IWO JIMA
RAGE AGAINST THE MARINES

1.   INTRODUCTION

Iwo Jima. The only battle of World War Two that saw the United States Marines suffer more casualties than they inflicted on the enemy. It was a battle that would define a war and would be a test of national will for two nations.

Iwo Jima, the game, is a 2-player simulation covering the fighting occurring on the island from February 17 to March 14, 1945.

2.   COMPONENTS

*   Rules

*   88 counters

*   Two mapsheets (One main map for both players, one MilOps map for the Japanese player)

*   Japanese MilOps map screen

2.1   COUNTERS

The game includes two types of counters: units and markers.

2.1.1 Units

All the ground US units are regiment-sized, while the Japanese infantry units each represent a group of about 1,000 men. Every unit has a name and structural organization, but note that at that point of the war the Japanese Army was conducting positional warfare and its structural organization did not have the same meaning as conventional military structure. Japanese infantry unit names are used for historical sake, but have no impact on the game.

With the exceptions of air support and naval support units, all units are ground units.

Unit Symbol/Rating Descriptions

1   Unit Name: The unit's historical designation: for US units, the first number is the regiment and the second number is the division. Each unit has a colored stripe identifying which division this unit belongs to: blue stands for the US 3rd Marine Division, orange for the US 4th Marine Division, green for the US 5th Marine Division, and grey for all Japanese units.

2   Unit Symbol: The unit's type is indicated by a symbol: infantry, marines, machine gun, mortar, artillery, gun emplacements, tanks, rocket artillery, anti–tank guns, HQ, air support, and naval support. A black number to the left of the unit symbol is its Armor Rating, indicating how many hits the unit is able to ignore before it starts losing steps. Armor is only found on US tank units.

3   Nationality: The unit's nationality is shown by its color. Brown units are Japanese, red units are Japanese Marines, and blue units are US.

4   Bombardment Rating: A number in red in the lower left corner is a unit's Bombardment Rating. The superscript number shows the Bombardment Range of the unit: an infinite range indicates the unit can bombard any area on the map, while a range of one indicates it can only bombard adjacent areas. In the following rules, the term 'artillery units' refers to all ground units with a Bombardment Rating (i.e. mortar, artillery, and rocket artillery units).

5   Assault Rating: The first black number on a unit is its Assault Rating. Only ground units have an Assault Rating. A black triangle before this rating indicates the unit has anti–tank (AT) capabilities.

6   Movement Points (MP): The second black number on a unit is its Movement Points. This indicates the maximum number of areas a unit can move in one turn.

7   Number of steps: Each time a unit takes a hit, it loses a step. If it is reduced to zero steps, the unit is eliminated.

Counters
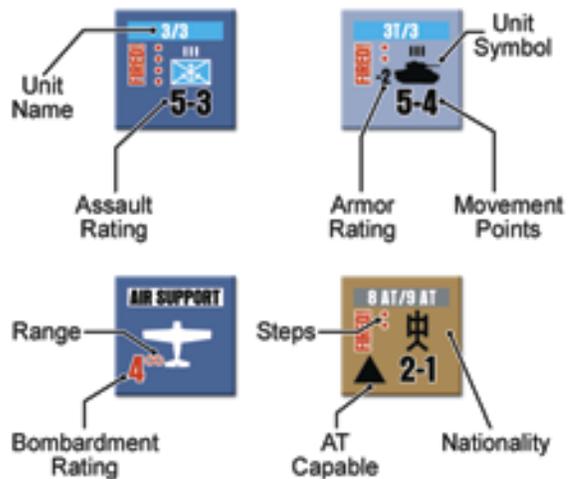
Symbols

2.1.2 Markers

The game includes several types of markers:

- The Turn marker

- Japanese/US Victory Point markers

- Beachhead markers

- Safe to Land markers

- Cave markers

- US Control markers

- The Stars and Stripes marker

US Control markers are printed on the back of Cave markers. If you run out of Control markers, use some other convenient marker or method.

Markers

2.2 MAPS

The game includes two maps depicting the island of Iwo Jima: the main map and the Japanese Military Operations (MilOps) map. Both are divided into a number of areas used during play.

