

# AVENGE PEARL HARBOR

## 1.0 Introduction

Originally published in Game Journal #60, 2016 as *Storm Over The Japanese Homeland*, *Avenge Pearl Harbor* simulates the hypothetical invasion of Japan starting in November 1945. Players take either the Japanese side or the Allied side, and select Operational cards each turn in order to mount the best defense or attack, using the system MMP first introduced in *What Price Glory?*

The game covers the proposed Operation Downfall and allows players the opportunity to explore the invasion of Japan.

## 2.0 Game Components

Avenge Pearl Harbor contains the following components:

1 map

2 countersheets

32 cards (16 for the Japanese player, 16 for the Allied player)

Players will need provide their own six-sided dice. We recommend a pool of at least 6 dice.

### 2.1 Counters

#### 2.11 Units

Details for the units are given below. The numbers on the bottom of each counter represent Attack Strength, then Defense Value and then Movement Allowance.

A circled number in the upper **right** is the Airstrike Strength.

### 2.12 Markers

- 1) **Control markers.** Control markers indicate which side currently controls an area. On the back of one Japanese control marker is the Imperial Government. See 3.0 and 15.0 (3) for special rules. Once placed this marker cannot be moved. There is a No Control marker which is placed in an area if an atom bomb successfully airstrikes that area.



- 2) **Factory markers.** On their front, Operational side, these factories may be activated by the Japanese *Supply/Replacements* card to replace air and naval units. These Factory markers may only be targeted by airstrikes in the turn when the Allied player plays the *Industrial Bombing* card. A destroyed factory marker may be repaired by the Japanese *Supply/Construction* card. If the Allies gain control of an area with a factory marker, remove the marker from the game. Factories are not units.



- 3) **Turn marker.** Placed on the turn track to show the current turn.

## Unit Key



Japanese Naval Unit



Japanese Infantry Unit



Japanese Tank Unit



Japanese Anti-Air Unit



Japanese Air Unit



British Naval Unit



American Air Unit



American Naval Unit



American Infantry Unit



American Marine Unit



American Airborne Unit



American Tank Unit



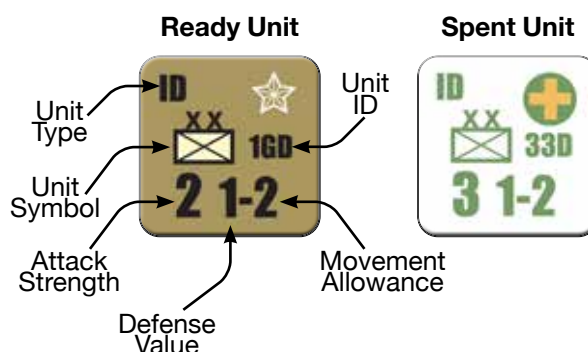
Airstrike Strength



AA Unit



ASW Unit



## Abbreviations

**AAD:** Anti-Air Div.

**AD:** Armor Div.

**B29:** B29 Bomber

**BC:** Large Cruiser

**CVL:** Light Carrier

**ID:** Infantry Div.

**TD:** Tank Div.

**AbnD:** Airborne Div.

**AF:** Airforce

**BB:** Battleship

**CV:** Carrier

**ES:** Escort

**MD:** Marine Div.

- 4) **VP marker:** Placed on the Japanese Victory Point Track to show the current Victory Points (VP) total for the Japanese player. If the total goes over 20 points, flip the marker to the “VP +20” side



## 2.2 Game Board

### 2.2.1 Map

- 1) Off Map Areas. Okinawa, Pacific Ocean, and Saipan are off map areas that can only be entered by the Allies.
- 2) Base Areas. Blue or red circles indicate an area is a base area.
- 3) Area Terrain. Areas are divided into land areas and sea zones. Area terrain affects movement, combat resolution, and hit resolution.
- 4) Area Boundaries. Areas are adjacent only when separated by a boundary line. Areas touching only at a point are not adjacent (Examples: *Seto Inland Sea is not adjacent to Genkai Sea or San'in Shore; Sanyo is not adjacent to Northern Kyushu*). There are two areas marked Impassable, and no units may ever enter these areas.

