

[8.8] OPERATION OLYMPIC COMBAT RESULTS TABLE

		Attack Differential								
Die		-2	-1	0	+1	+2, +3	+4, +7	+8	+9	+10
1	Ae	Ae	Ar	Ar	Dr	Dr	De	De	De	
	10/3	10/3	5/2	5/2	2/2	3/3	4/10	3/10	2/10	
2	Ae	Ar	Ar	Ar	Dr	Dr	Dr	De	De	
	10/3	5/2	5/2	5/2	2/2	3/3	2/2	3/10	2/10	
3	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	
	5/2	5/2	5/2	2/2	2/2	3/3	2/2	2/2	2/10	
4	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	
	5/2	5/2	5/2	2/2	3/3	2/2	3/3	3/3	2/10	
5	Dr	Dr	Dr	Dr	Dr	Dr	Dr	Dr	De	
	2/2	2/2	3/3	3/3	3/3	3/3	2/2	2/2	2/10	
6	Dr	Ex	Ex	Ex	Ex	Dr	Dr	Dr	De	
	2/5	10/10	10/10	10/10	10/10	3/5	3/5	3/5	3/10	

[8.9] EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All of the attacking units are eliminated.
De = Defender Eliminated. All of the defending units are eliminated.
Ar = Attacker Retreat. All attacking units are retreated.
Dr = Defender Retreat. All defending units are retreated.
Ex = Exchange. All of the defending units are eliminated first. Then an equal or greater number of attacking Strength Points are eliminated. The attacking Strength Point loss must equal or exceed the printed face-value of the total Strength of the eliminated defending units (plus the unmodified Strength of any Japanese Militia that were involved in the combat). Surviving attacking units (up to a maximum of three) may then exercise an Advance After Combat to occupy the vacated defender's hex.

COMBAT RESULTS TABLE NOTES:

- 1) Attacks at an attack differential of greater than +10 are treated as +10. No attack may be made at less than a -2 attack differential.
- 2) An "Ar" or "Dr" result causes a unit in Rough Terrain, City, and/or Town hex to retreat one hex. A unit in Clear Terrain must retreat two hexes.

[8.51] The maximum number of possible Japanese attacks must be made. The Player may not choose to prevent a possible Japanese attack from being made, nor may he make fewer Japanese attacks than the maximum number possible on each Japanese Forces Combat Phase.

[8.52] If more than one Japanese unit is in position to attack a single American unit, the Japanese unit occupying the hex with the lowest identity number executes the attack. If a single Japanese unit is in position to attack more than one American unit, it must attack the American unit occupying the hex with the

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highest identity number. If, in a given hex, more than one American unit can be attacked, the American units are attacked in order of then-Combat Strengths, the strongest American unit being first. If in the same situation all of the American units have the same Combat Strengths, Japanese attacks are made against the top American unit in the stack first, then the second unit, etc.

[8.53] A Japanese unit is required to advance after combat whenever possible.

[8.54] During the resolution of any Japanese attack, a die roll of "6" forces the Japanese unit

involved to make a special (suicide) attack. If a "6" is rolled, the Japanese unit's Combat Strength is immediately doubled. The outcome of the attack is found by cross-referencing the "6" die roll with the appropriate attack differential column selected after the Japanese unit's Combat Strength has been doubled. The indicated result is then applied against the defending American unit. Regardless of this result, the Japanese unit which executed the attack is immediately eliminated.

3) All results except "Ae" and "Ar" destroy an attacked intrinsic Japanese Militia Strength.

4) American Casualty Points: The number to the left of the slash represents the American Casualty points suffered when American units are attacking. The number to the right of the slash represents the American Casualty Points inflicted when Japanese units are attacking. The Casualty Point number is always multiplied by the number of American units involved in the combat, regardless of which units are attacking.

5) Whenever a "6" is rolled for a Japanese attack, the Japanese unit is considered to be making a Special Attack (see 8.54).

6) Instead of the indicated number, ten (10) American Casualty Points are suffered for each supplied American unit which is eliminated, because it is unable to execute a required retreat. Thirty (30) American Casualty Points (rather than the indicated number) are suffered for each misapplied American unit eliminated (either directly or due to an inability to retreat). Supplied American units are returned on the American Reinforcement Phase of the 3rd Game-Turn following the turn in which they were eliminated. Unsupplied American units are never returned once eliminated.

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ABBREVIATED SEQUENCE OF PLAY

A. THE AMERICAN "PLAYER-TURN"

1. **American Forces Movement Phase.** Note: There is no American Forces Movement Phase on the 1st Game-Turn.
2. **American Amphibious Assault Phase.**
3. **American Forces Combat Phase.**
4. **American Reinforcement Phase.**
5. **American Air Interdiction Phase.** Note: There is no Air Interdiction Phase in the *solitaire* version of the game.

B. THE JAPANESE "PLAYER-TURN"

1. **Japanese Doctrine Phase.**
2. **Japanese Forces Movement Phase.**
3. **Japanese Forces Combat Phase.**

C. Air Interdiction Removal Phase.

Note: This phase does not occur in the *solitaire* version.