2.2.1 Main Map: A number of features are included on the main map:

Each area has a name and a number in a box. This number is the Basic Defense Value of the area. Areas with a Basic Defense Value of 0 are beach areas. Those with a Basic Defense Value of 1 are coastal areas. The areas with a Basic Defense Value of 3 are hills (and their names are in red). Some areas also have boxes where the US player can place markers during the construction phase. These boxes are labeled "Beachhead?", "Safe to Land?", or "Stars and Stripes?".

2.2.2 Japanese Military Operations Map: The MilOps map is used by the Japanese Player to track the location of his Concealed units; all Japanese units are kept on this map until they are Revealed. The MilOps map should be shielded from the US Player at all times.

2.3 DICE

At least one six-sided die is required for play, though more are better — 6 dice per player is a good number.

3. GENERAL CONCEPTS

Area: Each area on the main map has a name and a number printed within its boundaries. The number is the Basic Defense Value of the area. Some areas may also contain Airfield, Beach, and/or Mountain symbols.

Army: All units under a player's control are his army and are friendly units. All the other units are the enemy army and are enemy units.

Concealment: It is possible for a Revealed unit to become Concealed (see 17.1, Case 4).

Control: An area with no US Control marker in it is under Japanese control; an area with a US Control marker in it is under US control.

Hits and Damage: Hits resulting from attacks are subsequently converted to damage in the form of step losses for defending units.

Removal: When a unit or marker is removed from either map, it is placed into the Reserve Box on the main map.

Stacking: Each area can hold up to 5 US ground units, 5 US air/naval support units, and 10 Japanese units. If an area becomes overstacked, the last unit(s) to enter is (are) removed from play. Markers have no effect on stacking.

Unit Facing: When set up on the maps, units are placed so that their numbers are facing towards their respective controlling player. Anytime a unit fires, it is rotated sideways 90° so that the word "Fired" is at the top of the counter. Each unit can only fire once per turn, which can be either bombardment, defensive fire or assault.

Unit Status: Units (and Cave markers) on the MilOps map are considered Concealed. All other units (and Cave markers) on the main map are considered Revealed.

Unit Status Change: Only Japanese units can change their status from Concealed to Revealed or vice versa. The unit is transferred from its current map to the area of the same name on the other map, and retains its current orientation and number of steps. The Japanese player may Reveal a Concealed unit at any time he wishes. (Cave markers can also change from Concealed to Revealed, but not the other way around).

Unit Steps: Most ground units have 2 steps, except US Marine units that have 4 steps and Japanese HQ and artillery units that have only 1 step. US naval and air support units have only 1 step, but cannot be damaged during play.

Step Losses: When a unit takes a step loss, it retains its current facing and remains in its current area. When a unit loses its last step, it is destroyed and is placed in the Reserve Box.

Turn: One "round" of play consists of multiple phases and represents 3 days. The game can last up to 9 turns.

Victory Points (VP): Both sides accrue VP during the game. The game ends the instant a player reaches 40 VP. If neither player has attained 40 VP by the end of Turn 9, the player with the higher VP total wins.

4.   SETUP

Place the main map so that both players can see it. Place the MilOps map so that only the Japanese Player can see it.

4.1   MARKER SETUP

Place the Turn marker on Turn 1 and both VP markers on 0. The Japanese Player places a total of 21 Cave markers in the areas of the MilOps map, with a maximum of two per area. These do not have to be evenly distributed, and some areas may have none. The US player puts the Beachhead and Safe to Land markers in the Reserve Box.

Play Note: Caves cannot be added during play and cannot change areas.

4.2   UNIT SETUP

All US air support and naval support units are placed in the American Support Box. Ground units of the 4th and 5th Marine Divisions are placed in the Landing Area Box. US units with two counters (4-step and 2-step counters) have their 4-step counter placed in the Landing Area Box, and their 2-step counter in the Reserve Box. All units of the 3rd Marine Division are placed in the Reserve Box. The Japanese player sets up his units on the MilOps map in any way he chooses, within the stacking limits.

