

LAST BATTLE: IE SHIMA, 1945

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all of the titles and subtitles.

Set up the game and play a trial game against yourself. During this trial game try referring to the rules only when you have a question and remember the numbering system it employs makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn how to play (short of having an experienced friend teach you).

Learning all of the rules, word for word, is not recommended - learning all the details of any game is an effort few can achieve. The rules have been written so as to be as comprehensive as possible but are not meant to be memorized. Gradually absorbing the rules in the process of playing is the best approach to mastering this game.

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

TAKE AIM DESIGNS

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Albany, NY 12203 [USA]

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Or email at: TakeAimDesigns@nycap.rr.com

Should you have any difficulty interpreting the rules you have several options. Go to the TAKE AIM DESIGNS and LAST BATTLE discussion folders at www.consimworld.com and ask your question there. Or send an email to the electronic mail address above. A last option would be to send a letter by ground mail to the street address above. Questions sent by ground mail should include a self-addressed stamped envelope to receive a reply.

Regardless of how you forward your questions please phrase them so as to be answered with a simple “yes” or “no” or at most a single sentence. Questions about historical interpretations, design theory or design intent will be answered at the designer’s discretion.

“Choose your battles . . .”™

1.0 INTRODUCTION

LAST BATTLE: IE SHIMA, 1945 is a two-player game that simulates Operation *Indispensable*, the American invasion of the Japanese island of Ie Shima (Iejima or 家島), April 16 to 22, 1945. One player commands the attacking American forces and the other player commands the defending Japanese forces.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index and Glossary at the end of this rulebook. The numerical references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

2.0 COMPONENTS

LAST BATTLE includes the following components:

- One 17” by 22” map
- One sheet of 5/8” die-cut counters
- This rule booklet

2.1 Dice

Two six-sided dice are required to play *Last Battle*. It will speed play if both players each have two dice. Through-out the rules “dr” signifies the roll of a single die, while “DR” signifies the sum of two dice rolled together.

3.0 THE MAP

The map sheet depicts the island of Ie Shima where the *Indispensable* campaign took place between April 16 and 22, 1945. The scale is approximately 1 inch = 275 yards.

3.1 Map Areas

The map is divided into 16 numbered locations hereafter called Areas. Two Areas are adjacent to each other if they share a common boundary and units could move directly from one to another. All Areas are considered Japanese-controlled at the start of the game.

3.1.1 Identifiers. Each Area on the map contains an Identifier divided into two halves. The top half contains a number for identification purposes (from 1 to 16).

3.1.2 Terrain. Areas have one of two terrain types: Clear or Urban. Clear Areas have a circle Identifier. Urban Areas have a square Identifier.

3.1.3 Area TEM. The bottom half of each Identifier contains that Area’s Terrain Effects Modifier (TEM, from +1 to +4). This modifier is used in resolving attacks against units in that Area (11.4.3C).

3.1.4 Boundaries. Areas are separated from each other by solid black lines.

3.2 Beach Approach Box

Each of the three invasion beaches is connected to a Beach Approach Box, where assaulting American units are placed at the start of the game. American Reinforcements are also placed in these boxes during the Reinforcement Phase while awaiting landing in adjacent areas. Beach Approach Boxes are considered Areas for purposes of American activation, American and Japanese movement, and American retreat. A Beach Approach Box may not be entered, attacked or retreated into by Japanese units or bombarded by the Japanese Artillery Bombardment marker.

3.3 Japanese Special Units Box

The Japanese Special Units Box on the map is used to hold Japanese Special Units (5.3.2) until they are committed by the Japanese player. The Japanese Special Units Box is considered an Area for

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purposes of Japanese activation, movement, and combat. The Japanese Special Units Box may not be entered or attacked by American units or bombarded by the American Air, Artillery, or Naval Bombardment markers.

3.4 Turn Track

The Turn Track printed on the map is used to note the current Game Turn. At the end of each Turn, advance the Turn marker one space to the next sequential number on the Turn Track.

3.5 Impulse Track

The Impulse Track is printed on the map and is used to record the current Impulse of a Turn. The Impulse marker is placed in the space corresponding to the current Impulse.

3.6 Victory Point Track

The Victory Point Track is used to record the number of Victory Points (VPs) controlled by the American player.

3.7 Marker Holding Boxes

The map contains boxes to hold the Advantage marker, American Air, Artillery and Naval Bombardment markers, and Advanced Game Units.

4.0 PLAYING PIECES

Included with the game are die-cut playing pieces called units, representing the various military formations that fought in the campaign, as well as several markers that assist in game play. See the back of the cover art for descriptions of each of the playing pieces.

5.0 PREPARE FOR PLAY

5.1 The Basic Game

The Basic Game is four turns long and covers the first four days of the invasion from April 16–19, 1945. Players wishing to play a longer campaign should refer to the Extended Game rules (21.0).

5.1.1 Choosing Sides. Each player should secretly record which side they wish to play: American or Japanese. If opposite sides are chosen play begins immediately. If, however, both players wish to play the same side they should bid (18.1) to play the preferred side.

5.2 Marker Placement

Place the Turn marker in the “April 16” space on the Turn Track.

Place the Impulse marker in the “1” space of the Impulse track, “Clear” side up.

