

# ISLAND WAR

## Leyte

### Return to the Philippines, October 1944

# EXCLUSIVE RULES

Copyright © 1975, Simulations Publications, Inc., New York, N.Y.

#### 11.0 INTRODUCTION

#### 12.0 REINFORCEMENTS

- 12.1 When Reinforcements Arrive
- 12.2 Where Reinforcements Arrive
- 12.3 Reinforcements and Combat
- 12.4 Air Assault

#### 13.0 FPF LIMITATIONS

#### 14.0 JAPANESE SPECIAL DEFENSIVE CAPABILITIES

#### 15.0 VICTORY CONDITIONS

- 15.1 Value of Units in Victory Points
- 15.2 Territorial Objectives
- 15.3 Line of Communications
- 15.4 Levels of Victory

#### 16.0 SCENARIOS

- 16.1 The American Assault
- 16.2 The Mountain Barrier
- 16.3 The Final Collapse

#### 17.0 GAME NOTES

- 17.1 Historical Notes
- 17.2 Players' Notes

#### 18.0 ORDER OF APPEARANCE

### [11.0] INTRODUCTION

**Leyte** is a simulation of the U.S. Army landings, and the subsequent campaign on Leyte Island in the Philippines during late 1944. Leyte's strategic importance was due to its central location within the Philippines Islands and its vital role in Japanese communications and their oil supply from Indonesia.

### [12.0] REINFORCEMENTS

#### GENERAL RULE:

Both Players receive 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

The exact locations in which reinforcement units arrive is indicated on the Turn Record/Reinforcement Track by a code letter. For U.S. reinforce-

ments: N = Northern Beach Area (hexes 2428, 2528, 2628), E = Eastern Beach Area (hexes 1332, 1232, 1132, 1032), S = Southern Beach Area (hexes 0610, 0511, 0512, 0513, 0514). For Japanese reinforcements: Or = Ormoc (hex 0808). Units arriving on mapedges are followed by hexrow numbers.

#### [12.21] On Beach Hexes

The Turn Record/Reinforcement Track will specify which beach area a unit must enter in. The unit may then be placed in any Beach Hex in the specified area not occupied by an Enemy unit. Each reinforcement unit expends two Movement Points to enter the hex. Any number of reinforcement units may enter through the same Beach Hex.

#### [12.22] 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).

#### [12.23] On Mapedge Hexes

Units which are to enter at a particular mapedge specified on the Turn Record/Reinforcement Track may be placed in any hex in the first row of hexes at that particular 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.

#### [12.4] AIR ASSAULT

[12.41] There is one Air Assault Battalion in the game: the Japanese 4th Air Assault Bn. This unit may arrive differently from other units.

[12.42] During the Game-Turn on which it is to enter as a reinforcement, it may be placed in any hex on the map, chosen at the discretion of the Japanese Player. After its placement, it is treated, in all ways, as a normal combat unit. It may not be withheld.

### [13.0] FPF LIMITATIONS

#### GENERAL RULE:

Due to the scale and doctrine of operations on Leyte, limitations are imposed on the use of U.S. and Japanese Final Protective Fire.

#### CASES:

#### [13.1] RESTRICTIONS

[13.11] No more than one artillery unit may apply FPF to a hex under attack in an Enemy Combat Phase.

[13.12] There is no limit to the number of artillery units which may use their Barrage Strength on any given attack; the limitation applies only to the use of FPF.

[13.13] Ground Support Points may **never** be used for FPF; there is no special limitation on their use as Barrage Strength Points.

### [14.0] JAPANESE SPECIAL DEFENSIVE CAPABILITIES

#### GENERAL RULE:

Throughout the campaign on Leyte, the Japanese revealed amazing tenacity as defenders in rough or mountainous terrain. To simulate this, the following rule is applied.

#### CASE:

#### [14.1] MODIFICATION OF COMBAT RESULTS

One hex is always subtracted from a Combat Result of "retreat" assessed against a Japanese unit in Rough or Mountainous Terrain [only]. Thus, a Combat Result of "D2" becomes "D1;" "D1" becomes "no effect." The same applies to Attacker Retreat results assessed against Japanese units attacking from Rough or Mountainous Terrain hexes; "A1" becomes "no effect." Attacker or Defender Eliminated results are treated normally. Note that only Japanese units receive these benefits. All Combat Results against U.S. units are treated normally.