A boundary may have a limit on how many units can cross it (7.2). This number is in a box on the boundary line.

### TERRAIN CHART

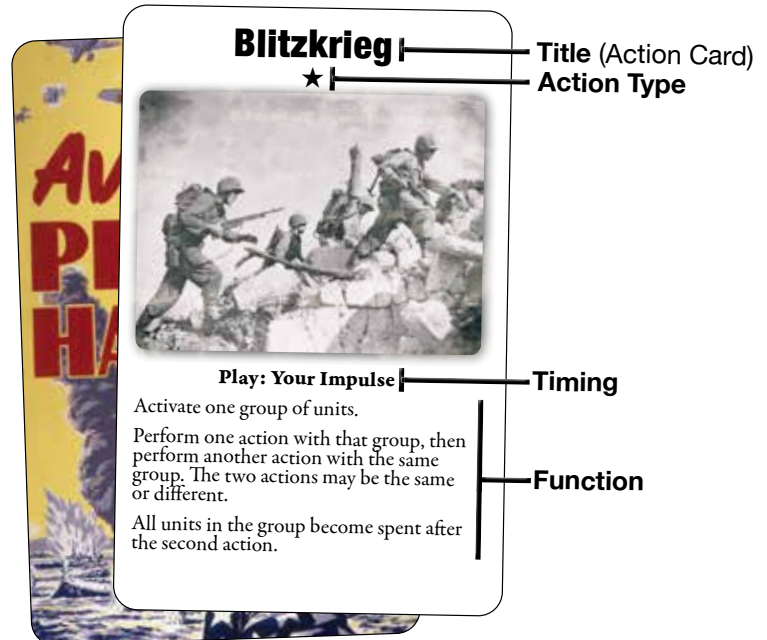
	Land Area
	Sea Zone
	Japanese Control at Start
	Allied Control at Start
	Allied Control (may not change)
	Japanese Base
	Allied Base
	Boundary Limit (7.2)
White Boundary	Normal area
Black Boundary	Off Map Area Only Allied units may enter

## 2.3 Operations Cards

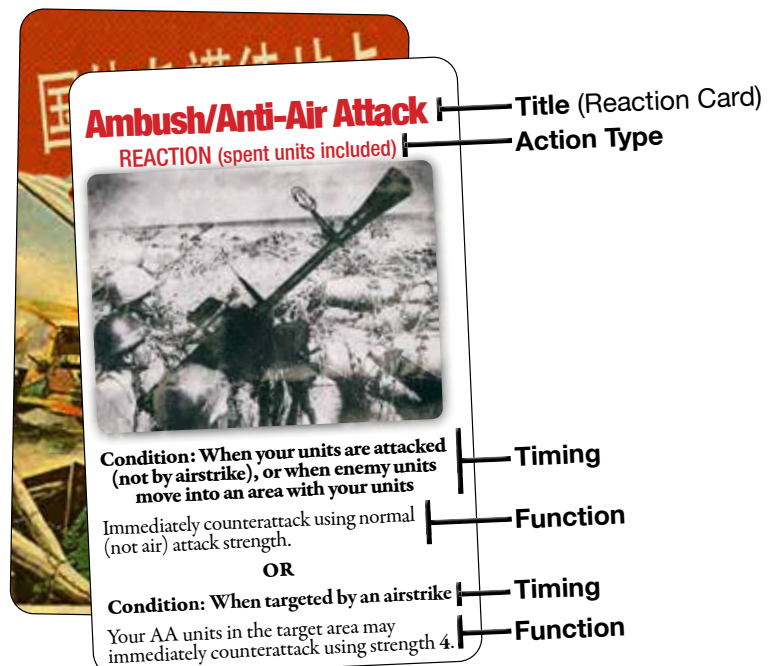
The game contains two types of cards, action cards and reaction cards.