Place both player’s Artillery Bombardment markers as well as the American player’s Air and Naval Bombardment markers in their holding boxes printed on the map. **Note:** *if playing with Advanced Game rules 19.1 and 19.4 the Japanese Kamikaze and Satchel Charge markers are also placed in their holding box printed on the map.*

Place the Advantage marker in its holding box printed on the map, American side up (to show American possession of the Advantage).

Place both Victory Point markers in the “0” space of the Victory Point Track.

Note: *The Ernie Pyle and Major Igawa HQ markers are only used if incorporating Optional Rule 20.0.*

Place a Control marker, Japanese side facing up, in every Area.

Design Note: *To reduce map clutter the players may if they wish only place a Control marker in American-controlled Areas and treat Areas without a control marker as Japanese-controlled.*

5.3 Unit Setup

Each player places his initial units in the Beach Approach Boxes and Areas listed below. All units begin play with their Full-Strength side face-up.

5.3.1 American Setup. American units are set up as directed in the following locations:

306th Regiment

1/306 A, B, C and D
2/306 E, F, G and H
3/306 I, K, L, and M

Setup In:

Beach Approach Box with a green dot
Beach Approach Box with a green dot
Beach Approach Box with a green dot

305th Regiment

1/305 A, B, C and D
3/305 I, K, L and M

Setup In:

Beach Approach Box with a blue dot
Beach Approach Box with a blue dot

5.3.2 Japanese Setup. Japanese units are set up as directed in the following locations:

44th Independent Mixed Brigade

2nd Infantry Unit / 1st Battalion

2/1A
2/1B
2/1C
2/1D

Setup in:

Areas 15 and/or 16
Areas 15 and/or 16
Areas 15 and/or 16
Areas 15 and/or 16

50th SEI (Specially Established Infantry)

SEI-A
SEI-B
SEI-C
SEI-D

Setup in:

Any Urban Area
Any Urban Area
Any Urban Area
Any Urban Area

Labor Battalion

Labor-A
Labor-B
Labor-C
Labor-D

Setup in:

Any Area
Any Area
Any Area
Any Area

Japanese Special Units

Pillbox A, B, C, D
MG (Machine Gun) A, B, C, D
IE (Civilian) A, B, C, D

Setup in:

Special Units Box
Special Units Box
Special Units Box

6.0 SEQUENCE OF PLAY

Each Turn represents one full day of combat and comprises four Phases and a number of “mini-turns” or Impulses.

6.1 Phases

The Phases of a Turn are conducted as follows: Reinforcements Phase, Daylight Phase, Night Phase, Refit Phase, and End Phase.

6.1.1 First Turn. The April 16 turn begins with Japanese Impulse 1; skip the preceding Reinforcements Phase.

6.2 Reinforcement Phase

Reinforcements are placed during the Reinforcement Phase. The Japanese player always goes first, followed by the American player.

6.2.1 Japanese. The Japanese player makes a DR and halves the result (fractions rounded down). Up to that number of Japanese Special Units previously eliminated may return to play at full strength. The Japanese player places these returning units into the Japanese Special Units Box.

6.2.2 American. The units of the American 2/307 and 3/307 Battalions (units with a brown dot in their upper right hand corner) enter play on April 17 (Turn 2). These units must be placed in the Beach Approach Box with the same brown dot. *Note: if playing with Advanced Game rule 19.2 the American Artillery Support marker is placed in its holding box on April 17 (Turn 2) and the American Tank Support marker is placed in its holding box on April 18 (Turn 3).*

6.3 Daylight Phase

Each player may take one action during each Impulse (8.0) and then the Impulse marker is advanced to the next space on the Impulse Track. The Japanese player always goes first, followed by the American player.

6.3.1 Sunset DR. During the American half of each Impulse the first American DR made for any purpose also serves as the Sunset DR (if the American player does not make a DR during his Impulse, he makes a Sunset DR at the end of his Impulse). The Japanese player never makes a Sunset DR.

If the Sunset DR is *equal to or greater than* the Impulse number the Impulse marker always advances to the next space on the Impulse Track (see 3.5). In addition if the Sunset DR is exactly equal to the Impulse number there is a Weather Change (9.3).

If the Sunset DR is *less than* the current Impulse number the Daylight Phase ends. If the Impulse marker moves off the Impulse Track the Daylight Phase ends.

6.4 Night Phase

The Japanese player may activate MG and IE units in the Special Units Box. Activation during this phase gives these units additional movement and combat capabilities (see 10.2.3). If there are no MG or IE units present in the Special Units Box the Japanese player may choose a single Area on the map to activate for an Assault Impulse.

6.5 Refit Phase

The Japanese player spends their available Replacement Points (RPs – see 14.4). The American player then spends their available RPs.

6.6 End Phase

Determine if the American player has won an Automatic Victory (17.1). In the absence of an Automatic Victory return the Impulse marker to the “1” space on the Impulse Track. Advance the Game Turn marker to the next space on the Game Turn Track, “Clear” side up. Air, Artillery, and Naval markers that were “Used” side up in the player’s holding boxes at the end of the Daylight Phase are flipped so as to be available again.

If the game has reached the End Phase of April 19 determine who has won the game (17.2). The game is now over unless playing the Extended Game (20.0).

7.0 STACKING AND CONTROL

7.1 Stacking

Each player may have a maximum of eight units per Area. **Exception:** *Beach Approach Boxes and the Japanese Special Units Box do not have a stacking limit.* Control and other markers do not count against stacking limits.

