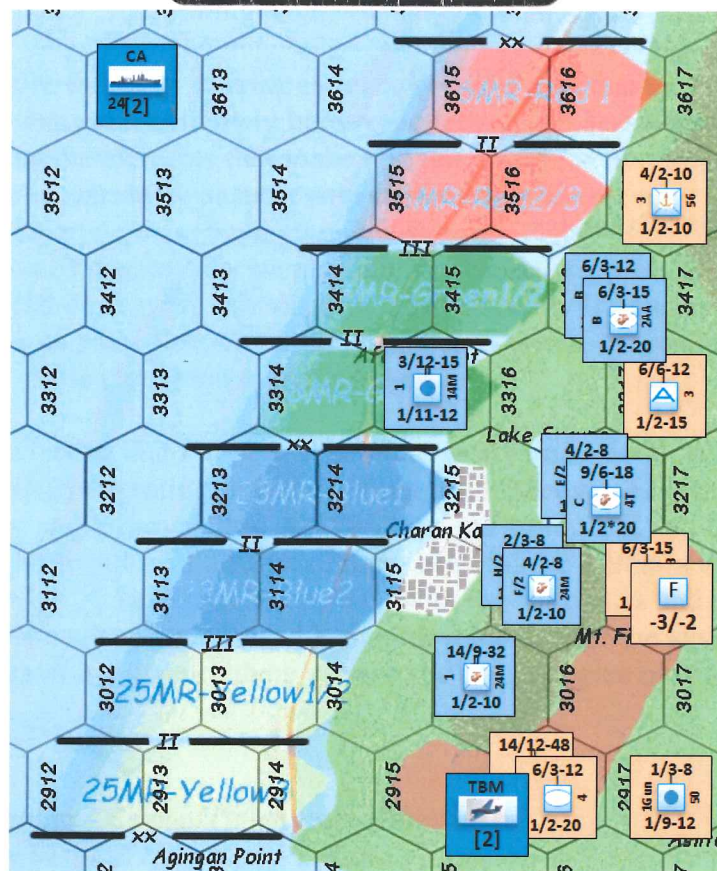


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Design By:  
Chris Fasulo Sr



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# 1. Introduction

Pacific Islands Campaign – Saipan/Tinian is a simulation about the United States effort during the Second World War to wrest control of the Central Pacific islands of Saipan and Tinian from the Japanese to support the B-29's that were going to launch their missions from there. The battle would be the toughest to date. It would be necessary because the B29's had the range to reach Japan from there.

The map represents the terrain and ocean area encompassing the islands of Saipan and Tinian during the campaign. This island was on the edge of the inner defense perimeter. The Japanese would fight hard for this island as they knew that they could not win the war by this time. Their only hope was to cause the Americans to ask for peace by making it too expensive to defeat Japan.

The units represent the actual navy, marine, and army elements that were used to gain control of the islands from the Japanese. Ground units are depicted mainly as Battalions, Companies and Platoons. Naval and air units are represented abstractly representing major warships and air squadrons.

Players fight their respective forces by moving over the hex grid to defeat the enemy. Combat is modeled in a manner that makes the Japanese extremely hard to destroy and defeat since they are so well dug in and prepared. Players combine the elements that make up their armies to find the right combination of combat multipliers that will make an otherwise unsuccessful combat, successful.

Fire combat does not usually destroy an enemy unit but causes suppression. Suppressed units that are forced to retreat are instead destroyed. This is how most losses will be caused. An assault attacker will always take at least one loss since this was a very hazardous operation conducted in front of well dug in defenders who were able to use the terrain to masterful effect.

The rules are laid out in a format that I hope will be more easily understood. Many of the main sections are written after the 7 Battlefield Operating Systems. They are Maneuver, Fire Support, Intelligence, Combat Service Support, Mobility and Survivability, Air Defense, and Command and Control. Each of these areas is vital to the proper synchronization of a battle. Proper use of these 7 BOS's will enable the player to more efficiently utilize the troops they have to win the battle with less casualties and in less time. This simulation does its best to account for each area today and further development of the system will incorporate more of each area later. In the area of Intelligence there needs to be a high degree of trust between the players.

Each game includes:

One Six Sided Die

One Pacific Islands Campaign – Saipan/Tinian Rules Booklet

Four 11" x 17" Full Color Maps of Saipan and Tinian

(14) Unit counter and marker sheets

Game scale for the map is 1 kilometer per hex. Ground units represent platoons, companies, and battalions. Ship units represent individual ships. Air units represent squadrons.

Charts and Tables included:

(5) Order of Battle Charts

Turn Record Track for keeping up with the current Game Turn and when Reinforcements arrive.

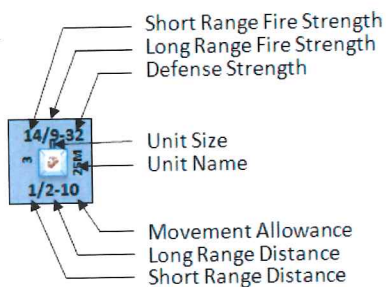
Casualty Track for accounting for the current number of casualties.



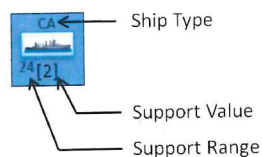
Replacement Track for keeping record of how many replacements have been used and how many remain.  
 Combat Resolution Tables have all the details needed for assessing fire and assault combat.  
 Air Support Track shows which air squadrons are available and which have been used.  
 Air-Ground Attack Table which provides the results for air-ground attacks.

### Unit Examples:

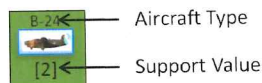
#### Ground Unit



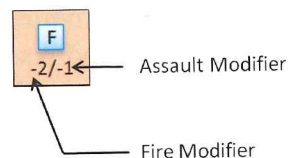
#### Naval Unit



#### Air Unit

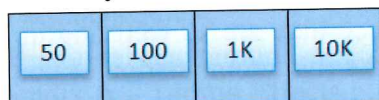


#### Fort Unit

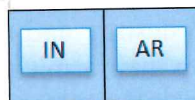


### Marker Examples:

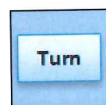
#### Casualty Markers



#### Replacement Markers



#### Turn Marker



All game questions and comments should be sent to either:

[Support@grognardsims.com](mailto:Support@grognardsims.com) or

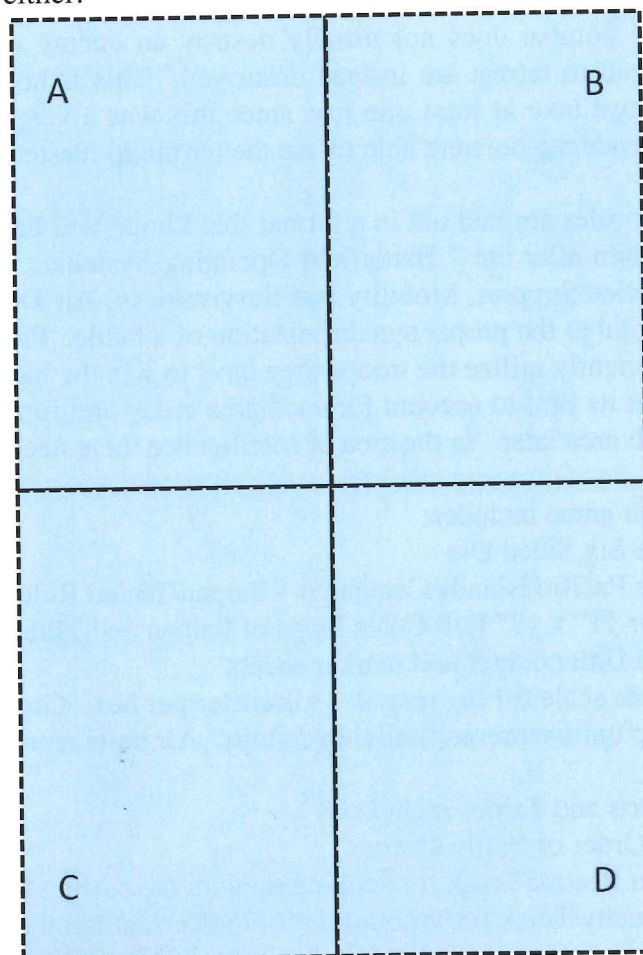
Grognard Simulations, Inc.

Attn: PIC-Saipan/Tinian

505 Majestic Park Ln

Cedar Hill, TX 75104

Map Assembly----->







## 2. Sequence of Play

Pacific Islands Campaign – Saipan/Tinian is played in turns. Each turn is divided into phases. Turns are sequenced by player. The US player is first in all turns and followed by the Japanese player. Each turn represents a third of a day in time.

### US Player

- 2.1 Reinforcement/Replacement/Reorganization Phase
- 2.2 Amphibious Landing Phase
- 2.3 Amphibious Fire and Assault Phase
- 2.4 Movement Phase
  - 2.4.1 Defensive First Fire
- 2.5 Air-Ground Attack Phase
- 2.6 Combat Phase
  - 2.6.1 Offensive Fire
  - 2.6.2 Defensive Fire
  - 2.6.3 Offensive Assault
- 2.7 US Unit Suppression Recovery and Interdiction Placement

### Japanese Player

- 2.8 Replacement/Reorganization Phase
- 2.9 Movement Phase
  - 2.8.1 Defensive First Fire
- 2.10 Combat Phase
  - 2.9.1 Offensive Fire
  - 2.9.2 Defensive Fire
  - 2.9.3 Offensive Assault
- 2.11 Japanese Unit Suppression Recovery
- 2.12 End of Turn Actions



## 2.13 Detailed Description of Sequence of Play

### 2.13.1 US Player

2.13.1.1 Reinforcement/Replacement/Reorganization Phase – the US player looks at the turn record chart and scenario information in section 11 and places any reinforcing units on the map in the appropriate Sea hexes they are scheduled to arrive in. The player then looks for any possibility to use replacements and places these units near their HQ. Lastly the player determines whether to consolidate the existing units on the map and eliminate some units in order to make other organizations more whole. The reorganized units are placed with their respective HQ.

2.13.1.2 Amphibious Landing Phase –the Japanese player rolls the die once against each beach lane where landing units are placed and determines if a loss is taken. If a loss is to be taken the Japanese player selects the step that is eliminated and placed in the dead pile. Once this is completed the US player moves the units in each beach lane to the adjacent lagoon and then beach hex and movement halts. Japanese units may conduct Defensive First Fire against US units that move adjacent to them. Controlled hexes are ignored for this movement. This means that US units can move to an open beach hex even if Japanese control of the hexes exists. If the beach hex is occupied by Japanese units the US units must attack and conduct an Amphibious Assault.

2.13.1.3 Amphibious Fire and Assault Phase – if US units are adjacent to Japanese units on a beach landing hex those units must be attacked. The attacks are conducted like a regular fire and assault except that the landing units' (units not on a beach hex) strength is halved. The assaults must be against the enemy unit directly in front of them in their landing lane. Artillery units in a lagoon hex can fire in support of units on the beach at half strength. Units already landed and adjacent to the enemy unit being assaulted may participate in the fire and assault at full strength. If the assault does not push the enemy units back and open the hex the landing units must remain in the lagoon hex (stacking limits apply). US units that cannot move to the lagoon remain in their sea hexes. These units cannot fire or assault. Units that cannot deploy to their sea hex to start their run down their beach lanes are delayed until stacking limits allow for their deployment. US units adjacent to enemy units that are not in beach hexes can be attacked by US units at the US player's discretion.

2.13.1.4 Movement Phase – US units are moved across the map in order to be positioned for combat. Each unit is moved according to its movement factor and the terrain it is moved through. US Naval units moved into close proximity to the shore are subject to fire from coastal batteries.

2.13.1.4.1 Defensive First Fire – when a friendly unit moves adjacent to an enemy unit that enemy unit may fire at it. Enemy units may fire each time that a friendly unit or stack enters its controlled hexes. This fire is conducted immediately and the results are implemented immediately. This is the only kind of combat that may occur during the movement phase.

2.13.1.5 Air-Ground Attack – The US player may assign one air unit to attack one unit in one hex. The US player may assign as many or as few light or medium squadrons as are available to attack different targets.

### 2.13.1.6 Combat Phase

2.13.1.6.1 Offensive Fire – US units conduct fire attacks against Japanese units. The firing unit's values are added together and then compared to the defensive value of any portion of the units in the defending hex. The attacker may fire at as many or as few defending units as they desire. Artillery units that participate in combat must be turned over to their fired side and are not available for assaults.

2.13.1.6.2 Defensive Fire – Japanese units conduct fire attacks against US units. The firing unit's values are added together and then compared to the defensive value of any portion of the units in the defending hex. The defender may fire at as many or as few attacking units as they desire.





2.13.1.6.3 Offensive Assault – US units conduct assault against Japanese units. The total combat value of the assaulting units is compared to the total combat value of the defending stack and the ratio is the combat odds. Artillery that did not fire during the offensive fire phase may add their values to assaults.

2.13.1.7 US Unit Suppression Recovery and Interdiction Placement – at the conclusion of the US player turn all US units, except artillery units, that are face down are turned face up. He also places any air and naval units on the map in hexes to interdict enemy movement during their turn. All Japanese artillery units are turned over to their front sides.

## 2.13.2 Japanese Player

2.13.2.1 Replacement/Reorganization Phase – the Japanese player looks for any possibility to use replacements and places these units near their HQ. Lastly the player determines whether to consolidate the existing units on the map and eliminate some units in order to make other organizations more whole. The reorganized units are placed with their respective HQ.

2.13.2.2 Movement Phase – Japanese units are moved across the map in order to be positioned for combat. Each unit is moved according to its movement factor and the terrain it is moved through.

2.13.2.2.1 Defensive First Fire – when a friendly unit moves adjacent to an enemy unit that enemy unit may fire at it. Enemy units may fire each time that a friendly unit or stack enters its controlled hexes. This fire is conducted immediately and the results are implemented immediately. This is the only kind of combat that may occur during the movement phase.

### 2.13.2.3 Combat Phase

2.13.2.3.1 Offensive Fire – Japanese units conduct fire attacks against US units. The firing unit's values are added together and then compared to the defensive value of any portion of the units in the defending hex. The attacker may fire at as many or as few defending units as they desire. Artillery units that participate in combat must be turned over to their fired side and are not available for assaults.

2.13.2.3.2 Defensive Fire – US units conduct fire attacks against Japanese units. The firing unit's values are added together and then compared to the defensive value of any portion of the units in the defending hex. The defender may fire at as many or as few attacking units as they desire.

2.13.2.3.3 Offensive Assault – Japanese units conduct assault against US units. The total combat value of the assaulting units is compared to the total combat value of the defending stack and the ratio is the combat odds. Artillery that did not fire during the offensive fire phase may add their values to assaults.

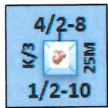
2.13.2.4 Japanese Unit Suppression Recovery – at the conclusion of the Japanese player turn all Japanese units that are face down (except artillery units) are turned face up. All US artillery units are turned over to their front sides.

2.13.2.5 End of Turn Actions – all US Navy ships are turned over to their front sides. All units on interdiction missions are returned to their ready boxes. All US aircraft units are moved from their flown boxes to their ready boxes.



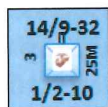
### 3. Command and Control

3.1 Ground Units: These are used to take and hold terrain. There are a number of different types of units that a player uses in combination to give the best chance of success in each engagement. This is called Combined Arms. The different types have some special capabilities that help in combat.



Units like this one represent a United States Marine Corps infantry company. The unit is K Company of the 3<sup>rd</sup> Battalion 25<sup>th</sup> Marine Regiment.

3.1.1 Many units can buildup and/or breakdown. Units can do this at any time as long as they are not in enemy controlled hexes. An example of a Marine Infantry Battalion that is broken down is shown here.



And the same battalion built up is shown to the left. The factors of the companies are combined together.

3.1.2 All ground units have factors that represent their abilities in combat and movement. The top set of numbers represents the close/long distance combat strength and then the defense strength. The bottom set represents the close/long distance range factor and movement allowance of the unit.

3.1.3 Units are color coded to represent the various services and nationalities.

Olive Green is United States Army

Light Blue is United States Marines

Dark Blue is United States Navy

Tan is Japanese Imperial Army and Navy

3.1.4 Units represent approximately 200 (Company/Battery) or 50 (Platoon) men. All casualties are recorded based on these numbers. Headquarters units, that have symbols representing higher than a battalion in size, are actually companies for casualty purposes.

3.2 Air Units: The primary purpose of air units is to aid in the assault against and destruction of enemy units. Units represent squadrons of aircraft from fighter bombers to light and medium bombers. These can also be used to interdict enemy movement and the support value [#] is added to the movement cost to enter the hex.



3.3 Naval Units: The primary purpose of naval gunfire support is to aid in the assault against and destruction of enemy units. These can also be used to interdict enemy movement and must be placed on a hex in range and the support value [#] is added to the movement cost to enter the hex.