5.   SEQUENCE OF PLAY

5.1   WEATHER PHASE

The US Player determines weather.

5.2   US PHASES

5.2.1 US Reset Phase: The US Player returns his units to their normal (upright) facing.

5.2.2 US Recovery Phase: The US Player can replace steps lost by his Marine units.

5.2.3 US Bombardment Phase: The US Player performs bombardment.

5.2.4 US Movement Phase: The US Player moves his units on the map and can land new units. If a US unit enters an area containing any Japanese units (Concealed or Revealed), the Japanese Player can conduct Defensive Fire.

5.2.5 US Assault Phase: US units in the same area as Japanese units can attack them.

5.2.6 First Control Determination Phase: The players check all areas for possible change of control.

5.2.7 Construction Phase: The US Player can place Beachhead and Safe to Land markers, and the Stars and Stripes marker.

5.3   JAPANESE PHASES

5.3.1 Japanese Reset Phase: The Japanese Player returns his units to their normal (upright) facing on both maps.

5.3.2 Japanese Bombardment Phase: The Japanese Player performs bombardment.

5.3.3 Japanese Movement Phase: The Japanese Player moves his units on both maps. If a Japanese unit enters an area containing any US units, the US Player can conduct Defensive Fire.

5.3.4 Japanese Assault Phase: Japanese units in the same area as US units can attack them.

5.3.5 Second Control Determination Phase: The players check all areas for possible change of control.

5.4   END PHASE

Advance the Turn marker to the next turn. The US Player may earn VP if eligible. On turns 3, 7, and 8, the US Player must withdraw one naval support unit.

6.   WEATHER PHASE

Weather impacts the number of air support units that will be available to the US Player on that turn. He first places all his naval support and air support units (except those in the Reserve Box) face up in the American Support Box, and rolls one die to determine the weather:

   1 = Bad Weather

   2-3 = Cloudy Weather

   4-6 = Good Weather

The US Player then flips face down the following number of air support units in the American Support Box from the four available air support units; these will be unavailable for this turn:

   Bad Weather = 2 units

   Cloudy Weather = 1 unit

7.   US RESET PHASE

All US units currently turned sideways are returned to their upright facing.

8.   US RECOVERY PHASE

The US Player can restore Marine units, including artillery and tank units, which had previously lost steps during the game.

To be eligible for Recovery, a unit has to be in an area containing a Beachhead marker and no Japanese units. Each Beachhead marker can restore one step per turn (total, not per unit). An eliminated unit may be returned to the main map as a one-step unit by placing it in the area containing the Beachhead marker used to restore it. Units performing Recovery do not lose their ability to move during the Movement Phase of the same turn, or to fire.

9.   US BOMBARDMENT PHASE

The US Player can perform bombardment in any map areas, using his air support, naval support and/or artillery units in any combination of his choice, providing the stacking limits are observed. The bombarded area does not have to contain Revealed enemy units. Bombardment has no effect on friendly units in the bombarded area.

9.1   TARGET AREA AND BOMBARDMENT UNIT DETERMINATION

The US Player determines all the areas that will be bombarded and which units will participate in each bombardment. The areas to be bombarded are called target areas. Any number of target areas can be bombarded during each Bombardment Phase, but a given area can be bombarded only once per turn and a given unit can only bombard one area per turn.

9.1.1 Naval Support and Air Support Units: All face-up US naval support and air support units in the American Support Box can perform bombardment. The US Player places them in the target areas as he wishes (keeping in mind the stacking limit of 5 air/naval support units per area).

9.1.2 Artillery Units: The US Player designates the target area for each artillery unit. Any number of artillery units can bombard a given area. If an artillery unit is in the same area as Revealed Japanese units, that artillery unit can only target its own area.

9.2   CAVE MARKER DETECTION

After all target areas and bombarding units have been selected, the Japanese Player reveals all Cave markers in all the target areas, by moving them from the MilOps map to the main map. If none are present in the target areas, none are Revealed. Once Revealed, Cave markers cannot be Concealed again.