Units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. They may, however, retreat through a fully stacked Area (13.2.1).

Although most areas are large enough to display all of the units therein, stacking all of a player’s Full-Strength and Reduced-Strength units in separate piles may be done to conserve space. A player may freely examine stacks of enemy units at any time.

7.2 Control

Each Area is always controlled by either the American player or the Japanese player. Control changes when one side has a unit in a Vacant (7.4) Area that is controlled by the enemy. Control of an Area may be gained during movement without stopping to end an Impulse in that Area. In addition, control of an area may change at the end of the Daylight Phase as a result of an Area being Out of Supply (14.2). Control is shown by flipping the control marker to either its American or Japanese-Controlled side as is appropriate.

7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is controlled by the enemy does not alter control of that Area.

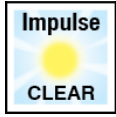
7.4 Vacant

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

7.5 Free

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

8.0 IMPULSES



The majority of the game is played during the Daylight Phase, consisting of an unknown number of “mini-turns” called Impulses. The Japanese player performs one Impulse and then the American player performs one Impulse. After each player has performed one Impulse the Impulse marker is advanced one space on the Impulse Track printed on the map.

The active player during an Impulse is called the **Attacker**; his opponent is called the **Defender**. No enemy unit may move during a friendly Impulse except to retreat as a result of Combat Resolution (11.4).

8.1 Types of Impulses

There are four types of Impulse:

- Assault
- Bombardment
- Regroup
- Pass

8.1.1 The Assault Impulse

The Attacker selects an Area of his choice as the Active Area. American units in a Beach Approach Box, and Japanese units in the Japanese Special Units Box, are considered to be in an Area for purposes of Assault Impulse activation.

Units in the selected Area may move and/or attack during that Assault Impulse.

8.1.2 The Bombardment Impulse

The Attacker selects one Area to bombard with an Air, Artillery or Naval Bombardment marker.

8.1.3 The Regroup Impulse

The Attacker may activate **every** friendly unit on the map and move them one Area. Units beginning the Impulse in the same Area do not have to move to the same destination, i.e. units may split up and move to different destinations. Units that Regroup may not enter any enemy-controlled or enemy-occupied Area. Units within a Contested Area may not Regroup into another Contested Area, even if friendly-controlled. Japanese Pillbox units may not Regroup.

8.1.4 The Pass Impulse. The attacker may elect to take no action at all during the Impulse (the American player must still make a Sunset DR if it is possible to end the Daylight Phase). If both players pass on consecutive impulses the Daylight Phase ends at the conclusion of the second Pass Impulse.

8.2 Legalities and Errors

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

9.0 WEATHER

There are two types of Weather in the game: Clear and Rain. At the start of each Turn the weather is Clear.

9.1 Clear Weather

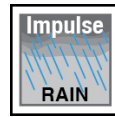
Play proceeds normally. Air Support modifiers for American Attack and Defense Values (11.4.2D, 11.4.3D) are applied during any Clear Weather Impulse.

9.2 Rain

The following changes are in effect during Rain:

1. The American Air Bombardment marker may not be used during a Rain Weather Impulse (12.2).
2. American units suffer a -1 penalty to their printed MF (4.3.1).
3. The American player does not receive the Air Support modifier to their Attack Value (11.4.2D) or Defense Value (11.4.3D) during a Rain Weather Impulse.

9.3 Weather Changes



If the American player’s Sunset DR (6.3.1) equals the current Impulse number, the weather changes (from Clear to Rain, or from Rain to Clear) during the next Japanese Impulse. **Exception:** *the Weather may not change during a bombardment by an American Air, Artillery or Naval Support marker during a Bombardment Impulse (8.1.2).* Record the Weather Change by flipping the Impulse marker on the Impulse Track. The new weather status remains in effect until the End Phase of the current Turn, or until the American player’s Sunset DR again equals the current Impulse number. In the latter case the weather changes yet again, and the Impulse marker is flipped once more.

10.0 MOVEMENT

10.1 Mechanics of Movement

During an Assault Impulse the attacker chooses one Area to be the Active Area.

Units move one at a time. A unit may move from an Area to an adjacent Area, the number of Areas entered during movement being limited by printed Movement Factor (MF) on the moving unit. At any point in the Assault Impulse (only) units that began this impulse in the Active Area, or enter an Area with enemy units, may attack (11.0) those enemy units within the same Area.

10.1.1 Area Activation. All of the units in an Area may move/attack if the attacker has chosen that Area to be his Active Area. Units in the activated Area may move and/or attack until there are no units left to perform an action.

10.2 Movement Costs

Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into adjacent areas until it either lacks enough MF to enter another Area or it enters an

Area occupied by an enemy unit, where it must stop. Movement into an Area incurs the following MF costs (use only the one that applies):

- 1 MF** Enter a Vacant Area
- 2 MF** Enter a Vacant Area adjacent to an enemy unit
- 3 MF** Enter an Area containing only Reduced-Strength enemy units
- 4 MF** Enter an Area containing a Full-Strength enemy unit
- ALL MF** Enter a Japanese-Controlled Area from a Beach Approach Box
- ALL MF** Enter an American-Controlled Area from the Japanese Special Units Box

If the Active Area is Contested friendly units may exit the Area at normal MF costs, so long as the first Area they enter is Free.

