

SAMURAI SUNSET

A What-if Game of the Allied Invasion of Japan, 1945-46

If this is your first wargame, read this box first.

Do *not* try to memorize these rules! No one does that. Wargame rules are, as much as possible, written to create a game system that simulates military realities. You'll find as you play the game that things flow along according to a certain real-world kind of rhythm. Read the rules through in their entirety before you even punch out the playing pieces. Then, after a few games, that rhythm will become second nature to you, and you'll no longer need to keep referring to the rules as you play. Until then, though, keep the rules handy; look particular rules up when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

Rules are numbered sequentially and decimally to help you refer back and find particular cases. For example, section 5 deals with the overall problem of supply. So all rules that begin with 5 (such as 5.1, 5.2, etc.), deal with some particulars about supply.

The individual rule cases marked with this symbol—§—before its number are, taken together, the "Beginners' Rules." Your first time through, we suggest you read and play with only the rules marked that way. They won't give you the full historic or competitive experience playing with all the rules will, but they'll ease you into that rhythm and make your transition into the full game much easier later on.

If a main section heading (in **bold**) is marked §, that means all the rules in that section are used in the Beginners' Rules.

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§ 1.0 Introduction

16 July 1945, Alamogordo: The United States' attempt to detonate an experimental atom bomb ends in failure. The U.S. government decides further expenditures on such weapons

would be futile and ends the program.

21 July 1945, Washington, D.C.: United States and British military commanders complete the planning for Operations Olympic and Coronet—the invasion of Japan.

28 July 1945, the Far East: The U.S. 3rd Fleet and the British Pacific Fleet begin naval-air bombardment of the Japanese home islands.

6 August 1945, Tokyo: The Japanese government rejects the last American call for it to surrender unconditionally. The Japanese declare they will fight on until they achieve total victory.

3 October 1945, Okinawa: The Allied invasion armada completes its concentration. U.S. bombers continue their strategic bombardment campaign, devastating all major Japanese cities with incendiary attacks.

1 November 1945, Kyushu: Following a pre-dawn bombardment, the U.S. 5th Fleet disembarks amphibious assault forces onto the Japanese mainland. The American battle cry is "Remember Pearl Harbor!"

Samurai Sunset is a strategic/operational simulation of an hypothetical Allied invasion of the Japanese home islands at the close of World War II. The game assumes the United States did not employ atomic weapons against Japan, and the Japanese decided to fight it out rather than surrender.

The game is based on the real planning both sides carried out for an invasion. The Japanese player must try to inflict enough casualties on the American/Allied player's forces to gain a favorably negotiated peace. The American player must try to subdue the Japanese homeland at minimal cost.

Samurai Sunset gives wargamers an opportunity to explore one of the great "what-ifs" of military history: what could have happened if the Allies had invaded Japan.

§ 2.0 General Course of Play

Samurai Sunset is a two-player game. One controls the United States and Allied forces, the other controls the Japanese. Each player uses his units to reach his victory conditions. The U.S. player is primarily trying to capture Japanese cities, thus denying that side the population and industrial base necessary to carry on the war. The Japanese player must try to inflict the maximum amount of casualties on the Allied forces.

A "Victory Index" printed on the map sheet indicates who is winning at any given time. This moving point total can give the players certain advantages (or inflict penalties) in combat and mobilization.

The U.S. player has tremendous firepower and naval superiority available; the Japanese has tens of thousands of fanatic troops. Both players must make use of their own side's advantages in order to win.

§ 3.0 Game Equipment

3.1 The Game Map. The map sheet portrays the Japanese home islands. The hexagonal grid superimposed over it is used to regulate the placement and movement of the playing pieces. The following militarily important terrain features are displayed on the map:

Major Cities: extensively built-up urban areas.

Minor Cities: smaller urban centers.

Transportation Lines: major roads and railways.

Port: any city in a coastal hex.

Clear Terrain: relatively flat and open land.

Rough Terrain: low mountains and hills.

Mountains: major mountain ranges and peaks.

Lake: major inland bodies of water.

Ocean: the major water body surrounding the islands.

Coast: any kind of land terrain bordering on the ocean.

Mount Fuji: the sacred Japanese mountain.

Terrain has effects on the movement and combat capabilities of the units in the game.

The term "Japanese Home Islands"

is used throughout the rules. This refers to all land hexes on the map. The Okinawa Holding Area is not considered part of the Home Islands.