### [15.0] VICTORY CONDITIONS

#### GENERAL RULE:

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 seizing Territorial Objectives, for exiting the map, and for blocking Lines of Communications.

#### PROCEDURE:

There is no Victory Point record chart. Players must keep track of Victory Points on a piece of scrap paper.

#### CASES:

#### [15.1] VALUE OF UNITS IN VICTORY POINTS

[15.11] Each unit has a numerical Victory Point value equivalent to the sum of its Combat Strengths; for non-Artillery units, add the Attack and Defense Strengths, for Artillery units, add the Barrage, Final Protective Fire, and Defense Strengths.

[15.12] Victory Points are awarded to the Player when he eliminates Enemy units. If the U.S. Player eliminated a Japanese 4-6-5 infantry regiment, the U.S. Player would receive 10 Victory Points.

#### [15.2] TERRITORIAL OBJECTIVES

[15.21] Each Scenario will state that a Player will receive a certain number of Victory Points for occupying a specific hex (or hexes). These Points are awarded to the Player at the end of the game on the condition that his units fulfill the requirements. Example: In the Assault Scenario, the Japanese Player ends the game with a unit in Carigara. He therefore receives 15 Victory Points.

[15.22] In addition to the hexes listed in the Scenarios, the Japanese Player always receives 40 Victory Points for occupying one or more Beach Hexes, in the Northern or Eastern Beach Areas, at the end of any Scenario.

### [15.3] LINE OF COMMUNICATIONS

[15.31] U.S. units (only), in order to receive the Victory Points for Territorial Objectives, must be able to trace a Line of Communications back to any Beach Hex which is active in that Scenario.

[15.32] A Line of Communications is defined as a series of contiguous hexes free of Enemy units or Zones of Control. It may be traced through a Friendly occupied, Enemy controlled hex. The first three hexes of this Line of Communications may be traced through any type of hex; after the initial hexes, the Line of Communications must be traced through contiguous road and/or trail hexes.

[15.33] The U.S. Player does not receive Victory Points for objectives occupied by units that are unable to trace a Line of Communications; additionally, the Japanese Player receives Victory Points for those U.S. units which, at the end of the Scenario, are unable to trace a Line of Communications.

[15.34] Japanese units are not subject to the Line of Communications rule (exception: 16.34).

### [15.4] LEVELS OF VICTORY

Victory is determined by comparing the total Victory Points won by a Player, stating the comparison as a ratio (U.S. Player's Points to Japanese Player's Points) and evaluating this ratio according to the Schedule below.

Ratio	Victory Level
3.0 or more to 1	U.S. Decisive
2.5 — 2.99 to 1	U.S. Substantive
2.01 — 2.49 to 1	U.S. Marginal
2.0 to 1	Draw
1.5 — 1.99 to 1	Japanese Marginal
1.01 — 1.49 to 1	Japanese Substantive
1.0 or less to 1	Japanese Decisive

## [16.0] SCENARIOS

### GENERAL RULE:

**Leyte** contains three Scenarios: The American Assault Scenario, the Mountain Barrier Scenario, and the Final Collapse Scenario.

The instructions for each Scenario include each Player's Initial Deployment, Special Rules in effect or each particular Scenario, the length in Game-Turns of the Scenario, and the special Victory Conditions of that Scenario.

### PROCEDURE:

Place a unit of the specified type on each of the hexes listed for that type. Hex numbers are shown in parentheses following each unit's designation. Unit designations are provided for reference only. Players may ignore them.

### CASES:

#### [16.1] THE AMERICAN ASSAULT

##### [16.11] U.S. INITIAL DEPLOYMENT

No U.S. units begin on the map in this Scenario.

##### [16.12] JAPANESE INITIAL DEPLOYMENT

**Unit Type:** 2-3-6. **Hexes:** 3/9 (2626), 2/9 (2426), 1/9 (2228), 3/33 (2327), 1/33 (2326), 1/20 (1623), 2/33 (1227), 2/20 (1130), 3/20 (1431).