- 1) Action Cards. The title of these cards are in black text. They can be used for a card action (6.3).
- 2) Reaction Cards. The title of a reaction card is in red text. Reaction cards cannot be used for a card action, instead they are used to respond to, or interrupt, an enemy action (10.0).

### Allied Card



### Japanese Card (with multiple functions)



### 3.0 Setup

The two players decide which side they will control, one player taking the Allied forces and the other player taking the Japanese forces.

Players set up units as follows. All units begin the game in their ready state (face up).

#### Allies Initial Deployment

All units begin in Okinawa.

US carrier (CV) x5

British carrier (CV) x2

Light carrier (CVL) x4

Other Allied naval units x23

Armor division (AD) x1

Infantry division (ID) x5

Marine division (MD) x3

Air unit x9 (including B-29 x2)

Remaining Allied units enter the game according to the reinforcement schedule (13.0), and these units are now placed on the turn track for the appropriate turns. Once placed, they cannot be moved to a different turn. For example, on turn 1, place a CV and 4 land units.

#### Japanese Initial Deployment

All units begin anywhere in Japan, except where restricted.

0-1-1 (first line homeland defense) x13, no more than 1 per area

1-1-2 (second line homeland defense) x8, no more than 1 per area

0-1-2 (third line homeland defense) x8, no more than 1 per area

0-1-0 (third line homeland defense) x9, no more than 1 per area

0-1-1 (AA division) x4, base areas only, no more than 1 per area

3-1-3 (armor division) x2

2-1-2 (infantry division) x13

AF x15, no more than 4 per area

ES x1, in a sea zone adjacent to base area

Other naval units x3, replacement pool

Factory marker x5, on their destroyed side, in base areas only, no more than 1 per area

The Japanese player places Control markers in each area (not off-map areas) showing initial control. Tokara Straits and all off-map areas begin under Allied control. All other areas are controlled by Japan.

The Japanese player secretly chooses one area to house the Imperial Government (on the back of one control marker). Once placed, this marker cannot be moved to another area.



Each player gathers up their 16 cards that make up their Operations deck.

VP marker begins at 0. The Turn marker begins on turn 1.

### 4.0 Sequence of Play

Each of the game's 8 turns proceeds as follows.

- 1) The players *choose* their hand for this turn from among their 16 cards (5.0).
- 2) The players alternate "impulses" (6.0) as the "active" player. The Allied player goes first in each turn.
- 3) A player must perform an action using cards or air units, or pass. If a player has neither cards nor ready air units, they must pass. When both players pass consecutively, the turn ends.
- 4) At the end of the turn:
  - a) Recover eligible units back to ready status (13.0).
  - b) Any cards in the player's hand and all the discards are returned to each player's Operations deck.
  - c) Deploy Allied reinforcements (13.0).
  - d) Advance the turn marker on the turn track. If it was turn 8, calculate final VP (15.0) and the winner.

### 5.0 Operations Cards

At the start of the turn each player totals the number of bases (blue or red circles) in areas they control. This value is the number of cards they will select for their hand from their Operations deck. On the first turn, each player will select 6 cards.

### 6.0 Impulses

Players will take alternating impulses each turn. The Allied player always takes the first impulse. The player who is performing the impulse is the active player.

#### 6.1 Activation

For each impulse, the active player chooses one group of their units to perform the following actions. In order to perform some of the actions, the active player must discard one of the cards in his hand.

- Attack (discard a card face down)
- Movement (discard a card face down)
- Airstrike (no discard is required)
- Card Action (play an appropriate card face up)

For Attack, Movement, or Card Action, one card must be played/discarded from the active player's hand. Airstrike actions do not require a card to be played/discarded.

## 6.2 Activation and Groups

A group is one or more units, all in the same area, that has been selected for activation. All units in an area may be selected to form a group.

- 1) Selected units must all be ready (face up).
- 2) All units in the group must perform the same action: move, attack, or airstrike.
- 3) After activation, all units in the group are flipped to their spent side (face down).

## 6.3 Card Actions

### 1) Card Action Choice

When you play a card with timing designated as “your impulse”, choose one of the action types listed on the card (i.e. “movement” for “*Amphibious Transport*”) for the activated group(s) and apply the rules for that action as modified by the text on the card.

