

ISLAND WAR

Okinawa

The Last Battle, April 1945

EXCLUSIVE RULES

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11.0 INTRODUCTION

12.0 REINFORCEMENTS

- 12.1 When Reinforcements Arrive
- 12.2 Where Reinforcements Arrive
- 12.3 Reinforcements and Combat

13.0 REPLACEMENTS

- 13.1 Restrictions

14.0 INVASIONS

- 14.1 Invasion Procedure

15.0 EXITING THE MAP

16.0 GROUND SUPPORT

- 16.1 Effects of Terrain
- 16.2 FPF Limitations

17.0 VICTORY CONDITIONS

- 17.1 Value of Units in Victory Points
- 17.2 Victory Points for U.S. Retreats
- 17.3 Territorial Objectives
- 17.4 Value for Exiting the Map
- 17.5 Line of Communications
- 17.6 Japanese Automatic Victory

18.0 SCENARIOS

- 18.1 Outer Shuri Defenses
- 18.2 Japanese Counterattack
- 18.3 Final Shuri Defense
- 18.4 Breakout
- 18.5 The Campaign Scenario

19.0 GAME NOTES

- 19.1 Players' Notes
- 19.2 Designer's Notes

[11.0] INTRODUCTION

Okinawa is a simulation of combat between U.S. and Japanese forces over control of the Island of Okinawa in 1945. The game focuses on the battles which took place in the southern quarter of the island, as the Japanese attempted to demonstrate to the Americans that an invasion of the Japanese islands would be prohibitively costly.

[12.0] REINFORCEMENTS

GENERAL RULE:

Only the U.S. Player receives reinforcements. The number and type of reinforcement units received is listed on the Turn Record/Reinforcement Track. These units appear during the Owning Player's Movement Phase of the Game-Turn next to which they are listed.

CASES:

[12.1] WHEN REINFORCEMENTS ARRIVE

Reinforcements arrive during the Movement Phase, after all units already on the map which are

to move that Phase have been moved. Reinforcements may be moved normally during the Movement Phase in which they arrive. Reinforcements may be deliberately withheld, and brought into the game on some later Game-Turn.

[12.2] WHERE REINFORCEMENTS ARRIVE

U.S. Reinforcements may be brought onto the map in any hex at the northern or eastern mapedges. Reinforcements may conduct invasions on their Game-Turn of arrival (see 14.0).

[12.21] In Enemy Zones of Control

Reinforcements may arrive in an Enemy Zone of Control. However, if they do so, they may move no farther than Movement Phase and must attack at least one Enemy unit to which they are then adjacent (see 6.0).

[12.22] On Mapedge Hexes

Units which are to enter at a particular mapedge may be placed in any hex in the first row of hexes at that mapedge. These units pay only the Movement Point cost for entering the hex at the mapedge (and all other hexes which they enter that Phase). They need not pay any extra Movement Points to enter, regardless of the number of units entering through the same hex.

[12.3] REINFORCEMENTS AND COMBAT

Reinforcements may engage in combat in the normal manner in the same Game-Turn that they arrive.

[13.0] REPLACEMENTS

GENERAL RULE:

Both sides are allowed a certain number of replacements during the course of the game. They may be used only in the Campaign game.

CASES:

[13.1] RESTRICTIONS

[13.11] At any time on Game-Turn Eighteen or after, the U.S. Player may replace a total of eight destroyed U.S. units. They may be brought into play all at once or in smaller groups.

[13.12] The Japanese Player receives one Replacement Point per Game-Turn. These Points are equivalent to the Defense Strength Point of an infantry unit. The Japanese Player may accumulate these Points from Game-Turn to Game-Turn. He may replace a destroyed unit by expending a number of Replacement Points equal

to the Defense Strength of the unit. He may bring back as many units as he has Points for, but may replace only infantry units.

[13.13] The replacement of a unit does not nullify the Victory Points awarded for its original elimination.

[13.14] U.S. replacements return to play by entering from the northeast mapedge. Japanese replacements enter the game by appearing in a city hex in Shuri or Naha. They are limited to one unit per hex, which must be placed at the beginning of the Japanese Player-Turn.