3.4 Stacking: More than 1 ground unit can occupy a hex at any given time. Enemy and friendly units cannot occupy the same hex at any time. The basic rule is that no more than 3 battalions worth of units may occupy the same hex at the end of a game turn. For the purposes of this rule 3 companies are the equivalent of a battalion or all the elements of the same battalion, and 3 platoons are the equivalent of a company or all the elements of the same company. Units can retreat through friendly units but may not end the turn in the same hex in excess of the stacking limit. Units that become over-stacked due to retreat must take losses to attain the stacking limit. Air units cannot be stacked outside the Air Support Track and only one air unit





may support any given combat. Naval units can be stacked up to 3 units when on open water hexes, but only 1 naval unit may support any individual combat event when adding die roll modifiers. Players are encouraged, not forced, to use the largest size unit to reduce the number of counters on the map at any given time.

**3.5 Reorganization:** Units can be reorganized during the battle. This is simply one unit being exchanged for another unit. Like units must replace like units in type (i.e. armor with armor, infantry with infantry, etc.)

**3.6 Replacements:** Japanese units received replacements from the service units they did not allow in the front line. This enabled them to have a small pool of fresh personnel to draw from during the battle. US units brought a small number of soldiers as replacements. The Replacement Chart has the markers set at the far right of the tracks at the start of the battle. As each of the differing types of replacements is taken the markers are moved to the left by one box until they reach the 0 box. The shaded boxes represent when the US player has taken more replacements than were actually taken and causes the victory level to be reduced by one level. Replacements are placed in an adjacent hex as the headquarters those replacements belong to. If the headquarters is not on the map because it was destroyed then the player may not take a replacement from or for this unit. Infantry replacement points can replace infantry, engineer, and recon units only. Armor replacement points can be used to replace armor units only. Each replacement point represents a company equivalent or 3 platoons. Replacements for both sides are available starting 18 June 1944.

**3.7 Reinforcements:** All American units arrive over the beach as reinforcements.

**3.8 Headquarters:** Artillery units must be stacked with or adjacent to a headquarters unit to support units that are part of that headquarters unit. Army artillery cannot fire in support of Marine units and Marine artillery cannot fire in support of Army units. The one exception is when the Headquarters unit doing the coordination is the V Amphibious Corps Hq. Japanese artillery units that are integral to a battalion may always fire in support of units in that battalion or they may fire in support of an adjacent headquarters unit.

**3.9 Garrisons:** All airfields and towns must be garrisoned after they are taken by the US player by a unit of at least company/battery size.

**3.10 Combined Arms:**

**3.10.1 General:** Units gain benefits from using all arms in combat. There is no limit to the number of die roll modifiers that can be achieved in a single combat and their effects are cumulative.

**3.10.2 Pre-requisites:** Engineer/pioneer, armor, or anti-aircraft units must participate with infantry in an attack.

**3.10.3 Effects:** When any of the pre-requisites is met the attacker gains a dice roll modifier for each as listed on the Combat Results Table (CRT). The defender can get the bonus for Air or Naval support during an assault. Taking the modifiers is optional, not mandatory, but must be declared at the time of combat.

**3.10.3.1 Fire:**

- Battalion Integrity - +1 for all elements of the same battalion firing on the same target. Must have at least 2 companies to get bonus. Awarded only once, multiple battalions participating in an attack do not add more modifiers.
- Air Support - +1/+2 depending on the type of air unit used in support.



- Naval Gunfire Support - +1/+2 depending on the type of naval unit used in support.
- Flame - +1 for units with an '\*' firing as part of the attack.
- Armor - +1 when armor units participate in an attack that is made against a unit in clear terrain.
- AA Weapons - +1 when anti-aircraft units participate in an attack.
- Firing Downhill - +1 when any unit from the attacking force fires from a hill to a lower elevation.
- Firing Uphill - -1 when any unit from the attacking force fires from a lower elevation to a hill.
- Firing into Lagoon - +2 when firing into any hex containing a Lagoon.

#### 3.10.3.2 Assault:

- Marine Regimental Integrity - +1 when 2 or more battalions of the same marine regiment are involved in the same assault. Must have at least 2 companies per battalion to get bonus. Awarded only once, multiple regiments participating in an attack do not add more modifiers.
- Air Support - +1/+2 depending on the type of air unit used in support.
- Naval Gunfire Support - +1/+2 depending on the type of naval unit used in support.
- Flame - +1 for units with an '\*' participating in the attack.
- Armor - +1 when armor units participate in an attack that is made against a unit in clear terrain.
- Artillery - +1 when artillery units or ships add their strength to an assault.
- Engineers/Pioneers - +1 when engineer or pioneer units participate in an attack.
- Assaulting Downhill - +1 when any unit from the assaulting force assaults from a hill to a lower elevation.
- Assaulting Uphill - -1 when any unit from the assaulting force assaults from a lower elevation to a hill.
- Banzai Attack - +3 when Japanese units conduct a Banzai attack. This is in addition to the x3 multiplier for Banzai Attack.

3.10.4 Exclusions and Special: The armor bonus is applied only when attacking into clear terrain hexes. The flame bonus for armor units is applied anytime.

3.10.5 Losses: When an attacker's loss is called for in an attack that used combined arms, and the attacker chose to take step losses instead of retreat, then the first loss must be taken from the engineers/pioneers, armor, or anti-aircraft units first, the next loss must be from an infantry unit.

#### 3.11 Controlled Hexes:

3.11.1 General: Japanese control extends into and out of all hexes, even across a water hex. Combat Service Support cannot be traced through enemy controlled hexes. US control extends only into clear terrain hexes.

3.11.2 Movement into and out of: Units must stop moving when they enter an enemy controlled hex. Units cannot move from one enemy controlled hex to another directly. They may move out of an enemy controlled hex and then into the same or another enemy controlled hex.

3.11.3 Exploitation into: Units can advance into hexes that are clear of enemy units but must stop when they enter an enemy controlled hex.





3.11.4 Retreats into: Units are also allowed to retreat through enemy controlled hexes that are also occupied by friendly units during combat resolution. Units must lose an extra step in each hex that is enemy controlled. Units that cannot retreat due to controlled hexes must take step losses.

3.11.5 Japanese Infiltration: Japanese units only may move from one enemy controlled hex to another during regular movement in night turns. No American defensive first fire is allowed.

## 4. Maneuver

4.1 General: Maneuver is regulated by the hex grid and Controlled Hexes. Refer to the section on Controlled Hexes to see their effect on movement.

4.2 Specific: Ground maneuver is driven by the terrain that each hex is defined as. Units move along the grid one hex at a time expending movement points for each hex as it is entered. The cost for entering hexes is detailed in the Terrain Effects Chart (Appendix A) and lists all associated modifications to unit's factors. Units may use as many or as few of a unit's available movement points as they desire. Units may not move into or through terrain that costs more than the number of available movement points they have with one exception below.

4.3 Special:

4.3.1 Japanese units are not allowed to move into Lagoon hexes. A Lagoon hex is defined as any hex that has light blue water drawn in it with no associated shoreline.

4.3.2 The cost of a hex, for movement, is determined as the cost of the worst terrain in the hex for the unit moving.

4.3.3 US units landing on beaches are only allowed to move half of their movement on the turn that they land.

4.3.4 US units that are in lagoon hexes after just landing may not move onto a beach hex. US units in lagoon hexes left from a previous turn may move ashore.

4.3.5 Suppressed units are not allowed to move into enemy controlled hexes. Their movement allowance is halved.

4.3.6 Units may move at least one hex, even if they do not have the required movement points.

4.3.7 The weather for the 24 July 1944 is Rain. The effect on the battle is that movement allowances for all units are halved and Close Air Support is halved.

4.3.8 To prepare for the invasion of Tinian the US player must move the units conducting the invasion to a coastal town hex. They must spend a full day to embark. They spend the next full day at sea. During the first am turn of the next day they are placed on the beach lane they are invading.

## 5. Combat

5.1 General: Fire combat occurs between enemy units that can see each other. Assault combat occurs between adjacent units. Combat outcomes between enemy units will help determine the winner of the game. The faster a player destroys the combat power of the enemy the quicker he can take the territory that will enable him to win. There is one special type of attack called counter-battery fire. The fire or assault strength of a unit can never be less than 1.

5.2 Procedure:



5.2.1 Fire: The attacker decides what units are firing and what unit(s) are the targets. The attacker may fire at each defending unit in a hex separately or in groups. Armor must be attacked separate from other types of defending units. Attacking and defending units factors are then added up. The attacker attack factor is divided by the defenders defense factor and expressed as a ratio.

5.2.1.1 The attacker may assign support from air, naval, and artillery units, if they are eligible to participate in the combat.

5.2.1.2 Units may attack through other friendly units.

5.2.1.3 Units may fire into but not through non-clear terrain.

5.2.1.4 Non-artillery units range to fire is restricted to one hex at night.

5.2.1.5 Friendly and enemy units do not have to be adjacent to attack the enemy except at night.

5.2.2 Assault: The assaulter decides what units from any adjacent hex or hexes are assaulting and must consider all the defending units in a hex as a single target. Assaulting and defending unit's factors are then added up. The assaulting attack factor is divided by the defenders defense factor and expressed as a ratio. All unit types may participate in an assault and must use the close range factor if attacking from an adjacent hex.

5.2.2.1 The assaulter and defender may assign support from air, naval, and artillery units if they are eligible to participate in the combat.

5.2.2.2 Units may only assault from adjacent hexes.

5.2.3 Banzai: This attack is basically the same as an assault with the following differences.

5.2.3.1 This assault type must be performed during night turns.

5.2.3.2 It may only be done by the Japanese player. It is optional. The Japanese player may just make a normal assault.

5.2.3.3 It gives the assaulting units an x3 combat multiplier. Artillery supporting the assault is not tripled.

5.2.3.4 Losses from these types of attacks are doubled for both sides.

5.2.3.5 Units from both sides are not allowed to retreat to satisfy losses.

5.2.4 Counter-Battery: This type of attack occurs only during the enemy turn. When an enemy artillery unit fires from a clear terrain hex the friendly player may select one unused artillery or ship unit to return fire. If the attack is conducted by a ship then the friendly player rolls a die and if the result is equal to or less than the number on the ship then the target battery is suppressed and cannot be used in support of its original attack. If the attack is conducted by an artillery unit then a regular fire attack is made and if the results are suppression then the unit cannot be used for the remainder of the turn. The firing units are considered used and flipped. If the Counter-Battery attack fails another cannot be conducted.

5.2.5 Air-Ground Attack: Light and medium air units may be designated to attack enemy units. The player places as many or as few air units, one per target unit, may conduct a ground attack. Roll the die and refer to the Air-Ground Attack Table.

### 5.3 Combat Results:

5.3.1 Fire: There are 2 results that can occur. An 's' indicates that the target is suppressed. A suppressed unit is flipped over and cannot retreat during assault. Suppressed units may not participate as an attacker during an assault. Suppressed units do not retreat with other assaulting units that must retreat. Suppressed units may participate in fire combat. Its' movement and combat values for attack and defense are halved. An 'x' indicates that the target is destroyed. A destroyed unit is removed from the map. If the target of the attack is a battalion or company that has breakdown counters then only one element of the unit is destroyed and the unit is forced to breakdown to take the loss.

5.3.2 Assault: Losses are expressed as numbers for the attacker/defender. Losses can be taken as steps or retreated hexes. Retreats that cause over-stacking conditions are not allowed and therefore cause a step loss instead. Attacker losses must be taken from active units not suppressed units. Suppressed





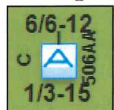
units cannot retreat and if forced to take steps are eliminated instead. If the target of the attack is a battalion or company that has breakdown counters then the numbers of elements of the unit are destroyed and the unit is forced to breakdown and takes the loss or losses. Whenever an assault takes place that received die roll modifiers the first loss must be taken by a supporting arms (armor, engineers/pioneers, or anti-aircraft) unit that helped. If a second loss is required then that loss must come from an infantry unit that participated.

**5.4 Combat Exploitation:** When units are successful in combat and there are no enemy units left in the hex the attackers are automatically allowed to exploit into the hex provided they take any required loss or losses, not retreats. The maximum number of hexes that can be moved into is calculated by taking the defenders loss from the chart and then subtracting the number of defender losses taken. The resulting number is the number of hexes that can be advanced into beyond the vacant hex. Exploitation ends when the attacker enters another enemy controlled hex.

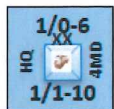
## 6. Air Defense

**6.1 General:** Air Defense, especially for the Japanese is critical in determining if units can maneuver on the battlefield without getting hammered by American aircraft.

**6.2 Specific: Anti-Aircraft fire:** Air units that support an attack and are on or adjacent to an unsuppressed enemy anti-aircraft unit must undergo fire to see if the supporting air units must abort. The player with the anti-aircraft unit rolls the die against each air unit that is in the same hex. A roll of "5" or "6" aborts the air unit. The player then rolls against air units in adjacent hexes. A roll of "6" aborts the air unit in this case. All anti-aircraft units may fire at all air units that meet the criteria. They may fire at each US aircraft unit once.



## 7. Combat Service Support (CSS)



**7.1 General:** CSS is critical in determining if units can engage in combat at full strength or not. US units are either in supply, or not. Japanese units are never considered Out of Supply since they had plenty of time to cache supplies in their defensive positions. Supply is determined at the instant of combat and before movement occurs. In Supply units can move their full movement allowance to an Out of Supply position, and then they become Out of Supply for any combats that may occur.

**7.2 In Supply:** Combat units are judged to be In Supply when they can trace a line of clear hexes to their headquarters unit which is less than or equal to 8 hexes away not counting the hex the unit is in. Each headquarters must be able to trace a line of friendly controlled hexes to its' next higher headquarters, or a friendly controlled beach hex, which is less than or equal to 12 hexes away. The highest level headquarters must be able to trace a line of friendly controlled hexes to any beach landing hex. Units can conduct any action when In Supply. If a headquarters unit is destroyed the units that receive their supply from that unit are considered Out of Supply. The US player must use a replacement to return the headquarters in the next turn. If no replacements are available then the headquarters does not return and its units do not regain In Supply status. Independent units such as the armor, engineer, or anti-aircraft battalions trace supply to any headquarters unit.

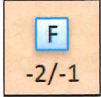
**7.3 Out of Supply:** Units are judged to be Out of Supply when they cannot trace a line of clear hexes to their headquarters unit or assaulted beach hex. Units are restricted in what they can do when they are Out of



Supply. An Out of Supply unit has its movement and combat factors halved. US and Japanese units are never eliminated due to lack of supply over time.

## 8. Mobility and Survivability

8.1 General: Fortifications assist the Japanese player in defending against all types of attacks. The Japanese player is the only player to receive this bonus because they were built to face the US player and also because the US player had to destroy most of them in killing the Japanese forces occupying them.



8.2 Effects of Fortifications:

8.2.1 Units get a die roll modifier (-2/-3 against fire attacks and -1/-2 against assaults).

8.2.2 One is subtracted from a numbered loss result in assaults.

8.2.3 'x' results are changed to 's' results in fire combats.

8.3 Building Fortifications:

8.3.1 Each turn that a company sized or equivalent (3 platoons) engineer unit has not moved, not engaged in combat with the enemy, and is not in an enemy controlled hex the player can place a fortification in the hex.

8.3.2 Units may not move during the turn they build a fortification.

8.3.3 -3/-2 fortifications may be built by spending another turn not in an enemy controlled hex.

8.3.4 The Japanese player is limited to building fortifications only when the counter-mix has them available. Players may not create more.

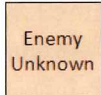
8.4 Removal of Fortifications:

8.4.1 Fortifications can exist in a hex by themselves.

8.4.2 When a US unit enters a hex with a fortification in it the fortification is removed.

## 9. Intelligence – Contact and Detection (Optional)

9.1 Contact: There are two levels of Contact, Enemy Unknown and Enemy Known. This is the part of the game that requires a special level of trust between the players. The contact rules apply to the Japanese player only and not for the US player. US units are always detected.



9.1.1 Enemy Unknown – Units placed below the marker are 'Unknown' and cannot be viewed by the opposite player. Units in fortifications are always considered Enemy Unknown and will not need to be under a marker.

9.1.2 Enemy Known – Units placed above the marker are 'Known' and can be viewed by the opposite player.

9.2 Detection: Detection is attempted on a unit by unit basis. This means that some units in a hex will be detected and some units will not be.

9.2.1 Enemy Unknown units can be detected when they fire at you from an adjacent hex and you roll a 4, 5 or 6.

9.2.2 Enemy Unknown units may be detected when they fire at you from a non-adjacent hex and you roll a 5 or 6.

9.2.3 Enemy Unknown units may be detected when you move next to them without a recon unit present in your stack and you roll a 5 or 6.





9.2.4 Enemy Unknown units may be detected when you move next to them with a recon unit present in your stack and you roll a 3, 4, 5, or 6.

