

# ISLAND WAR

## Saipan Conquest of the Marianas, June 1944 EXCLUSIVE RULES

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### [11.0] INTRODUCTION

**Saipan** is a simulation of the American invasion of the Island of Saipan in the Marianas in June, 1944. Saipan and nearby islands were vital bases which would allow American bombers, for the first time, to be based within range of the Japanese home islands. Thus, the Japanese hoped to deny the island to the Americans, or at least make the cost prohibitively expensive, thereby discouraging further island invasions even closer to Japan.

### [12.0] REINFORCEMENTS

#### GENERAL RULE:

Only the U.S. Player receives reinforcements. These units appear during the Owning Player's Movement Phase of the Game-Turn.

#### CASES:

#### [12.1] QUANTITY OF REINFORCEMENTS

A maximum of six infantry units may be taken as reinforcements on the First Game-Turn. One unit of any type may be taken each Turn after the First Game-Turn. The U.S. Player may choose any units not yet in play as reinforcements. Once all of the U.S. units have been brought into play, the U.S. Player may receive no more reinforcements. Destroyed units may **not** be brought back into play as reinforcements.

#### [12.2] 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.

#### [12.3] WHERE REINFORCEMENTS ARRIVE

##### [12.31] On Beach Hexes

On the First Game-Turn only, reinforcements may be placed on any Beach hex not occupied by an

Enemy unit. On the Second and succeeding Game-Turns, reinforcements must enter through Beach hexes containing Beachhead Markers. On every Turn, each reinforcement unit expends all of its Movement Points to enter the hex. It may move no farther that Turn.

##### [12.32] In Sea Hexes

On the First Game-Turn only, if the Beach hex into which a Player wishes to land a reinforcement unit is occupied by an Enemy unit, he may place the reinforcement unit in a Sea hex directly adjacent to the Beach hex. However, during the immediately following Combat Phase, the reinforcement unit must attack the unit in the hex in which it is to move. If the attack fails to force the Enemy unit out of the hex (preventing an advance after combat) the reinforcement unit is eliminated.

##### [12.33] In Enemy Zones of Control

Reinforcements may be placed in Enemy Zones of Control. However, they may move no farther that Game-Turn, and must attack one or more units to which they are adjacent (see 7.1).

##### [12.34] Beachhead Markers

A Beachhead Marker is placed in each Beach hex occupied by a U.S. unit at the end of the U.S. Player-Turn of Game-Turn One (and then only). Once placed, they may never be moved. On all following Game-Turns, U.S. reinforcements **must** enter Beach hexes containing Beachhead Markers. A Beachhead Marker is immediately and permanently destroyed if a Japanese unit enters or passes through its hex. If no vacant Beachhead Markers are available on a given Game-Turn, no reinforcements may enter the game that Game-Turn.

#### [12.4] REINFORCEMENTS AND COMBAT

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

### [13.0] VICTORY CONDITIONS

#### GENERAL RULE:

The Victory Conditions are the same for both Scenarios. In order for the U.S. Player to win, he must eliminate all Japanese units by the end of the game; in order for the Japanese Player to win, he

must eliminate all American units on the island. Any other result is a draw.

### [14.0] SCENARIOS

#### GENERAL RULE:

**Saipan** consists of two Scenarios: the Historical Scenario and the Free Deployment Scenario. The instructions for each Scenario include each Player's Initial Deployment, Special Rules in effect for each particular Scenario, and the length in Game-Turns of each 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.

#### [14.1] HISTORICAL SCENARIO

##### [14.11] JAPANESE INITIAL DEPLOYMENT

**Unit Type:** 3-4-8. **Hexes:** 1/135 (3418), 2/135 (3114), 3/136 (2107), 1/136 (1805), 2/136 (1505).

**Unit Type:** 5-6-8. **Hex:** 5 Base (2406).

**Unit Type:** 2-3-8. **Hexes:** Yok/1 (2307), 317 (1103), 318 (0504), 316 (0409), 1/118 (1513), 3/118 (1614), 1/18 (1515), 7 (1717), 2/118 (1817).

**Unit Type:** 1-2-8. **Hex:** 16 (0802).

**Unit Type:** 2-1-8. **Hex:** 9 (1816).

**Unit Type:** 3-2-3/1-4. **Hex:** 25 (0710).

**Unit Type:** 2-1-10/1-4. **Hexes:** 1/3 (1609), 2/3 (1510).

**Unit Type:** 4-2-10/1-4. **Hex:** 3/10 (1409).

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

No U.S. units begin the game on the map. However, U.S. Game-Turn One reinforcements must be placed on hexes 1203, 1102, 1002, 0902, 0801 and 0702; note two units must attack.

##### [14.13] SPECIAL RULES

1. The U.S. Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One and continues through Game-Turn Fifteen.

#### [14.2] FREE DEPLOYMENT SCENARIO

##### [14.21] JAPANESE INITIAL DEPLOYMENT

The Japanese Player freely deploys his entire force anywhere on the map he desires.

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

No U.S. units begin the game on the map. However, the U.S. Player must choose **any six** Beach Hexes in which he will put his First Game-Turn reinforcements. He first writes the hex numbers on a separate sheet of paper. Then the Japanese Player deploys his forces. Finally, the U.S. Player reveals to the Japanese Player which hexes he has chosen. The U.S. Player **must** attack the hexes he wrote down.