[13.15] The Japanese Player may continue to bring in replacements and accumulate Replacement Points as long as there is at least one city hex in either Shuri or Naha which is still controlled by the Japanese. Control goes to the side which occupied, or was the last to have passed through the hex. All Shuri and Naha hexes start the Campaign Game controlled by the Japanese.

[14.0] INVASIONS

GENERAL RULE:

Both Players may make a limited number of invasions during the course of the game. Each Scenario tells whether or not either side may make an invasion.

CASES:

[14.1] INVASION PROCEDURE

[14.11] The U.S. Player may use either Marine or Army units or a combination of the two types in an invasion.

[14.12] The Japanese Player may use only engineer and/or commando units for his invasion.

[14.13] For a unit to be used in an invasion, it must have begun the Player-Turn in a clear terrain coastal hex, free of Enemy Zones of Control. It may **not** move during the Movement Phase. At the end of the Movement Phase simply place the unit on **any** other vacant clear terrain coastal hex. It may move no farther than Phase.

[14.14] No more than six U.S. units may make invasions in a single Game-Turn

[14.15] All eligible Japanese units may make invasions in every Game-Turn.

[14.16] Neither side may make invasions on the last Game-Turn of any Scenario.

[15.0] EXITING THE MAP

GENERAL RULE:

Players' units may exit from the map. An exiting unit must pay the terrain cost in Movement Points to enter an imaginary hex presumed to be adjacent to the mapedge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited. Once a unit exits the map it may not return. Exited units are **not** considered eliminated (but see 17.4) and are kept separate from eliminated units.

[16.0] GROUND SUPPORT

[16.1] EFFECTS OF TERRAIN

The U.S. Player may never use his Ground Support Points as Barrage Strength against any Japanese unit which is in Rough terrain. [Note that there are no U.S. artillery units in the game.]

[16.2] FPF LIMITATION

The U.S. Player is limited in the number of FPF which he may use in a given combat. The U.S. may

use no more than four (4) Ground Support Points as FPF in a given combat. There is no limitation on the use of Japanese FPF.

[17.0] VICTORY CONDITIONS

Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for eliminating Enemy units, for reaching territorial objectives, for exiting from the map and (for the Japanese Player) inflicting retreats upon U.S. units. Players must keep track of Victory Points on a piece of scratch paper.

CASES:

[17.1] VALUE OF UNITS IN VICTORY POINTS

[17.11] Each unit has a numerical Victory Point Value equivalent to the total of its Combat Strengths (Attack plus Defense Strengths for non-Artillery units; Barrage, FPF and Defense Strengths for Artillery units). Thus, a Marine Battalion (4-4-10) would be worth eight Victory Points.

[17.12] Victory Points are awarded to the Player when he eliminates Enemy units. If the Japanese Player eliminated a U.S. 4-3-10, the Japanese Player would receive seven Victory Points.

[17.2] VICTORY POINTS FOR U.S. RETREATS

[17.21] The Japanese Player receives one Victory Point for each hex a U.S. unit retreats. This retreat can be the result of a Japanese attack or a U.S. attack. For example, if a U.S. unit received a "D3" Result, the Japanese Player would receive three Victory Points. If a U.S. unit suffered an "A1," the Japanese Player would receive one Victory Point.

[17.22] Victory Points are awarded to the Japanese Player as soon as the Combat Result is applied, and for **each** U.S. unit which suffers a retreat result. If an American unit is destroyed, the Japanese Player only receives the Points for the elimination of the unit and **not** for any hexes it may have retreated (as explained in case 7.74 of the Standard Rules).

[17.3] TERRITORIAL OBJECTIVES

[17.31] Each Scenario will state which **two** Objective Lines are in use for that particular Scenario. The Players receive certain Victory Points for the positions of their units in relation to these lines at the end of the Scenario. If the Japanese Player has a unit north of the primary line he receives 5 Victory Points for this. If the Japanese Player has a unit north of the secondary line, he receives 1 Victory Point. He receives these Points for each unit so positioned at the end of the game. [Note that a unit north of the primary line is also north of the secondary line, but would receive only the Victory Points for being north of the primary line.] The U.S. Player receives 4 Victory Points for each unit south of the secondary line at the end of the Scenario.

