



Batalha de Guadalcanal

Fim da Expansão Nipônica



THE GUADALCANAL CAMPAIGN

General Rules

1.0 – INTRODUCTION:

The Guadalcanal campaign was the end point of Japanese progress through the Pacific. Although more than two years of war were yet to come, from then on, the Japanese would have to go on the defensive against the ever-growing American power.

The terrible island of Guadalcanal alone was already an obstacle: a densely wooded area, heavily attacked by malaria and with a few bad trails. The biggest goal on this island was the airfield known as "Henderson Field."

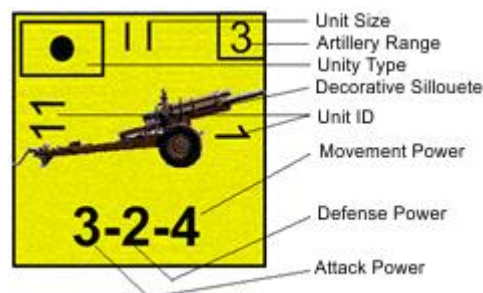
The American landing took place on 07/08/42 unopposed, but both contenders launched reserves in bloody fighting until, on 17/01/43, the Japanese gave up to losers and began the withdrawal. On 08/02/43, the Japanese finished the evacuation of the island. This was the first victory of U.S. ground forces in the Pacific campaign.

2.0 – MATERIAL:

2.1 – Map → Represents the northern coast of the island of Guadalcanal, a total of 709 hexagons (including sea hexagons).

2.2 – Pieces in → In a total of 102 pieces (except counters), 64 American (represented in yellow) and 38 Japanese (white). In this simulation, all units are battalion level. The number to the left of the piece is that of the regiment (or brigade) and the number on the right is that of the division to which the battalion belongs. A division is usually composed of 3 (three) regiments and the regiments by 3 (three) battalions, but there are exceptions.

2.2.1 - Pieces Characteristics:



Unit Size: All wargames, in general, must have an equivalence between the pieces of both contenders regarding their "size" or "level". Wargames can be company level (I), Battalion (II), Regiment (III)- Brigade (X), Division (XX) or Army Corps (XXX). This simulation is battalion level.

Artillery Range: It is the limit of the range, in hexagons, of the attack power of artillery units.

Unit Type: Is the "emphasis" of elements that make up a unit. The types used in this simulation are as follows:

	- Infantry		- Armored		- Artillery
	- Raiders		- Mariners		- Mountain Artillery
	- Naval Infantry		- Coastal Defense		- Engineers

Unit ID: It is the identification of the part. In this simulation, these numbers represent the division and the regiment to which the battalion belongs. The number on the right identifies the division and the number on the left, the regiment.

Attack Power: This unit's combat value when it attacks. In artillery units, it is also the power with which it supports distance combat.

Defense Power: It's the combat value of this unit when it's attacked.

Movement Power: Is the displacement value of the unit during the start.

The example unit is a battalion (or group) of the 11th Artillery Regiment of the American 1st Division (yellow color). It has attack power 3, defense power 2, 4-move power, and 3-range.

2.3 - Tables → (See last page) - This simulation has the following tables: "Combat Effects Table", "Terrain Effects Table on Movement and Combat", "Bombing Table", "Vulnerability Table" and "Air Power Table". Their jobs are explained later.

2.4 – Auxiliary Counters

2.4.1 – Turn Counter: These are the numbered squares from 1 to 24 at the top left of the board, each turn representing one week of the actual period (between 07/08/42 and 08/02/43).

2.4.2 - Air Power Counter: These are houses numbered 1 through 10 at the top right of the board. Your job is explained below.

2.4.3 - Dices: This simulation uses two data for combat resolution. The data is NOT used in the movement of the parts.

3.0 - SEQUENCE:

In each turn, the first to move is the American player, who moves as many of his units as he wants, in the so-called American "Movement Phase"; then comes the American "Combat Phase" when the American player performs the attacks against the Japanese units he engaged in his "Movement Phase". After the American "Combat Phase" comes the Japanese "Move Phase" when the Japanese player moves his units and engages them (or not) with the American units; then comes the Japanese "Combat Phase" where the engagements of the Japanese "Movement Phase" are solved. Then the turn is changed, restarting the sequence.

4.0 - MOVEMENT:

To move, units use their Moving Power. This is given in the form of moving points, which are spent when the unit moves from one hexagon to another, according to the type of terrain. The points spent, by the type of terrain, are given in the "Terrain Effects Table on Movement and Combat".