**Unit Type:** 1-3-3/2-5. **Hexes:** 1/22 (2526), 2/22 (1430).

**Unit Type:** 2-1-10. **Hex:** 7 (1224).

##### [16.13] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. The **Japanese Player** deploys his units first.
3. Any U.S. unit which exits from hex 2925 may re-enter the game as a reinforcement **four** Game-Turns later. These units may enter on any

Northern mapedge hexes within normal reinforcement restrictions.

4. The **U.S. Player** must exit any one (3-2-5) infantry unit off the Southern mapedge from hex 0531 on or before Game-Turn Three. If he fails to do so, at the end of Game-Turn Three, the Japanese Player removes, and receives Victory Points for any U.S. (3-2-5) of his choice as if it were a destroyed unit.

5. This Scenario begins on Game-Turn One and continues through Game-Turn Eight.

##### [16.14] VICTORY CONDITIONS

The **Japanese Player** receives Points for the following: 15 Points for occupying Carigara and 10 Points for each Japanese unit **adjacent to or occupying** any Airfield hex. The Japanese Player also receives Victory Points for the destruction of U.S. combat units, and, in addition, he receives full Victory Point value for any U.S. unit that is unable to trace a Line of Communications to a Beach hex.

The **U.S. Player**, in addition to Points received for destroyed Japanese units (see 15.1 and 15.2), receives Victory Points for **occupying** hexes 2215, 2312 and 2918. He receives Points only if the unit occupying the hex is able to trace a Line of Communications to a Beach hex.

##### [16.2] THE MOUNTAIN BARRIER

###### [16.21] U.S. INITIAL DEPLOYMENT

**Unit Type:** 5-5-5. **Hexes:** 34 (2705), 21 (2507), 19 (2708), 5 (2610), 12 (2410), 8 (2312), 7 (2413), 383 (1423), 382 (1224), 381 (1530).

**Unit Type:** 3-2-5. **Hexes:** 21 (2605), 19 (2606), 382 (1622), 383 (1024), 381 (1529).

**Unit Type:** 2-3-5/1-4. **Hexes:** 271 (2706), 947 (2607), 465 (2609), 13 (2809), 61 (2712), 63 (2513), 52 (2414), 363 (1525), 361 (1225), 198 (1531).

###### [16.22] JAPANESE INITIAL DEPLOYMENT

**Unit Type:** 6-8-5. **Hex:** 12 (2207).

**Unit Type:** 4-6-5. **Hexes:** 41 (2604), 1 (1406), 49 (1307), 57 (1310).

**Unit Type:** 4-2-10. **Hex:** 1 (2303).

**Unit Type:** 2-3-6. **Hexes:** 1/20 (0723), 1/33 (1022), 2/9 (1322), 3/33 (1521), 1/9 (1721), 3/20 (1818), 41 (2505), 169 (2405), 171 (2407), Temp (2307).

**Unit Type:** 2-2-8. **Hex:** 1 (1904).

**Unit Type:** 1-2-8. **Hex:** 1 (1804).

**Unit Type:** 1-2-6. **Hex:** 364 (0808).

**Unit Type:** 1-3-3/2-5. **Hexes:** 1/22 (2602), 26 (2106), 1/1 (1207), 2/1 (1108), 3/1 (1209).

##### [16.23] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. **Japanese** units may not enter hexrow 0100.
3. This Scenario begins on Game-Turn Nine and continues through Game-Turn Seventeen.

##### [16.24] VICTORY CONDITIONS

The **U.S. Player**, in addition to Points received for Japanese units destroyed (see 15.1 and 15.2), receives full Point value for each U.S. unit south of hexrow 2400 and west of 0007 that is able to trace a Line of Communications to Beach hexes.

The **Japanese Player** receives 15 Points (total) for occupying Limon, in addition to Points received for U.S. units destroyed. Also, the Japanese Player receives full Victory Point value for each U.S. unit that is unable to trace a Line of Communications at the end of the game.