9.2.5 Enemy Known units remain in that state until they move away from the US units and into non-clear terrain.

9.3 Captured Enemy Maps: Both players are eligible for a die roll modifier as a benefit of capturing enemy maps. After advancing into an enemy hill position, now vacant as the result of an assault and after taking a step loss to satisfy the assault result, the assaulting player rolls a die. On a result of 5 or 6 the player gets a 1 die roll modifier in their favor for fire and assault combat during the remainder of the current day for all combats adjacent to the newly occupied hex. Place a Capt Map 1 marker of the friendly players' color on the hex. On a roll of 1 the enemy player receives a 1 die roll modifier for all fire and assault combat within 2 hexes of the newly occupied hex. Place a Capt Map 1 marker of the enemy players' color on the hex.

9.4 Effects on the Game:

9.4.1 Fire Combat is conducted in the normal fashion except that if any target units are under the marker then the defender calculates the odds, not needing to tell the attacker anything but the resulting odds, and then the attacker resolves the attack normally.

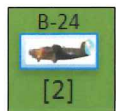
9.4.2 Assault Combat is conducted in the normal fashion except that if any of the target hexes units are under the marker then the defender calculates the odds, not needing to tell the attacker anything but the resulting odds, and then the attacker resolves the attack normally.

9.4.3 Air-Ground Attack must subtract one against Enemy Unknown units.

9.4.4 Counter-Battery Fire can only be conducted against Enemy Known units.

## 10. Fire Support

10.1 Close Air Support General: US Forces were aided by Army and Navy Air Forces in support of ground operations during the invasion of Saipan and Tinian. Air units represent squadrons that participated in the battle. Fighter combat is not represented since all air opposition ceased after June 20 and the conclusion of the battle of the Philippine Sea. Units like the one pictured to the left have support values that represent their effect on combat/movement; their range is unlimited in the context of this battle.



10.1.1 Placement: Air units shall be placed in the carrier and land support 'Ready' boxes, top side up, at the start of each turn.

10.1.2 Light: Light Land and Carrier based units can be deployed during any phase, friendly or enemy, in support of friendly attacks or defensively, to interdict enemy movement, or to conduct an air-ground attack.

10.1.3 Medium/Heavy: Medium/Heavy air units can be deployed only during offensive fire or assault phases, or to interdict enemy movement.

10.1.4 Effect: Air units support values are added to friendly attacks and subtracted from enemy attacks dice rolls, or for interdiction add their support value to the movement points required to enter a hex. They are good for all attacks that occur in the hex they are placed in for that phase.

10.1.5 Return: Air units are returned to base and placed in their flown boxes on the Air Support Chart after supporting combat.



10.1.6 Limits: Only 1 air unit shall be permitted to support any given assault, fire combat, or interdiction mission. One air unit may conduct one Air-Ground Attack against one target. More than one Air-Ground Attack may be made against the same target hex if there is more than one target.

10.1.7 Restrictions: Close Air Support missions are not permitted during night or rain turns.

10.2 Naval Gunfire Support General: US Forces were aided by Navy warships in support of ground operations during the invasion of Saipan and Tinian. Naval units represent individual ships that participated in the battle. Ship vs ship combat is not represented since the Imperial Japanese Navy withdrew after the defeat in the battle of the Philippine Sea. Units like the one pictured to the left have support values that represent their effect on combat/movement, and their range.



10.2.1 Naval units shall be placed only in All Sea hexes, top side up, at the start of each turn.

10.2.2 Light Cruisers (CL) and Destroyers (DD) can be deployed during any phase, friendly or enemy, in support of friendly attacks or defensively, or to interdict enemy movement.

10.2.3 Battleships (BB) and Heavy Cruisers (CA) can be deployed only during offensive fire or assault phases, or to interdict enemy movement.

10.2.4 Naval unit's support values can be used in one of two ways. As either a die roll modifier or as additional combat power. The player can have ships support each combat with both if ships are available. Only one ship may be used to modify the die roll. In addition, as many ships as a player has that have not been used already may add their support value to the combat factors of the ground units they are supporting. Example, the US player may assign one ship, and only one ship, to support an assault to gain the die roll modifier. He may also assign any number of unused ships to add their value to the point strength of the assault. If this is done the player gets the artillery die roll modifier (+1) if it has not already been given.

10.2.5 Naval units that fire in support of combat from a distance within 7 hexes of the target are subject to shore battery fire. When the naval unit engages an enemy unit within 7 hexes the Japanese player rolls the die. On a roll of '6' the ship unit rolls another die and this represents the number of days that the ship is unavailable for naval gunfire support. All naval units that survive the shore fire at close range add [#] to what they would add to the combat strength of the units they are supporting, but they do not add more to the die roll modifier.

10.2.6 Naval units are returned to the same all sea hex face down after supporting combat.

10.2.7 Naval units that move during a turn are turned face down and are not available to support combat.

10.2.8 Shore Battery Fire against landing units: The Japanese player rolls a die once against each beach landing lane on each of the first 3 days. If a 6 is rolled then the Japanese player selects a step to remove (excluding HQ units) from any hex in the beach landing lane.

10.3 Artillery Support General: US and Japanese forces were well supplied with artillery to support their operations on Saipan.





3/12-15  
- 14M  
1/11-12

10.3.1 Artillery may support fire in the following way. It may fire up to its' range in support of combat. Artillery does not need line of sight. The unit does need to be adjacent to a headquarters unit of the units it is supporting or be a member unit of that battalion.

10.3.1.1 By adding the strength of the artillery to the strength of other firing units.

10.4.1 Artillery may support assault in the following ways.

10.4.1.1 By adding the strength of the artillery to the strength of the other assaulting units or units defending against an assault.

10.4.1.2 By adding a die roll modifier to the assaulting force.

10.4.1.3 The die roll modifier is automatically given when the artillery units' strength is added to the assaulting force.

## 11. Scenarios

There are six scenarios in this game. The first is the main battle game, 'Operation "FORAGER"', that is the complete battle for the islands of Saipan and Tinian. The second scenario is 'Death Valley' and visits the desperate situation of the 27<sup>th</sup> division trying to gain ground in the center of the line. The third scenario is 'To the North' and lets the player skip the landing and buildup phases of the battle and concentrate on capturing the northern half of the island. The fourth scenario, 'Banzai!!!', simulates a counter-attack by the Japanese to push the marines off the island. A mini-campaign scenario, scenario five, is the battle for just the island of Saipan. Another mini-campaign, and good introductory scenario, is the battle for just the island of Tinian. Units can be setup broken down.

Abbreviations apply to all scenarios: M – Marine; NGF – Naval Guard Force; E – Engineer; P – Pioneer; CU – Construction Unit; ACU – Airfield Construction Unit; T – Tank; A – Artillery/Mortar; H – Howitzer; AT – Anti-Tank; MD – Marine Division; HQ – Headquarters; R – Reconnaissance; RKT – Rocket; MG – Machine Gun; YSLF – Yokosuka Special Landing Force; AA – Anti-Aircraft or Armored Amphibious; (F) – fortification counter

### 11.1 Operation 'FORAGER':

Time – This scenario begins on 15 June 1944 and ends on 8 August night 1944.

Historical Setup – Japanese units are placed according to the locations below. Japanese units may be placed on the map broken down into their component elements at the scenario start. The Japanese player locates fortification counters on the map at start in locations listed below. All US Air Squadrons are placed on the Air Support Track Ready boxes. All US Naval units are placed in any All Sea hex the US player desires. US units are placed according to the US Landing Schedule below within the stacking guidelines. Japanese units on Tinian are not allowed to move or build fortifications until the US player lands on the island.

Comments – This scenario is the battle for the entire island and is the longest and most challenging. This battle takes all the players skills and tactical prowess to successfully complete and win. This battle is not for the faint of heart. Keep some space set aside for a few weekends. All maps are used.

// - indicates the separation of landing elements during daylight turns. Units to the left land in the first daylight turn, and units to the right land in the last daylight turn.



Japanese unit placement:

<u>Hex</u>	<u>Unit(s)</u>
Saipan	
4727	115ACU
4726	43AA
4525	3-135
4324	135HQ, 135E
4122	2-135
4019	1&2&3&5CU
4020	8&9&10/55NGF
3917	1YSLF, 5SBFHQ
3818	43HQ, 6&7/55NGF
3718	31HQ, 4&5/55NGF
3719	3T, 4T
3721	118HQ, 118E
3620	4/16E
3621	3-118
3518	3-136
3519	3/16E
3521	1/41NGF, 4&5/7E
3418	44MG, 2-136
3419	14IMB A
3420	2/41NGF, 1&3/7E
3423	3&4&5/9T
3424	2-118
3318	136HQ, 136E, 1-136
3319	3A
3323	1-118
3115	1-18
3116	317
3117	17IMB A
3118	3-10 A
3016	316
3017	47HQ, 3/25E
2918	3&4&5/9AA
2818	23ACU
2819	1/16E
2719	11E
Tinian	
2308	1&2/833E
2309	3/833E
2006	50AT, 50E Platoon
2007	50HQ, 50E Company, 50A
2008	2-50
1906	2&3/116E
1907	1-50
1610	1&2&3/523E





1507	18T
1406	7/56NGF
1408	1-135
1206	1&2&3/56NGF
1107	1HQ, 4&5&6/56NGF
1108	3-50
1009	1&2&3/233E
0808	4/233E

Freely anywhere on the island of Saipan:

(3) 55NGF

(18) -2/-1 Forts, no more than 3 may be placed on a landing beach hex.

Freely anywhere on the island of Tinian:

(6) -2/-1 Forts, none may be deployed on landing beach hexes

US Landing schedule

June 15<sup>th</sup>:

[3515, 3615] Red Beach: 1&2&3-6M, 2-18P, B/2AA, B/C/2T // 2&3-2M, 1-18E, 2M HQ, 2R, A/708AA

[3314, 3414] Green Beach: 1&2&3-8M, C/VARB R, C/2AA, A/2T // 1&2&3&4-10M

[3113, 3213] Blue Beach: 1&2&3-23M, 1-20E, A/VARB R, A/2AA, A/4T // 1&2&3-24M, B&C/708AA, 4M HQ, 4R

[2912, 3012] Yellow Beach: 1&2&3-25M, B&C/4T, 2-20P, B/VARB R // 1&2&3&4-14M

June 16<sup>th</sup>:

[3515, 3615] Red Beach: 1-2M // --

[3314, 3414] Green Beach: 1-29M // --

[3113, 3213] Blue Beach: VAC HQ, 2H A, 4H A // --

[2912, 3012] Yellow Beach: XXIV HQ, 751AA // 1&2&3-165, 165 HQ, 27 HQ, 27R

June 17<sup>th</sup>:

[3515, 3615] Red Beach: 102E, 864AA // --

[3314, 3414] Green Beach: 249A, 105A, 106A, 104A, 88CM A, 27A HQ // 1PGG HQ, 1PG A, 32CA A 152E, 34E

[3113, 3213] Blue Beach: 1&2&3-105, 105 HQ // --

[2912, 3012] Yellow Beach: 1&2&3-106, 106 HQ, 766T // 225HQ, 225A, 145A, 1341E

## 11.2 Death Valley:

Time – This scenario begins on 23 June 1944 and ends on 26 June 1944 night turn.

Historical Setup – All units are placed according to the locations below. Units can be setup broken down. Only Map B is required. The battle area is limited to the 3 hexrows that run to the northeast and include hexes 3519, 3520, 3521.

Comments – This scenario puts the US player in a very uncomfortable position. They must push through Death Valley and open the route north while keeping pace with the 2 flanking marine divisions.

Japanese unit placement:



<u>Hex</u>	<u>Unit(s)</u>
3519	A&B/3-136, 115ACU, (F) -3/-2
3520	1-136, (F) -3/-2
3521	(F) -2/-1
3420	A&B&P&HOW/2-136, (F) -3/-2
3619	(F) -2/-1
3721	136HQ, 3T, 14IMB A, (F) -2/-1

American ground unit placement:

<u>Hex</u>	<u>Unit(s)</u>
3418	2-106, 3-106, B&C/34E, B/762T
3419	1-165, 2-165, B/751AA, 1/A/34E, 1&2/A/708AA
3318	A&B/1-106
3319	A/3-165
3217	106HQ
3218	165HQ
3117	1-105, 2-105, 3-105
3118	27HQ, 27R
3016	105HQ, 766T, 102E
3017	88CM, 249A
3018	1PGG HQ, A/1PG, 32CA
2917	27A HQ
2918	104A, 105A, 106A
2919	XXIV HQ

American air unit placement (appropriate Ready Boxes):

TBM[1]	(2) Corregidor, Coral Sea
B24 [2]	(2) 42 and 26 Sq

American naval unit placement (any All Sea hexes):

BB[2]	(1)
CA[2]	(2)
DD[1]	(4)

11.3 To the North:

Time – This scenario begins on 23 June 1944 and ends on 12 July 1944 night turn.

Historical Setup – All units are placed according to the locations below. All US Air Squadrons are placed on the Air Support Track Ready boxes. All US Naval units are placed in any All Sea hex the US player desires. Units can be setup broken down.

Comments – All maps are used.

Japanese unit placement:

<u>Hex</u>	<u>Unit(s)</u>
4726	31 HQ
4626	135HQ
4524	2-135, (F) -3/-2
4325	3-135, 135E, (F) -3/-2
4223	3-10A





4122	43 HQ
4022	3IM A
3917	5SBF HQ
3817	1YSLF, 1/5CU, (F) -2/-1
3818	17IMB A
3718	4&5/55NGF, 2/5CU, 4/9T, 43AA, (F) -2/-1
3719	9AA, 5/9T, (F) -2/-1
3618	8&9&10/55NGF, 3/5CU, (F) -2/-1
3519	A&B/3-136, 115ACU, (F) -3/-2
3520	1-136, (F) -3/-2
3521	(F) -2/-1
3423	3-118, 4T, (F) -3/-2
3323	2-118, 118E, (F) -3/-2
3324	1-118, 118HQ, (F) -3/-2
3420	A&B&P&HOW/2-136, (F) -3/-2
3619	(F) -2/-1
3721	136HQ, 3T, 14IMB A, (F) -2/-1

American ground unit placement:

<u>Hex</u>	<u>Unit(s)</u>
3717	1-6, 2-6, 2R, C/2-18P, A/2T
3617	A&B/2-8, 3-8, B/2-18P, 1&2/B/2T, 2/A/864AA, 1&2/C/2AA
3519	1-2, 2-2, A/2-18P, C/2T, 1/A/864AA, 1&2/B/2AA
3417	3-2
3418	2-106, 3-106, B&C/34E, B/762T
3419	1-165, 2-165, B/751AA, 1/A/34E, 1&2/A/708AA
3316	2MD HQ, 2M HQ, 6M HQ, 8M HQ
3318	A&B/1-106
3319	A/3-165
3320	A&B/1-24, 3-24, 4R, B/1-20E, B/4T
3321	1-23, 3-23, A&C/2-20P, A/4T
3215	A&B/1-10A, 2-10A, 3-10A
3216	2PRD, 4-10A, 10M HQ
3217	106HQ, B/1341E
3218	165HQ, 152E
3219	2-24
3115	B/864AA
3117	1-105, 2-105, 3-105
3118	27HQ, 27R
3119	4MD HQ, 25M HQ, 24M HQ, 23M HQ, C/4T
3015	VAC HQ, A&B/4H, 2H
3016	105HQ, 766T, 102E
3017	88CM, 249A
3018	1PGG HQ, A/1PG, 32CA A
3019	2-23
2916	225A HQ, 145A, 225A
2917	27A HQ
2918	104A, 105A, 106A



2919	XXIV HQ
2817	C/864AA
2818	14M HQ, 4-14A, 1PRD
2719	1-14A, 2-14A, 3-14A

#### 11.4 Banzai!!!:

Time – This scenario begins on 6 July am 1944 and ends on 7 July night 1944 turn.

Historical Setup – Japanese units are placed according to the locations below. Japanese units may be placed on the map broken down into their component elements at the scenario start. All US Naval and Air units are available.

Comments – This scenario presents the players with the last major Japanese counter-attack on Saipan. The attack failed and accelerated the marines advance to Marpi Point. Only Map B is required for this scenario.

Special – The Japanese player must make at least 1 Banzai attack on the 6 July 1944 night turn and the 7 July 1944 night turn.

#### Japanese unit placement:

<u>Hex</u>	<u>Unit(s)</u>
4221	3T, 1YSLF, 7/55NGF, (F) -3/-2
4122	6/55NGF, 3/25E, (F) -2/-1
4222	9AA
4223	1-135
4022	C&PIO&HOW/2-135, 3/55NGF, 115ACU E, (F) -2/-1
3923	A&B&MG/2-135, 2/55NGF, 11IER E, (F) -3/-2
4324	43 HQ, 17IMB A
4325	135E
4425	135 HQ, (F) -3/-2
4525	31 HQ, 3M A, (F) -3/-2
4624	(F) -2/-1
4625	43AA

#### American ground unit placement:

<u>Hex</u>	<u>Unit(s)</u>
4220	3-106, A&B/1-106, C/34E, A/708AA
4121	3-105, 1-105, B&C/102E, 1&2/A/766T
4018	106 HQ
4019	A/751AA, B/1341E, B/762T
4021	1-165, 2-165, A/152E, C/766T
3919	105 HQ
3817	B/751AA
3818	27A HQ, 27 HQ
3819	165 HQ
3718	A&B/249 A, A&B/88CM A
3719	104 A, 105 A, A&B/106 A
3617	225 HQ, 225 A, A/145 A
3517	1PGG HQ, 32CA A, 1PG A
3518	XXIV HQ
3922	1-24, 2-24, C/1-20E, 1&2/B/4T





3822	3-23, C/2-20P, 1/C/4T
3823	1-25, 2-25, A/2-20P, A/4T
3620	24M HQ
3621	1-23, C/708AA
3521	25M HQ
3522	23M HQ
3419	14M HQ, 4MD HQ
3520	1-14 A, 2-14 A, 4-14 A
3319	4H A
3117	VAC HQ

#### 11.5 Mini-campaign - Saipan:

Time – This scenario begins on 15 June 1944 and ends on 12 July night 1944.