3.2 The Playing Pieces. There are two basic kinds of playing pieces: "units," which represent various military forces, and "markers," which represent various game functions and serve as memory aids.

The units are printed in various colors to ease identification.

White-on-Red — Most Japanese units

Red-on-White — Japanese suicide-attack units (that is, *Kamikaze* aircraft, *Koryu* boats and Samurai troops)

Black-on-Light Green — U.S. Army and Army Air Corps units

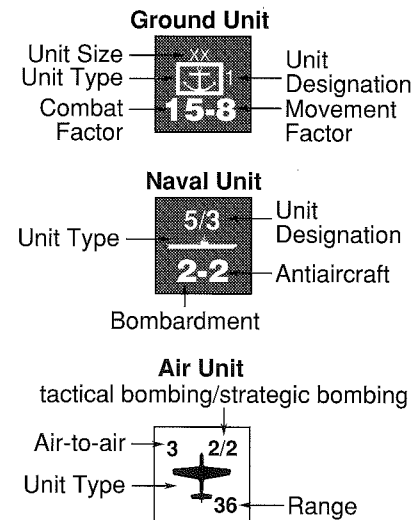
White-on-Dark Green — U.S. Marines

White-on-Dark Blue — U.S./Allied Navy Task Forces and Naval Air Units

Black-on-Tan — British Commonwealth of Nations Ground Units

Tan-on-Dark Blue — British Commonwealth of Nations Naval Units

3.3 Sample Units:



3.4 Summary of Unit Types:

Unit Sizes:

XX — division

X — brigade

III - Regiment or Combat Team

Abbreviations:

IG: Japanese Imperial Guard

CW: British Commonwealth of Nations

A: Australian

I: Indian

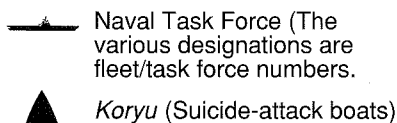
AC: *Americal Division*

1C: U.S. 1st Cavalry Division (actually deployed as infantry and treated as such for all play purposes)

Ground Units



Naval Units



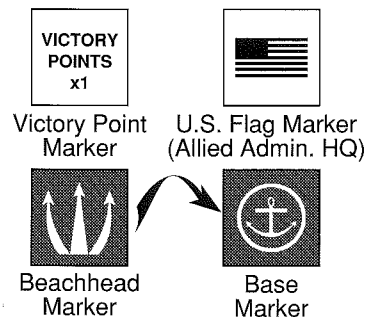
Air Units



Backprinting: Most of the units in the game are backprinted. Division sized land units are backprinted with a reduced combat strength. Naval task forces are backprinted with their "disrupted" status. Air units are backprinted with their "Based" status, to represent them on the ground at airfields.

Partisan units are backprinted with Samurai unit symbols. These are really two completely separate unit types; they are only printed on the same counter to save on the total number in the counter mix.

3.5 Game Markers:



(Players should use a coin to mark the game turn on the Game Turn Chart.)

3.6 Definition of Terms:

Combat Strength: a measure of a unit's ability to engage in offensive and defensive battles.

Movement Factor: a unit's basic ability to move across the map's hex grid.

Bombardment Strength: a naval unit's ability to support ground combat operations.

Anti-Aircraft Strength: a naval unit's ability to defend itself from air attacks.

Air-to-Air Strength: An aircraft unit's ability to shoot down enemy aircraft. (Parenthesized Air-to-Air strength means that unit cannot "intercept.")

Tactical Bombing Strength: the ability of an air unit to support ground combat.

Strategic Bombardment Strength: the ability of an air unit to conduct strategic bombing.

Range: the number of hexes an air unit can move to reach its target.

3.7 Game Charts and Tables. The game makes use of various charts and tables printed on the map sheet. These include:

The Terrain Effects Chart: used to explain the effects of terrain on movement and combat.

United States Combat Results Table: used to resolve land attacks initiated by U.S. and Allied ground forces.

Japanese Combat Results Table: used to resolve land attacks initiated by Japanese ground forces.

Air-to-Air Combat Table: used to resolve interception combat.

Strategic Bombing Table: used to resolve strategic bombing attacks.

Air vs. Naval Table: used to resolve air attacks against naval units.

Koryu Table: used to resolve attacks by Japanese *Koryu* (suicide) naval units against U.S. and Allied naval units.