EXAMPLE: An American unit 3-3-5 leaves the Hexagon of Kukum, crosses the Lunga River (spends 1 point), enters Henderson Field (considered open ground, plus 1 point) and proceeds to the mountain hexagon south of it (plus 3 points), ending its movement ($1 + 1 + 3 = 5$).

OBSERVATIONS:

- + A unit can NEVER exceed its moving power in its respective "Movement Phase".
- + Units are NOT required to use all their moving power and may spend less points than the total allowed by "Movement Phase".
- + Unused Movement Points by one unit cannot be accumulated for other turns.
- + Unused Movement Points by one unit cannot be transferred to other parts.
- + When two or more units move together, their moving power is NOT added.

4.1 - Restrictions to movements

4.1.1 – From Friendly Units: Both Americans and Japanese can concentrate a maximum of 3 (three) units in the same hexagon. However, even if the hexagon reaches the maximum number of units, other non-enemy units can pass through it without stopping at it.

4.1.2 - From Enemy Units: Every unit belongs to a "zone of engagement" referring to the 6 (six) hexagons that

surround it. When an enemy unit moves to one of the hexagons in its "engagement zone", it is forced to stop (it is said that it "engaged").

When starting your "Movement Phase", if an American unit is engaged with an enemy unit and the player does not want to engage in combat, the player will have to remove his piece from the enemy "engagement zone", provided that spending 1 more movement point to "break contact". The Japanese, on the contrary, is never forced to retreat and is not required to attack when he starts an engaged turn (but will have to attack if he was the one who engaged in the current turn). If you prefer to retreat, the Japanese will also have to spend 1 more movement point to "break contact".

If, on the other hand, the unit is in "Dominant Terrain" in relation to the enemy(s) piece(s) that is engaging it, it is released from disengaging. "Dominant Terrain" means the terrain that has the greatest advantage, in combat, in number of columns.

If an American unit, for whatever reason, cannot disengage or be on dominant ground, it will have to attack. Two enemy units can NEVER occupy the same hexagon at the same time.

EXAMPLE: A turn begins with an American unit occupying a mountain hexagon engaged with a Japanese unit in forest. The American unit does not need to retreat or is obliged to attack, because it is in "dominant terrain" (mountain) in relation to the Japanese (forest). The Japanese unit, however, benefits from the special rule that Japanese units are never forced to retreat when they start an engaged shift. Therefore, neither is obliged to make any move. However, if any other units move to the enemy engagement zone, it will have to attack.

4.2 – Entry to the Island → Booster Units of both contenders enter the island, these being landed on any hexagon of open or populated land coast, provided that unoccupied by the enemy. They can move immediately, starting the count on the landing hexagon.

4.3 – Departure from the Island → Both contenders can remove their units from the island at any time, simply so that they can move to any hexagon of open or populated land coast and that is disengaged. In addition, the exhausted American units were withdrawn before the end of the campaign – they are:

- 11th turn - Battalion of "Raiders" of the 1st Marine Division.
- 18th turn - 5th Regiment of "Marines".
- 20th turn - 1st Regiment of "Marines", 11th Artillery Regiment, Tank Battalion and Engineering Battalion of the 1st Division and the other battalion of "Raiders".
- 22nd turn - 7th Regiment of "Marines".

4.4 – Movement by the Sea → Both contenders have the necessary resources to make small beach-to-beach landings. To do this, it is enough for an unengaged unit to begin the shift on a coast hexagon to be transported to any hexagon of open land or village coast of the island, as long as it is vacated by the enemy. Only one unit can perform this move per turn, and it has its moving power divided by 2 (two).

5.0 - COMBATS:

At the end of the "Movement Phase", when enemy units are occupying adjacent hexagons, it is considered that "engaged", being the last to move considered the attacker.

5.1 – To solve combat, the "Combat Effects Table" is used through the combat powers of the units. The sequence is as described below:

5.1.1 - Force Relationship:

1st - Add the ATTACK powers of the attacking units.

2nd - Add the DEFENSE powers of the units being attacked.

3rd - Divides the value obtained in the 1st step by the value obtained in the 2nd step, disregarding the non-entire part of the result ($11 \div 4 = 2.75 \rightarrow$ disregarding 0.75, the force ratio will be 2-1 (two to one)).