##### [16.3] THE FINAL COLLAPSE

###### [16.31] U.S. INITIAL DEPLOYMENT

**Unit Type:** 5-5-5. **Hexes:** 127 (2402), 26 (2405), 112 (2307), 7 (2208), 12 (2110), 5 (2111), 8 (2011), 34 (1913), 19 (1914), 21 (1814), 382 (1716),

383 (1320), 381 (1022), 17 (0315), 32 (0415), 184 (0316).

**Unit Type:** 3-2-5. **Hexes:** 127 (2201), 7 (2505), 26 (2406), 382 (1518), 383 (1222), 381 (0821), 17 (0516), 32 (0517), 184 (0417).

**Unit Type:** 2-3-5/1-4. **Hexes:** 921 (2502), 271 (2503), 902 (2604), 14 (2507), 52 (2408), 61 (2410), 13 (2211), 11 (2115), 465 (2116), 947 (2016), 361 (1718), 363 (1522), 198 (1124), 31 (0216), 49 (0317), 57 (0318).

##### [16.32] JAPANESE INITIAL DEPLOYMENT

**Unit Type:** 4-6-5. **Hexes:** 41 (2303), 49 (2204), 57 (2107).

**Unit Type:** 2-5-6. **Hex:** 13 (0515).

**Unit Type:** 2-3-6. **Hexes:** 1 (2101), 49 (2102), 169 (2105), 171 (2106), 57 (0616), 2/33 (1120), 1/20 (1318), Temp (1910), 3/77 (1611).

**Unit Type:** 2-2-8. **Hexes:** 1 (2203), 26 (0921).

**Unit Type:** 1-2-6. **Hexes:** 12 (0720), 3/11 (0614), 364 (0808).

**Unit Type:** 1-2-8. **Hexes:** 1 (2103), 26 (0817).

**Unit Type:** 1-3-3/2-5. **Hexes:** 1/22 (1902), 26 (2104), 1/1 (1905), 2/1 (1808), 3/1 (0713).

##### [16.33] SPECIAL RULES

1. The **U.S. Player** is the First Player.
2. This Scenario begins on Game-Turn 18 and continues through Game-Turn 26.

##### [16.34] VICTORY CONDITIONS

In addition to Points received for Japanese units destroyed, the **U.S. Player** receives full Point value for all Japanese units unable to trace a Line of Communications off the western mapedge.

In addition to Points received for U.S. units destroyed, the **Japanese Player** receives full Point value for all Japanese units able to trace a Line of Communications off the Western mapedge; he also receives Points for U.S. units unable to trace a Line of Communications to Beach hexes. The Japanese Player receives 10 Victory Points for occupying Ormoc at the end of Game-Turn Twenty-Two.

## [17.0] GAME NOTES

### [17.1] HISTORICAL NOTES

The final result of several long strategic conferences in mid-1944 was the decision to invade the Philippines. This decision was due in no small part to the insistence of Gen. Douglas MacArthur, who, having retreated from the Philippines in 1942, vowed to make his return and liberate the islands from Japanese control. Leyte was chosen as the invasion site because it is central to all the Philippine Islands. It supposedly had two or three good airfields from which the Americans could interdict Japanese supply lines, and the garrison on the island was not particularly large. The Japanese knew that the end was near and, thinking mistakenly that the air battle of Formosa had been a big success, decided that Leyte would be the last stand for the Japanese armed forces. Shortly after the landing took place, the Navy made its infamous, "almost successful" Leyte Gulf attack, and for a short time the Japanese actually held air superiority over Leyte. The problems of U.S. land forces on the heavily jungled island were, however, very small. The Japanese thought for a long time that the Americans would land a division at most; they actually landed four. Consequently, the Japanese reinforcements (which were substantial when they arrived intact) managed to put up a real fight only for half the island. The Japanese 16th Division, however, fought a valiant, if only partially successful delaying action from October

20, 1944 to November 3, 1944. The 16th Division fought the U.S. 1st Cavalry, 24th Infantry, 96th Infantry and 7th Infantry Divisions, each of which was better equipped and somewhat better led.