If a unit has not yet expended MF in the Impulse, and lacks sufficient MF to enter an adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all its MF.

If a player wishes to resolve combat within a Contested Area **no movement takes place** within the Contested Area. The attacker simply announces his intention to attack and performs the steps listed under Combat Resolution (11.4).

10.2.1 Multiple Area Destinations. Units starting in an Active Area may move to and/or attack into different areas during the same Assault Impulse. Attacks made into different Areas do not have to be designated in advance. The attacker may wait for the results of a move/attack before announcing a later move/attack into another Area in the same Impulse by other units starting in the Active Area.

Once an Area is attacked, additional units may not move into that Area during the same Impulse. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all units moving during an impulse have to move simultaneously.

10.2.2 Japanese Special Units Movement – Daylight Phase. A maximum of four units may move directly from the Japanese Special Units Box to an Area on the map in a single Impulse of the Daylight Phase. A maximum of one unit may be placed in each Area.

- Pillbox units may only be placed during the Daylight Phase, and may only be placed into in-supply Japanese-controlled Areas.
- MG and IE units placed during the Daylight Phase may only be placed in Japanese-controlled Areas and may take no further action that Impulse.

10.2.3 Japanese Special Units Movement – Night Phase. Japanese MG and IE units moving from the Special Units Box to an Area on the map during the Night Phase have additional capabilities. A maximum of four units may move directly from the Japanese Special Units Box to an Area on the map in a single Night Phase. A maximum of one unit may be placed in each Area.

- MG and IE units placed during the Night Phase may be placed in any Area, including an American-controlled, non-contested Area. Mandatory Attack rules apply (see 11.1).
- Unless required to conduct a Mandatory Attack the Japanese player may elect to take no further action, or activate just the newly placed MG or IE unit for movement and/or combat, or activate ALL of the non-Pillbox units in that Area for movement and/or combat.

Movement from the Special Units Box to the map during the Night Phase is done one unit at a time. Any movement and/or combat resolution made as a result of a single unit being placed must be completed before any subsequent unit placement, movement, and/or combat resolution.

10.3 Movement Restrictions

The following two situations restrict movement:

10.3.1 Overstacking. Units may not move into a fully stacked Area (7.1). **Note:** *units may retreat through a fully stacked Area as a result of Combat Resolution. See 13.2.1.*

10.3.2 Exiting a Contested Area. Units within a Contested Area must first move to a Free Area before entering either another Contested Area or an enemy-controlled Vacant Area.

11.0 COMBAT

Only units that begin an impulse in the Active Area may attack. An attack incurs no additional MF cost beyond that for entering an enemy-occupied Area. If the Active Area was already contested at the beginning of the Impulse the units may either exit the Area or attack.

All defending units in an Area being attacked can potentially be affected by the combat results of that attack. An attack is resolved only after all units have entered the attacked Area in that Impulse. Other units starting in the Active Area not involved in the attack may move, but no additional units may enter the Area being attacked during the current Impulse once the attack is resolved.

11.1 Mandatory Attacks

Friendly units must make a Mandatory Attack whenever they enter an enemy-occupied Area that was not Contested at the beginning of the current Impulse. If a Mandatory Attack results in a Repulse (11.4.4) all participating units must retreat (13.2).

11.2 Optional Attacks

Unless required to conduct a Mandatory Attack the attacker may attack with some, all, or none of his units that entered the Area. If he chooses to attack at least one unit must attack.

11.3 Contested Area

If the Active Area is already Contested at the start of the Impulse, all, some or none of the units starting in that Area may attack. If the

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attacker loses the attack the attacking units do not retreat and must remain within the Active Area.

11.4 Combat Resolution

Attacks are resolved by comparing the Attack Value of the attacking unit(s) plus a DR (the Attack Total or AT) against the Defense Value of the defending units(s) plus a DR (the Defense Total or DT). Combat is resolved in the following order:

- A. Attacker designates the Lead Attacking Unit
- B. Defender designates the Lead Defending Unit
- C. Satchel Charge Call; dr made (Advanced Game, see 19.4)
- D. Artillery Support Call; dr made (Advanced Game, see 19.2)*
- E. Tank Support Call; dr made (Advanced Game, see 19.2)**
- F. Tabulate final Attack Value and Defense Value
- G. Roll dice (11.4.1) and compute results (11.4.4)

* Once per Impulse beginning April 17 (Turn 2) the American player may make one Artillery Support Call.

** Once per Impulse beginning April 18 (Turn 3) the American player may make one Tank Support Call.

11.4.1 Dice. When resolving combat each player simultaneously rolls two dice (a DR).

11.4.2 Attack Value (AV). The Attack Value is equal to the sum of:

- A. The Combat Value of any one attacking unit of the attacker's choice (**Lead Attacking Unit**),
- B. +1 Each additional Full-Strength unit participating in the attack, and +1/2 each additional Reduced-Strength unit participating in the attack (fractions rounded down),
- C. +1 Each battalion Integrity Bonus, when all four units of a single infantry battalion participate in the same attack,
- D. +1 Air Support if Americans assault in Clear Weather,
- E. +1 Successful Artillery Call (19.2.1) by the American player,
- F. +2 Successful Tank Support Call (19.2.1) by the American player
- G. +4 Successful Satchel Charge Call (19.4.1) by the Japanese player

Note: the Combat Value of Japanese Pillbox units is marked with a “**” to indicate they may not contribute to the Attack Value. Rules 11.4.2E, F, and G are used only if playing the Advanced Game (19.0).