OBSERVATIONS:

+ The attacker cannot check the defense points of the units he will attack before declaring how many points he will

attack.

+ Once the defender warns how many he will defend himself with, there may NO longer be any changes by any of the parties
(This is especially important in simulations like this, where both contenders have air power).

5.1.2 – Influence of the Ground: Certain lands favor defense, but none favor attack. The benefits of the terrain for defense are given in the form of "columns" in the "Terrain Effects Table on Movement and Combat". Determined the ratio of forces (V.5.1.1), the terrain where the defense unit is located and, if favored to the defense, in how many columns on the left.

OBSERVATION:

+ When, in the defender's hexagon, there are two or more types of terrain influencing combat, the terrain that provides the largest number of columns on the left is always considered.

5.1.3 – Siege: If a defending unit is engaged in such a way that it cannot retreat to a hexagon free of enemy "engagement zones", these defenders are considered to have been surrounded. This gives the attacker the advantage of a right column in the "Terrain Effects Table in Move and Combat".

5.1.4 – Unity of Command: Whenever a regiment participates in a fight (attacking or defending) with all its elements, its "wins" a column (right when attacking and on the left when defending). If the three regiments of the same division are participating in the same attack, it gains another column on the right, per "divisional" unit. Artillery regiments don't count on that bonus.

5.1.5 - Line Determination: Once the previous steps have been completed, the column has been determined; now the row is determined through the data. The data are intended to symbolize all the imponderables of combat. The two dice are released, and the result is the sum of them (for example, 2 in one and 3 in the other gives 5 as a result).

5.1.6 - Results of the Fights:

- DE - Defense Eliminated. One defending unit is eliminated (at the discretion of the defending player) and the other, if any, are required to retreat IN ANY CIRCUMSTANCES.
- DRB - Defense Retreats with Casualties. All defending units recoil from a hexagon (except special rules) and ONLY ONE OF THEM SUFFERS CASUALTIES (at the discretion of the defending player).
- DRI - Defense Retreats Intact. All defending units recoil from a hexagon (except special rules).
- DVB - Defense Wins with Casualties. All attacking units recoil from a hexagon and one of the defending units suffers a low (at the discretion of the defending player).
- DVI - Defense Wins Intact. All attacking units recoil from a hexagon.
- AVI - Attack Wins Intact. All defending units recoil a hexagon (if the result is not DE) and the attacking player may or may not occupy the hexagon abandoned by defenders.
- AVB - Attack Wins with Casualties. As above, but one of the attacking units suffers casualties (at the discretion of the attacking player).
- ARI - Attack Retreats Intact. All attacking units recoil from a hexagon.
- ARB - Attack Retreats with Casualties. All attacking units recoil from a hexagon and one of them suffers casualties (at the discretion of the attacking player).
- AE - Attack Eliminated. All attacking units recoil from a hexagon and one of them is eliminated (at the discretion of the attacking player).
- EMP - Draw. The defending player deletes one or more pieces of his choice; the defensive power of the eliminated units is added, and the attack loses at least the same number in attack power points in eliminated units (at the discretion of the attacking player). The left-field defenders are forced to retreat.
- IMP - Deadlock. All units, both defenders and attackers, remain where they are.

5.2 – Advance after Combat → When the attacker wins a fight, he can occupy the hexagon abandoned by the defender or advance an additional hexagon, depending on the type of the attacking unit; the motorized units (armored) can advance two hexagons (from the hexagon abandoned by the defender), provided that both are open ground or populated and without river between them. Non-motorized units (infantry, marines, etc.) only one. The attacker does not necessarily need to advance, nor advance all the hexagons he could; it is up to you to decide.

5.3 – Retreat Rules → When, after a fight, one or more units are required to retreat, they may not stop in a hexagon occupied by enemy units or a hexagon belonging to the "engagement zone" of an enemy unit. If this is not possible, it(s) will be eliminated.

5.3.1 - Chain Retreat: When a unit retreats to a hexagon occupied by three friendly units, the player may rewind one of the excess pieces to another hexagon (respecting the rule above) and have it left in that hexagon 3 pieces.

5.3.2 – Retreat Across River: When an infantry unit, marines or any other unarmored unit retreats through the river, nothing occurs, but the armored units, when forced to retreat through the river, suffer casualties. If in the combat that originated the retreat she suffers casualties, then it will be destroyed.

