

HEROIC COURAGE



100

171-99-810

Your squads gain +1 attack die when performing close combat. This addition is cumulative with any other attack bonus provided by leader figures, card effects, or scenario special rules.

DUTY & LOYALTY



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All your squads are considered to have an officer present in it for all purposes.

TANK DOZER



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You can mark X of your tanks (See scenario special rules) as a Tank-Dozer. This tank can move into dense jungle terrain at a movement cost of 4. When such a hex is cleared place a "cleared woods" token on it and treat it like rough terrain.

FLAMETHROWER TANK



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You can add Flaming Death to a number of your tanks (See scenario instructions). When a flame tank attacks an adjacent enemy unit, it gains +2 firepower, and the target unit receives -5 cover (to a minimum of 0). *(Note that armor is not affected by this penalty).* Remember that any attack against an adjacent unit is considered a close-range attack, scoring successes on results of "4," "5," and "6".

See reverse

BANZAI ATTACK



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During an Assault action up to four friendly squads (instead of the normal two) in hexes adjacent to the target hex may support the attack, even fatigued squads (but not pinned or disrupted squads).

HEROIC COURAGE

To the Japanese mind it was better to find honor in death than to live in shame. Once a position seemed hopeless, rather than surrendering, the Japanese would often engage in one last suicidal Banzai charge with a very slim chance of success.

DUTY & LOYALTY

The Japanese soldier was imbued with a strong sense of duty and loyalty to the emperor. Surrender was considered a shame. Many enlisted men therefore elected to fight to the death. Many a commanding officer chose to take their own life over the shame and humiliation of being captured.

TANK DOZER

The armored bulldozer is a basic tool of combat engineering. These combat engineering vehicles combine the earth moving capabilities of the bulldozer with armor which protects the vehicle and its operator in or near combat.

FLAMETHROWER TANK

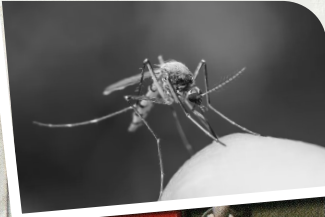
At the moment you receive a tank and you can still designate it as a flamethrower tank, you must do so right away, by placing a flamethrower tank specialization token next to it. Once the maximum number of flamethrower tanks has been used up, you may designate no more, even if one or more have been destroyed!

A flame tank is a type of tank equipped with a flamethrower, most commonly used to supplement combined arms attacks against fortifications, confined spaces, or other obstacles.

BANZAI ATTACK

Banzai charge (Banzai Totsugeki) is the term that was used by the Allied forces of World War II to refer to Japanese human wave attacks by infantry units. This tactic was used when the Japanese commanders of infantry battalions foresaw that a battle was about to be lost, as a last ditch effort in thwarting Allied Forces.

MALARIA MOSQUITOES



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171-99-B10

Before the action phase of each round all of your squads that are not within a range of 3 hexes of a friendly medic squad must roll for disease.

On a "6" the squad takes 1 suppressive hit.

INTENSE HEAT & HUMIDITY



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171-99-B10

All squads get -1 die when attacking (-2 dice when assaulting).

Disrupted units are automatically routed.

MONSOONS



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171-99-B10

Air Support cards are not allowed.

Extreme mud reduces unit movement by 2 hexes.

Vehicles check for bog down on each hex they enter:
5-6 continue movement
1-4 immobilized until next turn.

UNRELENTING RAIN



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171-99-B10

All units attacking at normal range are considered to be at long range.

Units can't make long range attacks.

Maximum spotting range is 4 hexes.

SHITOTSUBAKURAI



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171-99-B10

At the beginning of any of your action turns you may designate a friendly squad as a suicide squad. That unit gains the ability to perform a suicide assault against any vehicle. The squad is susceptible to normal OP-fire attacks (only). If it is not destroyed, roll four attack dice: any result of 4+ inflicts a normal hit to the vehicle (no defense dice are rolled). Once the assault has been carried out, whatever the result, the attacked vehicle is fatigued and the suicide squad is destroyed.

MALARIA MOSQUITOES

*The primary carrier of malaria was the species *Anopheles minimus flavirostris*, sometimes nicknamed "Ann" by the Soldiers. This type of mosquito thrived in the Pacific island regions, doing best in regions with swiftly-flowing, clear, shaded water.*

INTENSE HEAT & HUMIDITY

Many of the battles in The Pacific Theatre took place in tropical conditions with oppressive heat and even more unbearable humidity levels, pushing the human body to the limit.

MONSOONS

The battles in South-East Asia were governed by the Monsoon rains. In the Monsoon season military Operations were severely hampered.