Historical Setup – Japanese units are placed according to the locations below. Japanese units may be placed on the map broken down into their component elements at the scenario start. The Japanese player locates fortification counters on the map at start in locations listed below. All US Air Squadrons are placed on the Air Support Track Ready boxes. All US Naval units are placed in any All Sea hex the US player desires. US units are placed according to the US Landing Schedule below within the stacking guidelines.

Comments – This scenario is the battle for the entire island and is very challenging. This battle takes all the players skills and tactical prowess to successfully complete and win. This battle is not for the faint of heart. It will require hard fighting. All maps are used.

// - indicates the separation of landing elements during daylight turns. Units to the left land in the first daylight turn, and units to the right land in the last daylight turn.

#### Japanese unit placement:

<u>Hex</u>	<u>Unit(s)</u>
Saipan	
4727	115ACU
4726	43AA
4525	3-135
4324	135HQ, 135E
4122	2-135
4019	1&2&3/5CU
4020	8&9&10/55M
3917	1YSLF, 5SBFHQ
3818	43HQ, 6&7/55NGF
3718	31HQ, 4&5/55NGF
3719	3T, 4T
3721	118HQ, 118E
3620	4/16E
3621	3-118
3518	3-136
3519	3/16E
3521	1/41NGF, 4&5/7E
3418	44MG, 2-136
3419	14IMB A
3420	2/41M, 1&3/7E
3423	3&4&5/9T



3424	2-118
3318	136HQ, 136E, 1-136
3319	3IM A
3323	1-118
3115	1-18
3116	317
3117	17IMB A
3118	3-10A
3016	316
3017	47HQ, 3/25E
2918	3&4&5/9AA
2818	23ACU
2819	1/16E
2719	11E

Freely anywhere on the island of Saipan:

(3) 55M

(18) -2/-1 Forts, no more than 3 may be placed on a landing beach hex.

US Landing schedule for the invasion of Saipan

June 15<sup>th</sup>:

[3515, 3615] Red Beach: 1&2&3-6M, 2-18P, B/2AA, B/C/2T // 2&3-2M, 1-18E, 2M HQ, 2R, A/708AA

[3314, 3414] Green Beach: 1&2&3-8M, C/VARB R, C/2AA, A/2T // 1&2&3&4-10M

[3113, 3213] Blue Beach: 1&2&3-23M, 1-20E, A/VARB R, A/2AA, A/4T // 1&2&3-24M, B&C/708AA, 4M HQ, 4R

[2912, 3012] Yellow Beach: 1&2&3-25M, B&C/4T, 2-20P, B/VARB R // 1&2&3&4-14M

June 16<sup>th</sup>:

[3515, 3615] Red Beach: 1-2M // --

[3314, 3414] Green Beach: 1-29M // --

[3113, 3213] Blue Beach: VAC HQ, 2H A, 4H A // --

[2912, 3012] Yellow Beach: XXIV HQ, 751AA // 1&2&3-165, 165 HQ, 27 HQ, 27R

June 17<sup>th</sup>:

[3515, 3615] Red Beach: 102E, 864AA // --

[3314, 3414] Green Beach: 249A, 105A, 106A, 104A, 88CM A, 27A HQ // 1PGG HQ, 1PG A, 32CA A 152E, 34E

[3113, 3213] Blue Beach: 1&2&3-105, 105 HQ // --

[2912, 3012] Yellow Beach: 1&2&3-106, 106 HQ, 766T // 225HQ, 225A, 145A, 1341E

#### 11.6 Mini-campaign - Tinian:

Time – This scenario begins on 24 July 1944 and ends on 8 August night 1944.

Historical Setup – Japanese units are placed according to the locations below. Japanese units may be placed on the map broken down into their component elements at the scenario start. The Japanese player locates fortification counters on the map at start in locations listed below. All US Air Squadrons are placed





on the Air Support Track Ready boxes. All US Naval units are placed in any All Sea hex the US player desires. US units are placed according to the US Landing Schedule below within the stacking guidelines. The US player removes the number of steps indicated in the parenthesis (-20).

Comments – This scenario is the battle for the entire island of Tinian. This battle takes all the players skills and tactical prowess to successfully complete and win. All maps are required.

// - indicates the separation of landing elements during daylight turns. Units to the left land in the first daylight turn, and units to the right land in the last daylight turn.

Japanese unit placement:

<u>Hex</u>	<u>Unit(s)</u>
Tinian	
2308	1&2/833E
2309	3/833E
2006	50AT, 50E Platoon
2007	50HQ, 50E Company, 50A
2008	2-50
1906	2&3/116E
1907	1-50
1610	1&2&3/523E
1507	18T
1406	7/56NGF
1408	1-135
1206	1&2&3/56NGF
1107	1HQ, 4&5&6/56NGF
1108	3-50
1009	1&2&3/233E
0808	4/233E

Freely anywhere on the island of Tinian:

(6) -2/-1 Forts, none may be deployed on landing beach hexes

The US player may place any or all marine artillery units and their associated headquarters on the island of Saipan in readiness to support combat from the landing on the beaches. In order to move to Tinian to better support the battle at the southern end of the island the artillery units must move to Charan Kanoa or Garapan and embark before being able to land on any Tinian beach. VAC HQ, 2H, and 4H (-1) are also deployed on Saipan at the start of the scenario.

US Landing schedule for the invasion of Tinian. Numbers in parentheses are the number of step losses that must be removed from the referenced commands.

July 24<sup>th</sup>:

[2506, 2405] White 1 & 2 Beaches: 4<sup>th</sup> Marine Division (-24) (includes 20<sup>th</sup> Marines), B/2AA, A/V ARB

[2506, 2405] White 1 or 2 Beach: 1-8 Marines at the US players option during the pm turn, or it arrives on the 25<sup>th</sup> with the bulk of the 2<sup>nd</sup> Marine Division.

July 25<sup>th</sup>:



[2506, 2405] White 1 & 2 Beaches: 2<sup>nd</sup> Marine Division ((-) 1-2) (includes 18<sup>th</sup> Marines) (-20), A/2AA, 1-29, B/V ARB

## 12. Victory

General: The game is either won or lost based on the time it takes the US player to re-capture the islands and how many casualties they incur in doing it. The original Battles for Saipan and Tinian took from 15 June 1944 to 8 August 1944, a total of 55 days. This gave the US bases from which the B29's could launch their attacks on the Japanese home islands.

### 12.1 Scenario: Operation 'FORAGER'

12.1.1 Decisive US: All Japanese units are eliminated from both islands by the 27 July 1944 night turn.

12.1.2 Marginal US: All Japanese units are eliminated from both islands by the 3 August 1944 night turn.

12.1.3 Marginal Japanese: Have units remaining on Tinian by the end of the 3 August 1944 night turn.

12.1.4 Decisive Japanese: Have units remaining on Saipan and Tinian by the end of the 8 August 1944 night turn.

Note 1: The American player has their level of victory reduced by one level for moving the replacement markers into the shaded squares and increased one for not taking any replacements.

Note 2: The American player has their level of victory reduced by one level for taking more than 17,000 casualties. If the combined Marine and Army casualties exceed this number reduce the victory level by one.

### 12.2 Scenario: Death Valley

12.2.1 Decisive US: US player occupies hex 3721.

12.2.2 Marginal US: US player occupies hex 3620.

12.2.3 Marginal Japanese: US player occupies hex 3520.

12.2.4 Decisive Japanese: US player occupies none of the hexes above.

Note 1: The American player has their level of victory reduced by one level for taking more than 3,000 casualties. If the Army casualties exceed this number reduce the victory level by one.

### 12.3 Scenario: To the North

12.3.1 Decisive US: All Japanese units are eliminated from Saipan by the end of the 5 July 1944 night turn.

12.3.2 Marginal US: All Japanese units are eliminated from Saipan by the end of the 10 July 1944 night turn.

12.3.3 Marginal Japanese: Have at least 1 unit remaining on Saipan by the end of the 13 July 1944 night turn.

12.3.4 Decisive Japanese: Have at least 1 unit remaining on Saipan by the end of the 16 July 1944 night turn.

Note 1: The American player has their level of victory reduced by one level for taking more than 7,000 casualties. If the combined Marine and Army casualties exceed this number reduce the victory level by one.

### 12.4 Scenario: Banzai!!!

12.4.1 Decisive US: Lose less than 500 US casualties.

12.4.2 Marginal US: Lose less than 1000 US casualties.

12.4.3 Marginal Japanese: Cause at least 1500 US casualties.

12.4.4 Decisive Japanese: Cause more than 2000 US casualties.

### 12.5 Scenario: Saipan





12.5.1 Decisive US: Eliminate all Japanese forces on the island of Saipan by 5 July 1944 night turn.

12.5.2 Marginal US: Eliminate all Japanese forces on the island of Saipan by 10 July 1944 night turn.

12.5.3 Marginal Japanese: Have at least 1 unit remaining on Saipan by the end of the 13 July 1944 night turn.

12.5.4 Decisive Japanese: Have at least 1 unit remaining on Saipan by the end of the 16 July 1944 night turn.

Note 1: The American player has their level of victory reduced by one level for taking more than 15,000 casualties. If the combined Marine and Army casualties exceed this number reduce the victory level by one.

12.6 Scenario: Tinian

12.6.1 Decisive US: Eliminate all Japanese forces on the island of Tinian by 28 July 1944 night turn.

12.6.2 Marginal US: Eliminate all Japanese forces on the island of Tinian by 3 August 1944 night turn.

12.6.3 Japanese: Have at least 1 unit remaining on the island of Tinian past 3 August 1944 night turn.

Note 1: The American player has their level of victory reduced by one level for taking more than 2,000 casualties. If the combined Marine and Army casualties exceed this number reduce the victory level by one.

## 13. Scenario Options

General: The following game options will make for some interesting possibilities.

Specific:

13.1 Use of the 'Captured Enemy Maps' rule, 9.3, by itself.

13.2 The Imperial Japanese Navy succeeds in the Battle of the Philippine Sea. After having unloaded the land elements the US Navy must withdraw. The following effects begin starting with the 21 June 1944 AM turn. All US land units are reduced by  $\frac{1}{4}$  for all factors. There is no US Naval or Naval Air Support available. US Army Air Support is reduced to 4 squadrons. The Japanese player receives extra units representing:

Val [2] x1

Judy [2] x2

Zero [1] x3

BB [2] x2

CA [2] x4

DD [1] x6



## 14. Tactical Mentoring

This battle can be really tough for either side. This is not a cake walk for the US and not hopeless for the Japanese. The US does have a significant edge in the support assets needed to get ashore and stay there. The Japanese have an edge in defense and hanging on to every position. They must cause a huge number of US casualties and delay the use of the major airfields and thereby gain a small but important victory. The Japanese at this point in the war were simply looking to delay the inevitable and to make the US sue for peace because the cost would be too high.

14.1 US: Must use the naval and air support to the fullest possible extent in order to get ashore and expand as rapidly as they can. The Japanese had learned by this time that fighting on and for the beach was impossible and deadly. They did not heavily contest the beaches, but allowed the marines to gain a small beachhead and then fight to keep it from expanding. The best way to take the island is to force open the southern part first and then to drive north. Getting past the Death Valley area and past the most hilly and wooded terrain is the key to securing the island quickly. The marines and army troops must push hard to force these positions. They may even need to make assaults to push the Japanese out of the hills and woods without suppressing the enemy. The Japanese may take casualties instead of retreating since there are only a few hexes to fall back on. Once the Death Valley line is forced the rest of the island will fall fairly quickly.

A typical attack sequence should follow good tactical principles. Maneuver into advantageous positions, concentrations of firepower to suppress the target, and then follow through with an assault. The first fire phase is used to suppress the enemy that will become the target of an assault. If the enemy units are suppressed then the assault should be followed through since a unit that is not suppressed can retreat instead of taking losses. Sometimes this just has to be done to capture an important piece of terrain. This should be kept to a minimum because the losses will be strictly taken by the attacker, and although the US player can take up to 17,000 casualties before there is an adverse affect, it is a shockingly easy number to reach.

14.2 Japanese: Must fight for each of the small hill positions as long as possible and then withdraw to the north and defend to the death. The loss of the troops there should be balanced against the time and casualties that the US forces will take in getting ashore. But the Japanese can make a serious mess of the Marine landing force by keeping the beachhead small and cramped. The Death Valley area should be used as the main defensive line. It has the best terrain and chance of delaying the US player. The use of key terrain and fortifications is crucial to the success of this strategy. Both terrain and fortifications reduce the amount of losses in fire combat and assault. When the US forces come ashore push forward with as much combat power as possible. The Japanese player must always look to suppress the American player whenever possible. Use Defensive First Fire to do this as often as the US player moves units adjacent to you. Remember to fire from the hills down on the US forces and have your AA units spread around so they can add their die roll benefit to these attacks. The more the US player has units suppressed the more they either have to take heavier casualties or not attack at all. Another way to cause the US player many casualties would be to hit any US units that were left behind after a failed assault and withdrew leaving a suppressed unit behind. Keep assault counter-attacks to a minimum and only for a special case where key terrain needs to be retaken to hold your position. Your best advantage is when attacking during a Banzai Charge. Hold these to a minimum because the cost of the attack will be twice that of a normal attack. During your withdrawal take every effort to build fortifications that can be used to delay the US forces. For every move back the Japanese player should build fortifications that can be used for the delay that must take





place. Victory is ultimately determined by when the US player secures the island and how many casualties the Japanese player inflicts on the US forces. This provides the Japanese player with a better than average chance to win the game.

At some time it will be necessary to withdraw in the face of overwhelming US forces. When it becomes that time try to use night as a cover for such a move. The advantages to doing so are that controlled hexes have no effect and US airpower will be unable to interdict your units.

## 15. Designers Notes

This is the second addition of the game series Pacific Islands Campaign. We are continuing to develop battles that are hopefully interesting to many of you. We are looking to put out our next battle on Iwo Jima. There will be a small modification to the game scale to allow for the fighting that occurred on an 8km long field of battle. 3 Marine Divisions would be needed to wipe out a force of 22,000 Japanese fanatics. To all who purchase this game I extend my personal thanks and gratitude. I also hope that you are completely satisfied and will look to buy more products from GSI in the future. My goal in creating this simulation is to allow the players to examine the difficulty that was experienced by the US trying to retake the various islands that the Japanese took and held. As a former member of the US military and responsible for training units to plan for combat I have decided to orient the game rules along the lines of the seven battlefield operating systems. These seven battlefield operating systems help to represent the basic elements of warfare and how using them helps to make the battle more successful. The key to success is to combine all these systems when attacking or defending to supply your troops with all the advantages possible.

Maneuver – is not only the basics of movement, which can be critical when operating in extreme terrain conditions. It is also the ability to put one's troops in a position to take better advantage of the terrain to defeat the enemy. It is also the speed at which the operation develops. The faster the operational tempo, that you initiate, the more difficult it is for the enemy to react correctly to your moves.

Fire Support – is all the elements of indirect fire which include artillery, close air support, and naval gunfire support. It is the "King of Battle" for a reason. This game applies that support as modifiers to combat die rolls which increase the percentage of success for individual combats. It also entails the art of using this support to hinder the movement of enemy units and to conduct counter battery fire.

Air Defense – is used to keep the airspace in the battlefield area secure from enemy air operations. The game applies this principle to AA units which can chase away enemy air support missions. These units also add a very powerful and effective die roll modifier to fire combat when they are used.

Combat Service Support – is the concept of supplying the troops during combat operations with the required equipment to succeed in battle with more stuff than the enemy. Units that are not supplied well will have a harder time fighting the battle.

Command and Control – in this game it involves the use of headquarters units to ensure that fire support is available in the most efficient way.

Intelligence – is the compilation of information and tactical concepts to provide intelligence that will give the player the ability to figure out what the enemy is going to do. It is actionable information. In a game such as this, I have developed a unique way of expressing this. Since the US player has the burden of attack and the Japanese knew they were coming there is no need for unknown units on the US side. The Japanese





player though has the unique ability to have known and unknown units. This will enhance game play considerably for both sides as the US player may be forced to attack into unknown odds.

Mobility and Survivability – is the application of engineering forces to support and enhance a unit's ability to conduct offensive and defensive operations within the combat zone. It also helps unit's ability to move quickly from one place to another.