5.3.3 – Retreat Under Siege: When a unit (or more) is surrounded and is obliged to retreat, it will go to a hexagon fatally within an enemy "engagement zone". Since you can never close an engaged retreat, it will be forced to retreat to another hexagon and, in this 2nd movement, you should receive casualties (all pieces). If this new hexagon is again from the enemy "engagement zone," all retreating units are eliminated.

OBSERVATIONS:

- + Every unit that retreats to the sea is considered destroyed.
- + Units that retreat through the southern edge of the board are also considered destroyed.
- + Japanese units in mountain hexagons do NOT need to retreat if the result of combat for them is DRI or DRB.
- + If a unit under siege that retreats has suffered casualties as a result of combat, it is automatically eliminated unless it can retreat through a hexagon occupied by friendly units. In this case, she does not suffer casualties in the 2nd movement.

6.0 - AIR POWER:

Air power points represent the relative influence of their air forces in ground combat. In this simulation, both contenders have air power, as shown in the table below:

TURN	AMERICANS	JAPANESES
1	10	0
2	0	10
3-4	5	10
5-10	10	10
11-15	12	10
16-20	15	0
21-24	20	0

6.1 – Air Power Use → The American player has an Air Power counter on the board and two pieces marked "X10" and "X1" (the Japanese has only the "X1" counter). When you start the shift, both put the little pieces in the numbers relative to your air power as described above. When the player wants to support a match, he simply de-counts the points he/she wants on the scoreboard. Thus, he can use his power points both by attacking (his Combat Phase) and defending (Enemy Combat Phase). The air power counter is always manipulated to always show how many points are left for the player.

6.2 – Air Strike → In this simulation, it is allowed to carry out attacks only with air power, using the "Bombing Table". In simple bombardment (without involvement of other types of units), the air power committed by the sum of the vulnerability indexes of the units on the target is multiplied, according to the "Vulnerability Table". Once the final value is found, the corresponding column (considering the effects of the terrain) is verified in the "Bombing Table" and the two dice are released. The meaning of the results is attached to the table.

EXAMPLE: Two Japanese infantry units and one of artillery focus on a hexagon. The American player decides to launch an air strike with 7 points. The vulnerability index on the target will be 4 ($2 \times 1 + 2$). Therefore, the attack will have value 28 (7×4). In the table, this corresponds to column 19-36. If the defenders are in a village hexagon, they "win" a column on the left and therefore the column used will be at 1-18.

OBSERVATIONS:

- + Unused air power points in a turn are NOT accumulated for the following turns.
- + When announcing the value of an attack, it must include air power. In the same way for the defense.
- + U.S. air power points from the 3rd round are only valid if and while Americans have to use Henderson Field. If the Japanese conquer any hexagon adjacent to it, American air power becomes zero.
- + In this simulation, a minimum of 3 points and a maximum of 10 must be used to carry out air strikes.

7.0 - CASUALTIES:

These "casualties" are related to losses of material and men, "stress" of combat and disorganization (temporary or not) of the units.

When a unit suffers casualties in combat, it is turned, with the backup. Being so, you'll have your reduced combat powers marked in red. If you suffer further casualties, you are eliminated. Losses do not affect the moving power.

In this simulation, only the American recovers casualties, simply by disengaging them, as long as they are disengaged.

8.0 - ARTILLERY:

This unit moves like a common infantry unit and has the special feature of being able to attack enemy units without engaging them. The number in the upper right corner indicates the maximum number of hexagons in which the unit can attack the enemy unit (it is interpreted as the range of its cannons). If you engage, it suffers the effects of terrain and combat normally. To support friendly units under attack, the hexagon to be considered is that of the defender.

In simple bombardment (without involvement of other types of units), the attack power of the committed artillery units is added and multiplied by the sum of the vulnerability indices of the units on the target, according to the "Vulnerability Table". Once the final value is found, the corresponding column (also considering the effects of the terrain – except river) is found in the "Bombing Table" and the two dice are released. The meaning of the results is next to the table.

EXAMPLE: Two American 3-2-4 artillery units focus on bombing a hexagon containing three Japanese units, one of them artillery and two infantry units. The attack power will be 6 (2x3) and the vulnerability index will be 5 (1 + 2x2). Therefore, the attack will have a value of 30 (6x5). In the table, this corresponds to column 25-48.

You can concentrate more than one artillery unit on the same combat or bombardment, but an artillery unit cannot be used in more than one combat per stage.