UNRELENTING RAIN

The jungles of the Pacific could be harrassed by seemingly endless periods of tropical downpours soaking both the men and the terrain.

SHITOTSUBAKURAI

The Shitotsubakurai lunge mine was a suicidal anti-tank weapon. It used a HEAT type charge. This weapon was used by the CQC units of the Imperial Japanese Army. The weapon itself was a conical hollow charge anti-tank mine, placed inside a metallic container and attached to the end of a wooden stick. The weapon was officially adopted by the Japanese Army in 1945.

MUDSLIDES



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171-89-810

Movement is halved (rounded up).

Trucks may only move onto road hexes.

TYPE 89 KNEE MORTAR



111

171-89-810

Use the following stats for one or more of your mortar squads as indicated by the scenario special rules:

	RANGE	FIREPOWER
N	8	1
S	8	3

NAVAL BOMBARDMENTS



112

171-89-810

As long as you have a fresh officer in play, you may initiate one artillery attack with this card each round.
ESTABLISH CONTACT (6)
TARGET HEX
DETERMINE DRIFT
AREA ATTACK (10)
WIDE BLAST RADIUS (5)

ELITE FORMATIONS



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Each of your squads gains +1 firepower and +1 cover (regardless of the number and type of figures on the base). This bonus is in addition to any specializations the squad might have. During assault attacks, this +1 cover is only applied once when determining the defender's cover bonus (not per squad).

SEALING CAVES



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Your engineer squads in the same hex as a cave entrance may, as an action, remove a cave marker from the board. Japanese squads can no longer enter or exit a cave there.

MUDSLIDES

The soil saturated with rain would often cause mudslides, severely hampering movement in those places.

TYPE 89 KNEE MORTAR

The Type 89 grenade discharger, inaccurately and colloquially known as a knee mortar by Allied forces, is a Japanese grenade launcher or light mortar that was widely used in the Pacific Theater of World War II. It got the nickname the "knee mortar" because of an erroneous Allied belief that these launchers could be fired by propping its plate against the leg.

NAVAL BOMBARDMENTS

Before launching an amphibious assault the massive guns of the invasion fleet's ships would attempt to soften up the defender's positions and would also be called upon once the troops had landed for fire support.

ELITE FORMATIONS

The US Marine Corps was a heavily trained elite unit that was at the forefront of many Amphibious assaults in the Pacific Theatre. It had its own infantry, artillery and air arm.

SEALING CAVES

The US forces used dynamite charges to seal off the entrances and exits to the Japanese underground positions in the Islands of the Pacific.

CAVE DESTRUCTION



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Heavy vehicles and/or equipment units may attempt to destroy a cave marker within range and LOS by using their anti-infantry firepower and range. If you roll at least three successes, remove the cave marker. Units may use their concussive firepower ability and combine fire with other (heavy) vehicles and/or other equipment units. No defense dice are rolled. If the attack is successful, Japanese squads may no longer enter or exit there.

ZEROED-IN ARTILLERY



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Artillery deck cards that allow you to roll attack dice, get +1 to hit (I.e. if you would normally hit on 5,6 you now hit on 4,5,6). In addition, if drift occurs, the maximum drift is two hexes.

AIR INTERDICTION



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171-99-810

Whenever the enemy player receives reinforcements, either because of scenario reinforcements or from a reinforcement deck, you may, using available command, pay for a number of dice for the cost of 1 command point each.

See reverse

PLACE OBSTACLES



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Your engineers may, as an action, place a tank trap in a clear, road or railroad hex.

DIG TRENCHES



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171-99-810

Your engineers may, as an action, place a trench marker in any hex they are in with the exception of [intact] building hexes. The engineer unit may enter that trench as part of that same action.

CAVE DESTRUCTION

Tank and artillery fire was routinely used to fire at Japanese cave positions from safe distances.

ZEROED-IN ARTILLERY

The Japanese had ample time to prepare their island defenses in anticipation of Allied amphibious assaults. The Japanese guns were therefore often zeroed in on the most likely landing beaches and other likely objectives.

AIR INTERDICTION

You may never buy more dice than the number of figures the enemy is receiving. Roll these dice scoring (normal) hits on a 4+. For each hit, an enemy figure is removed from the reinforcing squad(s) (owning player's choice). The owning player may also decide to assign hits to eligible vehicle(s). Any remaining units are then placed onto the board.

PLACE OBSTACLES

In order to protect a defensive position, cover a tactical retreat and/or to slow down the enemy's advance, engineer units would routinely place obstacles such as roadblocks, abatis, tank obstacles, barbed wire etc. in the enemy's path.

DIG TRENCHES

Trenches offered excellent protection against incoming fire. It would often take a direct artillery hit or for the trenches to be overrun by the enemy for the defensive position to be lost. The latter often came at great cost to the enemy's forces!