9.3   BOMBARDMENT EXECUTION

Bombardment is resolved using the following procedure, one target area at a time, in any order of the US Player's choice. A bombardment must have been completed before the US Player can resolve the next one.

9.3.1 Determining the Number of Hits: The US Player totals the Bombardment Ratings of all the units bombarding that target area and rolls that number of dice. Each '5' or '6' results in one Hit; add all the Hits to get the total number of Hits.

9.3.2 Determining Damage: If the Japanese Player controls the target area, subtract from the total number of Hits the Basic Defense Value of the area as well as the number of Cave markers in the area. The remaining Hits are the Damage Number, which applies against the Japanese units in the target area.

Play Note: If the Japanese Player does not control the target area, the Damage Number is the same as the number of Hits.

9.3.3 Applying Damage: Both players use the procedure as follows to apply damage to the Japanese units in the target area:

1. Revealed Unit Rank Determination: The US Player takes all the Revealed Japanese units in the target area and places them in a row in any order of his choice.

2. Revealed Unit Step Losses: The Japanese Player applies one step loss to the first unit of the row and subtracts one from the Damage Number. If the Damage Number is still greater than zero, he then applies one step loss to the next unit of the row and subtracts one from the Damage Number, etc. The Japanese Player repeats the process until either the Damage Number equals zero or all Revealed units are eliminated; if he reaches the end of the row and the Damage Number is still greater than zero, he goes back to the start of the row. Any eliminated units are placed into the Japanese Eliminated Box.

3. Concealed Unit Rank Determination: If there are no Revealed Japanese units in the target area (or if all Revealed units are destroyed before the Damage Number reaches zero), damage (or the remaining damage) is applied to the Concealed Japanese units in the target area. The order of the units is determined by the Japanese Player, however, hidden from the view of the US Player.

4. Concealed Unit Step Losses: This is the same process as for the Revealed Japanese units, but the Japanese Player conducts this operation, and he does it hidden from the view of the US Player. Any eliminated units are placed in the Eliminated Box on the MilOps map, hidden from the US Player.

5. Excess Damage: Any excess damage is ignored. If damage was applied to Concealed Japanese units, the US Player does not get to know how much was wasted.

9.3.4 Cave Collapse: If a US bombardment results in at least one hit, remove one Cave marker from the target area. Only one Cave marker is removed in this way per bombardment, regardless of how much damage was actually generated.

9.3.5 Indicating Which Units Bombarded: The US Player rotates sideways the artillery units that bombarded and returns the air/naval support units that bombarded to the American Support Box. The bombardment is complete.

9.4   PHASE END

The US Bombardment Phase ends when the last bombardment has been resolved.

10.   US MOVEMENT PHASE

The US Player can move all his ground units on the island and can land ground units from the Landing Area Box. He must conduct his movements one unit at a time, in the order of his choice. A unit must have completed its movement before another unit can start moving.

10.1   MOVEMENT POINT (MP) EXPENDITURE

To enter an adjacent area, a unit must expend one MP. A moving unit does not have to use all its MP. Unused MP are not carried over to the next turn.

10.2   ENDING MOVEMENT VIA CONTACT

A unit entering an area that contains a Revealed enemy unit must immediately end its movement.

10.3   LANDING

The US Player can perform landings. A landing is the movement of a friendly ground unit from the Landing Area Box to a coastal area. The MP cost to land is variable and depends on the coastal area where the unit lands:

   A Beach area containing a Beachhead marker: 1 MP

   A Beach area: 2 MP

   A non-Beach coastal area: 3 MP

Up to five units per turn can land per Beach coastal area. Only one unit per turn can land per non-Beach coastal area.

US artillery and tank units can only land in Beach areas containing a Beachhead marker.

10.4   DEFENSIVE FIRE DURING MOVEMENT

A unit entering an area during movement may be subjected to Defensive Fire from a single enemy unit present in that area. Defensive Fire must be declared immediately upon the unit entering the area.

10.5   PHASE END

The US Movement Phase ends when the US Player has finished moving his units. At this time, all Concealed Japanese units and Cave markers in areas containing US units are Revealed.