Partisan/Samurai Table: used to mobilize Japanese partisan and Samurai units.

U.S. Reinforcement Table: used to organize U.S. and Allied forces.

Okinawa Holding Area: used to represent U.S./Allied units stationed on Okinawa.

Turn Record Chart: records which week of the campaign is in progress.

Victory Index: determines which side is winning, and ultimately wins, the game.

3.8 Game Equipment Inventory. A complete game of *Samurai Sunset* includes one game map, one rules booklet (which you are now reading), and one set of 200 unit counters. You will need to provide one six-sided die to resolve combat.

3.9 Game Scale. Each complete Game Turn represents one week of time; each hexagon on the map is approximately 25 miles from side to opposite side; each division sized unit represents 10,000-20,000 soldiers; each brigade or regiment represents 2,000-5,000 men; each naval task force represents a concentration of hundreds of combat, support and amphibious naval vessels of all sizes; each air unit represents about 500 aircraft of various types.

§ 4.0 Sequence of Play

4.1 The game is played in a series of sequenced activities called Game Turns. Each Game Turn consists of an American Player Turn and a Japanese Player Turn. The player whose turn it is is temporarily called "the moving player," while the other guy is called the "non-moving player."

4.2 Each Game Turn is made up of the following segments or "phases." It is against the rules to perform actions outside their proper sequence, and once a player completes a given phase and has gone on to the next, he may not go back to perform some forgotten action unless his opponent permits it.

The American Player Turn

1) American Movement Phase: the American/Allied player moves his land, air and naval units.

2) Japanese Air-Reaction Phase:

a) The Japanese player moves his intercepting air units.

b) The Japanese player conducts Interception Air Combat.

c) The Japanese player conducts Air vs. Naval Combat.

3) American/Allied Combat Phase: the U.S. player conducts his attacks in the following order.

a) Air Combat — resolve Strategic Bombing and Air vs. Naval attacks.

b) Amphibious Invasions — conduct any amphibious invasions.

c) Ground Combat — conduct U.S./Allied ground attacks.

The Japanese Player Turn

1) Japanese Movement Phase: the Japanese player moves his land, air and naval units.

2) U.S./Allied Air-Reaction Phase:

a) The U.S. player moves his air units.

b) The U.S. player conducts Interception Combat.

c) The U.S. player conducts Air vs. Naval Combat.

3) Japanese Combat Phase: the Japanese player then conducts his attacks in the following order.

a) Air Combat — resolve Strategic Bombing and Air vs. Naval attacks.

b) Ground Combat — conduct Japanese ground attacks.

The Reinforcement Phase: both players receive their available reinforcements and replacements.

Game Turn Indication: move the Turn Record Marker to the next week and begin the turn sequence again.

Note: there is no Japanese Amphibious Invasion Phase.

§ 5.0 Ground Movement

5.1 During his Movement Phase, the player whose turn it is can move as many or as few of his own units as he wishes, up to the limit of each unit's movement allowance. Movement factors cannot be saved or accumulated from turn to turn, nor can they ever be transferred or loaned from one unit to another.

5.2 A land unit may never enter a hex containing an enemy land unit.

5.3 A given unit may expend some, all or none of its movement factor; units are never forced to move during the Movement Phase.

5.4 Each type of terrain carries a cost, figured in movement points, that must be paid by the moving unit before it can enter that hex. See the Terrain Effects Chart for a summary of those costs. If rough and clear terrain both exist in the same hex, the hex is considered rough. If mountain terrain exists in a hex with rough and/or clear terrain, the hex is considered mountain.

5.5 A ground unit can always move one hex per turn by expending all its available movement factors at the very start of its move, unless that move would be

from enemy zone of control to enemy zone of control (EZOC) (see Rule 8.0) or through prohibited terrain or into a hex containing an enemy ground unit.

5.6 Units can move along the Transportation Lines printed on the map at a cost of only one-half movement factor per hex, regardless of the terrain located in that hex. To use this kind of movement, though, units must enter and exit the hex in question through hexsides actually crossed by the transportation line.

§ 6.0 Air Movement

6.1 Air units may move (fly over) a number of hexes (at one point per hex) equal to their Range Factor to a "target hex," attack that hex, then return to a "base" hex. All air units must be based on an appropriate base.