11.4.3 Defense Value (DV). The DV is equal to the sum of:

- A. The Combat Value of any one unit of the defender's choice (**Lead Defending Unit**),
- B. +1 Each unit in addition to the Lead Defending Unit in the defending Area,
- C. +? for the TEM (+1 to +4) of the Area being attacked,

D. +2 Air Support if Japanese assault in Clear Weather during the Daylight Phase,

E. +1 Urban Area containing Rubble marker (19.3).

11.4.4 Computing Results. The result of the attack depends on the difference between the Attack Total (AT) and the Defense Total (DT).

Repulse: If the AT < DT the attacker has been repulsed and there is no effect on the defender's units. All of the attacking units are flipped to their Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. Retreat is required in cases of Mandatory Attack (11.1).

Stalemate: If the AT = DT the Lead Attacking Unit is flipped to its Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. Attacking units making a Mandatory Attack (11.1) may not retreat. Defending units may retreat optionally (13.2.3). There is no effect on defending units.

Success: If the AT > DT the Lead Attacking Unit is flipped to its Reduced-Strength side if currently Full-Strength; if already Reduced-Strength it is eliminated. The defender must absorb Attrition Points (13.1) equal to the difference between the AT and DT. The first Attrition Point must be absorbed by the Lead Defending Unit.

12.0 BOMBARDMENT

12.1 Bombardment Impulse

In a Bombardment Impulse the Attacker activates an Area to be the Target Area. Unlike an Assault Impulse, there is no movement. The Impulse marker does not advance on the Impulse Track during an American Bombardment Impulse. The Daylight Phase may still end, however, if the Sunset DR is *less than* the current Impulse number. The next action is a Japanese Impulse.

12.1.1 Bombardment Declaration

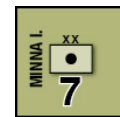
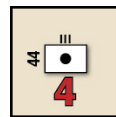
The American player may bombard with any one of their Air, Artillery, or their Naval Bombardment markers. The Japanese player may bombard with their Artillery Bombardment marker. Place the marker into the Target Area. After Bombardment Resolution (12.5) flip the marker to its “USED” side and return it to the appropriate bombardment display to show it cannot attack again this Turn.

12.2 AIR



The American Air Bombardment marker may make an *Air Bombardment* against any Area on the Map. **Exception:** the American Air Bombardment marker may not be used during Rain Weather (9.2).

12.3 ARTILLERY



An American or Japanese Artillery Bombardment marker may make an *Artillery Bombardment* against any Area on the Map. **Exception:** an American Beach

Approach Box (3.2) may not be selected as the Target Area of a Japanese Artillery Bombardment.

12.4 NAVAL



The American Naval Bombardment marker may make a Naval Bombardment against any Area on the map. **Exception:** a Naval Bombardment may not be made against a Contested Urban Area.

12.5 Bombardment Resolution

12.5.1 Select the Primary Target. The Attacker chooses one enemy unit in the Target Area as the Primary Target. The Primary Target must take the first Attrition Point inflicted, if any.

12.6 Bombardment Attack Value

The AV is the Attack Factor of the attacking Bombardment marker.

12.7 Bombardment Defense Value

The DV is the sum of:

- A. the TEM of the Target Area
- B. +1 Target Area contains a Rubble marker (19.3)

The Combat Value of the defending unit(s) is *not* relevant to bombardment resolution.

To resolve a Bombardment, the Attacker makes a DR, which is added to the Bombardment AV to form the Attack Total, and the Defender makes a DR which is added to the Bombardment DV to form the Defense Total. If the Attack Total is greater than the Defense Total, the defender must take Attrition Points (13.1) equal to the difference between the AT and DT.

13.0 ATTRITION AND RETREAT

13.1 Attrition Points (AP)

In order to satisfy losses suffered as a result of either an Assault or Bombardment the defender removes AP from his units in the defending Area. The first AP(s) must be taken by either the Lead Defending Unit or the Primary Target. The defender distributes the remaining AP(s) as they choose. Excess APs are ignored.

AP may be taken in any combination, except that the Lead Defending Unit or Primary Target must suffer the first AP and that exact losses must be applied whenever possible (*i.e. a player cannot eliminate a Full-Strength unit in order to save a Reduced-Strength unit if only 2 APs have to be applied*).

The defender removes AP from an attack as follows:

- A. Each Full-Strength unit eliminated: 3 AP
- B. Each Full-Strength unit that flips to Reduced-Strength: 1 AP
- C. Each Reduced-Strength unit eliminated: 2 AP
- D. Each Reduced-Strength unit that retreats: 1 AP

13.2 Retreats

The attacker or defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area from which they entered the attacked Area. **Exception:** Fully-stacked Areas; see 13.2.2 to determine which Area they retreat to.

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

13.2.2 Retreat Priorities. If there is more than one Area to which units may retreat the units must retreat based on the following set of priorities:

- A. A Free Area adjacent to the least number of enemy-controlled Areas.
- B. A friendly-controlled, Contested Area.
- C. An enemy-controlled, Contested Area.
- D. Fully-stacked Area.

13.2.3 Voluntary Retreat. Some or all of the defenders in an Area being attacked may voluntarily retreat after Combat Resolution, even if the attacker suffered a Stalemate or Repulse result. The Lead Defending Unit does not have to be among the units that retreat.