11.   JAPANESE DEFENSIVE FIRE

When an area entered by a moving US unit contains any Japanese units, the Japanese Player may perform Defensive Fire (the Japanese Player should check both the main map and the MilOps map to determine if he has units in the area). Defensive Fire is not mandatory. Units facing sideways (on their "Fired" facing) cannot conduct Defensive Fire. Defensive Fire applies only to the moving unit, and does not affect any other units in the area.

11.1   DEFENSIVE FIRE EXECUTION

The Japanese Player selects any one eligible Japanese unit in the area the US unit moved into.

11.1.1 Determining Damage: The Japanese Player rolls a number of dice equal to the Assault Rating of the unit conducting Defensive Fire. If the unit is Concealed, the Japanese Player Reveals it and rolls two extra dice. This bonus (which applies even to a unit with an Assault Rating of zero) does not apply if the area is adjacent to a US-controlled Mountain area (because of US observers). Each '5' or '6' results in one Hit; add all the Hits to get the Damage Number.

11.1.2 Applying Damage: The Japanese Player uses the procedure as follows to apply damage to the moving US unit:

  1. Retreat Declaration: The moving unit can declare a retreat once the Damage Number has been determined,

which allows it to reduce the Damage Number by one. Retreating does not require any MP; the US Player will simply move the retreating unit to any adjacent eligible area. To be eligible, an area must:

  a.   Contain no enemy ground units;

  b.   Be under friendly control;

  c.   Not be impassable terrain for the retreating unit.

  If there are no eligible areas adjacent, the unit cannot retreat. Also, a unit landing in a coastal area cannot retreat.

  2. Step Losses: If the US unit retreats, reduce the Damage Number by one (if the Damage Number was 1, it can thus be reduced to zero, resulting in no damage to the US unit). Then, the Japanese Player applies one step loss to the US unit per point of Damage Number. If the US unit is eliminated, it is placed into the Reserve Box.

  3. Excess Damage: Any excess damage is ignored.

11.1.3 Move End and Retreat Execution: If the US unit has not been eliminated by Defensive Fire and did not declare a retreat, it immediately end its move for the turn in the area due to the presence of the enemy unit. If the US unit has not been eliminated by Defensive Fire but declared a retreat, the US Player moves it to an adjacent eligible area, which ends its move for the turn.

11.2   DEFENSIVE FIRE END

The Japanese unit that conducted Defensive Fire is now rotated sideways, which completes the Defensive Fire.

12.   US ASSAULT PHASE

The US Player can assault with his own ground units in any areas of his choice. Assaulting units use their Assault Rating to attack enemy units in the same area.

12.1   TARGET AREA AND ASSAULTING UNIT DETERMINATION

The US Player designates all the areas in which he will conduct Assaults and which ground units will participate in each assault; units that are rotated sideways (on their "Fired" facing) cannot assault. Assault is optional, and thus all, some, or none of all US units in an area may assault. Each area can only be assaulted once per Assault Phase and each unit can only assault once. All the selected areas are called target areas.

12.2   ASSAULT EXECUTION

Assaults are resolved using the following procedure one target area at a time, in any order of the US Player's choice. An assault must have been completed before the US Player can resolve the next one.

12.2.1 Determining the Number of Hits: The US Player totals the Assault Ratings of all his assaulting units and rolls that number of dice. Each '5' or '6' results in one Hit. Add all the Hits to get the total number of Hits.

12.2.2 Determining Damage: If the Japanese Player controls the target area, subtract from the total number of Hits the Basic Defense Value of the area as well as the number of Cave markers in the area. The remaining Hits are the Damage Number, which applies against the Japanese units in the target area.

12.2.3 Applying Damage: Both players use the procedure as follows to apply damage to the Japanese units in the target area:

1. Rank Determination: The US Player takes all the Japanese units in the target area and places them in a row in any order of his choice.