6.2 Air units always expend only one movement (range) factor to enter a hex, regardless of the terrain type beneath them. Air units may move into and through hexes containing any kind of enemy unit(s). (There is no fly-by air combat.)

6.3 The range factor of an air unit represents the maximum distance it can fly out to a target hex. For example, an air unit with a printed range factor of "10" could move to a target hex up to that distance away from its starting base hex, attack that hex, and then return to the original base hex or any other appropriate base hex within 10 hexes.

6.4 All air units must be "based" (shown by flipping the unit over to show its "Based" side) on an appropriate base when not in the air to conduct some mission.

6.5 The U.S. player can base up to 12 of any kind of his air units on Okinawa (represented by the "Okinawa Box" printed on the map sheet).

Each undisrupted U.S./Allied Naval Task Force can base one Naval Aircraft unit. Disrupted task forces cannot base any aircraft.

Each U.S./Allied "base" established on the Japanese Home Islands can base up to two air units of any kind.

Each U.S./Allied "beachhead" established on the Japanese Home Islands can base one air unit of any kind.

6.6 The Japanese player can base up to two air units of any kind in any Major City hex he controls.

He can base one air unit in each Minor City he controls.

6.7 "Based" air units are considered to be on the ground parked at airfields. This is shown by flipping the air unit over so its "Based" side is showing. If based on land and an enemy ground unit moved into its hex, that air unit is eliminated. If a Naval Air unit is based on a Task Force and that TF is disrupted, the air unit is eliminated.

Naval air units can base from otherwise legal land hexes, but non-naval air units can never base on TFs.

6.8 Air units of both sides still in the air at the end of each Player Turn are returned to friendly bases. Each player returns his own units to any eligible bases. These return-bases need not be the same ones from which the aircraft took off earlier, but no aircraft may fly further than its printed range factor, either coming or going.

6.9 Rebasing: Air units which do not conduct any other mission during their owning player's turn can conduct a "Rebasing Move." This transfer is flown during the owning player's Movement Phase (never during Air-Reaction Phases), and can be to any other legitimate base, as long as the unit does not move more than twice its printed range allowance.

6.10 Air Transport: Players can use their Tactical Air Units for air transport of ground units. Each U.S./Allied tactical air unit can transport one division sized unit (or up to three brigades or regiments) during the owning player's Movement Phase. Each Japanese tactical air unit (not *kamikazes*) can transport one non-mechanized brigade (only).

This is done by having the air unit and the ground unit to be transported begin the Movement Phase in the same hex. The two units then move together to any other eligible base hex within range. (Place the ground unit being transported beneath the carrying air unit.)

Once over the landing hex, they may be intercepted by the non-moving player in his Air-Reaction Phase. *At the end of the owning player's turn*, the transporting air unit lands and disembarks the ground unit.

Air units used for transport cannot conduct any other missions during that same Player Turn. If a transporting air unit is shot down, then the unit it is

carrying is also eliminated.

Ground units transported by air cannot move in any other way that same player turn.

6.11 Air unit movement to and from Okinawa is explained fully in section 16.

§ 7.0 Naval Movement

7.1 Naval units have an unlimited movement capability for moving across ocean hexes. Additionally, U.S. Naval units can sail to and from the Okinawa Holding Area.

7.2 U.S. Naval units can move into the Okinawa Holding Area by sailing off the appropriate map edge and then going directly to the holding box. Of course, U.S. Naval units can also sail from the box back onto the map.

7.3 Naval units can enter coastal hexes, even one containing enemy units of any kind.

7.4 U.S. Naval Transport: Each Task Force unit can transport up to three division sized units. (Again, brigades and regiments each equal one-third of a division.) This capacity is in addition to each TF's aircraft-basing capacity.

7.5 Ground units are embarked and disembarked as follows: The U.S. or Allied ground unit to be transported must begin that player's Movement Phase in either Okinawa, a beachhead or a base. There must also be a TF which begins the Movement Phase in that same embarkation hex (or box). The ground units are then embarked onto the TF. (Place them beneath the TF counter.)

The TF may then move, taking the embarked ground units along with them. Embarked ground units have no effect on Naval Combat.

7.6 Units are disembarked only at Okinawa or beachhead or base hexes at the end of the friendly Movement Phase. Note that ground units that move by Naval Transport cannot move by air transport or regular ground movement that same turn. Ground units may stay embarked on TFs from turn to turn.