After the initial U.S. advance across the Leyte Valley, the Americans ran head-on into the Japanese "attack force." The Japanese still believed (incredibly) that the Americans had landed only one division, or two at most. They thus expected that the crack 1st Infantry Division in conjunction with the 102nd Independent Infantry, would push into Leyte Valley and threaten the U.S. presence there. As the Japanese were preparing to attack, the Americans launched an attack of their own. The Japanese, despite their excellent defensive terrain, were hard pressed to hold the American advance into Ormoc Valley. The Americans had problems of their own; after only a few weeks of fighting in the jungles of Leyte, the men of the 24th Division, which had borne the brunt of the physically exhausting jungle fighting, were beginning to show the strain. Supplying troops in the mountains was a difficult task, and was becoming impossible as the American heavy equipment ripped up what few second-class roads there were. Promised American air support was almost non-existent, and the Japanese airfields on Leyte had proven to be useless to the Americans. Then, as the final stroke, the weather itself closed in. For almost two weeks, storms of high intensity rolled over much of the island. Thus, the irregular dates for Game-Turns Twelve and Thirteen. The Japanese held on in well-placed and tenaciously defended coconut log and concrete pillboxes.

By the beginning of December, 1944, the Japanese had realized that their position on Leyte was hopeless. They had only a fraction of the beleaguered island and were overwhelmingly outnumbered. The Americans, however, were somewhat displeased with the success of their operations which had long since fallen behind schedule on Leyte. The successful Japanese defense of Ormoc Valley, and American supply problems, were frustrations to the high command. To remedy the situation and put an end to the Leyte campaign, the Americans elected to land a fresh division behind the Japanese position. This landing took place on December 7, 1944. By the 15th, Ormoc was well in American hands, and by the 21st, the Japanese forces on Leyte were either isolated, destroyed or in rout. As a sidelight in the campaign, the Japanese made several ill-fated attempts to recapture the already-useless airfields around Burauen. These actions included such ill-advised operations as the crash landing of loaded transports on the airstrips and the fielding of the remnants of the exhausted 16th Division, which had been hiding in the mountains without supply for over a month. Needless to say, these attempts were futile and costly.

## [17.2] PLAYERS' NOTES

### The American Assault

This Scenario presents both Players with a situation that is pretty much cut and dried. The U.S. Player should launch his attack and never let up the pressure. The Japanese Player should give ground as grudgingly as possible, but at the same time, should be careful to not waste units. The only counterattack situation he should find himself in is one in which he can surround a U.S. unit (usually the U.S. battalions are the only units against which the Japanese can be assured a kill). The U.S. Player should exit at least two units off the north map edge as quickly as possible; the Japanese Player should delay this action for as long as he can, and should consider the sacrifice of one battalion of the 16th Division to hold the U.S. unit off, as these U.S. units may well end up behind the

Japanese position late in the Scenario. The correct Japanese tactic in playtesting turned out to be a constant interdiction of the road net. The U.S. units are pretty much immobile without the use of the roads and trails. The Japanese should remember that his reinforcements in this Scenario are significant, and should not just use them to counterattack; as with all Japanese units they are much more valuable on the defense.

### The Mountain Barrier

This is a slugfest in the classic sense. The U.S. Player has the problem of passing through a nearly solid wall of strong Japanese units which are entrenched in rough terrain. The Japanese units have the burden of being strategically cut off from significant reinforcement. Careful use of the forces at hand is a must. The U.S. Player should not ignore the possibility of making a move in force around the south flank of the Japanese units to cut them off. The Japanese Player in this case should take advantage of his interior lines of roads and trails to stop the Americans wherever they attempt to push through the main range of mountains. It is in this Scenario that a certain time distortion takes place — a period of eight days is telescoped into two Game-Turns — this was the period of heaviest storms and operations were severely curtailed on both sides. A daring Japanese strategy for this Scenario would entail detaching a significant force to debauch into Leyte Valley to attempt to cut off the over-extended U.S. forces on the shores of Carigara Bay. This can only be accomplished by keeping the U.S. Player off-balance as to where this counter-offensive will take place and attempting to achieve a significant superiority in one area. Remember that U.S. units which cannot trace a Line of Communications are as good as dead.