2. Retreat Declaration: Japanese unit(s) in the target area can declare a retreat which will allow them to each ignore one step loss. Retreat eligibility is judged as per 11.1.2; in addition, units with zero MP cannot retreat. The Japanese player decides to retreat on a unit-per-unit basis; multiple units can retreat into different eligible areas. The Japanese Player should clearly note which units are retreating and which are not.

3. Step Losses: The Japanese Player applies one step loss to the first unit of the row and subtracts one from the Damage Number. If the Damage Number is still greater than zero, he then applies one step loss to the next unit of the row and subtracts one from the Damage Number, etc. The Japanese Player repeats the process until either the Damage Number equals zero or all units are eliminated; if he reaches the end of the row and the Damage Number is still greater than zero, he goes back to the start of the row. A retreating unit ignores the first step loss it suffers; if it suffers subsequent step losses in the assault, these apply normally. Any eliminated units are placed into the Japanese Eliminated Box.

4. Excess Damage: Any excess damage is ignored.

12.2.4 Cave Collapse: If the assault results in at least one hit, remove one Cave marker from the target area. Only one Cave marker is removed in this way per assault, regardless of how much damage was actually generated.

12.2.5 Retreat Execution: The Japanese Player moves each retreating units which survived the assault to an eligible area.

12.2.6 Indicating Which Units Assaulted: The US Player rotates sideways all the ground units that took part in the assault. This assault is done.

12.3 PHASE END

The US Assault Phase ends when the last assault has been resolved.

13. FIRST CONTROL DETERMINATION PHASE

Control of areas may change during this phase. Both players check all areas on the main map. Areas with US units but no Japanese units become US-controlled, and vice versa. Otherwise, control does not change.

Control change may cause the removal of the following markers:

1. When an area becomes Japanese-controlled, remove any Safe to Land marker or Beachhead marker from that area.

2. When an area becomes US-controlled, remove all Cave markers from it.

Play Note: It is not necessary to check the MilOps map during this phase since all Concealed units get Revealed at the end of the US Movement Phase if a US unit is in their area.

14. CONSTRUCTION PHASE

The US Player can take a Beachhead, Safe to Land, or Stars and Stripes marker from the Reserve Box and place it in a US-controlled area of the following type: a Safe to Land marker must be placed in an area with a "Safe to Land?" box; a Beachhead marker must be placed in an area with a "Beachhead?" box; the Stars and Stripes marker must be placed in the "Stars and Stripes?" area. Once on the map, these markers remain in place, unless removed as a result of bombardment or assault (see the following), or change of control. The US Player may place as many of these markers as he wishes, provided the areas are US controlled. Stars and Stripes is never removed. Once placed, the US player rolls a die and gets that number of VPs. After that, it is ignored for game purposes for the rest of the game. Gloating by the US player is still permitted.

Play Note: There are three Beach areas on the map, but only two Beachhead markers. This is an intentional limitation.

15. JAPANESE RESET PHASE

All Japanese units currently turned sideways are returned to their upright facing.

16. JAPANESE BOMBARDMENT PHASE

This is identical to US Bombardment Phase (see section 9), with the roles reversed, except for the following:

1. The Japanese Player does not have air support or naval support units, only artillery units.

2. Concealed units can bombard, but they become Revealed when they do.

3. Japanese artillery units of differing types can combine their Bombardment Ratings to bombard a same area, but each unit must operate within its own Bombardment Range.

4. Damage is not affected by Cave markers since the US units cannot use them, but it is affected by the Basic Defense Value of the area if US controlled.

5. US units cannot be Concealed, so there is only one Rank Determination and step loss process.

6. Cave markers do not get removed as a result of damage. Instead, a US Beachhead or Safe to Land marker is removed from the target area if the bombardment results in at least one hit.

17. JAPANESE MOVEMENT PHASE

This is identical to US Movement Phase (see section 10), except for the following:

17.1 MOVEMENT RESTRICTIONS

The restrictions as follows apply to the movement of Japanese units:

1. At the beginning of the Japanese Movement Phase, the Japanese Player rolls one die to determine how many units he is allowed to move during that phase: on a 1-2 result, he is allowed to move 1 unit; on a 3-4 result, 2 units; on a 5-6 result, 3 units. He can move any units of his choice on either map within this limitation. (This rule represents the inability of the Japanese to coordinate troop movements because of the US air superiority.)