D. Game-Turn Indication Phase.

[14.3] JAPANESE DOCTRINE CHART

Die Roll	TRACK #1 Release of Coastal Combat Units	TRACK #2 Release of Line Combat Units	TRACK #3 Japanese Reinforcement Units	TRACK #4 Japanese Militia Strength	TRACK #5 Tokko Results Table Used	Die Roll
1	All	All	3-10,2-10	Tripled	Tokko #3	1
2	Half	All	2-10,2-8	Doubled	Tokko #2	2
3	Half	All Inland	2-8,1-8	Normal	Tokko #2	3
4	Half	All Coastal	1-8	Normal	Tokko #1	4
5	Half	All Southern	1 - 8	Normal	Tokko #1	5
6	None	All Northern	None	Halved	Tokko #1	6
	All Coastal Combat and Line Combat Units are automatically released at the start of the Japanese Forces Movement Phase of the 4th Game-Turn. Any Japanese unit is automatically released when an American unit moves adjacent to it. Half refers to releasing half of the remaining unreleased Japanese units, regardless of prior releases.		Use on all Game-Turns (Exception: see 9.15)	Use for each intrinsic Militia Strength at instant of Combat. Modify the normal intrinsic Militia Strength as indicated.	Use only on first Game-Turn during American Amphibious Assault Phase	

[14.4] TOKKO RESULTS TABLES

Table Nr.	Die Roll					
	1	2	3	4	5	6
Tokko Nr.1	100	100	100	●	●	●
Tokko Nr. 2	100	100	100	100	●	●
Tokko Nr. 3	300	200	100	100	●	●
Tokko Nr. 4	Tsuno	Miyazaki	Ariake	Osumi	Satsumo	Sendai

The die roll is compared to Tokko Results Table #4. If the result indicated an invasion zone in which no American units have been placed the Player continues rolling the die until a zone in which there are American units is indicated. For each 100 American Casualty Points inflicted by Tokko, three American units must be removed from an invasion zone hex. The American units are always removed from the American occupied invasion zone hex with the highest identity number. If insufficient American units are available in an invasion zone to match the required Tokko losses, the die is rolled

Track #5 determines the effectiveness of the Japanese Tokko forces assigned to strike the American invasion fleet during the first week of the American landings on Kyushu. Track #5 is used on the 1st Game-Turn only. At the start of the American Amphibious Assault Phase of the 1st Game-Turn, after the American units have been placed in the invasion zone hexes, the Player rolls the die and compares the result to Track #5. This will direct him to one of three Tokko Results Tables. He then immediately rolls the die a second time and compares the rolled number to the proper Tokko Result Table. If the result is "No Effect," nothing else happens and the American Forces proceed with their amphibious assaults. If a number (either 100, 200, or 300) is obtained, the Player should immediately record that number on the American Casualty Points Track (see 15.5). The Player then rolls the die a third time and compares the rolled number to Tokko Results Table #4 to determine in which of the invasion zones the casualties have been inflicted. Each of the abbreviations on Tokko Results Table #4 represents one of the six invasion zones in southern Kyushu.

again and the losses are taken from the resulting invasion zone. This procedure is repeated until three American units have been removed for each 100 American Casualty Points inflicted by Tokko. These American units must be immediately removed from play (before the American amphibious assaults are initiated) and they are permanently lost. No additional American Casualty Points are scored for the loss of these units. Each group of three American units must be removed from a single invasion zone hex (for every 100 Casualty Points one stack of three American units is eliminated).

Note: If American units occupy hexes in either the Fukuoka or Imari invasion zones, the American tokko losses are simply taken in priority of hex identity numbers, the first losses taken from the American occupied invasion zone hex with the highest identity number. This procedure is continued until the required number of American units are eliminated. The highest hex identity number is always assumed to mean the hex numbered with the highest four digit total, i.e., hex #2326 is higher than hex #2325.

Japanese Movement Priorities (synopsis)

[14.51] Japanese units are moved in order of the slowest and weakest unit being the first to move while the fastest and strongest unit moves last.

- a) All (2-4) units
- b) All (3-4) units
- c) All (4-4) units
- d) All (1-8) units
- e) All (2-8) units
- f) All (2-10) units
- g) All (3-10) units

[14.52] The movement must be made by the most direct possible route (shortest in terms of Movement Points) toward a specific destination hex.

[14.53] A Primary Destination Hex is defined as any vacant hex adjacent to an American unit. A Secondary Destination Hex is defined as a vacant hex adjacent to a Primary Destination hex.

[14.54] Each Japanese unit is moved into (or toward) a destination hex according to a strict sequence of priorities.

1) Primary Destination Hex (nearest to the unit in terms of Movement Points). If two Primary Destination Hexes are equidistant, the unit moves according to these sub-priorities:

- A) Into a Rough Terrain Hex;
- B) Into a City Hex;
- C) Into a Town hex;
- D) Into a Clear Terrain hex.

2) As soon as all Primary Destination Hexes are occupied by Japanese units, each Japanese unit must move into (or toward) the nearest Secondary Destination Hex.

[14.55] In any category of Japanese units (see 14.51), the first unit to move is the unit nearest its destination hex (in terms of Movement Points).

[14.56] If two (or more) Japanese units (in the same category) are equidistant from their destination hex(es), the unit occupying the hex with the highest identity number moves first.

[14.57] If one Japanese unit is equidistant from two or more destination hexes (or equal priority), the unit moves toward the destination hex with the higher identity number.

[14.58] A hex is not considered a destination hex (i.e., it should be ignored) if a Japanese unit with an infinite Movement Allowance could not move into the hex due to the blocking nature of American Zones of Control and/or all-Sea hexsides.