RUBBLE AND DEBRIS



120

171-99-810

Clear, road and railroad hexes play as follows: Squad movement normal, vehicle movement 2, squads have 1 cover. Do not block LOS. However, despite the cover granted, it does not count as cover providing terrain with regard to concealed squads.

INTO THIN AIR



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A squad, fresh or in op-fire, in a building or ruins hex may, as an action, assign itself a concealed squad token if not adjacent to an enemy unit. Doing so costs 2 command points. However, a side can never have more than 2 concealed units on the board at any time. Pinned or disrupted squads may not perform this (special) action.

PRE-BATTLE AIR BOMBARDMENT



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171-99-810

Before deployment, roll a die for each building hex on the map. On a roll of 1-2, the hex remains a building hex. On a roll of 3+, the hex becomes a collapsed building hex.

See reverse

NO RADIOS



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Your units may only combine fire if they are located in the same hex.

SPOTTER PLANE



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171-99-810

You may pay 1 Command Point at the start of your first action phase of each game round to use a spotter plane (with the exception of round 1, when use of the plane is free). This plane may be put anywhere on the board. For LOS purposes, consider it to be on a level 2 hill.

See reverse

RUBBLE AND DEBRIS

Warfare in built-up areas would cause the streets to be strewn with rubble and debris. This provided some degree of cover to infantry, but also hampered the movement of vehicles, especially wheeled ones.

INTO THIN AIR

Many battles in WW II took place in woods, built-up areas, mountainous terrain etc. It was relatively easy for troops to remain concealed, if they didn't want to be spotted. This offered great opportunities for ambushes. Even after revealing themselves, it would often be possible for troops to disappear into the surroundings making full use of the available terrain.

PRE-BATTLE AIR BOMBARDMENT

Note that tanks cannot use their Concussive Firepower ability against collapsed buildings and mortars may fire from such hexes.

NO RADIOS

A combat unit's effectiveness was greatly reduced in the absence of radios. Lack of an efficient means of communication made it much more challenging to coordinate troop movement and attacks.

SPOTTER PLANE

It cannot be targeted by enemy units. It acts as a spotter and reduces the Establish Contact number of artillery cards, when applicable, by one. It may be used once per game round. Remove immediately after it has spotted or has failed to establish contact. If the Establish Contact roll is unsuccessful, the plane is removed regardless and a new use would have to be paid for again.

CONGESTED ROADS



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Due to the large numbers of fleeing civilians, wrecked war material, etc. the roads are heavily congested. When entering a hex containing a road, a unit must end its move immediately.

CRATERS



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Craters are placed after an Artillery card or Air Support card has been played (see Normandy rules booklet) and there has been a successful bombardment. An attack is considered to have been successful when two or more hits were rolled on the black dice, regardless of the results on any red dice.

See reverse

DEEP SNOW



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171-99-810

Movement of all squads is reduced by 1, that of vehicles by 2, with the exception of Russian heavy vehicles, which are unaffected, unless otherwise specified in the scenario instructions. Trucks may not use their effective on roads ability.

FORTIFIED BUILDINGS



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Entrenchments may be placed in building and ruins hexes. Each adds 2 cover to the existing building or ruins terrain. Hence a building containing 3 entrenchments would yield a total cover of 9.

See reverse

UNFAIR FIGHT



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171-99-810

Some or all of your heavy vehicles (See scenario instructions) are treated as light vehicles in this scenario for all purposes (assaults, being stopped upon being lightly damaged by op-fire etc.). In addition, some or all of your enemy's heavy vehicles may gain the thick or extra thick armor trait (See scenario instructions).

CONGESTED ROADS

The horrors of war would cause civilians to take to the streets en masse- often with as many of their belongings and livestock they could carry- in a desperate attempt to escape the destruction. This severely impeded enemy and friendly forces' mobility alike.

CRATERS

A crater adds +2 cover to existing terrain and the cost to enter is increased by 1. Note that a unit's minimum movement is always one hex. (Example: A woods hex containing three crater tokens would normally cost a squad 2+1+1+1 movement points to enter. Even without an officer present this would be allowed if the unit started its move adjacent to the woods hex.) Trucks cannot enter terrain containing one or more craters. The effects of multiple craters are cumulative.

DEEP SNOW

Winter conditions greatly impacted troop mobility.

FORTIFIED BUILDINGS

Note that a unit does not need to be inside an entrenchment to receive this extra cover. Also note that this is only true in the case of buildings and ruins. A squad would have to be inside the entrenchment to benefit from its cover when placed in any other legal terrain type.