[17.4] VALUE FOR EXITING FROM THE MAP

[17.41] The Japanese Player receives **three** Victory Points for each Defense Strength Point exited off the Northeast mapedge. In addition, the U.S. Player must immediately remove any three of his units from the map as each Japanese unit exits. The units chosen need not be those units nearest to the exit hex.

[17.5] LINE OF COMMUNICATIONS

[17.51] All U.S. units on the map [only] are required to have a Line of Communications. U.S. units must trace a Line of Communications to any hex on the northeast mapedge at the end of each Scenario or else the Japanese Player will receive Victory Points.

[17.52] The Japanese Player receives **three** Victory Points for each U.S. unit which is unable to trace a Line of Communications at the end of the Scenario.

[17.53] A Line of Communications is defined as a series of contiguous hexes free of Enemy units or their Zones of Control. A Line of Communications may always be traced through a hex containing a Friendly unit, regardless of Enemy Zones of Control.

[17.6] JAPANESE AUTOMATIC VICTORY

In any Scenario, if the U.S. Player does not have at least one unit south of the secondary line **and** if the Japanese Player has at least one unit north of the secondary line, the Japanese Player automatically wins the Scenario, regardless of the Victory Point totals.

[18.0] SCENARIOS

GENERAL RULE:

The instructions for each Scenario include each Player's Initial Deployment. Units are identified by their Combat Strengths and Movement Values. Units must be deployed in the map area or specific hexes listed. Also included in each Scenario are Special Rules, the length in Game-Turns and Victory Conditions.

PROCEDURE:

The Japanese Player always sets up first in accordance with the placement constraints listed in each individual Scenario. He may only set up his units south of the Primary Line described in the Scenario. The U.S. Player then sets up his units. He is free to place them in any hex north of that Scenario's Primary Line not in a Japanese Zone of Control.

CASES:

[18.1] OUTER SHURI DEFENSES

[18.11] U.S. INITIAL DEPLOYMENT
15 (4-3-10).

[18.12] JAPANESE INITIAL DEPLOYMENT

In Yonabaru:

3 (2-3-10).

West of 1800 hex row (inclusive):

4 (3-4-10), 1 (2-3-10).

Anywhere south of Primary Line:

4 (3-4-10), 1 (2-3-10), 3 (1-2-10/1-6), 2 (1-2-2/2-8), 1 (1-2-5/1-6).

[18.13] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. No invasions are permitted in this Scenario.
3. The Primary Line is **Line A**. The Secondary Line is **Line B**.
4. This Scenario begins on Game-Turn One and continues through Game-Turn Twelve.

[18.14] VICTORY CONDITIONS

The **Japanese Player** wins if his Victory Point total exceeds the U.S. Point total by at least **50** Victory Points. Otherwise, the **U.S. Player** wins.

[18.2] JAPANESE COUNTERATTACK

[18.21] U.S. INITIAL DEPLOYMENT
27 (4-3-10).

[18.22] JAPANESE INITIAL DEPLOYMENT
3 (3-4-10), 3 (2-4-10), 11 (2-3-10), 2 (1-1-0), 2 (1-1-8), 1 (3-2-10), 5 (1-2-10/1-6), 3 (1-2-2/2-8), 2 (1-2-15/6).

[18.23] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. The **U.S. Player** is **not** permitted any invasions in this Scenario. The **Japanese Player** is allowed to invade on any **two** Game-Turns of his choice.

3. The **U.S. Player** must remove **nine** 4-3-10 battalions by exiting them from the northeast mapedge. They must be removed by Game-Turn 19 or else the Japanese Player will be awarded Victory Points. For each of the nine units which does not exit from the map in time, the Japanese Player is awarded **three** Victory Points. The Japanese Player continues to receive Points in this fashion each Game-Turn until the required nine units have been exited.