2. Japanese units cannot perform landings.

17.2 MOVEMENT TYPES

Four different types of movement can be used by Japanese units:

1. Revealed Unit Movement: The movement of a unit already Revealed at the start of its move is done exactly like the movement of US units.

2. Revealing Movement (movement of a Concealed unit that becomes Revealed): The Japanese Player Reveals the Concealed unit by placing it on the main map and then moves it normally. Or, he keeps the unit Concealed during movement, and then it is Revealed at the end of its move by placing it on the main map; in this latter case, the unit cannot use its full number of MP, instead its MP allowance is reduced by 1. All other normal movement rules apply.

3. Concealed Movement (movement of a Concealed unit that remains Concealed): The moving Concealed unit has a reduced number of MP available. Units with a printed MP allowance of 2 or more only have 1 MP available; units with a printed MP allowance of 0 or 1 have 0 MP available (and thus cannot use Concealed Movement). Concealed Movement is otherwise like regular movement, but is conducted entirely on the MilOps map. If the Concealed unit enters an area under US control or containing a US ground unit, it is immediately Revealed. Thus, even Japanese units entering an area while Concealed can be the target of Defensive Fire.

4. Hiding (a Revealed unit that becomes Concealed): Hiding requires a Revealed unit to spend its entire MP allowance; the unit is then moved to the MilOps map. Hiding cannot be performed in an area containing any US ground units, or by units with a printed MP allowance of 0.

18. US DEFENSIVE FIRE

This is identical to Japanese Defensive Fire with the roles reversed (see section 11), except that since US units are never Concealed, the surprise bonus never applies.

19. JAPANESE ASSAULT PHASE

This is identical to US Assault Phase with the roles reversed (see section 12), except that Cave markers do not get removed from the map; instead, Beachhead or Safe to Land markers are removed if the assault results in a Damage Number > 0.

20. SECOND CONTROL DETERMINATION PHASE

Identical to First Control Determination Phase (see section 13).

21. END PHASE

The Japanese Player advances the Turn marker to the next turn, and the US Player receives VPs if eligible. On Turns 3, 7 and 8, the US Player must withdraw one naval support unit from the map and place it into the Reserve Box. (This represents vessels withdrawn from combat duty.)

If the current turn is Turn 9, the game ends and the winner is determined.

22. SPECIAL RULES

22.1 TURN 1 SPECIAL RULES

Turn 1 represents the historical start of the invasion. The following rules simulate the historical conditions.

22.1.1 Weather: There is no Weather Phase on Turn 1. Weather is automatically Good Weather.

22.1.2 Japanese Marines: Units of the Japanese Marines (the red units) all become Revealed on the End Phase of Turn 1. (This represents both their exposed positions and their opening fire at the US invaders according to their orders from the Japanese high command.)

22.1.3 US Air Support: At the end of Turn 1, one of the US air support units is moved from the American Support Box to the Reserve Box. This reduces the maximum available US air support units to four for the rest of the game.

22.2 US SPECIAL RULES

22.2.1 3rd Marine Division Entrance: The 3rd Marine Division was restricted from participating in the initial invasion. It was composed of the 3rd, 9th and 21st regiments, a field artillery unit, and a tank unit. If the US Player chooses to activate this division, he can move the units from the Reserve Box to the Landing Area Box at any time. If a unit has 2 counters (a 4-step and 2-step counter), leave the 2-step counters in the Reserve Box. The Japanese player gains 10 VP immediately if the US player brings in any unit of the 3rd Division at a non-beachhead area. If they arrive at a beachhead, the units enter without a VP penalty.

22.3 JAPANESE SPECIAL RULES

22.3.1 Banzai Charge: During any Japanese Assault Phase, the Japanese Player can declare a Banzai Charge if his HQ unit is still in play (either Concealed or Revealed). For the duration of this Assault Phase, every Japanese unit in the HQ unit's area, including the HQ unit, and the adjacent areas receives a +2 bonus to its Assault Rating. Once the phase is over, the HQ unit is removed from the map and

placed in the Japanese Eliminated Box.