UNFAIR FIGHT

While the American Sherman tank was utterly outclassed by the German Tigers and Panthers in the European Theater of Operations, this situation was the exact opposite in the Pacific where the Japanese Ha-Go's and Chi-Ha's found themselves powerless against this very same American tank. Another case in point would be Operation Barbarossa in which the Germans were unpleasantly surprised by the impotence of their main battle tanks against the Soviet T 34 and KV tanks. This led to the development of the Tiger I, which subsequently turned the tables in favor of the Germans.

DIG FOXHOLES



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171-99-810

Any of your squads may, as an action, place a foxhole marker (use entrenchment token as proxy) in any hex they are in with the exception of [intact] building hexes. The squad may enter that foxhole as part of that same action. Foxholes grant +2 cover; +1 against artillery and mortar fire.

LVT(A)-4



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	RANGE	FIREPOWER
	5	8
	5	5

MV:6 **ARMOR:2**

Heavy vehicle, Sturdy, Concussive FPR, Overrun, Amphibious craft

See reverse

PREPARATORY ARTILLERY BOMBARDMENT



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171-99-810

Before the start of your first action Phase, you may make X artillery attacks as specified in the scenario instructions. Contact is considered to be established for these attacks.

TARGET HEX
DETERMINE DRIFT
SUPPRESSIVE AREA
ATTACK (6)
WIDE BLAST RADIUS (4)

PREPARATORY AERIAL BOMBARDMENT



133

171-99-810

Before the start of your first action Phase, you may make X aerial attacks as specified in the scenario instructions. Contact is considered to be established for these attacks.

TARGET HEX
AREA ATTACK (6)
Then target hex adjacent to target
AREA ATTACK (5)

SPIDER HOLES



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171-99-810

After taking a concentrated fire action or making an op-fire attack with any of your eligible squads, you may place a concealed squad marker beneath it at a cost of 2 available command, on the condition that the attack did not cause more than two hits (i.e. after deducting any cover/armor dice!). In addition, the squad must be located in cover providing terrain and no enemy unit may be adjacent at the time the concealed marker is placed. In case of a combined fire attack, only the lead squad may use this option. All other conditions still apply!

DIG FOXHOLES

Foxholes were hastily dug positions which allowed troops to get their body as low as possible thereby granting relatively good protection from incoming small arms fire and -to a lesser degree- from shrapnel.

LVT(A)-4

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

Amphibious craft: This unit may enter ocean and lake hexes at a movement cost of 2. It may cross any stream at a movement cost of 1, but not travel along them. It may fire while in ocean and lake hexes.

PREPARATORY ARTILLERY BOMBARDMENT

Attacks would typically be launched after an artillery preparatory bombardment to destroy enemy defensive positions and to affect the enemy's morale, which was strained to the limit in this way.

PREPARATORY AERIAL BOMBARDMENT

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SPIDER HOLES

The Pacific Islands were teeming with Japanese spider holes, which the Japanese themselves called Octopus pots. A spider hole is a shallower type of foxhole that emphasized concealment over protection. This allowed the Japanese to catch the enemy totally by surprise by firing at them seemingly out of nowhere.

SUPPORTING FIRE**135**

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Each of your units supporting a combined fire attack, must pay 1 available command point to do so.

COMBINED EFFORT**136**

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Each unit participating in a combined fire attack expends an action in doing so.

BEACH ASSAULT**137**

171-89-810

Your units may not combine fire while on a beach hex.

ARTILLERY BUNKER**138**

171-89-810

In addition to the 1 squad allowed in a bunker, you may place one equipment unit there.

NAPALM**139**

171-89-810

For 2 additional command, you may play an air attack card:

- Hexes without enemy units may be targeted. An affected forest hex becomes either rough terrain or regular hill of the applicable level.
- Any concealed squad located in an affected hex immediately loses its concealment. Otherwise standard game rules apply.
- If a cave entry marker is present in any of the affected hexes, the matching Japanese squad is affected by the attack if its current exit range is 2 or less.

SUPPORTING FIRE

In World War II, in the heat of battle, coordinating attacks and concentrating fire onto a single target under fire was much easier said than done. It took extensive training, situational awareness, nerves of steel and astute leadership to execute successfully.

COMBINED EFFORT

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BEACH ASSAULT

When making an opposed landing, troops were extremely vulnerable. It was either get off the beach or die on the beach. In all that confusion, combining fire was all but impossible.

ARTILLERY BUNKER

Bunkers are defensive military fortifications offering excellent protection from incoming fire. Many artillery positions were protected by elaborate bunker systems. This holds especially true for coastal artillery.

NAPALM

The Americans widely used napalm to deny the Japanese the benefit of the excellent cover the thick foliage often offered. Spider holes were thus exposed and the Japanese were forced to look for shelter deep inside their cave systems.