4. The Primary Line is **Line B**. The Secondary Line is **Line C**.

5. This Scenario begins on Game-Turn 14 and continues through Game-Turn 23.

[18.24] VICTORY CONDITIONS

The **Japanese Player** wins if his Victory Point total exceeds the U.S. Victory Point total by at least **50** Victory Points; otherwise the **U.S. Player** wins.

[18.3] FINAL SHURI DEFENSE

[18.31] U.S. INITIAL DEPLOYMENT
17 (4-3-10), 18 (4-4-10).

[18.32] JAPANESE INITIAL DEPLOYMENT
4 (2-4-10), 8 (2-3-10), 7 (1-2-10), 2 (1-2-10/1-6), 2 (1-2-2/2-8), 1 (1-2-15/1-6).

[18.33] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. There are **no** invasions permitted in this Scenario.
3. The Primary Line is **Line C**. The Secondary Line is **Line D**.
4. This Scenario begins on Game-Turn 29 and continues through Game-Turn 39.

[18.34] VICTORY CONDITIONS

The **Japanese Player** wins if his Victory Point total exceeds the U.S. Victory Point total by at least **50** Victory Points; otherwise the **U.S. Player** wins.

[18.4] BREAKOUT

[18.41] U.S. INITIAL DEPLOYMENT
26 (4-3-10), 18 (4-4-10).

[18.42] JAPANESE INITIAL DEPLOYMENT
1 (3-4-10), 2 (2-4-10), 6 (2-3-10), 7 (1-2-10), 2 (1-2-10/1-6), 1 (1-2-2/2-8).

[18.43] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. The **Japanese Player** may make **no** invasions in this Scenario. The **U.S. Player** is permitted to invade on any **one** Game-Turn, but no sooner than Game-Turn 49.
3. The Primary Line is **Line D**. There is **no** Secondary Line.
4. This Scenario begins on Game-Turn 46 and continues through Game-Turn 60.

[18.44] VICTORY CONDITIONS

The **Japanese Player**, in addition to the normal Victory Points for U.S. retreats, eliminated units and Japanese units exited from the map, receives at the end of **each** Game-Turn **one** Victory Point for each Japanese unit remaining on the map at the end of that Game-Turn.

The **Japanese Player** receives **no** Points for Territorial Objectives. The **U.S. Player** receives **no** Victory Points at **all** in this Scenario. The **Japanese Player** wins if he achieves 100 Victory Points. The **U.S. Player** wins if the Japanese Player does not reach this level.

[18.5] THE CAMPAIGN SCENARIO

[18.51] U.S. INITIAL DEPLOYMENT
Same as case 18.11.

[18.52] JAPANESE INITIAL DEPLOYMENT

Anywhere south of Primary Line:
All Japanese units.

[18.53] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. The **Japanese Player** may make invasions on any **two** Game-Turns. The **U.S. Player** may also make invasions on any **two** Game-Turns, but may not make more than one if there are any Japanese units north of **Line D**.
3. The Players should use Replacement Rules.
4. The Primary Line is **Line A**. There is no Secondary Line.
5. This Scenario begins on Game-Turn 1 and continues through Game-Turn 60.

[18.54] VICTORY CONDITIONS

The **U.S. Player** receives **no** Victory Points. The **Japanese Player** receives the normal Victory Points for U.S. retreats and eliminated units, and for exiting the map. In addition, he receives **four** Victory Points for each unit the U.S. Player brings onto the map as either Reinforcements or Replacements. He **also** receives **10** Victory Points per Game-Turn (starting on the 45th Game-Turn) if there is at least one Japanese unit remaining on the map. This is determined at the end of each Game-Turn. The Japanese Player **also** receives **four** Victory Points for each U.S. unit which makes an invasion during the course of the game. (If a particular unit were to participate in two invasions, the Japanese Player would receive four Victory Points for that unit for each invasion — a total of 8 Victory Points.) The **Japanese Player** wins if he achieves at least **500** Victory Points during the course of the game. Otherwise, the **U.S. Player** wins.