If the card’s action type is ★, you may choose any action type (including “card action”).

If a card has multiple functions, the action type chosen must be applicable to the function chosen.

If the card’s action type is movement or attack, no additional cards need to be discarded in order to perform the action.

### 2) Card Combos.

Multiple cards with the same action type may be played in combination in a single impulse.

Cards with different types may not be combined. A card with ★ for its action type may be combined with another card, but not with another ★ card.

More than one card with the same title cannot be played in a single impulse.

*Night Attack* and/or *Surprise Attack* may be played in combination with a reaction card.

All cards played in a combination must be announced together as they are played. Card combos must follow all special rules written on the cards themselves.

See the article in the magazine for more details on card combinations.

## 7.0 Movement

When a Movement action is chosen, the active player discards a card from his hand face down. If playing a card action that includes the action type movement, no additional card needs to be discarded.

Use the lowest movement allowance among units in the activated group. If movement allowance is insufficient, the group may not move.

Entering an adjacent area costs 1 movement point (MP). Entering an area with enemy units and/or not-friendly controlled costs 1 additional MP. Leaving an area with enemy

units and/or not-friendly controlled costs 1 additional MP.

All units in the activated group must move together to the same area. No dropping off units along the way, or moving them into different areas. After moving, all the units in the activated group become spent.

## 7.1 Invasion

Land units may move into land areas or sea zones. However, when moving from, to, or through a sea zone, no more than 3 land units may move together in the group. If naval and land units are moving together, this limit applies only to the land units.

Note: the Allied card *Amphibious Transport* negates this restriction.

Air units may move into land areas or sea zones. However, they cannot stop in sea zones, nor in land areas not under friendly control; they may only cross such areas.

Naval units may only enter sea zones, they can never enter land areas.

## 7.2 Boundary Limits

Coastal boundaries and some land boundaries have a crossing limit (in a square). When crossing such a boundary from or to an area with enemy units or under enemy control, the limit indicates the maximum number of units that may cross the boundary in a single impulse (or retreat).

## 7.3 Stacking Limits

**Land units:** Each player may have up to 10 land units in a land area.

**Air units:** Any number of Allied air units can occupy a friendly land area (and Okinawa, but not Saipan). Up to 4 Japanese air units can occupy a friendly base area; only 1 Japanese air unit can occupy each other friendly land area.

Air units cannot occupy (but may cross) sea zones or land areas not under friendly control.

**Naval units:** Any number of naval units can occupy a sea zone.

## 7.4 Off Map Areas

Only Allied units can enter Okinawa, the Pacific Ocean, or Saipan. Japanese units cannot enter or target these areas. These areas are always under Allied control.

Allied units may freely enter or exit these areas in the same impulse, and there is no need to stop in one of these areas if entered.

## 8.0 Attack

When an attack action is chosen, the active player discards a card from his hand face down. If playing a card action that includes an attack, no additional card need be discarded.

The group may attack enemy units only in the area they occupy, using their attack strength. After combat, all units in the activated group become spent.



## 9.0 Airstrike

Only units with an airstrike strength (circled number upper right) can be activated for an airstrike action. No card is required to be discarded in order to perform an airstrike action.

Select a target area within range of the airstrike group: Allied carrier units can airstrike units in the same or an adjacent area; all other air units can airstrike any area within their range (i.e. movement allowance).

Units resolve an airstrike using their airstrike strength, not their attack strength.

When a land area is targeted by an airstrike, the following types of units must be targeted separately (units may divide to strike different target types).

- Land units
- Air units
- AA units
- Factory markers (if *Industrial Bombing* has been played this turn)
- Secret weapon markers (see optional rules)

Hits against land units may be absorbed by AA units; hits against AA units directly may only be absorbed by AA units.

After the airstrike is resolved, all units in the activated group are spent.

## 10.0 Counterattack

Some reaction cards allow units to counterattack.