## 16. Historical Background

Introduction: The islands of Saipan and Tinian are close enough to reach Tokyo and begin the strategic bombing of Japan. This made them targets for invasion, especially since they had on them a large number of very fine airfields. These airfields would easily handle the B29's. The entire operation for the Marianas would take 3 Marine and 2 Army divisions and a Marine Brigade. Saipan would be invaded first and then Tinian by 2 Marine and 1 Army divisions.

The plan: The V<sup>th</sup> Amphibious Corps with 2 Marine and 1 Army divisions would be involved in taking the islands. This was considered enough for the taking of an island 22 km long and at most 10 km wide. The 2<sup>nd</sup> & 4<sup>th</sup> Marine Divisions would land side by side along the main beaches on the south side of the island and move inland quickly. The 27<sup>th</sup> Infantry division would be held in reserve. The 4<sup>th</sup> Marine division would be responsible for taking the southern portion of the island and the 2<sup>nd</sup> Marine division would take the center of the island. Both divisions would then move north, side by side, and take the remainder of the island. In the end the 27<sup>th</sup> Infantry would be needed to take Saipan and the casualties would be very heavy.

The landings: The 2<sup>nd</sup> Marine Division would land on the northern beaches, Red and Green. They would be responsible to take the town of Charan Kanoa. The 4<sup>th</sup> Marine Division would land on the southern beaches, Blue and Yellow. Both divisions were preceded by an amphibious tank battalion. And although the Japanese did not contest the landing they did put a fair amount of artillery fire on the beaches and hit a number of landing craft as they approached. They also attacked the beachhead with some tanks and attempted to throw the Marines back. They were unsuccessful though and the Marines beat back the attacks with the help of a lot of naval gunfire. The naval gunfire support, along with navy fighters and bombers, tried to suppress the fire on the beaches but were only partially successful. The marines landed and did their best to move inland and take the first day objectives. While not immediately known the Japanese 135<sup>th</sup> Infantry Regiment was frozen in place. The 2<sup>nd</sup> Marines, 1-29<sup>th</sup> Marines, and 24<sup>th</sup> Marines staged a feint landing at Tanapag and kept the Japanese guessing long enough to allow the main landings to get and stay ashore. The Japanese tried again to attack the Marines beachhead on the night of 16-17 June with tanks and infantry. The goal of this attack was to recapture the radio station and cause as many casualties as possible. It was delayed in starting due to the usual sort of problems and did not get started until 0330 in the morning. The attack landed squarely on the 6<sup>th</sup> Marines and they happened to be ready for it and eliminated the Japanese in a tough close quarter battle. During this early phase of the battle the beach area was very crowded and the marines were able to establish both divisions over the first 2 days. The terrain immediately east of the beaches was hilly and wooded and the marines struggled to move forward and cut the island in half.

But cut it in half they did. It took 4 days to slice across and reach the eastern shore. The Japanese had a small but well fortified force cut off in Nafutan Point in the south. The rest of the well supplied Japanese main force was drawn up in a line across the island from Tsutsuran to Garapan. The US Army 27<sup>th</sup> Division was landed in the days following the main landing and put to work reducing the Pocket in Nafutan Point. This allowed the 2 marine divisions to organize themselves in a line facing north to make the drive





into the heart of the Japanese defenses. As the marines began the push north they left the 105<sup>th</sup> Infantry Regiment to reduce the Nafutan Point pocket.

**Wishful Thinking:** On 18 June the Japanese were aware of the plans to attack the US fleet the next day. Their mission was help support the attack with aircraft from the islands and also to act as a relay station for the carrier planes so they could fly further in the attack and the carriers could stay out of reach of the US carrier planes. Not wanting to disappoint the Japanese Fleet commander the Saipan commander stated there were hundreds of planes waiting to support their attack and the airfields were ready to fuel and rearm the carrier planes. This was a real stretch from the truth as the US had been hammering the islands for months and there were few if any planes available to help and the airfields would not be able to assist them since they were destroyed.

So the Japanese Imperial Navy met the US fleet at sea and executed their plan thinking that the airfields in the Marianas would be ready to aid them. This did help keep the Japanese fleet outside of strike range of the US, but it also condemned all the Japanese pilots and planes to their end. Four major raids were launched by the Japanese and they were able to do very little damage as the US had by this time become experts at fighter direction. The result was that most of the Japanese planes were shot down before ever reaching a US task group to attack. This ended up being called the 'Marianas Turkey Shoot' because the Navy pilots had the easiest time shooting down the Japanese planes. The Japanese pilots were no match for the well trained US pilots. When the US fleet did finally get the chance to retaliate it was at very long range and in the latter half of the day. The US pilots eventually found the Japanese fleet and put on the finishing touches, but many of them would not make it back because of the distance and many had to ditch before being able to land on their carriers.

The result of this battle was the end of the Japanese Imperial Navy carrier force. Virtually all the planes had been destroyed, their pilots lost, and 3 carriers sunk by submarines and aircraft. They withdrew at high speed to Okinawa. While 100 or more US planes had been lost most of their pilots were not and the planes could easily be replaced.

**Death Valley:** The remainder of the 27<sup>th</sup> Division moved into the northern facing line between the 2 marine divisions. This gave them the responsibility to reduce the area known as Death Valley. This terrain was some of the most challenging on the entire island. On both flanks of the 27<sup>th</sup> division were hills and between them was a valley full of heavy forest. Movement in any direction or manner would bring down a hail of bullets and mortar shells. The 106<sup>th</sup> and 165<sup>th</sup> Regiments tried to force their way through this area and took heavy casualties. But the regiments lacked the type of training that allowed the marines to push into strong resistance. This lesson was learned over 4 days. From the 23<sup>rd</sup> to the 24<sup>th</sup> June they were stymied and this inability to take strongly held positions forced the Vth Amphibious Corps commander, Gen 'Howlin' Mad Smith, to make a very difficult and controversial decision. He relieved General Ralph Smith of the 27<sup>th</sup> Division in order to shake up the unit and get them to move forward through the enemy positions. The delay had caused a 'U' to form in the line and to uncover both marine divisions flanks since the army unit was right between them and could not move forward while they did. This caused a lot of anxiety among the commanders. After the relief the 27<sup>th</sup> did get in gear and managed to catch up. But the damage was done and the army troops could only try their best to make up for lost time. This part of the battle was the hardest and most ferocious. The Japanese were so well dug in and prepared for the US force that they were able to channel the attacks where they would be best defended against.

**To the North:** With the line a bit more straightened all 3 divisions resumed the advance. On the 25 June they jumped off to push the Japanese off the central hills and back to the northern neck of the island. The fighting was still tough and the defense determined by the Japanese. They just would not give up and they forced the marines to pay dearly for each and every position that they took. Again the marines were





overtaking the army troops, especially on the right, where the 4<sup>th</sup> Marine Division was fighting. This though was the reason for the gains made by all US forces beginning on 1 July. The defense began to waver and lose steam. By 4 July the US had advanced to the outskirts of Tanapag. At this time the 27<sup>th</sup> Division was assigned the left flank and the 2<sup>nd</sup> Marine Division was ordered to pull out of the line and prepare for the invasion of Tinian. At this point the fight was getting very restricted with the width of the island being only about 4 km. With the reduction in combat power after the slugging match so far this enabled the US to reorganize and keep some stronger units in the line. On the night of 6 July the Japanese made a final last ditch effort to push the marines off the island. They staged a large Banzai charge along the west coast of the island. It was a failure in that it did not push the US off the island, but it did give the 27<sup>th</sup> Division and some marines a run for their money and pause about how much it would take to wrest control of the remainder of the island from the Japanese.

**The End on Saipan:** The US forces finally reached the northern shore on 9 July 1944. They felt a great sense of relief that the battle was almost over. Then they witnessed the most tragic part of the battle. This was the tremendous loss of civilian life when a large part of the population, thinking the Americans would treat them poorly, retreated to the north end of the island with the Japanese troops. When the end was near the civilians started to commit mass suicide, and along with their children, jumped off the cliffs and into the sea. The American troops could only watch in horror. These civilians were even helped by their own troops and shot as they jumped off the cliffs.

**Tinian:** On 24 July 1944 the 4<sup>th</sup> and 2<sup>nd</sup> Marine Divisions began the invasion of Tinian. The beaches were much smaller than those on Saipan, but they were not well defended. The Japanese troops scattered around the island due to the many landing sites that could have been used were slow to react. Tinian was flatter and less vegetated than Saipan, and therefore harder to defend. And while the Japanese did dig in they did not have the kind of fortifications that were present on Saipan.






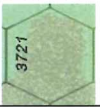


The 4<sup>th</sup> Marine Division landed first and made the initial beachhead. Once they were ashore they prepared for what they thought would be a heavy counter-attack. It never materialized. The perimeter was smaller than hoped but it did not matter. On the 25<sup>th</sup>, after a fairly quiet night the 2<sup>nd</sup> Marine Division landed. This put a significantly large force on the island against a much smaller Japanese force. The 4<sup>th</sup> Marine Division took the west side of the island and the 2<sup>nd</sup> Marine Division took the east side. The 2 divisions made steady progress, moving south, side by side. They made all their daily goals as the resistance just had not been as solid or determined as on Saipan.

The battle moved fairly quickly and in only 10 days the island was declared secure. This success gave the US a number of great air bases ready for use against the Japanese.





## Appendix A – Terrain Effects

Hex Type	Movement Cost/Effects	Combat Effects
Lagoon 	All, into or out of – Japanese prohibited	+2 to Attacker DR firing at units defending in Lagoons. Japanese units may assault lagoons, but they may not advance into lagoon hexes that are vacated as a result of the combat.
Sea 	No land unit movement allowed	N/A
Beach 	1	N/A
Clear 	1	N/A
Village 	2	N/A
Forest 	3 (5)	-1 to Attacker DR in Assault, -1 to Attacker DR in Fire. 'x' fire results changed to 's'.
Town 	4	-1 to Attacker DR in Assault, -1 to Attacker DR in Fire. 'x' fire results changed to 's'.
Hills 	5 (10)	-1 to Attacker DR in Assault, -2 to Attacker DR in Fire. 'x' fire results changed to 's'.

( ) Values for units that have movement allowances greater than 10.










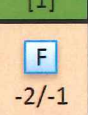


## Appendix B – Unit Symbols and Examples

The following represent the symbols for all units in the game.

Symbol	Representation
	Infantry
	Armor
	Artillery
	Anti-Aircraft
	Reconnaissance
	Machine-Gun
	Naval
	Engineer
	Pioneer
	Anti-Tank
	Marine Infantry
	Marine Armor
	Marine Artillery
	Marine Reconnaissance
	Marine Engineer



 18/9-36 2-1BE 1/2*10 2MD	Marine Pioneer
 DD 15[1]	Destroyer
 CA 24[2]  CL 20[1]	Cruisers, CA (Heavy), CL (Light)
 BB 30[2]	Battleship
 TBM [2]	TBM Avenger
 B-24 [2]	B24 Liberator
 A-24 [1]	A24 Dauntless
 P-40 [1]	P40 Tomahawk
 F -2/-1	Fortification



## Credits and Sources

### Credits

Game Design and Production: Chris Fasulo Sr

Playtest Leads: Chris Fasulo Sr, Bill Needels

Map Artwork: Kyle Gebhardt

### Sources for Order of Battle and Historical Background:

USMC Historical Monograph – *Saipan: The Beginning of the End* – Maj. Carl W. Hoffman, USMC – Historical Section, Division of Public Information, Headquarters U.S. Marine Corps 1950

USMC Historical Monograph – *The Seizure of Tinian* – Maj. Carl W. Hoffman, USMC – Historical Section, Division of Public Information, Headquarters U.S. Marine Corps 1951

Grognard Simulations, Inc. product # GSI-0002





# Fire Combat Results Table

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	-	-	-	-	-	-	S
2	-	-	-	-	-	S	S
3	-	-	-	-	S	S	S
4	-	-	-	S	S	S	S
5	-	-	S	S	S	S	S
6	-	S	S	S	S	S	S
7	S	S	S	S	S	S	X
8	S	S	S	S	S	X	X
9	S	S	S	S	X	X	X
10	S	S	S	X	X	X	X
11	S	S	X	X	X	X	X
12	S	X	X	X	X	X	X

## Notes/ Adjustment

## Terrain

## Special

+1	←Bn Integrity	+0	←Clear	+1	←Firing Downhill
+1/+2	←Air Support	-1	←Forest	-1	←Firing Uphill
+1/+2	←Naval Support	-2	←Hill	+2	←Firing into Lagoon Hex
+1	←Flame	-1	←Town		
+1	←Armor (in clear)	-2	←Fort	X	←Target Unit Step Destroyed
+1	←AA Weapon	-1	←Night	S	←Target Unit Suppressed
*	←Unsupplied Units are halved				
**	←Fire factors are halved during night				
***	←Non AA/AT fire against armor is halved				
****	←Units in any terrain but clear suffer 's' instead of 'x'				
*****	←Units firing from a Lagoon hex are halved				
*****	←The modifiers in the column above are only applicable to the attacker				
*****	←Attacks at less than 1-3 odds are allowed and resolved using the 1-3 column				
*****	←Attacks at more than 5-1 odds are allowed and resolved using the 5-1 column				



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# Assault Combat Results Table

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	2/1
3	-	-	-	-	-	2/1	2/1
4	-	-	-	-	2/1	2/1	1/1
5	-	-	-	2/1	2/1	1/1	1/1
6	-	-	2/1	2/1	1/1	1/1	1/2
7	-	3/1	2/1	1/1	1/1	1/2	1/2
8	3/1	3/1	1/1	1/1	1/2	1/2	1/3
9	3/1	2/1	1/1	1/2	1/2	1/3	1/3
10	2/1	2/1	1/2	1/2	1/3	1/3	2/4
11	2/1	1/1	1/2	1/3	1/3	2/4	2/4
12	1/1	1/1	1/3	1/3	2/4	2/4	2/5

## Notes/ Adjustment

## Terrain

## Special

+1	←Mar Rgt Integrity	+0	←Clear	+1	←Assault Downhill
+1/+2;;-1/-2	←Air Support	-1	←Forest	-1	←Assault Uphill
+1/+2;;-1/-2	←Naval Support	-1	←Hill	+3	←Banzai Attack
+1	←Flame	-1	←Town		
+1	←Armor (in clear)	-1	←Fort	1/4	←Losses to Attacker
+1	←Engineer/Pioneer	-1	←Night	1/4	←Losses to Defender
+1	←Artillery Support				
*	←Banzai Attack Strength Tripled				
**	←Banzai Attack Losses Doubled for Attacker and Defender				
***	←No Allied Air/Naval/Artillery Support Allowed During Banzai Charge				
****	←US Units cannot retreat when Banzai Attacked				
*****	←Units in any terrain but clear and/or in a Fort suffer 1 less loss				
*****	←The modifiers in the column above, except for Air and Naval Support, are only applicable to the attacker				
*****	←Attacks at less than 1-3 odds are allowed and resolved using the 1-3 column				
*****	←Attacks at more than 5-1 odds are allowed and resolved using the 5-1 column				



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# Pacific Islands Campaign - Saipan/Tinian - Turn Record Track