7.7 Naval aircraft units are embarked (based) on TFs simply by being flown onto the counter (and then placed beneath it).

7.8 The Japanese player may attempt to

move up to four of his divisions (or smaller unit equivalents) by Naval Movement on each of his Player Turns. Such units may potentially move from any Japanese controlled port on the board to any other Japanese controlled port. The unit(s) must start the Japanese Movement Phase already in a port, and may move no further after it lands at its destination port.

A die must be rolled for each Japanese unit attempting Naval Movement. On a roll of "1" or "2" the move is completely successful. On a roll of "3," "4" or "5," the unit loses one strength step upon landing (units with only one step to begin with are destroyed). On a roll of "6" the unit is eliminated no matter what its step strength.

7.9 Neither of the ports involved in a given Japanese naval movement attempt may have a U.S. TF located in or next to their hex. Not all Japanese naval movement on a given turn must originate or end from the same two ports, as long as the overall four division maximum is observed.

7.10 When an embarked U.S./Allied ground unit is disembarked on a hex not already containing a base or beachhead marker and not on Okinawa, the action becomes a special kind of Naval Movement called "Amphibious Invasion." See section 14 for details.

7.11 The U.S. player should use the Fleet Carrying Chart to hold his embarked and based ground and air units, in order to avoid clumsy stacks.

8.0 Zones of Control

§ 8.1 All ground units in the game exert a Zone of Control (ZOC) into the six hexes surrounding their location hex. Air and Naval units exert no ZOCs, and ground unit ZOCs neither extend up into the air or out to sea.

§ 8.2 Naval and Air units are unaffected by ground unit ZOCs.

§ 8.3 Ground units must stop when entering an Enemy Zone of Control (EZOC). In their next turn's Movement Phase they can move out of the EZOC as long as the first hex of their move does not take them directly into another EZOC. (Exception: see rules 19.3, 19.4, 19.7.)

§ 8.4 ZOCs do not extend across all-lake

or all-ocean hexsides. They do extend into all other kinds of terrain on the map.

§ 8.5 Units cannot retreat into or through an EZOC hex *unless* that EZOC is "negated" by the presence of another ground unit friendly to the one trying to retreat.

8.6 Likewise, units cannot trace supply through hexes containing EZOC, unless there is a friendly unit in the EZOC hex to "negate" it.

§ 8.7 There is no difference in effect between hexes containing one ZOC and hexes containing multiple ZOCs.

In summary, the presence of a friendly unit in an EZOC hex negates that EZOC for purposes of tracing supply, new unit placement and replacement, and conducting retreats-after-combat, but not for movement.

§ 9.0 Stacking

9.1 Both players can pile more than one of their units into a hex; this is called "stacking."

9.2 Up to three divisions may stack per hex. Each regiment and brigade counts as only one-third of a division, but you can never have more than 3 non-divisional units in the same stack.

9.3 The number of air units that can be on the ground in any hex depends on the basing capacity of that hex (see 6.5 and 6.6). A player can have up to three of his air units in the air over a hex (and that number is in addition to any air units based there on the ground). The presence of enemy air units in a hex has no effect on friendly air unit stacking there.

9.4 Neither player may ever have more than one naval unit in a hex.

9.5 Ground units being transported by naval or air units do not count for stacking while they are being carried.

9.6 Certain ground units do not count for stacking — see rules 19.11 and 19.12.

9.7 Remember: stacking only counts at the end of each phase. Therefore it is possible for any number of any kind of units to pass through a given hex during a phase.

The stacking of the three different kinds of units (ground, air, naval) in a hex is mutually exclusive and does not limit or effect each other in any way.

Any stack found to be overstacked at the end of any phase must have the excess units removed by the owning player (his choice). Such excess units are put into the dead pile.

10.0 Supply

10.1 For units to function with their full capabilities, they must be "in supply."

10.2 A land unit is said to be "in supply" if it can trace a "supply line" from its position back to an appropriate supply source. A "supply line" is any connected path of hexes running from the unit back to its supply source.

10.3 Trace ground unit supply lines from the unit in question back to its supply source hex as if you were actually moving a real unit along the path. That is, you pay the various terrain costs per hex — and may use the Transportation Line bonus — just as if you were really moving a unit along the supply path. Don't count the hex the tracing unit is in, but do count the hex the supply source is in.