### The Final Collapse

This Scenario is a nightmare of delaying actions for the Japanese Player. He will find himself surrounded in more than one situation. This is the U.S. Player's chance to use maneuver to beat the Japanese. Once the 77th Division is landed, try to keep it from being pinned down and use it to maneuver into the Japanese units' rear areas to cut them off at critical junctures in the game. Using this strategy, it is also possible to stop the Japanese reinforcements from ever getting involved in the serious action of this Scenario. The key for the U.S. Player here is the destruction of Japanese combat units and cutting off all possible Lines of Communications to the western map edge. Care should be taken that no U.S. units are hampered by the Air Assault Battalion. It should be dealt with quickly and efficiently; no more U.S. units than are absolutely necessary should be used in dealing with the unit.

## [18.0] ORDER OF APPEARANCE

### [18.1] U.S. REINFORCEMENTS

GAME-TURN ONE:

**Cav. Regts.:** 7, 12, 5 (N)  
**Inf. Regts.:** 34, 19 (N), 383, 382, 32, 184 (E)  
**Inf. Bns.:** 34, 19 (N), 17 (E)  
**Art. Bns.:** 13, 61, 52, 271, 465 (N),  
363, 361, 49, 57 (E)

GAME-TURN TWO:

**Cav. Regt.:** 8 (N)  
**Inf. Regts.:** 17, 381 (S)  
**Inf. Bns.:** 383, 382, 32, 184 (S)  
**Art. Bns.:** 63 (N), 198, 31 (S)

GAME-TURN SIX:

**Inf. Regt.:** 21 (N)  
**Inf. Bn.:** 21 (N)  
**Art. Bn.:** 947 (N)

GAME-TURN ELEVEN:

**Cav. Regt.:** 112 (N)  
**Inf. Bn.:** 34 (0001)  
**Art. Bn.:** 11 (N)

GAME-TURN TWELVE:

**Inf. Regt.:** 32 (0100)  
**Inf. Bn.:** 32 (0100)  
**Art. Bn.:** 49 (0100)

GAME-TURN THIRTEEN:

**Inf. Regts.:** 184, 17 (0100)  
**Inf. Bns.:** 184, 17 (0100)  
**Art. Bns.:** 31, 57 (0100)

GAME-TURN EIGHTEEN:

**Inf. Regts.:** 307, 305 (S)  
**Inf. Bns.:** 305 (S), 1/49, 2/49 (E)  
**Art. Bn.:** 305 (S)

GAME-TURN NINETEEN:

**Inf. Regt.:** 306 (S)  
**Inf. Bns.:** 306, 307 (S)  
**Art. Bn.:** 306 (S)

## [18.2] JAPANESE REINFORCEMENTS

GAME-TURN THREE:

**Inf. Bn.:** Temp

GAME-TURN FOUR:

**Inf. Regt.:** 41  
**Inf. Bn.:** 41

GAME-TURN FIVE:

**Inf. Bns.:** 169, 171

GAME-TURN SIX:

**Inf. Bn.:** 364

GAME-TURN SEVEN:

**Inf. Regt.:** 12  
**Art. Bn.:** 26

GAME-TURN EIGHT:

**Inf. Regts.:** 1, 49, 57  
**Arm. Bn.:** 1  
**Eng. Bn.:** 1  
**Recon. Bn.:** 1  
**Art. Bns.:** 1/1, 2/1, 3/1

GAME-TURN TEN:

**Inf. Bns.:** 57, 49, 1

GAME-TURN ELEVEN:

**Inf. Regt.:** 13  
**Eng. Regt.:** 26  
**Inf. Bns.:** 12, 3/11  
**Recon. Bn.:** 26

GAME-TURN FIFTEEN:

**Inf. Bn.:** 3/77 (0001)

GAME-TURN EIGHTEEN:

**Air Assault Bn.:** 4 (see 12.4)

GAME-TURN TWENTY:

**Inf. Regts.:** 1/68, 2/68 (0001)  
**Inf. Bn.:** 1/77 (0001)

## DESIGN CREDITS

Game Design: **Jay Nelson**

Physical Systems and Graphics:  
**Redmond A. Simonsen**

Systems Design and Game Development:  
**Edward M. Curran**

Production: **Manfred F. Milkuhn, Larry Catalano, Linda Mosca, Kevin Zucker.**