[19.0] GAME NOTES

[19.1] PLAYERS' NOTES

In all the Scenarios, the burden of the attack is on the U.S. Player. He must not pass up an opportunity to dislodge a Japanese unit from a strong defensive position. Tactically, the U.S. Player should always take advantage of Japanese units that are not in Rough terrain, because they are vulnerable to U.S. Ground Support. Since the Japanese Player receives Points for retreating U.S. units, avoid making attacks which are unnecessary. The U.S. Player should be careful to maintain a solid front and allocate some units to rear security to guard against a possible Japanese

invasion. The best chance the U.S. Player has is to advance down the two coasts where the terrain is not as difficult.

The Japanese Player is always on the defensive. Careful consideration should be made of any contemplated counterattack. It will be almost impossible to launch any sort of formal attack to destroy U.S. units. The best bet to destroy U.S. units is after the U.S. Player has made a mistake or has suffered an adverse result while attacking, and opened a hole in his line. However, it is by far better to just sit there and let the U.S. dig his own grave by attacking. Never "Banzai" unless it is absolutely imperative and even then think it over. Banzai attacks help the U.S. in the long run because there are fewer units he has to destroy.

[19.2] DESIGNER'S NOTES

Okinawa was the most difficult game of the four to hammer into the **Island War** system. In the process, it went through a considerable variety of configurations [the final version of which captures the flavor of the struggle, while preserving the ease of play which the Standard Rules provide].

Okinawa was a decidedly different type of operation from all the other Pacific battles that had gone before it. The size and terrain of the island, as well as the concentration of Japanese troops and equipment, coupled with the almost unbelievably elaborate defensive networks, combined to make **Okinawa** the most formidable endeavor of the Pacific war for the U.S. This perspective of the battle is most often obscured because **Okinawa** came at the end of the war, at a time when U.S. might seemed invincible and the Japanese seemed already defeated. It need only be pointed out that by bringing all available firepower to bear, the conquest of southern **Okinawa**, an objective that was planned to be achieved in 40 days by two divisions, required 83 days and six divisions, plus reinforcements. **Okinawa** cost the U.S. 65,000 casualties, including 12,281 dead.

On **Okinawa**, the Japanese had hoped to make the price of victory so high that the U.S. would consider a negotiated peace rather than an invasion of Japan. In a sense, the plan worked. All of the predictions about the devastating losses expected from an invasion of Japan were based primarily on the experience at **Okinawa**. Unfortunately rather than a negotiated peace, **Okinawa** sealed the decision to drop the atomic bomb. Thus, the Victory Points in the Scenarios

are designed around the basic Japanese goals of holding on as long as possible and inflicting maximum U.S. casualties.

The mapboard depicts only the southern quarter of the island. The Japanese elected to allow the U.S. troops to come ashore unmolested and overrun the northern $\frac{3}{4}$ of the island. The actual battle for **Okinawa** did not begin until the U.S. troops first approached the outer Shuri defenses, as depicted in the First Scenario.

There is one Special Rule that deserves comment. The prohibition against the U.S. Player using barrage attacks against the Japanese in Rough terrain was designed to show the total ineffectiveness of U.S. artillery during the campaign. In one case, six battleships and twenty-seven battalions of artillery fired over 19,000 rounds for a thirty minute period prior to an infantry assault. This barrage inflicted less than 190 casualties and the attack was completely repulsed with heavy casualties, while the Japanese remained virtually intact.

Okinawa saw the first large deployment of U.S. armor in the Pacific, including the first major use of armored flame throwers. The armor was almost totally committed in tank-infantry teams, rather than in segregated formations. Thus, the U.S. Attack Strengths have been increased to reflect the organic armor. Likewise, the Japanese employed their 47mm anti-tank guns with great effectiveness against the armor, and the Defense Strengths of certain Japanese units were increased to reflect this capability. The Japanese Order of Battle is fairly complete, as good records are available. Some small units that were cannibalized for replacements during the battle have been intentionally omitted.

Finally, the limitations on additional U.S. invasions in southern **Okinawa** are the result of logistical constraints. There was a general reluctance at all levels of command to risk another "Anzio."

DESIGN CREDITS

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