U.S./Allied supply lines may be up to eight movement factors long. Japanese supply lines may be up to six movement points long.

10.4 U.S./Allied ground units are in supply if they can trace a successful supply line from their position back to a base or beachhead hex. Additionally, units on Okinawa and those embarked upon Task Forces are always in supply.

10.5 Japanese ground units are in supply if they can trace a successful supply line from their position back to a Japanese controlled Major City (which may be bombed or unbombed) or to an unbombed Japanese controlled Minor City located on the same island as the unit doing the supply tracing. Japanese supply lines may never be traced across all-ocean hexsides or hexes.

10.6 The naval units of both sides are always considered to be in supply.

10.7 U.S. air units are always in supply. Japanese air units are likewise always in supply, unless they are based on a hex that has been strategically bombed, in which case they are out of supply.

10.8 Land units out of supply have their movement and combat factors halved. (Round remainders up; that is, "half" of combat factor of 5 is 3.)

Check the supply status of *your* ground units before you start to move each individual unit or stack. Check it again, for combat purposes, just before calculating the odds for ground combats. In the case of those combat supply checks, examine the supply status of the units of *both* sides involved a given battle before figuring the odds.

10.9 Japanese Air units out of supply can fly *no missions* except Rebasing Transfer. Check your air units' supply status at the start of your Movement and Air Reaction Phases.

Out of supply air units flying Rebasing missions still figure their available transfer range based on their printed range factor.

10.10 Ground units conducting amphibious or airborne assaults are always considered in supply for any combat involved in their assault.

10.11 Supply By Air. A player can provide supply-by-air ("air supply") to his ground units (only) by using his tactical air units. (The Japanese player cannot use *Kamikaze* aircraft to provide air supply.) To be able to provide air supply, the tactical air unit must itself start its side's Movement Phase based in an in-supply hex (and/or on Okinawa for the U.S. side only). From there, it moves to the hex being supplied in the friendly Movement Phase, and if it survives any interception attempt made against it, instantly provides the target hex with air supply for a full Game Turn. The air unit lands at the end of its side's Player Turn.

Air supplied ground units have their normal movement and combat capabilities available to them, just like overland-supplied units. Air supply only helps units in the hex actually receiving the drops; other units *cannot* trace a supply line to that hex.

Air units flying supply missions can fly no other missions that same Player Turn.

10.12 To tell which units are out of supply at a glance, we recommend you maintain a common facing with all you ground and air units. Those found to be out of supply should be rotated 180 degrees (or you can mark them with OOS markers taken from other games).

10.13 Units are never eliminated simply because they are out of supply; units may exist indefinitely out of supply.

Admittedly, this is a bit of an abstraction, but to interject length-of-time-out-of-supply monitoring procedures here would really add a lot of rules bulk for what in actuality pans out to be *very little* added realism. In these island campaigns, unsupplied Japanese units exhibited an ability to hang around for amazingly long times, and the U.S. player is assumed to always have enough spare logistics capability, via night drops, etc., to maintain even his most isolated units. Don't forget, by 1944 even the British had a demonstrated ability to air supply over 150,000 troops at Imphal. Anyway, you'll quickly find the flow of the game is such that out of supply units don't stay around very long anyway.

§ 11.0 Ground Combat

11.1 Ground combat occurs between adjacent, opposing ground units, and may also include naval and/or air support. The moving player is said to be the attacker, and the non-moving player the defender, no matter what the overall strategic situation at the time.

Combat is always voluntary; units are not forced to attack simply because they are in adjacent hexes.

11.2 Resolve each combat individually, with the moving player determining the sequence of his attacks. To resolve an attack, total the combat strengths of all attacking units in the battle (taking supply into account for both sides), then add-up the combat strength of all the enemy units defending in the battle. Divide the defender's total available combat strength into the attacker's total available combat strength to obtain an odds ratio. Always round remainders off in favor of the defender. For example, 26 attack factors versus 8 defense factors yields 3.25, which you then round off to 3, and place a "1" behind it to get your ratio of 3-to-1.

This ratio is the same as one of the column headings on the Combat Results Charts. (Use the American chart for resolving that player's attacks, and use the Japanese chart for resolving that player's attacks.) After obtaining the initial ratio by using the procedures

above, apply any column shifts due to air or naval support or terrain. After finding this final odds ratio, roll the die, read down the column to the row corresponding to the number rolled and apply the result given there.