Any ready units that counterattack do not become spent for performing the counterattack. Spent units may be eligible to counterattack if the card explicitly allows it (e.g. *Ambush/Anti Air Attack*).

A counterattack is resolved before the original attack or airstrike that triggered it. After hits are assessed, any remaining active units continue their original attack or airstrike.

Hits inflicted by a counterattack are assessed as if the target units were already spent *if the unit would have been spent at the end of this impulse*. Units undamaged by the counterattack become spent as usual at the end of the action.

A counterattack cannot itself be subject to counterattack.

## 11.0 Combat Resolution

Attacks, airstrikes, and counterattacks are all resolved the same manner as outlined below.

### 11.1 Determining Hits

For each unit that is firing, roll a six-sided die. If the roll is less than or equal to the unit's strength, a hit is scored. Hits are totaled and allocated against enemy units in the target area.

### 11.2 Hit Allocation

In the following circumstances, the firing player allocates hits:

- Land units making an attack against a land area.
- Air units making an airstrike against a sea zone.
- All counterattacks.

In all other circumstances, the target player allocates hits.

If all target units are destroyed, any excess hits are ignored.

A player may not allocate more hits than were actually generated by the combat (i.e. to voluntarily retreat).

### 11.3 Hit Resolution

Allocated hits are resolved differently depending on the target unit's type, the combat type, and the area terrain occupied by the target unit.

Destroyed units are placed in their side's replacement pool.

#### Allocating Hits to Land Units

By attack/counterattack/airstrike in a land area

Hits equal to defense: flip a ready unit to spent, or retreat a spent unit, or destroy a retreating unit.

By attack or airstrike in a sea zone

1 hit: destroy the unit.

#### Allocating Hits to Air Units

By attack or airstrike

1 hit: flip a ready unit to spent, or destroy a spent unit. Air Units do not retreat.

By counterattack

Hits equal to defense: destroy the unit.

#### Allocating Hits to Naval Units (including carriers)

Hits equal to defense: destroy the unit. Note that carriers may reduce the number of hits they take (see 11.6).

### 11.4 Defense Value

When hits are allocated according to defense value, the damaged unit only suffers a result when hits equal to a full multiple is allocated. Leftover hits do not accumulate from action to action. Hits allocated to a unit fewer than its defense have no effect.

*Example: A land unit with defense 2 that suffers 6 or more hits is destroyed, 4-5 hits is spent and must retreat, 2-3 hits is spent, and only 1 hit suffers no effect at all. If two such land units take 2 hits, 1 hit may be inflicted on each with no effect on either one. A 3rd hit would make one of the units spent.*

If an Allied unit is destroyed, the Japanese player gets VP equal to the defense value of the unit. This is tracked on the Japanese VP Track.

### 11.5 Retreat

Land units that retreat must do so to an adjacent area. They cannot retreat to:

- A sea zone
- An area containing any enemy units
- An area not under friendly control
- An area that would exceed the stacking limit of ten (7.3)

If due to these restrictions a unit cannot retreat, it is destroyed instead.

Moving units that must retreat due to a counterattack have to retreat to their previous area. If this area is one that they cannot retreat into (for example a sea zone), they are destroyed

Even land units with a zero MP can perform a retreat.

The owning player determines which area a unit retreats into if there are multiple eligible areas.

### 11.6 Carrier Air Defense

When a carrier (CV or CVL) is allocated hits from an airstrike, roll one die. If the roll is less than or equal to the carrier's airstrike strength, negate 1 hit allocated to the carrier.

### 11.7 Combat Restrictions

Land units can only attack from a land area.

Air units can only airstrike from a friendly land area, including Okinawa.

Naval Units can only attack or airstrike from a sea zone.

Okinawa is a sea zone, but air units may be deployed there as if it were a land area. Air units in Okinawa may airstrike normally from there.

### 12.0 Unit Recovery

At the end of the turn, each player may flip spent units back to their ready side if they meet one of the following two conditions.

1. They occupy an area adjacent to a friendly sea zone.
2. They occupy a land area that is or is adjacent to friendly base area.

