LANDING DISRUPTION TABLE (2d6)

Die Roll	Result
2<	Badly Disrupted -2**
3	Badly Disrupted -1**
4-5	Disrupted -1*
6-8	Disrupted
9+	No Effect

-1   Enemy occupied hex
-1   Adjacent to enemy unit
-1   Heavy Equipment (HE)
-1   Non-Clear/Non-Palm Tree hex.
-1   Rough Seas condition
-1   Each non-coastal shallow/reef hex entered on approach (Naval Transport)

+1   Amphibious trained Unit
+1   Amphibious Unit
+2   Unopposed Landing

*   One Amtrac/Amphibious tank/DUKW unit loses 1 step if within FOF of CD   -1, -2   Combat Losses (cargo)
**   One Amtrac/Amphibious tank/DUKW unit loses 1 step

BANZAI ATTACK TABLE

Die Roll	Attacker Losses (prior to attack)
3 or less	1 x DF
4-5	1/2 x DF
6	1/4 x DF

DF = Defense Factors

Die Roll Modifiers

-2 Attacker in Clear Hex

INTERDICTION TABLE

Die Roll	Result
1-2	No Effect
3-4	-1 MP
5-6	-2 MP

NAPALM ATTACK TABLE

Die Roll	Result
1 - 4	Ineffective
5 - 6	Effective = +1 DRM

Die Roll Modifiers

+1 Sugar Cane Hex
- 1 Rough, Hill, or Fortification

ANTI-AIRCRAFT TABLE

Die Roll	Result
1-5	No Effect
6	Abort 1 Air Support Point

RETREAT BEFORE COMBAT TABLE

Die Roll	Result
3 <	Retreat Failed
4 +	Retreat Successful

Die Roll Modifiers

+1 Mountain Hex
-1 Clear Hex or Non-infantry Unit

AMPHIBIOUS RETREAT TABLE

Die Roll	Result
2 <	Eliminated
3-5	1/2 Loss
6	1/4 Loss
7+	No Loss

Die Roll Modifiers

+1 Amphibious Unit
+1 Voluntary Retreat

STACKING VALUE TABLE

Unit Size	Symbol	Stacking Points
Platoon	•••	1/3
Company/Battery	I	1
Battalion/Regiment	II / III	3
Amtrac/DUKW		1 or 0*
Dummy/HQ/RP Source		0

* 0 SP in a Reef Hex

STACKING SUMMARY TABLE

Terrain Type	SPs (All Units)	Additional Artillery SPs
Clear	9	4*
Non-Clear	6	3*

* 0 SP if hex contains a Beachhead marker.

ENEMY ZOC (EZOC) MOVEMENT COST TABLE

Unit Type	Leave an EZOC	Move Directly from EZOC to EZOC
C/M, Japanese units	2	3
All other units	3	4