11.3 Attacking units in more than one hex may combine into one force to attack against a single hex of defenders. Defending units in the same hex cannot be split up and attacked separately; they must all be attacked as if they formed one big unit.

Attacks may involve any number of attacking and defending units. Multi-hex attacks are allowed as long as all attacking units are adjacent to all defending units.

In situations where the attacking player has more than one unit in a hex, not all those units must attack into the same hex. Some could attack into different hexes or simply not attack at all.

The combat strength of any single unit on attack or defense is indivisible. That is, no unit can split up its combat strength and apply portions of it to different battles.

11.4 The odds column used on the Combat Result Table may be shifted right or left by air or naval support and by terrain. Total the number of shifts due the attacker, subtract from that total the number of shifts due the defender, and use this final number to shift the odds to the actual column used to resolve the battle.

Attacker-shifts move the column to be used to the right. Defender-shifts move the column to be used to the left.

11.5 Air Support. Both the attacker and defender may use air support in a given ground battle. Air units used to provide air support must first survive any interception made against them in the hex to be supported. The exact range and location of air support missions is always figured to the defending units' hex (in multi-hex situations, any one hex will do, each player choosing his own).

The attacker adds (that is, moves rightward on the chart) the number of shifts equal to his air unit's total Tactical Support Factors; the defender subtracts (that is, moves leftward on the chart) the number of shifts equal to his air unit's Tactical Support Factors.

Neither player may commit more than one air unit to ground support in any given battle.

11.6 Naval Gun Support. The U.S. player may add to his attacks the number of shifts equal to the Bombardment Factor of a friendly Task Force unit that is located in the same coastal hex as the defending Japanese unit(s). (No shooting inland from there.) He may also subtract the number of shifts equal to the Task Force's Bombardment Factor if the TF is in the same coastal hex as his defending ground units or the coastal hex containing the Japanese attackers.

No more than one TF may be used to support any one battle.

11.7 Terrain Effects. The Terrain in *the defender's hex* can affect combat by shifting the odds column just like air and naval support. Terrain shifts always work in favor of the defender. That is, they are always leftward shifts.

Look at the Terrain Effects Chart under its "Combat Shifts" column. Say, for example, you're attacking a unit located in a "Rough Terrain" hex. To gauge that terrain's influence on your attack, find the "Rough" heading on the left of the chart, then look across to the "Combat Shifts" column. There is a "1" printed there. That means the defending force receives a one column leftward shift due to the presence of that rough terrain. (So, if you had, say, 3:1 odds, that would now become 2:1 because of the terrain.)

Note that Japanese defenders in a Major City hex get a two column shift, while American/Allied units defending in such hexes earn only a one column shift. Likewise, Japanese defenders in Minor City hexes get a one column shift, while American/Allied forces defending in such places don't earn any shift.

All Major Cities on the map are considered to exist in otherwise Clear Terrain. Other significant terrain may exist in hexes along with Minor Cities. In such cases, the other terrain's effect is taken into account when figuring total shifts. (And in the case of American/Allied units in Minor Cities, that additional terrain could work to provide some shifts for them.)

In the case of multi-hex defenses, the defender gets the number of terrain shifts equal to the single greatest amount earned by any one of his hexes in that battle.

11.8 Ground Combat Results. The following combat results are obtained by

rolling the die and cross-indexing that result with the final odds column.

DZ: Defender Annihilated. All defending units are completely eliminated.

DD: Defender Reduced. All full-strength defending divisions are flipped to their reduced side. Reduced strength divisions and non-divisional units are eliminated. Surviving defenders must retreat.

DA: Defender Attrition. One step of defending strength (defender's choice) is eliminated. No units retreat.

DX: Defender Exchange. All involved defending units lose one strength step (thus eliminating one-steppers). Any one attacking unit is reduced one step (attacker's choice). No units retreat.

DR: Defender Retreat. All involved defending units must retreat.

AR: Attacker Retreat. All involved attacking units retreat.

AX: Attacker Exchange. All involved attacking units are reduced one strength step (thus eliminating one-steppers). Any one defending unit (defender's choice) is reduced one strength step. No units retreat.

AA: Attacker Attrition. One step of attacking strength (attacker's choice) is eliminated. No units retreat.

AD: Attacker Reduced. All involved attacking units are reduced one step (thus eliminating one-steppers). Surviving attackers must retreat.