##### [14.23] SPECIAL RULES

1. The U.S. Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One and continues through Game-Turn Fifteen.

### [15.0] GAME NOTES

#### [15.1] PLAYERS' NOTES

**Japanese Tactics:** The Japanese Player has three advantages at the beginning of the game which he must utilize to the utmost. First, there is the initial numerical superiority; second, there is artillery parity; third, there is the Banzai attack. The

BEACH  
HEAD

Japanese Player must remember that he cannot cover all the beaches. As a result, he must attempt to cover the more important areas while maintaining a mobile reserve. Once the U.S. forces have landed, he must bring in as many units as possible to oppose the landings. This is where the numerical superiority pays off. The Japanese Player must react quickly because this advantage will not last. He must ignore his own casualties. As long as there is a chance of defeating the U.S. forces on the beaches, these attacks must be kept up.

Should the U.S. Player succeed in establishing a firm beachhead, there will come a point where the Japanese Player must break off contact with the enemy forces. Delaying this even one Game-Turn can mean the difference between a Draw and losing the game. When this point in the game occurs, the Japanese Player should withdraw his remaining forces to the roughest terrain available. From this point on, it is merely a matter of survival. The U.S. forces will have overwhelming strength. The Japanese Player will be attempting to avoid contact with the enemy while trying not to be surrounded. Under no circumstances should the Japanese Player perform a Banzai attack, even if the elimination of a U.S. unit is assured. The U.S. Player will simply have such superiority in numbers that the loss will not matter to him. Remember, all the Japanese Player has to do at this point is to survive until the end of the game.

**U.S. Tactics:** The first problem facing the U.S. Player is simply getting and staying ashore. Two avenues of action are open. The first is to invade six adjacent Beach Hexes. This will give the U.S. Player concentration of forces and allow his units to support each other. However, if he chooses a beach area near to the Japanese mobile forces, he could find himself in serious trouble.

The second possible action for the U.S. Player is to invade several different areas. This has the advantage of forcing the Japanese Player to spread

his mobile reserves over a wide area and almost guarantees the successful landing of at least one invasion area. However, one or more of the remaining invasion areas may well be lost. Also, it will prove difficult to concentrate forces and will adversely affect reinforcements.

After the U.S. Player lands, he should attempt to push a little in shore and establish a defensive perimeter. This will mean that the reinforcements for the first one or two Game-Turns should be infantry, as they will be needed on the perimeter (note that this infantry should be marine, not army). After a perimeter has been established, as much artillery as possible should be brought ashore. Sufficient artillery will make the U.S. forces immune to even Japanese Banzai attacks. It will also prove of immense value in any attacks.

Once sufficient forces have been brought ashore, an all-out offensive should be started with the objective of clearing all Japanese units off the island. Remember, that the fighting is taking place on an island, and it will often be possible to pin Japanese units against the coast. Attempt to surround enemy units whenever possible. One last word of caution: beware of stray Japanese units. Only one enemy unit need survive to turn a sure victory into a Draw.

#### [15.2] DESIGNER'S NOTES

Gathering the information on the battle proved more difficult than was anticipated. The first major problem that was encountered was in obtaining a map of the island itself. The **West Point Atlas** was of no help; the same holds true for the Army's official history. Finally, a day spent at the map section of the New York Public Library yielded two maps that were suitable. The maps showed both terrain and vegetation.

This led to the second major problem. The scale of the game had to be changed considerably from what was first desired. Originally, **Saipan** was to be designed on a scale of 600 meters per hex. It simply would not fit onto the mapsheet. Eventually, the

scale had to be expanded to its present size of 900 meters per hex. This was not especially desirably from a game mechanics point of view, but it worked.

A good order of battle for both sides was obtained in the book **Saipan**, published by the Marine Corps. However, once the order of battle was established, another problem arose. The composition of units in terms of both manpower and materiel vary greatly, particularly in the Japanese formations. Fortunately, a study had been done in one of SPI's **Kampf** booklets giving a complete break-down of the make-up of Japanese units. After this data was compiled, it was simply a matter of sitting down with a pocket calculator and computing Combat Strengths. Various Japanese units had artillery integrated into them rather than organized into separate formations. This is accounted for by the larger Japanese units in the game — mainly the 3-4-8's. Another thing that had to be factored in was the weaponry of the Americans. This is the main reason that Marine units are stronger than Army units. They were liberally equipped with automatic weapons, had heavy weapons companies attached to their battalions and were equipped with, of all things, sawed-off shotguns. These proved quite effective in the battle. The only real "fudge factors" in the game is the amount of Ground Support Points. To be honest, playtesting determined those strengths. Whatever worked was used. It should be noted, however, that the ranges of the artillery units are accurate.

#### DESIGN CREDITS

Game Design: **Kip Allen**

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.**

**[7.61] INTEGRATED COMBAT RESULTS TABLE**

<b>Terrain Type:</b>	<b>Combat Differential (Attacking Strength minus Defending Strength)</b>												
<b>Rough</b>	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10				
<b>Broken, Town</b>	-3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10			
<b>River</b>	-5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10		
<b>Clear</b>	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,7	+8,9	+10	
<b>Die Roll: 1</b>	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De	De	
<b>2</b>	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3	De	
<b>3</b>	A2	A1	A1	A1	•	•	D1	D1	D1	D2	D2	D3	
<b>4</b>	A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2	D2	
<b>5</b>	A3	A2	A2	A1	A1	A1	•	•	D1	D1	D1	D2	
<b>6</b>	Ae	A2	A2	A2	A1	A1	A1	•	•	D1	D1	D1	

Attacks at less than the lowest differential are resolved at the lowest differential. Attacks at greater than +10 are resolved as +10 attacks..