22.3.2 Kirikami Charge: At the start of any US Assault Phase, the Japanese player can declare a Kirikami Charge by immediately inflicting a step loss to a Japanese unit in the same area as a US unit. Flip the Turn marker over for the remainder of the game turn as a reminder. If the unit is reduced to zero steps as a result of the Kirikami Charge, remove it from the map and place the eliminated Japanese unit in the Japanese Eliminated Box. During the following Japanese Assault Phase, every Japanese unit receives a +1 bonus to its Assault Rating (no matter which unit declared the Kirikami Charge). At the end of the Japanese Assault Phase, flip the Turn marker back to its front side. A Kirikami Charge may be declared more than once during the game. A Kirikami Charge is an attack on the enemy using only swords.

22.4 TANK UNITS

22.4.1 Movement Restrictions: Tank units cannot enter hill areas.

22.4.2 No Defensive Fire Retreat: Tank units cannot declare retreat during Defensive Fire. (This represents their inability to make sharp turns in the rough terrain of the island.) They may declare retreat during assaults, though.

22.4.3 US Tank Unit Armor: Every US tank unit has an Armor Rating of 2. This allows it to ignore the first two step losses it would normally suffer from enemy fire (thus a Japanese bombardment, Defensive Fire, or assault inflicting two step losses or fewer to a US tank unit leaves it unscathed). Armor effects are cumulative with the one step loss cancellation due to retreat (thus a US tank unit retreating during the Japanese Assault Phase would ignore the first three step losses inflicted against it).

However, this Armor Rating is ignored when a Japanese unit with an AT capable symbol performs Defensive Fire against a US tank unit; in this case, each point of Damage Number results in one step loss.

22.5 JAPANESE ROCKET ARTILLERY

The Japanese rocket artillery unit is used in the same way as regular artillery units, except it has no numerical Bombardment Rating. When used during a bombardment, the Japanese Player rolls one die; the result is the number of Hits inflicted by the rocket artillery unit. These Hits are added to any other Hits inflicted by regular artillery units. The rocket artillery unit is removed from the map after use and placed in the Japanese Eliminated Box.

22.6 AIR AND NAVAL SUPPORT UNITS

Neither of these unit types can be damaged during the game.

23. VP GAIN

The players collect VP as follows:

23.1 US VP

1. Airfield Use: During each End Phase, the US Player receives 2 VP per Safe to Land marker on the map. If both the areas of Funami Dai and Motoyama Airfield have Safe to Land markers, he receives an extra 2 VP.

(This represents the basing of US B-29 bombers on the airfields to strike against the Japanese homeland.)

2. Raise the Flag: During the End Phase of the turn in which the Stars and Stripes marker is first placed on the map, the US Player receives VP equal to the roll of one die.

23.2 Japanese VP

1. US Losses: 1 VP per step loss suffered by a US unit.

2. US 3rd Marine Division Landing: 10 VP if any unit of the US 3rd Marine Division enters play at a non-beachhead.

3. Japanese Army Survival: 1 VP for every Japanese unit still alive at the end of the ninth turn.

4. Japanese HQ Survival: 5 VP if the Japanese HQ unit is still alive at the end of the ninth turn.

5. Remaining Japanese Territorial Control: 3 VP per Japanese-controlled area at the end of the ninth turn.

24. END OF GAME

The game ends in one of the following ways:

1. When one player has no surviving units on the map (or maps, for the Japanese Player). Play ends immediately, even if the turn is in progress.

2. When one player reaches 40 VP. Play ends immediately, even if the turn is in progress.

3. Turn 9 is over and neither player has 40 VP.

In Case 1, the player with surviving units is the winner. In Case 2, the player with 40 VP is the winner. In Case 3, after the Japanese Player has received his end game VP, the player with the most VP is the winner.

25. CREDITS

26. COUNTER ERRORS

The four 109 Artillery units of the Japanese Marines incorrectly have two step dots on the back of the counter. It should be one.