed against him at Tinian. After making several failed attempts to meet with a Japanese submarine



to escape, he was last seen going into a cave on the Southern end of Tinian. Admiral Kakuda, in any case, took no part in directing the Japanese resistance.

The Japanese Player receives the Vice Admiral Kakuda counter when the Kakuda Event is rolled. If he is not currently on the map when this event occurs, place him on the map on any Japanese Naval Unit. If he is currently on map, on the turn track, or has been removed from play, treat the Kakuda Event as No Effect.

However, whenever he is on map and the Event Chit is drawn, the Japanese player also rolls 1D10 to determine Kakuda's fate as follows:

- 0-2: Vice Admiral Kakuji Kakuda is fit for duty.** Continue to use him. Roll on this table again the next time the Event Chit is drawn.
- 3-4: Vice Admiral Kakuji Kakuda is drunk. Roll 1d10.** If a 0 is rolled then continue to use him. Otherwise, remove him from the map and place him on the turn track that many turns ahead. Place him on any Naval Unit when he returns.
- 5-6: Vice Admiral Kakuji Kakuda is extremely drunk.** Remove him from the map. He may be placed back on the map if the Kakuda Event is rolled again.
- 7-9: Vice Admiral Kakuji Kakuda disappears.** He is last seen heading into a cave carrying a crate of sake. He is never seen again. Remove him from play. No further rolls need to be made for him. All future Kakuda Events are treated as No Effect.

Note that this Kakuda roll is made when the Event Chit is drawn even if the result is not the Kakuda Event. The Event actually rolled is still implemented.

29.0 135TH REGIMENT

The First Battalion of the Japanese 135th Infantry Regiment was supposed to join the rest of its Regiment on Saipan. It never got the chance because the Americans invaded first. This optional rule allows the Japanese player to field the entire regiment by assuming all three battalions remained on Tinian.

For any free set-up Campaign games, the Japanese player may add the following Units to his OB:

- 1/II/135, 2/II/135, 3/II/135, 4/II/135, Art/II/135
SW: 1 x HMG, 1 x Knee Mtr., 1 x Batt Gun, Leader: Cpt Obata
- 1/III/135, 2/III/135, 3/III/135, 4/III/135, Art/III/135
SW: 1 x HMG, 1 x Knee Mtr., 1 x Batt Gun, Leader: Cpt Funaki
- Eng/135
- Supply/135
- Med/135
- Leader: Col Suzuki

They may be setup anywhere on the island.

30.0 CREDITS

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



The Company Scale System will return soon in CSS: The Little Land: The Battle of Novorossiysk

EXTRA COUNTERS:

We have provided errata and extra counters at the bottom of Sheet 4. These are for the Montélimar game and replace the counters in the Montélimar box.

There are also new and additional counters for Saipan. An extra Gabaldon hero and Amphibious Tanks that can now deploy per the rules presented here.



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- Miscellaneous Markers: 3.4
- Status Markers: 3.4
- Stripe for Units and Support Weapons: 3.4
- Support Weapons: 3.4; 12.0
- Unit counter: 3.4



1. PREPARATION PHASE

- A) Weather Determination (0500 Turn only)
- B) Check for Division Fatigue (0500 turn only)
- C) Redistribute Marine Martini and Shochu (0500 turn only) (see 26.0)
- D) Spending Dispatch Points
- E) Check Fatigue
- F) Get More Dispatch Points
- G) Place any Reinforcements due to arrive this turn.

2. ACTION PHASE

- A) Put all purchased Chits from step 1D above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit, the Random Event Chit, the US Naval Support Chit, the US Amphibious Chit and, if it is not a night or rain turn, the Air Support Chit.
- B) If this is an 0500 turn and there are any Illumination Rounds on the map, remove them.
- C) Should the Initiative Player wish to immediately play an available Formation Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit was not purchased for this turn in Step 1D and has not been played in this Action Phase, i.e. you cannot buy the same chit more than once per turn). If the Initiative Player does not wish to do this, the Reaction Player may do so. If neither player wishes to do this, draw a Chit from The Cup. Once a Chit has been drawn, this option is no longer available until the next Activation (i.e. you cannot wait to see the Chit draw before deciding whether to preempt it).
 - i) If the **Wind Chit** is drawn, remove all Barrages and Illumination Rounds from the map.
 - ii) If the **Naval Support Chit** is drawn, the US player may use his available Task Forces to attack Japanese Units (see 21.2)
 - iii) If the **Air Support Chit** is drawn, determine how many Air Markers are available and how many the US player wishes to allocate to either Air Strike or Interdiction; pay one Direct Command per Air Marker from any friendly Division to use them this Activation. Perform Strikes or place Interdiction markers on the map (see 16.0).
 - iv) If the **Random Event Chit** is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
 - v) If a **Division or Formation Activation Chit** is drawn, do the following:
 - a) Move all Active Leaders to any hex of their command (see 13.1).
 - b) Attach Support Weapons (see 12.1).
 - c) Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.
 - d) Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 - e) Remove all *Concentrated Fire*, *Sustained Fire*, and *No Opportunity Fire* Markers from any Active Units
 - f) Active Units may change from Deployed to Column and vice versa.
 - g) Perform any Assaults or Banzai Charges. All Units that assaulted, charged, or fired indirectly in support of an Assault are no longer Active for this Activation.
 - h) Place any new Prepared Assault or Banzai Charge markers adjacent to Active Units.
 - i) Activate any Active Units and perform Actions (move, fire, engineer, rally).
 - j) Pay a Direct Command to Perform a Second Action with any In-Command Units.
 - k) Check for any Overstacking and apply DGs as needed.
 - vi) If the **Direct Command Chit** is drawn, do the following:
 - a) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to the Division's current Direct Command total. Maximum for each Division is 19 Points.
 - b) Activate Units as desired at a cost of one Direct Command per Unit.
 - 1) For each Unit (or stack) activated, remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from the hex occupied by the Active Unit.
 - 2) The Active Unit (only) may change from Deployed to Column or vice versa.
 - 3) The Active Unit may perform one action of any type.
 - vii) If there are no more Chits in The Cup, and neither player wishes to purchase a Formation Chit, proceed to the End Phase. If there are Chits remaining in the Cup, return to the start of Step 2C.

3. END PHASE

- A) Check to see if Gyokusai has been triggered (see 24.2).
- B) Check to see if a Victory Condition has been met.
- C) Check to see if the game has ended.
- D) If not, advance the Turn Record to the next turn and return to the beginning of Step 1.