15-Jun-44 AM 1 MR	15-Jun-44 PM 2 MR/AR	15-Jun-44 Night 3	16-Jun-44 AM 4 MR/AR	16-Jun-44 PM 5 AR	16-Jun-44 Night 6	17-Jun-44 AM 7 AR	17-Jun-44 PM 8 AR	17-Jun-44 Night 9	18-Jun-44 AM 10	18-Jun-44 PM 11	18-Jun-44 Night 12	19-Jun-44 AM 13	19-Jun-44 PM 14	19-Jun-44 Night 15
20-Jun-44 AM 16	20-Jun-44 PM 17	20-Jun-44 Night 18	21-Jun-44 AM 19	21-Jun-44 PM 20	21-Jun-44 Night 21	22-Jun-44 AM 22	22-Jun-44 PM 23	22-Jun-44 Night 24	23-Jun-44 AM 25	23-Jun-44 PM 26	23-Jun-44 Night 27	24-Jun-44 AM 28	24-Jun-44 PM 29	24-Jun-44 Night 30
25-Jun-44 AM 31	25-Jun-44 PM 32	25-Jun-44 Night 33	26-Jun-44 AM 34	26-Jun-44 PM 35	26-Jun-44 Night 36	27-Jun-44 AM 37	27-Jun-44 PM 38	27-Jun-44 Night 39	28-Jun-44 AM 40	28-Jun-44 PM 41	28-Jun-44 Night 42	29-Jun-44 AM 43	29-Jun-44 PM 44	29-Jun-44 Night 45
30-Jun-44 AM 46	30-Jun-44 PM 47	30-Jun-44 Night 48	1-Jul-44 AM 49	1-Jul-44 PM 50	1-Jul-44 Night 51	2-Jul-44 AM 52	2-Jul-44 PM 53	2-Jul-44 Night 54	3-Jul-44 AM 55	3-Jul-44 PM 56	3-Jul-44 Night 57	4-Jul-44 AM 58	4-Jul-44 PM 59	4-Jul-44 Night 60
5-Jul-44 AM 61	5-Jul-44 PM 62	5-Jul-44 Night 63	6-Jul-44 AM 64	6-Jul-44 PM 65	6-Jul-44 Night 66	7-Jul-44 AM 67	7-Jul-44 PM 68	7-Jul-44 Night 69	8-Jul-44 AM 70	8-Jul-44 PM 71	8-Jul-44 Night 72	9-Jul-44 AM 73	9-Jul-44 PM 74	9-Jul-44 Night 75
10-Jul-44 AM 76	10-Jul-44 PM 77	10-Jul-44 Night 78	11-Jul-44 AM 79	11-Jul-44 PM 80	11-Jul-44 Night 81	12-Jul-44 AM 82	12-Jul-44 PM 83	12-Jul-44 Night 84	13-Jul-44 AM 85	13-Jul-44 PM 86	13-Jul-44 Night 87	14-Jul-44 AM 88	14-Jul-44 PM 89	14-Jul-44 Night 90
15-Jul-44 AM 91	15-Jul-44 PM 92	15-Jul-44 Night 93	16-Jul-44 AM 94	16-Jul-44 PM 95	16-Jul-44 Night 96	17-Jul-44 AM 97	17-Jul-44 PM 98	17-Jul-44 Night 99	17-Jul-44 AM 100	17-Jul-44 PM 101	17-Jul-44 Night 102	18-Jul-44 AM 103	18-Jul-44 PM 104	18-Jul-44 Night 105
20-Jul-44 AM 106	20-Jul-44 PM 107	20-Jul-44 Night 108	21-Jul-44 AM 109	21-Jul-44 PM 110	21-Jul-44 Night 111	22-Jul-44 AM 112	22-Jul-44 PM 113	22-Jul-44 Night 114	23-Jul-44 AM 115	23-Jul-44 PM 116	23-Jul-44 Night 117	24-Jul-44 AM 118	24-Jul-44 PM 119	24-Jul-44 Night 120
25-Jul-44 AM 121	25-Jul-44 PM 122	25-Jul-44 Night 123	26-Jul-44 AM 124	26-Jul-44 PM 125	26-Jul-44 Night 126	27-Jul-44 AM 127	27-Jul-44 PM 128	27-Jul-44 Night 129	28-Jul-44 AM 130	28-Jul-44 PM 131	28-Jul-44 Night 132	29-Jul-44 AM 133	29-Jul-44 PM 134	29-Jul-44 Night 135
30-Jul-44 AM 136	30-Jul-44 PM 137	30-Jul-44 Night 138	31-Jul-44 AM 139	31-Jul-44 PM 140	31-Jul-44 Night 141	1-Aug-44 AM 142	1-Aug-44 PM 143	1-Aug-44 Night 144	2-Aug-44 AM 145	2-Aug-44 PM 146	2-Aug-44 Night 147	3-Aug-44 AM 148	3-Aug-44 PM 149	3-Aug-44 Night 150
4-Aug-44 AM 151	4-Aug-44 PM 152	4-Aug-44 Night 153	5-Aug-44 AM 154	5-Aug-44 PM 155	5-Aug-44 Night 156	6-Aug-44 AM 157	6-Aug-44 PM 158	6-Aug-44 Night 159	7-Aug-44 AM 160	7-Aug-44 PM 161	7-Aug-44 Night 162	8-Aug-44 AM 163	8-Aug-44 PM 164	8-Aug-44 Night 165

MR - Marine Reinforcements  
AR - Army Reinforcements

☐ Rain





## Casualty Track

1	0
---	---

 50's

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

 100's

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

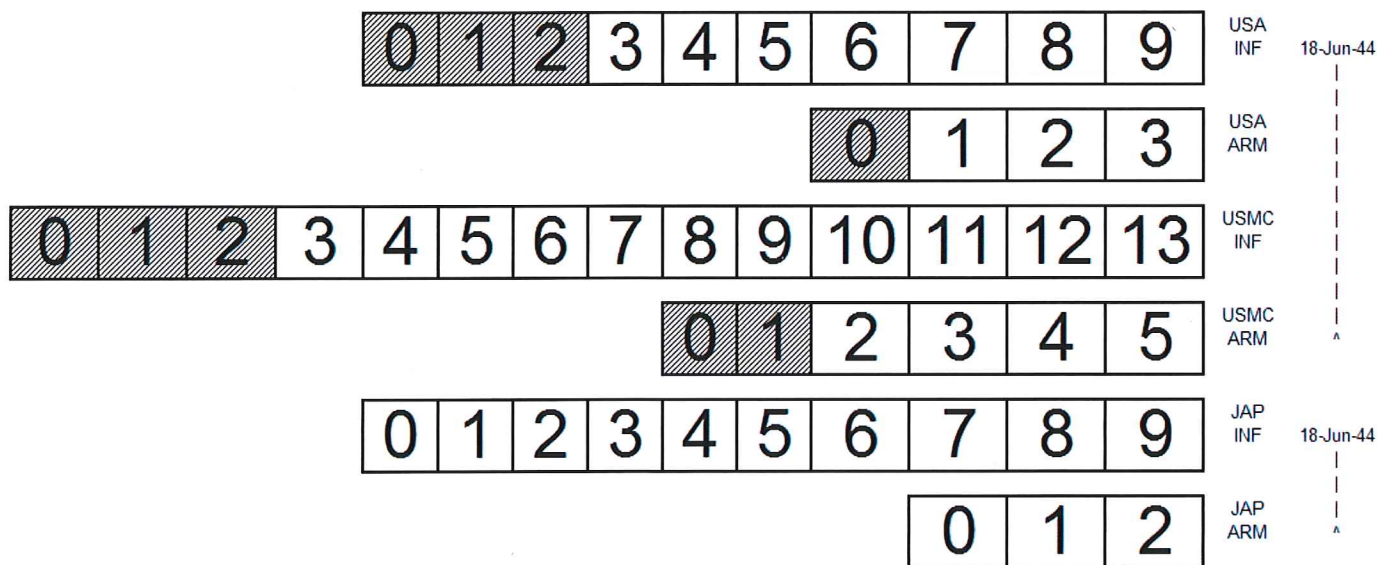
 1K's

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

 10K's

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## Replacement Track







## Air Support Track

Carrier Medium	Carrier Light	Marshall's Heavy	Marshall's Med/Lt
Ready	Ready	Ready	Ready
Flown	Flown	Flown	Flown
<u>CV's</u> Enterprise Essex	<u>CVE's</u> Corregidor Coral Sea Kalinin Bay Sangamon Suwannee Chenango	<u>B-24's</u> 42 Sq 431 Sq 26 Sq 98 Sq 27 Sq 38 Sq 392 Sq	<u>A-24/P-40</u> 531 Sq 45 Sq 46 Sq



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## Air-Ground Attack Table

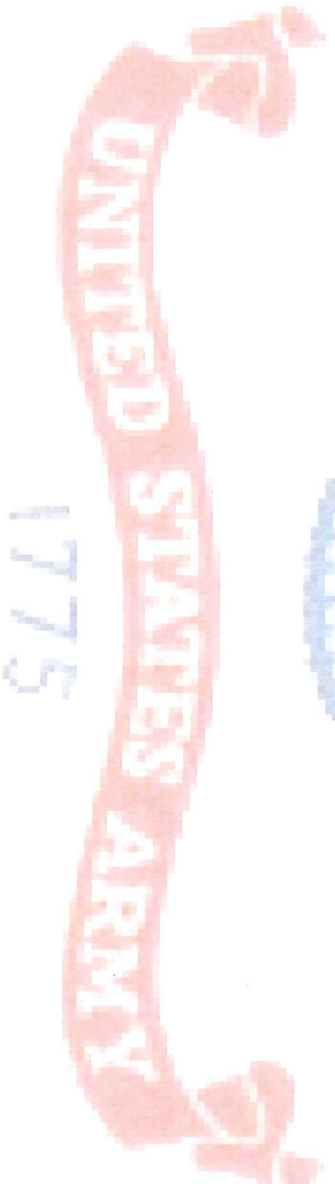
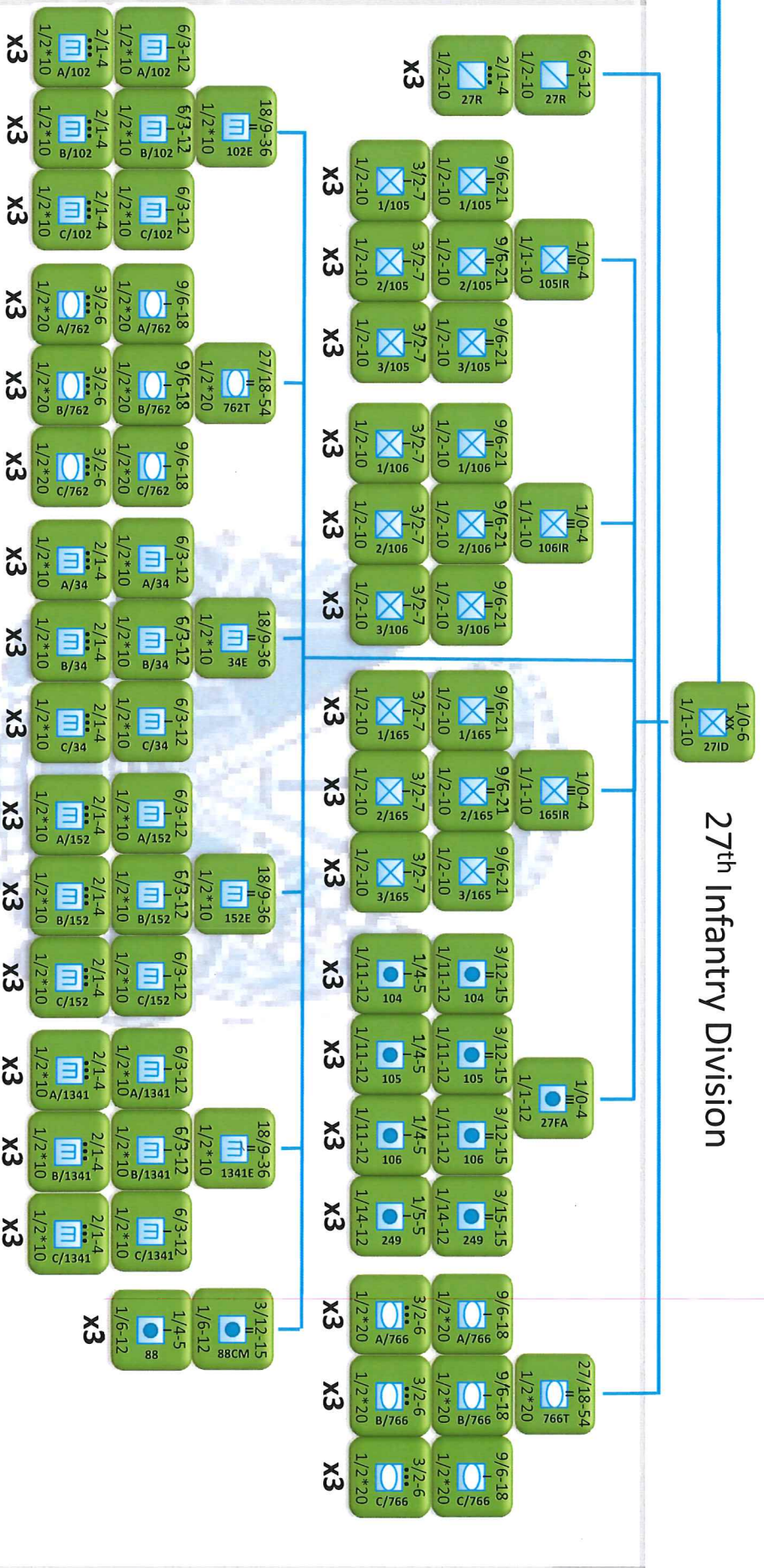
Other Terrain *		Clear Terrain *	
Roll	Result	Roll	Result
5 or Less	No Effect	3 or Less	No Effect
More than 5	Suppressed	More than 3	Suppressed

\* Add the Support Value of the air unit to the die roll.

\*\* Air units can now only attack one enemy unit in a hex.

\*\*\* Only light and medium aircraft may perform Ground-Attack.