13.2.4 Retreat Elimination. If for any reason a unit is unable to retreat, because that unit is a Pillbox, or per the Retreat Priorities (13.2.2) such as having to retreat off the map into the East China Sea, or ending in a fully stacked Area, it is eliminated.

14.0 REFIT

Units can suffer attrition and elimination through Combat Resolution during the Daylight Phase. During the Refit Phase they may recover.

14.1 Refit Phase

The Japanese player conducts his Refit Phase first, followed by the American player.

14.2 Vacant Area Control

A Vacant Area that is enemy-controlled becomes friendly-controlled at the beginning of the Refit Phase if it is unable to trace a supply line to a friendly Supply Source.

14.3 Tracing Supply

Units wishing to Refit must be able to trace a supply line to a Supply Source. Beach Approach Boxes are American Supply Sources. Area 16 (Mount Gusuku) is the Japanese Supply source. Units unable to trace supply may not Refit. There are no additional penalties for being unable to trace a supply line.

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The supply line path may not enter an enemy-controlled Area. It may pass through a friendly-controlled Area contested by enemy units. A Vacant Area under enemy-control still blocks supply.

14.4 Replacement Points (RP)

The Japanese player receives one (1) RP each Refit Phase so long as he controls Area 16 (Mount Gusuku). On April 16 (Turn 1) the American player receives one (1) RP for the Beach Approach Box adjacent to Area 1 and one (1) RP for the Beach Approach Box adjacent to Area 2. Beginning April 17 (Turn 2) and for the rest of the game he also receives two (2) RP for the Beach Approach Box adjacent to Area 5 and 14. If Areas 1 or 2 or both Areas 5 and 14 are Japanese-controlled at the start of the Refit Phase only those American units contesting an Area adjacent to a Beach Approach Box may trace supply to the adjacent Beach Approach Box. Either player may receive 1 extra RP during his Refit Phase by spending the Advantage (15.1C).

14.5 Replacement Costs

Replacement Points may be spent in the following manner.

14.5.1 Eligibility. American and Japanese units must be able to trace a supply line (14.3) to be eligible to take replacements.

14.5.2 One (1) Replacement Point may be spent to do the following:

- Flip up to two Reduced-Strength units on the map to Full-Strength
- Rebuild an eliminated unit at Reduced-Strength

These are the only Replacement options. Eliminated units may not be rebuilt at Full-Strength.

14.5.3 Rebuilt American Units. Eliminated American units may be placed in any supplied American-Controlled Area.

14.5.4 Rebuilt Japanese Units. Eliminated Japanese units may be placed in any supplied Japanese-Controlled Area.

14.6 Accumulation

Any RP remaining at the end of the Refit Phase are lost. They do not accumulate from turn to turn.

15.0 THE ADVANTAGE



At the start of each Impulse one player always has possession of the Advantage. This is indicated by the Advantage marker with the side of the controlling player facing up in its holding box printed on the map. The American player starts the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

15.1 Voluntary Use

During the Reinforcement Phase the Advantage may be used to declare:

A. Automatic Reinforcements. Instead of making a die roll the Japanese player may spend the Advantage to receive up to six Special Units of their choice.

During the Daylight Phase the Advantage may be used to declare:

B. Combat Reroll. The player controlling the Advantage may use it once per Impulse to force a reroll of any one Assault Impulse Combat Resolution (11.4) or Bombardment Impulse Bombardment Resolution (12.5), before any subsequent action takes place. **Note:** *Artillery, Tank, and Satchel Charge calls may not be rerolled.* There is no guarantee that the reroll will be better; it might even be worse. If the Advantage is used to reroll any DR which would have served as the American Sunset DR, the rerolled DR becomes the effective Sunset DR.

During the Refit Phase the Advantage may also be used to declare:

C. Increased Replacements. The player receives one additional Replacement Point (14.4).

15.2 Advantage Shift

After the Advantage is used it belongs to neither player until the end of the current Phase or Impulse, at which time it becomes the property of the player who did not use it.

16.0 APRIL 16 SPECIAL RULES

16.1 Reinforcements

There is no Reinforcement Phase on April 16 (Turn 1).

16.2 Movement

The American player may activate both of their Beach Approach Boxes containing units simultaneously during any American Impulse of April 16 (Turn 1).

17.0 VICTORY CONDITIONS

17.1 Automatic Victory

The American player wins an Automatic Victory if at the end of any Impulse every Area on the map contains an American control marker.

17.2 American Operational Victory

At the end of the April 19 Turn count the number of Victory Point Areas controlled by the American player. Japanese Areas have the following Victory Point value:

- 3 Victory Points: Areas 15 and Area 16.
- 2 Victory Points: Areas 11, 12, 13, and 14.
- 1 Victory Point: Area 4 is controlled during the End Phase of the April 16 Turn (only)

At the end of the April 19 Turn count the number of reduced and eliminated American units:

- -1 Victory Point: Each combination of five reduced and/or eliminated American units at the end of the game.

If at the end of the April 19 Turn the American player has 10 VP or more he wins. If he has 9 VP or less he loses.

The Japanese do not receive Victory Points. Victory depends solely on the American Victory Point total unless the Americans achieve an Automatic Victory (17.1).