### 13.0 Reinforcements

The Allied player receives reinforcements at the end of each turn according to the schedule on the turn track. Units received as reinforcements are deployed in Okinawa and/or Saipan.

### 14.0 Area Control

At the start of the game, the Allies control all areas printed with Allied symbols, and Japan controls all areas printed with Japanese symbols.

At the end of either player's impulse, if a player occupies an enemy area with at least one unit, and no enemy units occupy the area, the occupying player takes control of the area.

### 15.0 Victory Conditions

- 1) Both players score (or lose) victory points (VP) in the following manner.

Controlling land areas: the VP printed in the area

Allied unit losses (even if rebuilt; Japanese player only): the unit's defense value in VP (use the VP marker to track these losses only).

- 2) At the end of the game, each players adds up their VP. The Allied player gets VP for all the areas he controls. The Allied player loses 10 VP if he used an atom bomb on the Japanese Imperial Government. The Japanese player gets VP for all the areas he controls plus the VP points on the Japanese VP Track (due to Allied losses). The player with more VP wins the game. If tied the Allied player wins.
- 3) If at any time the Allied player gains control of the area containing the Japanese Imperial Government, play stops immediately and the Allied player wins.

### 16.0 Operations Card Use FAQ

Below are a series of comments based on questions asked about card interaction. See the article in the magazine for the comprehensive combo listing, showing all possible card interactions.

#### Blitzkrieg

The second action need not be declared until after the first action is resolved.

If two attack or airstrike actions are declared together, the hits scored may be combined and allocated together.

If *Anti-Air Attack* is played in reaction, the counterattack is made before each airstrike action, if two are declared.

If combined with *Kamikaze Attack*, either or both actions used to airstrike may use the Kamikaze ability. Kamikaze units are destroyed only after the second airstrike.

#### Combined Operations

When combined with another Operations card, it affects only one of the activated groups. You may combine with two other Operation cards, each card affecting each activated group.

When combined with *Kamikaze Attack*, only one of the activated groups uses the Kamikaze ability (*Combined Operations* activates two separate groups, whereas *Blitzkrieg* activates the same group twice).

#### Blitzkrieg and Combined Operations

You cannot combine these two cards, since they are both ★ actions.

#### Ambush

A group that is Ambushed takes damage as if spent.

You can allocate hits from *Ambush* to enemy units not activated for the current action (if otherwise eligible).

## Kamikaze Attack

Participating Japanese air units destroyed after making a *Kamikaze Attack* are returned to the replacement pool as normal.

## Surprise Attack

*Surprise Attack* can not be used for counterattack alone as it is not a Reaction card. To use it in counterattacks, it must be used in combination with other counterattack cards.

## Miscellaneous

A carrier making an airstrike can be destroyed by *Anti-Air Attack*.

A spent unit retains its AA or ASW capability.

## 17.0 Optional Rules

### 17.1 Japanese Secret Weapons



At the start of play (if both players agree to this rule) the Japanese player draws seven secret weapon markers at random. Only the Japanese player may inspect unrevealed secret weapon markers. The Japanese player deploys the secret weapon markers face down in any land area(s) in Japan.

While secret weapon markers are unrevealed, they cannot move. When revealed and attached to another unit, they move with that unit.

If an area with a secret weapon marker comes under control of the Allies, remove the marker from the game.

#### 17.1.1 Using Secret Weapon Markers

Unless otherwise noted, the Japanese player may reveal a secret weapon marker at any time.

No more than one secret weapon marker may be attached to a given unit. If the attached unit is destroyed, remove the secret weapon marker from the game.

Secret weapon markers have no effect with the *Kamikaze Attack Operations* card.

When a secret weapon is destroyed, remove it from the game. It cannot come back as a replacement.

#### 17.1.2 Secret Weapon Description



Shinden, local defense fighter. Attach to an air unit. When reacting with Interceptors, +2 to unit's airstrike strength.



Shūsui, rocket fighter. Attach to an air unit. When reacting with Interceptors, one active air unit is destroyed with a single hit.