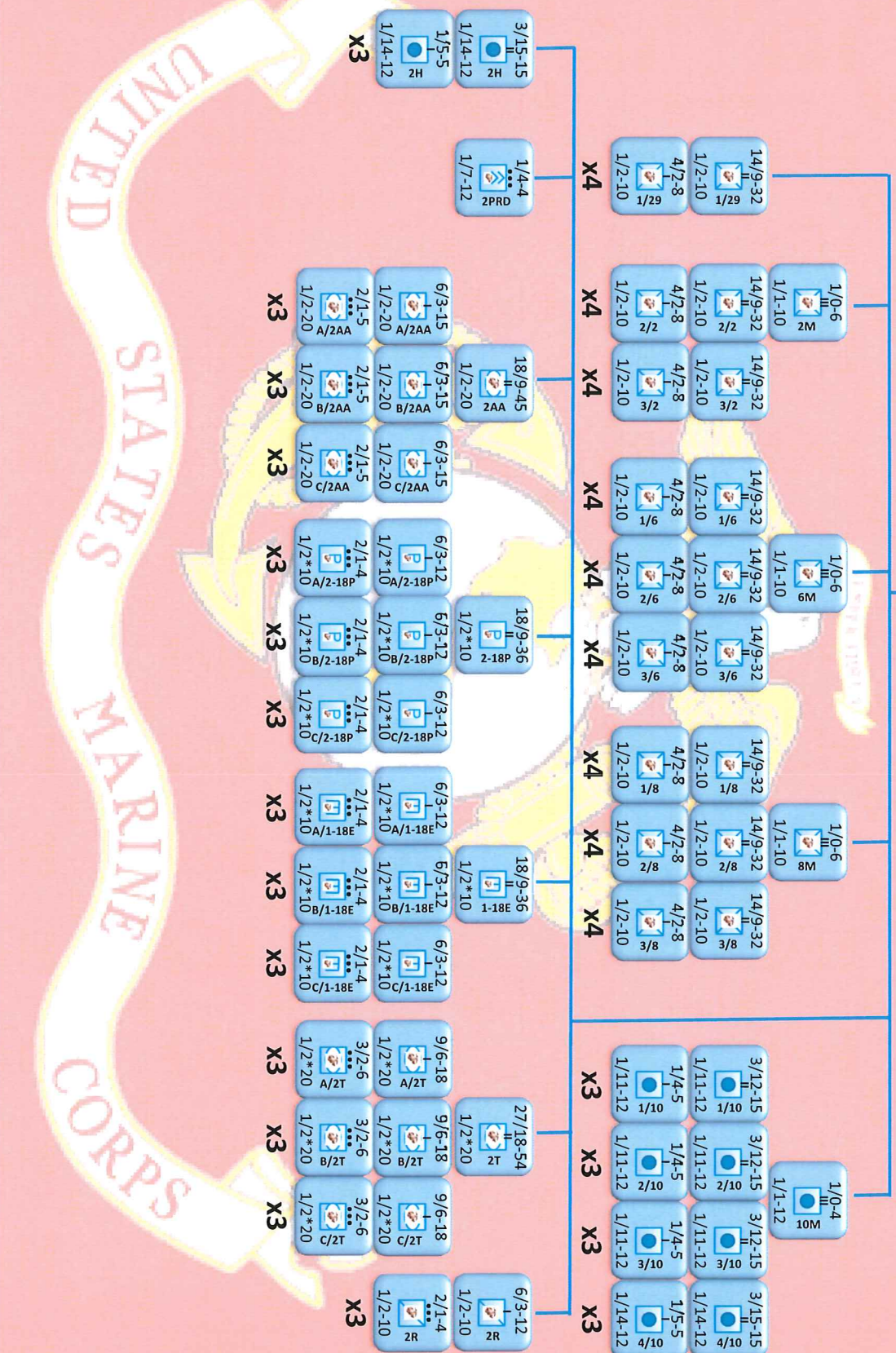
# 27th Infantry Division





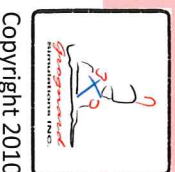


## 2<sup>nd</sup> Marine Division

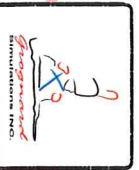




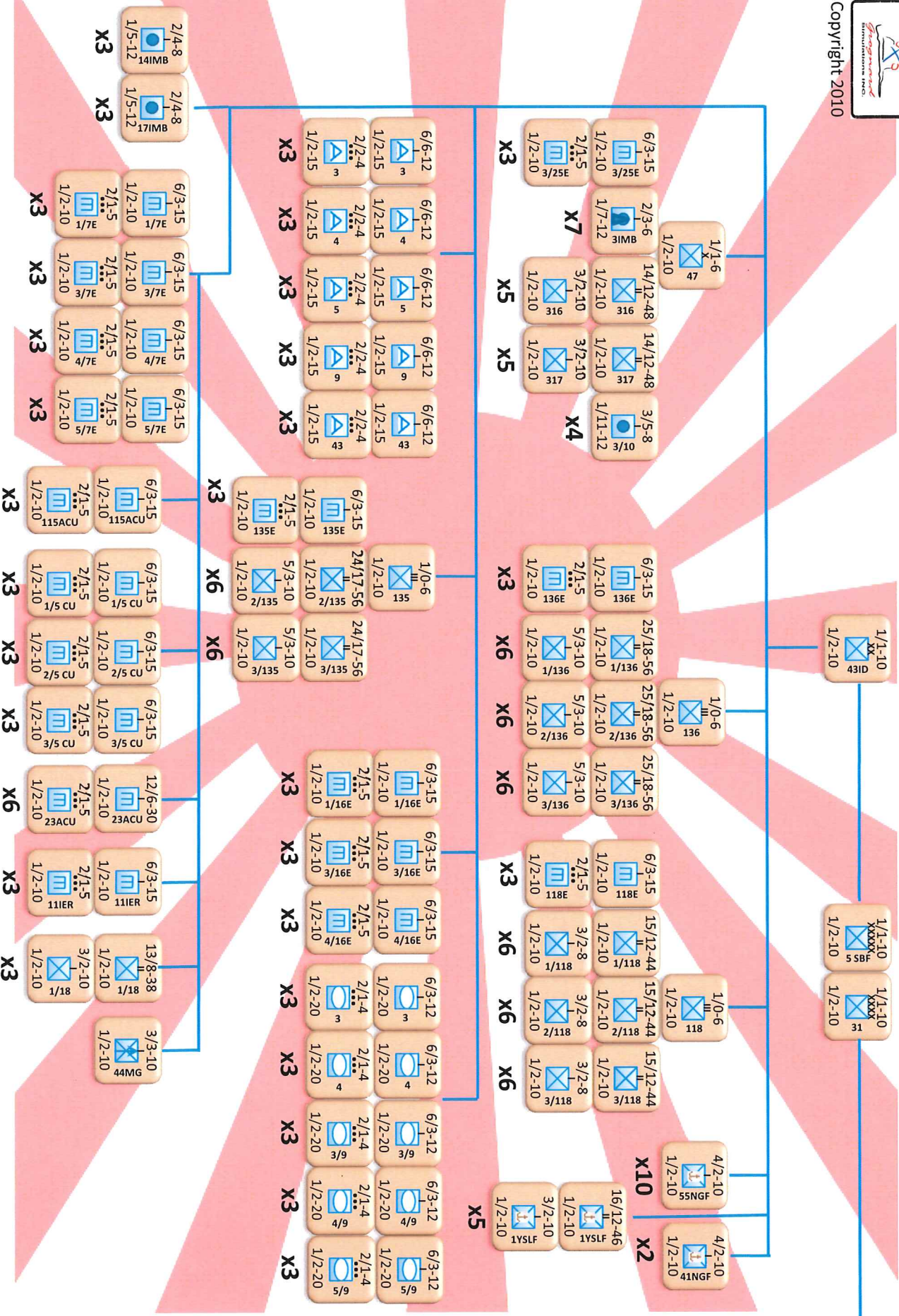
1/0-6  
XX  
4MD  
1/1-10



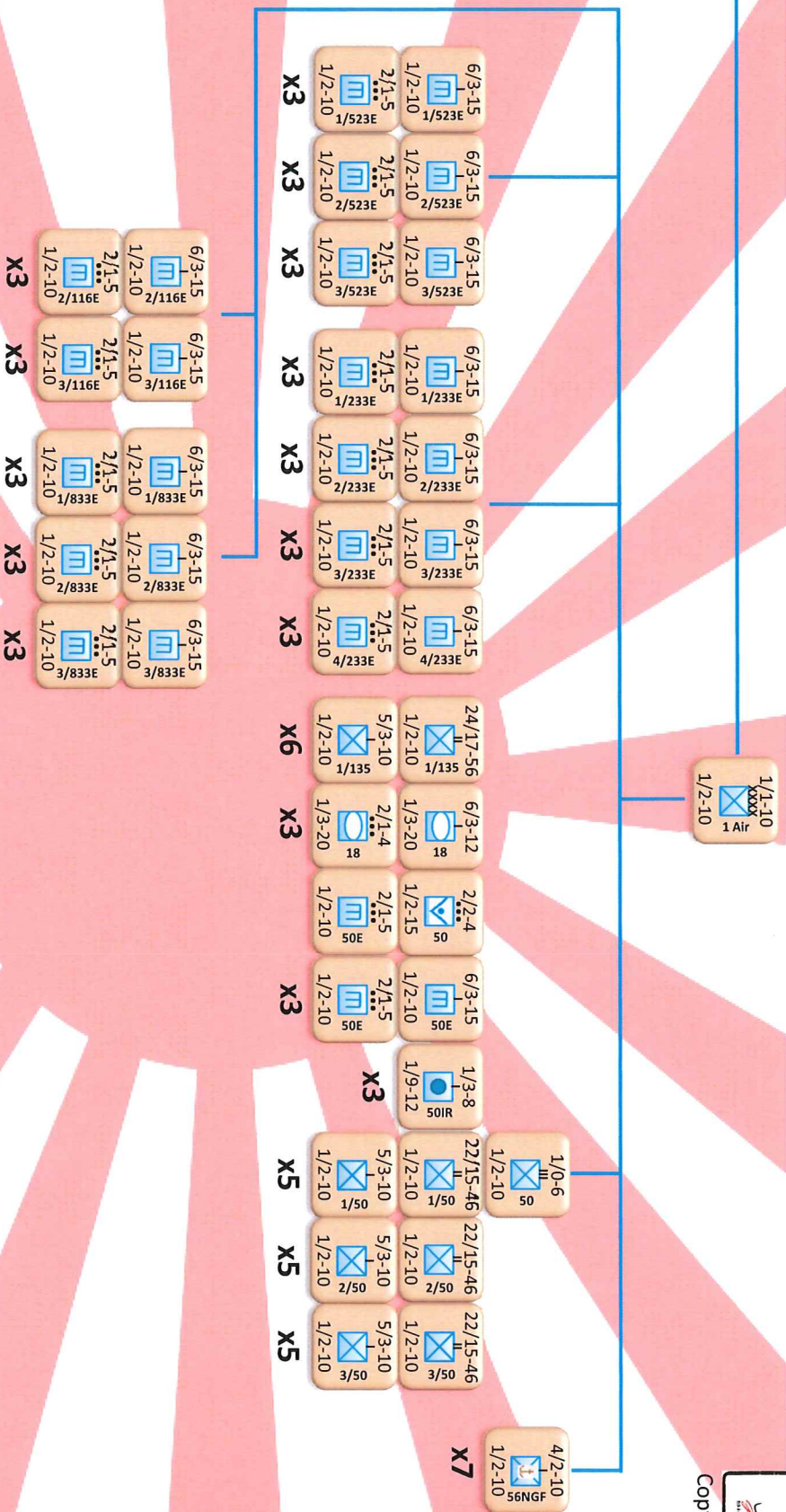




43<sup>rd</sup> Infantry Division/Saipan Defense Force



x7





1/0-6 HQ 27ID	6/3-12 27R 27ID	2/1-4 1/27R 27ID	2/1-4 2/27R 27ID	1/0-4 HQ 27DA	1/5-5 A 249FA	1/5-5 B 249FA	1/5-5 C 249FA
3/2-7 A/1 105	3/2-7 B/1 105	3/2-7 C/1 105	9/6-21 1 105	3/2-7 G/3 105	3/2-7 H/3 105	3/2-7 I/3 105	9/6-21 3 105
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/1-10

3/2-7 D/2 105	3/2-7 E/2 105	3/2-7 F/2 105	9/6-21 2 105	3/2-7 G/3 106	3/2-7 H/3 106	3/2-7 I/3 106	9/6-21 3 106
3/2-7 A/1 106	3/2-7 B/1 106	3/2-7 C/1 106	9/6-21 1 106	3/2-7 G/3 165	3/2-7 H/3 165	3/2-7 I/3 165	9/6-21 3 165
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/1-10

VAC and 27<sup>th</sup> ID Sheet 1

3/2-7 D/2 106	3/2-7 E/2 106	3/2-7 F/2 106	9/6-21 2 106	3/2-7 A/1 165	3/2-7 B/1 165	3/2-7 C/1 165	9/6-21 1 165
3/2-7 D/2 165	3/2-7 E/2 165	3/2-7 F/2 165	9/6-21 2 165IR	6/3-12 A 152E	2/1-4 1/A 152E	2/1-4 2/A 152E	2/1-4 3/A 152E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10

6/3-12 B 152E	2/1-4 1/B 152E	2/1-4 2/B 152E	2/1-4 3/B 152E	6/3-12 C 152E	2/1-4 1/C 152E	2/1-4 2/C 152E	2/1-4 3/C 152E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10
Turn	IN	50	100	A-24 [1]	B-24 [2]	AR	1K

6/3-12 A 102E	2/1-4 1/A 102E	2/1-4 2/A 102E	2/1-4 3/A 102E	6/3-12 B 102E	2/1-4 1/B 102E	2/1-4 2/B 102E	2/1-4 3/B 102E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10
6/3-12 C 102E	2/1-4 1/C 102E	2/1-4 2/C 102E	2/1-4 3/C 102E	1/4-5 A 104FA	1/4-5 B 104FA	1/4-5 C 104FA	B-24 [2]

B-24 [2]	6/3-15 B 708AA	2/1-5 1/B 708AA	2/1-5 2/B 708AA	2/1-5 3/B 708AA	6/3-15 C 708AA	2/1-5 1/C 708AA	2/1-5 2/C 708AA
1/5-5 A 32CA	1/5-5 B 32CA	1/5-5 C 32CA	1/5-5 1PG	1/5-5 A 1PG	1/5-5 B 1PG	1/5-5 C 145FA	1/5-5 B 145FA
1/22-12	1/22-12	1/22-12	1/22-12	1/22-12	1/22-12	1/14-12	1/14-12

VAC and 27<sup>th</sup> ID Sheet 3

9/6-18 C 762T	3/2-6 1/C 762T	3/2-6 2/C 762T	3/2-6 3/C 762T	1/4-5 A 88CM	1/4-5 B 88CM	1/4-5 C 88CM	1/0-4 HQ 1PGG
1/2-20	1/2-20	1/2-20	1/2-20	1/7-12	1/7-12	1/7-12	1/1-12
6/6-12 A 751AA	2/2-4 1/A 751AA	2/2-4 2/A 751AA	2/2-4 3/A 751AA	6/6-12 B 751AA	2/2-4 1/B 751AA	2/2-4 2/B 751AA	2/2-4 3/B 751AA

6/3-15 A 708AA	2/1-5 1/A 708AA	2/1-5 2/A 708AA	2/1-5 3/A 708AA	12/12-24 A 751AA	18/9-36 B 102E	18/9-36 C 34E	18/9-36 CL 152E
1/2-20	1/2-20	1/2-20	1/2-20	1/2-15	1/2-15	1/2-10	1/2-10
18/18-36 XXIV	27/18-54 XXIV	27/18-54 XXIV	1/5-5 A 225FA	1/5-5 B 225FA	1/5-5 C 225FA	18/9-45 708AA XXIV	18/9-36 1341E

3/15-15 249FA 27DA	3/15-15 1PG GGFA	3/15-15 32CA VAC	3/15-15 145FA 225FA	3/15-15 225FA 225FA	3/12-15 88CM VAC	3/12-15 104FA 27DA	3/12-15 105FA 27DA
9/6-18 A 762T	3/2-6 1/A 762T	3/2-6 2/A 762T	3/2-6 3/A 762T	9/6-18 B 762T	3/2-6 1/B 762T	3/2-6 2/B 762T	3/2-6 3/B 762T
1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20

9/6-18 A 766T	3/2-6 1/A 766T	3/2-6 2/A 766T	3/2-6 3/A 766T	9/6-18 B 766T	3/2-6 1/B 766T	3/2-6 2/B 766T	3/2-6 3/B 766T
1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/11-12
9/6-18 C 766T	3/2-6 1/C 766T	3/2-6 2/C 766T	3/2-6 3/C 766T	6/3-12 A 34E	2/1-4 1/A 34E	2/1-4 2/A 34E	2/1-4 3/A 34E

VAC and 27<sup>th</sup> ID Sheet 2

6/3-12 B 34E	2/1-4 1/B 34E	2/1-4 2/B 34E	2/1-4 3/B 34E	6/3-12 C 34E	2/1-4 1/C 34E	2/1-4 2/C 34E	2/1-4 3/C 34E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10
6/3-12 A 1341E	2/1-4 1/A 1341E	2/1-4 2/A 1341E	2/1-4 3/A 1341E	6/3-12 B 1341E	2/1-4 1/B 1341E	2/1-4 2/B 1341E	2/1-4 3/B 1341E

6/3-12 C 1341E	2/1-4 1/C 1341E	2/1-4 2/C 1341E	2/1-4 3/C 1341E	6/3-12 A 864AA	2/2-4 1/A 864AA	2/2-4 2/A 864AA	2/2-4 3/A 864AA
1/2-10	1/2-10	1/2-10	1/2-10	1/2-15	1/2-15	1/2-15	1/2-15
6/6-12 B 864AA	2/2-4 1/B 864AA	2/2-4 2/B 864AA	2/2-4 3/B 864AA	6/6-12 C 864AA	2/2-4 1/C 864AA	2/2-4 2/C 864AA	2/2-4 3/C 864AA

1/4-4 2PRD	2/3-8 N/3 29M	4/2-8 N/3 29M	4/2-8 N/3 29M	4/2-8 N/3 29M	14/9-32 N/3 29M	Capit Map 1	Capit Map 1
1/7-12	1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1	1
1/4-4 1PRD	2/3-8 D/1 29M	4/2-8 A/1 29M	4/2-8 B/1 29M	4/2-8 C/1 29M	14/9-32 1 29M	Capit Map 1	Capit Map 1

Capit Map 1	Capit Map 1	Capit Map 1					
1	1	1					
1	1	1					

VAC Sheet 4





2/3-8 D/1 6M	4/2-8 A/1 6M	4/2-8 B/1 6M	4/2-8 C/1 6M	14/9-32 1 6M	6/3-12 A 1-20E	2/1-4 1/A 1-20E	2/1-4 2/A 1-20E	2/1-4 3/A 1-20E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10
2/3-8 H/2 6M	4/2-8 E/2 6M	4/2-8 F/2 6M	4/2-8 G/2 6M	14/9-32 2 6M	6/3-12 B 1-20E	2/1-4 1/B 1-20E	2/1-4 2/B 1-20E	2/1-4 3/B 1-20E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10

2/3-8 D/1 6M	4/2-8 A/1 6M	4/2-8 B/1 6M	4/2-8 C/1 6M	14/9-32 3 6M	6/3-12 C 1-20E	2/1-4 1/C 1-20E	2/1-4 2/C 1-20E	2/1-4 3/C 1-20E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10
2/3-8 H/2 6M	4/2-8 E/1 6M	4/2-8 F/1 6M	4/2-8 G/1 6M	14/9-32 4 6M	6/3-12 D 1-20P	2/1-4 1/D 1-20P	2/1-4 2/D 1-20P	2/1-4 3/D 1-20P
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10

## USMC Counter Sheet 1

2/3-8 H/2 8M	4/2-8 E/2 8M	4/2-8 F/2 8M	4/2-8 G/2 8M	14/9-32 2 8M	6/3-12 B 2-20P	2/1-4 1/B 2-20P	2/1-4 2/B 2-20P	2/1-4 3/B 2-20P
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2*10	1/2-10
2/3-8 I/3 8M	4/2-8 F/3 8M	4/2-8 G/3 8M	4/2-8 H/3 8M	14/9-32 3 8M	6/3-12 C 2-20P	2/1-4 1/C 2-20P	2/1-4 2/C 2-20P	2/1-4 3/C 2-20P
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2*10	1/2-10

2/3-8 D/1 24M	4/2-8 A/1 24M	4/2-8 B/1 24M	4/2-8 C/1 24M	14/9-32 1 24M	1/5-5 A/2H VAC	1/5-5 B/2H VAC	1/5-5 C/2H VAC	18/9-36 1-18E 2MD
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/14-12	1/14-12	1/14-12	1/2-10
2/3-8 H/2 24M	4/2-8 E/2 24M	4/2-8 F/2 24M	4/2-8 G/2 24M	14/9-32 2 24M	1/5-5 A/4H VAC	1/5-5 B/4H VAC	1/5-5 C/4H VAC	18/9-36 2-18E 2MD
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/14-12	1/14-12	1/14-12	1/2*10

6/3-15 B 2AA	2/1-5 1/B 2AA	2/1-5 2/B 2AA	2/1-5 3/B 2AA	18/9-36 1-20E 4MD	6/3-12 4R 4MD	2/1-4 1/4R 4MD	2/1-4 2/4R 4MD	2/1-4 3/4R 4MD
1/2-20	1/2-20	1/2-20	1/2-20	1/2*10	1/2-10	1/2-10	1/2-10	1/2-10
18/9-45 2AA	27/18-54 4MD	27/18-54 2MD	IN	AR	1K	10K	50	100
1/2-20	1/2*20	1/2*20						