17.2.1 Contested Areas Victory Point. The American player receives one additional Victory Point if they Contest (not Control) both Area 15 (Bloody Ridge) and Area 16 (Mount Gusuku) at the end of the game.

18.0 SIDE DETERMINATION

If both players wish to play the same side (see 5.1.1) this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

18.1 Bids

Each player submits a secret, written bid to command the Allies. The high bid receives the Allied side with the bid (ranging from -10 to +10) used to modify the Japanese Special Units DR during the Reinforcement Phase (6.2.1). Treat modified results of less than "2" as "2" and greater than "12" as "12." Resolve tie bids by making a dr with the high rolling receiving their preferred side. Victory conditions remain unchanged.

19.0 ADVANCED GAME

If players are already familiar with the Basic Game (5.1) or already have experience playing Area-Impulse games it is recommended that these additional rules be incorporated into play. Kamikaze, Artillery, Tank, and Satchel Charge markers are marked with a "*" because they are not used in the Basic Game.

19.1 Kamikaze Attack

During setup the Japanese player receives a Kamikaze Air Bombardment marker. Place the marker in its holding box printed on the map.

The Kamikaze marker is a special Bombardment marker with a Combat Value of "4". The Japanese player may declare a Bombardment Impulse and select either an unused American Naval Bombardment marker or a Beach Approach Box as its Primary Target. These are the only uses for the Kamikaze marker; it may not attack anything else.

The Defense Value of the American Naval Bombardment marker is for purposes of a Kamikaze Attack is "6" and the Defense Value of a Beach Approach Box is also "6". There are no modifiers.

If the Japanese bombardment was a success and inflicts at least one Attrition Point one of two things happens. If American Naval

Bombardment marker was the Primary Target it is flipped to its "USED" side and is no longer available that Turn. If a Beach Approach Box was the Primary Target the American player receives one less RP during their next Refit Phase.

The Japanese Kamikaze marker is returned to its display box and flipped to its "USED" side whether or not its bombardment is successful and is no longer available that turn. The Kamikaze marker is flipped back to its available side along with other bombardment markers during the End Phase of the Turn (6.5).

19.2 Artillery and Tank Support

The American 304th Artillery Battalion marker becomes available during the Reinforcement Phase of April 17 (Turn 2) and the American 706th Tank Battalion marker becomes available during the Reinforcement Phase of April 18 (Turn 3). Place each marker in its holding box printed on the map once it becomes available.

19.2.1 Support Placement. The American player has the option to make one Artillery Support Call and/or one Tank Support Call each Impulse to modify an American Attack Value. The call for support may be made in any Area where Combat Resolution (11.4) is taking place. Place the marker in the desire Area "USED" side facing up. The American player may make a call for both Artillery and Tank Support in the same Area, or they may make an Artillery Support Call in one Area and a Tank Support Call in another Area. Artillery and Tank Support markers may not attack by themselves. The American player makes a separate dr for each call.

Support Call

1-3 Support is not available

4-6 Support is available

Modifiers:

-1 Tank Support Call made in an Urban Area (square identifier)

-1 Tank Support Call made during Rain Weather (9.2)

If the Support Call is not successful nothing happens. If the Support Call is successful, place that Support marker into the Area where combat is being resolved. After combat is resolved flip the Support marker from the map back to its available side and return it to its holding box printed on the map.

19.2.2 Combat Value. A successful call for Artillery Support adds +1 to the American Attack Value (11.4.2E) when resolving combat. A successful call for Tank Support adds +2 to the American Attack Value (11.4.2F) when resolving combat.

19.3 Rubble

Rubble markers may only be placed in Urban Areas.

19.3.1 Rubble Creation. Rubble may be created during either an Assault Impulse or a Bombardment Impulse. If the Attacker's DR, plus the Area's TEM, is greater than 11, place a Rubble marker in that Area. Once placed Rubble may not be removed for the rest of the game.

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19.3.2 Rubble Effects. Rubble has the following effects:

Movement: Units must immediately stop and move no further than Impulse upon entering any Area containing a Rubble marker.

Combat: Rubble increases the Defense Value of an Area by +1 (11.4.3E, 12.7B).

19.4 Japanese Satchel Charges

During initial marker setup (5.2) the Japanese Satchel marker is placed in its holding box printed on the map.

19.4.1 Satchel Charge Placement. The Japanese player has the option to make one Satchel Charge Call in any Area where a Japanese Attack is taking place. The Satchel Charge marker may not attack on its own. The Japanese player makes a dr.

Satchel Charge Call

1-4 Satchel Charge Support is not available

5-6 Satchel Charge Support is available

Modifiers:

+1 Satchel Charge Call made during Rain Weather

+1 Satchel Charge Call made during Japanese Night Phase

19.4.2 Combat Value. A successful Satchel Charge Call adds +4 to the Japanese Attack Value (11.4.2G) when resolving combat.

20.0 OPTIONAL RULES

20.1 Historical Figures

During initial marker setup place the American Ernie Pyle and Japanese Major Igawa markers in the “April 16” box of the Turn Record Track.

Once per Turn either player’s marker may be placed into any Area where Combat Resolution (11.4) is taking place, adding a +1 to the final AV. Placement occurs after any die rolls made for Artillery, Tank, or Satchel Charge placement. Placement is automatic; no dr needs to be made.