This simulation, there is the coast artillery unit. These units were intended to defend the sea flank of American units. Therefore, the Japanese player is prohibited from landing units in hexagons occupied by that unit and adjacent hexagons.

Mountain artillery units act just like the other artillery units, but spend only 2 points moving in mountain hexagons, instead of 3.

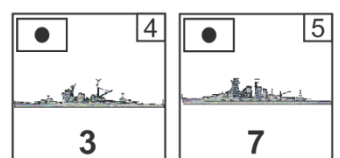
8.1 – Henderson Field Bombardment → The Japanese can use their artillery to try to disable Henderson Field. To do this, it is enough for the Japanese player to perform a common bombardment against the hexagon of Henderson Field (exceptionally for this case, consider the vulnerability index of the aerodrome equal to 10). If the result in the table is DB, the U.S. air power for the next turn is halved (rounding down).

NOTE:

- + It is not allowed to attack the same target hexagon twice in the same turn, even if of two different types of attacks.

9.0 - NAVAL SUPPORT:

Naval supremacy in the waters of the Solomon Islands was challenged during most of the campaign. Occasionally, Japanese ships approached the coast to bomb Camp Henderson (on one occasion, even battleships were used).



Thus, the Japanese player has a naval support that translates into two naval pieces, as shown in the figure on the right. These units are posted in sea hexagons and are used as common artillery units (the number marked at the base of the piece is its attack power).

They have infinite moving power and cannot be attacked by the Americans, but nevertheless can only be used during the Japanese Movement and Combat Phases. They can be used both to bomb Henderson Field (V.8.1) and to support attacks. The part with attack power 3 can be used in turns 2 to 14 and the attack power piece 7, only on turn 10.

10.0 - PREPARATION:

The island of Guadalcanal, in the Solomon archipelago, was occupied by the Japanese aiming for later movements towards the South. To this do so, they began to build an airfield and it was little defended, since an American offensive was not expected.

The garrison consisted of two naval infantry battalions and construction units. The invasion of the Solomon Islands, called "Operation Watchtower", was triggered on 07/08/42. In Guadalcanal, the American attack, unsealed by two regiments of the 1st U.S. Marine Division (the "Marines"), was carried out unopposed, as the Japanese garrison prudently withdrew.

The airfield, which would later be named "Henderson Field" in honor of a marine pilot killed in Midway, was occupied, and put to work as soon as possible. During the following months, the Pacific war would decide around this camp. General Haruyoshi Hyakutake, commander of the 17th Japanese Army, was determined to retake the camp and the Gal. Alexander Vandegrift, commander of the 1st Marine Division, determined to keep him. Both sides began to send ever more reinforcements to the island and the opposing navies fought numerous battles in the surrounding waters.

The campaign was characterized by the mass attacks of the Japanese infantry against the positions tenaciously defended by the "marines". This was the last campaign in the Pacific War in which the Japanese played a predominantly offensive role. With the failure of all attempts to capture Henderson Field, the Japanese eventually gave up and withdrawing, under pressure from the growing number of American troops.
















10.1 - Placement of Units → To follow the following instructions, observe these abbreviations: BI = Infantry Battalion; RI = Infantry Regiment; BN = Naval Battalion; RFN = Marine Regiment; BFN = Marine Battalion; BT = Tank Battalion; DI = Infantry Division; DFN = Marine Division; RArt = Artillery Regiment; BArt = Artillery Battalion; BDC = Coast Defense Battalion.

10.1.1 - Japanese Initial Placement: 1 Naval Infantry Battalion in Kokumbona and one in Aola. The other Japanese units disembark as reinforcements on any hexagon of open land or populated coast that is unoccupied by the enemy:

- ☀ 2° Turn - 1 BI of 28° RI; 5^a FED¹.
- ☀ 4° Turn - 2 BI of 124° RI; Engineering Battalion of 7^a DI.
- ☀ 5° Turn - 1 BI of the 28th RI; 1 BI of the 124th RI and 2 Engineering Battalions.
- ☀ 6° Turn - 4° RI.
- ☀ 7° Turn - Engineering Battalion of the 2nd DI, 10th Mountain Art.
- ☀ 8° Turn - 1 BArt do 4° RArt.
- ☀ 9° Turn - 2 BI do 29° RI; 1 BArt of 4° RArt.
- ☀ 10° Turn - 1 BI of 16° RI; 1 BI of 29° RI; 2 BArt do 2° RArt.
- ☀ 11° Turn - 2 BI of 16° RI; 1 BArt of 2° RArt.
- ☀ 12° Turn - 1 BI of 230° RI; 1 BArt of 21° RArt.
- ☀ 13° Turn - 2 BI of 228° RI; 1 BArt of 21° RArt.
- ☀ 14° Turn - 1 BI of 228° RI.
- ☀ 15° Turn - 1 BI of 229° RI.
- ☀ 23° Turn - 1 BI of 229° RI.