2/3-8 I/3 24M	4/2-8 J/3 24M	4/2-8 K/3 24M	14/9-32 3 24M	1/4-5 A/1 14M	1/4-5 B/1 14M	1/4-5 C/1 14M	1/5-5 C/4 14M	1/5-5 D/4 14M
1/2-10	1/2-10	1/2-10	1/2-10	1/11-12	1/11-12	1/11-12	1/14-12	1/14-12
2/3-8 I/1 23M	4/2-8 J/1 23M	4/2-8 K/1 23M	14/9-32 4 23M	1/4-5 A/2 14M	1/4-5 B/2 14M	1/4-5 C/2 14M	1/5-5 D/2 14M	1/5-5 E/2 14M
1/2-10	1/2-10	1/2-10	1/2-10	1/11-12	1/11-12	1/11-12	1/14-12	1/14-12

## USMC Counter Sheet 3

DD	DD	6/3-18 C 2AA	2/1-5 1/C 2AA	1/0-6 H 23M	1/0-6 I 25M	1/0-6 J 24M	3/15-15 4 10M	3/15-15 5 14M
15[1]	15[1]	1/2-20	1/2-20	1/1-10	1/1-10	1/1-10	1/14-12	1/14-12
DD	DD	2/1-5 2/C 2AA	2/1-5 3/C 2AA	6/3-15 A 2AA	2/1-5 1/A 2AA	2/1-5 2/A 2AA	2/1-5 3/A 2AA	
15[1]	15[1]	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	1/2-20	

DD	DD	CA	CA	CA	TBM	TBM	TBM	TBM
15[1]	15[1]	24[2]	24[2]	24[2]	[1]	[1]	[1]	[2]
DD	DD	CA	CA	CA	TBM	TBM	TBM	TBM
15[1]	15[1]	24[2]	24[2]	24[2]	[1]	[1]	[1]	[2]

9/6-18 A 14M	3/2-6 1/A 4T	3/2-6 2/A 4T	3/2-6 3/A 4T	6/3-12 A VARB	2/1-4 1/A VARB	2/1-4 2/A VARB	2/1-4 3/A VARB	1/0-6 H VARB
1/2*20	1/2*20	1/2-20	1/2-20	1/2-10	1/2-10	1/2-10	1/2-10	1/1-10
9/6-18 B 14M	3/2-6 1/B 4T	3/2-6 2/B 4T	3/2-6 3/B 4T	6/3-12 B VARB	2/1-4 1/B VARB	2/1-4 2/B VARB	2/1-4 3/B VARB	1/0-6 H VARB
1/2*20	1/2*20	1/2-20	1/2-20	1/2-10	1/2-10	1/2-10	1/2-10	1/1-10

9/6-18 C 14M	3/2-6 1/C 4T	3/2-6 2/C 4T	3/2-6 3/C 4T	6/3-12 C VARB	2/1-4 1/C VARB	2/1-4 2/C VARB	2/1-4 3/C VARB	1/0-6 H VARB
1/2*20	1/2*20	1/2-20	1/2-20	1/2-10	1/2-10	1/2-10	1/2-10	1/1-10
9/6-18 D 14M	3/2-6 1/D 4T	3/2-6 2/D 4T	3/2-6 3/D 4T	6/3-12 D VARB	2/1-4 1/D VARB	2/1-4 2/D VARB	2/1-4 3/D VARB	1/0-6 H VARB
1/2*20	1/2*20	1/2-20	1/2-20	1/2-10	1/2-10	1/2-10	1/2-10	1/1-10

## USMC Counter Sheet 2

2/3-8 D/1 2M	4/2-8 A/1 2M	4/2-8 B/1 2M	4/2-8 C/1 2M	14/9-32 1 2M	1/0-4 H 10M	1/5-5 C/4 10M	1/5-5 B/4 10M	1/5-5 A/4 10M
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/0-12	1/14-12	1/14-12	1/14-12
2/3-8 H/2 2M	4/2-8 E/2 2M	4/2-8 F/2 2M	4/2-8 G/2 2M	14/9-32 2 2M	1/4-5 A/3 10M	1/4-5 B/3 10M	1/4-5 C/3 10M	1/0-6 H 10M
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/11-12	1/11-12	1/11-12	1/1-10

9/6-18 B 12T	3/2-6 1/B 12T	3/2-6 2/B 12T	3/2-6 3/B 12T	6/3-12 A 2-18E	2/1-4 1/A 2-18E	2/1-4 2/A 2-18E	2/1-4 3/A 2-18E	1/5-5 B/4 14M
1/2*20	1/2*20	1/2-20	1/2-20	1/2-10	1/2*10	1/2-10	1/2-10	1/14-12
9/6-18 C 12T	3/2-6 1/C 12T	3/2-6 2/C 12T	3/2-6 3/C 12T	6/3-12 B 2-18E	2/1-4 1/B 2-18E	2/1-4 2/B 2-18E	2/1-4 3/B 2-18E	1/5-5 A/4 14M
1/2*20	1/2*20	1/2-20	1/2-20	1/2-10	1/2*10	1/2*10	1/2-10	1/14-12

2/3-8 H/2 23M	4/2-8 E/2 23M	4/2-8 F/2 23M	4/2-8 G/2 23M	14/9-32 2 23M	6/3-12 A 1-18E	2/1-4 1/A 1-18E	2/1-4 2/A 1-18E	2/1-4 3/A 1-18E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10
2/3-8 I/3 23M	4/2-8 J/3 23M	4/2-8 K/3 23M	4/2-8 L/3 23M	14/9-32 3 23M	6/3-12 B 1-18E	2/1-4 1/B 1-18E	2/1-4 2/B 1-18E	2/1-4 3/B 1-18E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2*10	1/2*10

2/3-8 D/1 25M	4/2-8 A/1 25M	4/2-8 B/1 25M	4/2-8 C/1 25M	14/9-32 1 25M	6/3-12 A 1-18E	2/1-4 1/A 1-18E	2/1-4 2/A 1-18E	2/1-4 3/A 1-18E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10
2/3-8 H/2 25M	4/2-8 E/2 25M	4/2-8 F/2 25M	4/2-8 G/2 25M	14/9-32 2 25M	6/3-12 B 1-18E	2/1-4 1/B 1-18E	2/1-4 2/B 1-18E	2/1-4 3/B 1-18E
1/2-10	1/2-10	1/2-10	1/2-10	1/2-10	1/2*10	1/2*10	1/2-10	1/2-10

## USMC Counter Sheet 4

2/3-8 I/3 25M	4/2-8 J/3 25M	4/2-8 K/3 25M	14/9-32 3 25M	1/4-5 A/3 14M	1/4-5 B/3 14M	1/4-5 C/3 14M	1/0-4 H 14M	1/0-4 I 14M
1/2-10	1/2-10	1/2-10	1/2-10	1/11-12	1/11-12	1/11-12	1/1-12	1/1-12
3/12-15 1 14M	3/12-15 2 14M	3/12-15 3 14M	3/12-15 4 10M	3/12-15 1 10M	3/12-15 2 10M	3/12-15 3 10M	18/9-36 2-20E 4MD	18/9-36 3 4MD
1/11-12	1/11-12	1/11-12	1/11-12	1/11-12	1/11-12	1/14-12	1/2*10	1/2*10

DD	DD	DD	BB	BB	DD	DD	DD	DD
15[1]	15[1]	15[1]	30[2]	30[2]	15[1]	15[1]	15[1]	15[1]
DD	DD	DD	BB	BB	DD	DD	DD	DD
15[1]	15[1]	15[1]	30[2]	30[2]	15[1]	15[1]	15[1]	15[1]



6/3-15	2/1-5	2/1-5	6/3-15	2/1-5	2/1-5	1/1-10
1/2-10	1	2	1/2-10	1	2	43
6/3-15	2/1-5	2/1-5	6/3-15	2/1-5	2/1-5	43
1/2-10	3/523	1/2-10	1/2-10	1/233	1/2-10	31
1/2-10	1	3	1/2-10	1	3	31
1/2-10	3/523	1/2-10	1/2-10	1/233	1/2-10	31

14/12-48	2/3-8	3/3-10	3/2-10	3/2-10	3/2-10	3/2-10
1/2-10	317	317	317	317	317	317
1/2-10	317	317	317	317	317	317
1/2-10	317	317	317	317	317	317
1/2-10	317	317	317	317	317	317
1/2-10	317	317	317	317	317	317

### Japanese Counter Sheet 1

2/4-8	2/4-8	1/0-6	22/15-46	3/4-8	4/2-8	5/3-10
1/5-12	1/5-12	1/2-12	1/50	1/50	1/50	1/50
1/5-12	1/5-12	1/2-12	1/50	1/50	1/50	1/50
1/5-12	1/5-12	1/2-12	1/50	1/50	1/50	1/50
1/5-12	1/5-12	1/2-12	1/50	1/50	1/50	1/50
1/5-12	1/5-12	1/2-12	1/50	1/50	1/50	1/50

6/3-15	2/1-5	2/1-5	6/3-15	2/1-5	2/1-5	2/2-4
1/2-10	4/233	4/233	1/2-10	1/2-10	1/2-10	50
1/2-10	1	2	1/2-10	1	2	50
1/2-10	1	2	1/2-10	1	2	50
1/2-10	1	2	1/2-10	1	2	50
1/2-10	1	2	1/2-10	1	2	50

6/3-15	2/1-5	2/1-5	6/3-15	2/1-5	2/1-5	1/1-6
1/2-10	4/16	4/16	1/2-10	1/7	1/7	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10

6/3-15	2/1-5	2/1-5	6/3-15	2/1-5	2/1-5	3/4-8
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10

### Japanese Counter Sheet 3

6/3-15	2/1-5	2/1-5	6/3-15	2/1-5	2/1-5	3/4-8
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10
1/2-10	1	2	1/2-10	1	2	3/10

3Gun	2/3-6	2/3-6	2/3-6	6/3-15	2/1-5	2/1-5
1/9-12	1/3	1/3	1/3	1/833	1/833	1/833
1/9-12	1/3	1/3	1/3	1/833	1/833	1/833
1/9-12	1/3	1/3	1/3	1/833	1/833	1/833
1/9-12	1/3	1/3	1/3	1/833	1/833	1/833
1/9-12	1/3	1/3	1/3	1/833	1/833	1/833

24/17-56	5/3-10	5/3-10	5/3-10	3/3-10	4/2-8	2/3-8
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135

24/17-56	5/3-10	5/3-10	5/3-10	3/3-10	4/2-8	2/3-8
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135
1/2-10	3/135	3/135	3/135	3/135	3/135	3/135

### Japanese Counter Sheet 2

22/15-46	3/4-8	4/2-8	5/3-10	5/3-10	5/3-10	1/3-8
1/2-10	2/50	2/50	2/50	2/50	2/50	1/9-12
1/2-10	2/50	2/50	2/50	2/50	2/50	1/9-12
1/2-10	2/50	2/50	2/50	2/50	2/50	1/9-12
1/2-10	2/50	2/50	2/50	2/50	2/50	1/9-12
1/2-10	2/50	2/50	2/50	2/50	2/50	1/9-12

13/8-38	4/2-8	3/2-10	3/2-10	6/3-12	2/1-4	2/1-4
1/2-10	1/18	1/18	1/18	1/18	5/9	5/9
1/2-10	1/18	1/18	1/18	1/18	5/9	5/9
1/2-10	1/18	1/18	1/18	1/18	5/9	5/9
1/2-10	1/18	1/18	1/18	1/18	5/9	5/9
1/2-10	1/18	1/18	1/18	1/18	5/9	5/9

-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1
-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1
-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1
-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1
-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1
-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1














16/12-46	4/2-8	3/2-10	3/2-10	6/3-15	2/1-5	2/1-5
1/2-10	1/118	1/118	1/118	1/2-10	1/2-10	1/2-10
1/2-10	1/118	1/118	1/118	1/2-10	1/2-10	1/2-10
1/2-10	1/118	1/118	1/118	1/2-10	1/2-10	1/2-10
1/2-10	1/118	1/118	1/118	1/2-10	1/2-10	1/2-10
1/2-10	1/118	1/118	1/118	1/2-10	1/2-10	1/2-10

### Japanese Counter Sheet 4

15/12-44	3/2-8	3/2-8	3/2-8	2/2-8	3/2-6	4/2-10
1/2-10	1/118	1/118	1/118	1/118	1/118	1/2-10
1/2-10	1/118	1/118	1/118	1/118	1/118	1/2-10
1/2-10	1/118	1/118	1/118	1/118	1/118	1/2-10
1/2-10	1/118	1/118	1/118	1/118	1/118	1/2-10
1/2-10	1/118	1/118	1/118	1/118	1/118	1/2-10

6/3-15	2/1-5	2/1-5	2/1-5	1/0-6	4/2-10	4/2-10
1/2-10	1	2	2	1/118	1/2-10	1/2-10
1/2-10	1	2	2	1/118	1/2-10	1/2-10
1/2-10	1	2	2	1/118	1/2-10	1/2-10
1/2-10	1	2	2	1/118	1/2-10	1/2-10
1/2-10	1	2	2	1/118	1/2-10	1/2-10



							
-3/-2	-3/-2	6/3-15 2/116	2/1-5 2/116	2/1-5 2/116	-3/-2	-3/-2	-3/-2
		6/3-15 3/116	2/1-5 3/116	2/1-5 3/116			
-3/-2	-3/-2	1/2-10	1/2-10	1/2-10	-3/-2	-3/-2	-3/-2

25/18-56 3/136	3/4-8 2/136	4/2-8 2/136	5/3-10 2/136	5/3-10 2/136	5/3-10 2/136	6/3-15 136	2/1-5 136
1/2-10	How 1/2-12	Pnr 1/2-10	A 1/2-10	B 1/2-10	C 1/2-10	1/2-10	3 1/2-10
25/18-56 3/136	3/4-8 3/136	4/2-8 3/136	5/3-10 3/136	5/3-10 3/136	5/3-10 3/136	2/1-5 136	2/1-5 136
1/2-10	How 1/2-12	Pnr 1/2-10	A 1/2-10	B 1/2-10	C 1/2-10	1/2-10	3 1/2-10

## Japanese Counter Sheet 5

6/6-12 3	2/2-4 3	2/2-4 3	2/2-4 3	6/6-12 4	2/2-4 4	2/2-4 5	3/3-10 44 M
1/2-15	1 1/2-15	2 1/2-15	2 1/2-15	1/2-15	1/2-15	1/2-15	3 1/2-10
6/6-12 5	2/2-4 5	2/2-4 5	2/2-4 5	6/6-12 6	2/2-4 6	2/2-4 6	1/1-6 3/10
1/2-15	1 1/2-15	2 1/2-15	2 1/2-15	1/2-15	1/2-15	1/2-15	3 1/2-10

15/12-44 3/118	3/2-6 3/118	3/2-8 3/118	3/2-8 3/118	1/2-6 3/118	2/2-8 3/118	6/3-15 3/25	2/1-5 3/25
1/2-10	Pnr 1/2-10	A 1/2-10	B 1/2-10	C 1/2-10	HOW 1/2-12	MG 1/2-10	3 1/2-10
25/18-56 1/136	4/2-8 1/136	5/3-10 1/136	5/3-10 1/136	5/3-10 1/136	3/4-8 1/136	3/3-10 1/136	2/1-5 3/25
1/2-10	Pnr 1/2-10	A 1/2-10	B 1/2-10	C 1/2-10	HOW 1/2-12	MG 1/2-10	2/1-5 3/25

6/3-15 2/233	2/1-5 2/233	2/1-5 2/233	2/1-5 2/233	AR	50	100	1/1-10 XXXX 1/2-10	Enemy Unknown
1/2-10	1 1/2-10	2 1/2-10	3 1/2-10	IN	1K	10K		Enemy Unknown
6/3-15 3/233	2/1-5 3/233	2/1-5 3/233	2/1-5 3/233					Enemy Unknown
1/2-10	1 1/2-10	2 1/2-10	3 1/2-10					Enemy Unknown

DD 15[1]	DD 15[1]	DD 15[1]	BB 30[2]	CA 20[2]	CA 20[2]	Val [2]	Judy [2]	Judy [2]
DD 15[1]	DD 15[1]	DD 15[1]	BB 20[1]	CA 20[2]	CA 20[2]	Zero [1]	Zero [1]	Zero [1]
DD 15[1]	DD 15[1]	DD 15[1]	BB 20[1]	CA 20[2]	CA 20[2]	Zero [1]	Zero [1]	Zero [1]
DD 15[1]	DD 15[1]	DD 15[1]	BB 20[1]	CA 20[2]	CA 20[2]	Zero [1]	Zero [1]	Zero [1]

## Japanese Counter Sheet 6

Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown
Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown
Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown
Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown

Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	DD 15[1]	DD 15[1]	BB 30[2]	CL 20[1]
Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	DD 15[1]	DD 15[1]	BB 20[1]	CL 20[1]
Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	DD 15[1]	DD 15[1]	BB 20[1]	CL 20[1]
Enemy Unknown	Enemy Unknown	Enemy Unknown	Enemy Unknown	DD 15[1]	DD 15[1]	BB 20[1]	CL 20[1]