20.1.1 Historical Figure Death. If the final Attacker and Defender Combat Resolution DR are identical the marker is flipped to its “KIA” side and remains in the Area it was placed into, eliminated, for the rest of the game. Otherwise return the marker to the Game Turn Track and place it in the space for the following Game Turn.

21.0 THE EXTENDED GAME

Those wishing to extend play beyond the April 19 Turn may agree beforehand to the following variations.

21.1 April 19 Victory Check

If the American player has not won an Automatic or Operational Victory by the End Phase of the April 19 Turn play continues. The

American player must win an Automatic Victory by the last Impulse of the April 22 Turn, otherwise the Japanese player wins.

21.2 American Naval Withdrawal

The American Naval Bombardment marker is permanently removed from play during the April 19 (Turn 4) End Phase.

22.0 SUGGESTED READING

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23.0 CREDITS

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Special thanks to Tom Cundiff at the Ernie Pyle WWII Museum in Dana, Indiana, for supplying the April 1945 intelligence map of Ie Shima Island from the museum archives.

24.0 INDEX AND GLOSSARY

Active Area: The Area which the attacker has selected to conduct either an Assault or Non-Assault Impulse.

Adjacent: Areas that share a common boundary are adjacent.

Advanced Game: 19.0.

Advantage: The temporary edge one side has over the other, yielding certain benefits to the owner when spent; 15.

Area: Any of the 16 irregularly shaped spaces on the map, used to regulate movement and combat; 3.1.

Air Bombardment: 12.2.

Artillery Bombardment: 12.3.

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

Attacker: The active player resolving the current Impulse, whether carrying out Combat Resolution or not.

Attack Total: The sum of the Attack Value and a DR.

Attack Value (AV): 11.4.2.

Attrition Points (AP): The difference between the Attack Total and the Defense Total in an Attack or Bombardment, which must be absorbed by Full-Strength units flipping to their Reduced-Strength side, retreating, or elimination; 13.1.

Basic Game: 5.1

Battalion Integrity Bonus: 11.4.2C.

Beach Approach Box: 3.2 (and American Replacements: 14.4).

Bids: 18.1.

Bombardment Impulse: A declared Impulse during which the Attacker may bombard with an Artillery or Naval Support marker.

Boundaries: 3.1.4.

Clear: Any Area containing a circle Identifier (Terrain: 3.1.2).

Clear Weather: 9.1.

Combat Resolution: 11.

Contested: An Area containing both friendly and enemy units; 7.3

Controlled: The last side to be the sole occupant of an Area controls that Area. At the start of play all sixteen Areas on the map are Japanese-controlled.

Daylight Phase: The portion of each Turn when players may perform Impulses; 6.3.

dr (die roll): A roll of a single six-sided die.

DR (dice roll): A roll of two six-sided dice added together to form one combined result.

DRM (Die Roll Modifier): A number applied to an original die roll to alter the final result.

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

Defense Value (DV): 11.4.3.

End Phase: 6.6.

Errors: 8.2.

Extended Game: 21.

Free: An uncontested, friendly-Controlled Area; 7.5.

Full-Strength: The fully-colored (non-striped) side of a unit.

Historical Figures: 20.1.

Identifier: 3.1.1.

IE: A type of Japanese Special Unit consisting of armed civilians.

Impulse: One of the alternating “mini-turns” that make up the Daylight Phase. Players always choose to conduct an Assault, Non-Assault or Pass Impulse.

Impulse Track: 3.5.

Infantry: In game terms all of the units not otherwise defined as a Japanese Special Unit.

Japanese Special Unit: these units include IE (Civilian), MG (Machine Gun), and Pillbox units.

Kamikaze Attack: 19.1.

Lead Attacking Unit: 11.4.2A.

Lead Defending Unit: 11.4.3A.

Machine Gun (MG): A type of Japanese Special Unit.

Mandatory Attacks: 11.1

Movement: 10.

Movement Factor (MF): The second (rightmost) number printed at the bottom of each unit. It is the number of movement points a unit may expend in one Impulse.

Naval Bombardment: 12.4.

Night Phase: 6.4 (and Japanese Special Unit Placement, 10.2.3).

Optional Rules: 20.0.

Pass Impulse: An Impulse during which the Attacker performs no action; 8.1.4.

Pillbox: A type of Japanese Special Unit.

Retreat: 13.1 (Mandatory Retreat 11.4.4).

Reduced-Strength: The striped side of a unit; 4.3.

Refit Phase: The phase immediately following the Night Phase when each player may spend Replacement Points; 6.5, 14.

Replacement Points: 14.4.

Regroup Impulse: A type of Non-Assault movement; 8.1.3.

Rubble: 19.3.

Side Determination: 18.0 (at start of game: 5.1.1).

Sunset Die Roll: 6.3.1.

Supply Source: 14.3.

Support: American artillery and tanks “on call” on Ie Shima Island; 19.2.

Terrain: The circles and squares within each Area; 3.1.2.

Terrain Effects Modifier (TEM): The black number with a value ranging between +1 and +4 within each Identifier.

Turn: All the phases and impulses of one of the six numbers on the Game Turn Track.

Turn Track: 3.4.

Urban: Any Area containing a square Identifier (Terrain: 3.1.2).

Vacant: 7.4.

Victory Conditions: 17.0 (Automatic: 17.1; and Extended Game; 21.1).

Victory Point Track: 3.6.

Weather: 9.0 (Changes: 9.3).