10.1.2 - American Initial Placement: No American unit starts the game on the board. All units that disembark in the 1st turn do so in the hexagon marked "**Praia Vermelha**". Until the 10th round, even, U.S. units land on any coast hexagon between the two red strokes; after the 10th shift, all other units land on any open-land or populated coastal hexagon that is unoccupied by the enemy.

¹ Special Landing Force (Marines).

-  1° Turn - 1° RFN; 2 BFN of 5° RFN; 3 BArt of 11° RArt; Tank and Engineers Battalion of 1^a DFN; 1 BArt of 10° RArt.
-  2° Turn - 1 BDC.
-  3° Turn - 1 BFN of 5° RFN; "Raiders" Battalion of the 1^a DFN.
-  5° Turn - BArt (3-2-4) of 11° RArt; 1 BDC.
-  7° Turn - 7° RFN; 1 BArt of 11° RArt; 1 BFN of 2° RFN.
-  10° Turn - 164° RI; 1 BArt of Div. Americal.
-  13° Turn - 8° RFN; Battalion de "Raiders" (4-3-7); 1 BI of 147° RI; 2 BFN of 2° RFN; 1 BArt of 10° RArt.
-  14° Turn - 182° RI; 1 BArt of Div. Americal.
-  15° Turn - 1 BI of 147° RI.
-  17° Turn - 1 BI of 147° RI; 1 BDC.
-  18° Turn - 132° RI; 2 BArt of Div. Americal (inc.4-2-4).
-  19° Turn - 35° RI; 1 BArt of 25^a DI.
-  20° Turn - BArt (3-2-4) of 25^a DI.
-  22° Turn - 6° RFN; 1 BArt of 10° RArt; 27° RI; 161° RI; 2 BArt of 25^a DI.
-  24° Turn - 1 BDC; 1 BArt (4-2-4).

10.2 – Objectives → As has already been clear, the biggest goal in Guadalcanal is Henderson Field.

10.2.1 - American Objectives: Americans score 2 points per destroyed Japanese unit

10.2.2 - Japanese Objectives: The Japanese score the following points:

- Five points per American unit destroyed.
- 2 points per Japanese unit taken from the island.

NOTE: If the Japanese enter the Henderson Field (even without taking it), the Japanese player wins automatically, regardless of the points made.

NOTE: At the end of the game, the Japanese player eliminates 1/3 of the kills.

NOTE: If no Japanese unit is left on the board, the American wins, regardless of the points made.

COMBAT EFFECTS TABLE:

DICE	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
2-12	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI	DE AVI
3-11	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI
4-10	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB
5-9	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB
6-8	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP
7	DVI AE	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI

FIELD EFFECTS TABLE ON MOVEMENT AND COMBAT:

TERRAIN	MOVEMENT		COMBAT
	NO-MTZ	MTZ	
Clean	1	1	---
Town	1	1	1 Column
Forest	2	3	2 Columns
Mountain	2-3	FORBIDDEN	3 Columns
River	1	1	1 Column

BOMBING TABLE:

	1 – 18	19- 36	37 - 54	55 - 72	73 - ∞
2-12	DB	DB	DB	DB	DB
3-11	DI	DB	DB	DB	DB
4-10	DI	DI	DB	DB	DB
5-9	DI	DI	DI	DB	DB
6-8	DI	DI	DI	DI	DB
7	DI	DI	DI	DI	DI

DI - Defense Intact
DB - Defense suffers Casualties (A defending unit, at the choice of its player, suffers a casualty).

VULNERABILITY TABLE

UNIT TYPE	VULNERABILITY INDEX	
	AIR STRIKE	ARTILLERY
Infantry, Marines, Raiders, Engineering and Naval Infantry.	1	2
Armored.	2	1
Artillery and Coastal Defense	2	2

AIR POWER TABLE

TURN	AMERICANS	JAPANESES
1	10	0
2	0	10
3-4	5	10
5-10	10	10
11-15	12	10
16-20	15	0
21-24	20	0