Kikka, jet bomber. Attach to an air unit. When making an airstrike (not counterattack), +2 to unit's airstrike strength.



Ōka, suicide bomb (x2). Attach to an air unit. When making an airstrike, this unit scores double damage. Destroy after use.



Type 5 Medium Tank. Attach to an infantry or armor unit. +1 to attached unit's attack strength and defense value.



15cm AA Gun. Attach to an AA unit. When making an anti-air attack, if the roll is 2 or less one active air unit is destroyed with a single hit.



Kōryū, submarine. Special naval unit. At the start of your impulse, you may deploy to an adjacent sea zone. Your opponent rolls a die for each ASW unit in the zone. On a 2 or less (if ready) or on a 1 (if spent) the sub is destroyed. If the sub survives, it makes an attack. This does not count as an action. Until destroyed, repeat the above sequence at the start of each of your impulses.



Kairyū / Kaiten, suicide submarines. Deploy in the same manner as Kouryuu, except destroyed after use.



Shinyō, suicide boat (x2). Naval unit. At the end of your impulse, you may deploy to an adjacent sea zone. Destroyed after it attacks.



I-400. Event. Can only be used in a friendly base area with no enemy sea zones adjacent. Before selecting cards at the start of the turn, roll a die, double the result, and subtract the turn number. If the total is negative, the Allied player receives one less card this turn. Remove from the game after use.

#### 17.1.3 Reconnaissance

Once per impulse the Allied player may attempt reconnaissance against secret weapon markers as an action. Reconnaissance does not require a card.

For each land unit in the same area (or air unit within range) the Allied player makes spent, reveal one secret weapon marker. If the marker attaches to a unit, that unit becomes spent. If it must attach to a unit but cannot, destroy it. If the revealed marker is a submarine or event, destroy it.

### 17.2 Historic Japanese Deployment.

The following Japanese deployment is based upon the historic dispositions of August of 1945. Note that this set-up violates the set-up procedure as detailed in 3.0.

## 18.0 Credits

**Original Design:** Tetsuya Nakamura

**Translation:** Scott Muldoon

**Layout/Development:** Nick Richardson

**Map Artwork:** Kurt Miller

**Playtesting:** Brian Youse, JR Tracy, Leeland Krueger, and James McClure Jr.

## Historic Japanese Deployment

See 17.2 for details.

DIVISION	TYPE	PARENT FORMATION	PARENT FORMATION	PARENT FORMATION	STATS	DEPLOYMENT
229th	mobile reserve (III)		13th Area Army	1st General Army	0-1-2	Hokuriku
209th	mobile reserve (II)	36th Army	13th Area Army	1st General Army	1-1-2	Hokuriku
354th	coastal (III)		12th Area Army	1st General Army	0-1-0	Jōsō
214th	mobile reserve (II)	36th Army	12th Area Army	1st General Army	1-1-2	Jōsō
81st	homeland	36th Army	12th Area Army	1st General Army	2-1-2	Jōsō
93rd	homeland	36th Army	12th Area Army	1st General Army	2-1-2	Jōsō
44th	standing	51st Army	12th Area Army	1st General Army	2-1-2	Jōsō
1st Tank	tank	36th Army	12th Area Army	1st General Army	3-1-3 TK	Jōsō
4th Tank	tank	36th Army	12th Area Army	1st General Army	3-1-3 TK	Jōsō
151st	coastal (I)	51st Army	12th Area Army	1st General Army	0-1-1	Jōsō
147th	coastal (I)	52nd Army	12th Area Army	1st General Army	0-1-1	Jōsō
152nd	coastal (I)	52nd Army	12th Area Army	1st General Army	0-1-1	Jōsō
221st	mobile reserve (III)	51st Army	12th Area Army	1st General Army	0-1-2	Jōsō
234th	mobile reserve (III)	52nd Army	12th Area Army	1st General Army	0-1-2	Jōsō
355th	coastal (III)	54th Army	15th Area Army	1st General Army	0-1-0	Kinki
3rd AA	anti-air		15th Area Army	2nd General Army	0-1-1 AA	Kinki
225th	mobile reserve (III)		15th Area Army	2nd General Army	0-1-2	Kinki
153rd	coastal (I)		13th Area Army	1st General Army	0-1-1	Kinki
144th	coastal (I)		15th Area Army	2nd General Army	0-1-1	Kinki
145th	coastal (I)	56th Army	16th Area Army	2nd General Army	0-1-1	N Kyushu
4th AA	anti-air		16th Area Army	2nd General Army	0-1-1 AA	N Kyushu
57th	standing		16th Area Army	2nd General Army	2-1-2	N Kyushu
312th	coastal (III)	56th Army	16th Area Army	2nd General Army	0-1-0	N Kyushu
351st		56th Army	16th Area Army	2nd General Army	0-1-0	N Kyushu
303rd	coastal (III)	40th Army	16th Area Army	2nd General Army	0-1-0	S Kyushu
86th	homeland	57th Army	16th Area Army	2nd General Army	2-1-2	S Kyushu
25th	standing		16th Area Army	2nd General Army	2-1-2	S Kyushu
77th	homeland		16th Area Army	2nd General Army	2-1-2	S Kyushu
146th	coastal (I)	40th Army	16th Area Army	2nd General Army	0-1-1	S Kyushu
154th	coastal (I)	57th Army	16th Area Army	2nd General Army	0-1-1	S Kyushu
156th	coastal (I)	57th Army	16th Area Army	2nd General Army	0-1-1	S Kyushu
206th	mobile reserve (II)		16th Area Army	2nd General Army	1-1-2	S Kyushu
212th	mobile reserve (II)		16th Area Army	2nd General Army	1-1-2	S Kyushu
216th	mobile reserve (II)		16th Area Army	2nd General Army	1-1-2	S Kyushu
322nd	coastal (III)		11th Area Army	1st General Army	0-1-0	S Mutsu
72nd	homeland		11th Area Army	1st General Army	2-1-2	S Mutsu
224th	mobile reserve (III)	59th Army	15th Area Army	2nd General Army	0-1-2	San'yō
230th	mobile reserve (III)	59th Army	15th Area Army	2nd General Army	0-1-2	San'yō
231st	mobile reserve (III)	59th Army	15th Area Army	2nd General Army	0-1-2	San'yō
308th	coastal (II)	50th Army	11th Area Army	1st General Army	0-1-0	Sanriku
157th	coastal (I)	50th Army	11th Area Army	1st General Army	0-1-1	Sanriku
222nd	mobile reserve (III)		11th Area Army	1st General Army	0-1-2	Sanriku
344th	coastal (III)	55th Army	15th Area Army	2nd General Army	0-1-0	Shikoku
155th	coastal (I)	55th Army	15th Area Army	2nd General Army	0-1-1	Shikoku
205th	mobile reserve (II)	55th Army	15th Area Army	2nd General Army	1-1-2	Shikoku
11th	standing	55th Army	15th Area Army	2nd General Army	2-1-2	Shikoku
316th	coastal (III)	53rd Army	12th Area Army	1st General Army	0-1-0	Teito
140th	coastal (I)	53rd Army	12th Area Army	1st General Army	0-1-1	Teito
1st AA	anti-air		12th Area Army	1st General Army	0-1-1 AA	Teito
3rd Guards	guards	52nd Army	12th Area Army	1st General Army	2-1-2	Teito
84th	homeland	53rd Army	12th Area Army	1st General Army	2-1-2	Teito
1st Guards	guards		12th Area Army	1st General Army	2-1-2	Teito
201st	mobile reserve (II)	36th Army	12th Area Army	1st General Army	1-1-2	Teito
202nd	mobile reserve (II)	36th Army	12th Area Army	1st General Army	1-1-2	Teito
143rd	coastal (I)	54th Army	13th Area Army	1st General Army	0-1-1	Tōkai
2nd AA	anti-air	54th Army	13th Area Army	1st General Army	0-1-1 AA	Tōkai
73rd	homeland		13th Area Army	1st General Army	2-1-2	Tōkai