AZ: Attacker Annihilated. All involved attacking units are completely eliminated.

11.9 Effects of ground combat on air and naval supporting units. Naval units are never affected in any way by the results obtained in the ground battles they support.

Supporting air units may be affected in the following way. If the combat resolution die roll was a "1," the attacker's supporting air unit is eliminated. If the combat resolution die roll was a "6," the defender's supporting air unit is eliminated.

11.10 Retreats. A player retreats his own units when called on to do so by the combat result. Retreating units are moved one hex away from the hex from which they just launched their failed attack or made their failed defense (retreater's choice if more than one hex is available).

Units retreating into hexes containing un-negated EZOCs (that is, there are

no friendly units already sitting there in the EZOC) must lose one step for having done so. That means one-step units will be destroyed and full strength divisions go down one.

Units with no retreat hex available at all are eliminated.

Units cannot retreat across all-lake or all-ocean hexsides or onto enemy ground units.

U.S./Allied units on Beachhead or Base hexes can retreat onto Task Force units already located in that same hex. Such a retreat causes each ground unit to suffer a step loss, however, thus destroying one-step units.

If a unit retreats into a hex containing friendly units about to undergo an enemy attack, the just-retreated units do not contribute their strength to that battle, but they are affected by its combat results.

Units cannot retreat in violation of stacking restrictions.

Units with a printed Movement Factor of "0" are eliminated if called on to retreat.

11.11 Advance After Combat. Whenever a hex is left empty of ground units as a result of combat, the player who did not have to retreat (and whose units were not totally eliminated), may immediately move any of his surviving units (up to stacking limits) from that battle into the vacated hex(es).

Advance after combat is optional; you are never forced to do it, and it takes no movement factors. Advancing is potentially available to attacker or defender in this game. You can advance into EZOCs. Advances, if one is to take place, must be conducted immediately after the resolution of that battle.

Sometimes advancing after combat may result in leaving the hex of those advancing units completely empty. Such a situation does **not** trigger a chain reaction of other advances.

(Note: Unlike many other WWII-era games, this one contains no provisions for "overruns," "automatic victories" or "mechanized assaults." See the Designer's Notes section and rule 19.2.)

§ 12.0 Air Combat

12.1 Air units can conduct various kinds of aerial combat over "target hexes." Air

combat missions include: CAP, Interception, Ground Support, Strategic Bombing, and Air-to-Ship Attack.

12.2 Interception. Interception is conducted by the non-moving player in his Air-Reaction Phase during the other fellow's player turn. Intercepting units fly to any target hex within range. They must then attack any enemy air units in that hex. Survivors may conduct ground support or air-to-ship attack in that same hex. (Important note: the hex your "intercepting" units move to does *not* necessarily have to contain enemy air units.)

Only air units of the non-moving player may intercept. *Kamikaze* air units may be sent to a target hex to intercept only if there is at least one U.S. Task Force unit in that hex. Strategic Bomber units cannot intercept.

If there are enemy air units over the base hex from which you wish to fly interceptors, then those interceptors may intercept only those enemy air units present in their base hex (or stay on the ground that phase).

Once over a target hex, intercepting air units **must** attack any enemy air units located there in aerial combat. All air units of both sides in the air over that target hex are automatically involved.

Total all your interceptors' air-to-air strengths into one number, and subtract the other side's total air-to-air strength from that number. This number (either positive, negative or zero) will correspond to one of the "differential" column headings on the Air-to-Air Combat Results Table. Roll the die, cross-index that result to the appropriate differential column, and apply the results found there.

Note: Unlike the Ground Combat Results Table, the Air-to-Air Combat Results Table is not set up with columns headed by odds ratios. Instead, the Air-to-Air CRT has columns based on the strength difference, or "differential," between the attacking and defending air units. So if, say, five points of air units attacked three points of defending enemy air units, the +2 differential column is the one used to resolve that air battle: 5-3=2.

Losses here are expressed as numbers of air units lost. Each player determines exactly which of his air units will be lost. Results to the left of the slash

apply to the interceptor, those to the right of the slash apply to the defender.

If the only enemy air units in a hex you are intercepting are Strategic Bombers, reduce losses to both sides by "1." (Zeroes, of course, remain "0.")

Enemy air units which survive your interception attempt can then conduct any one applicable mission in that target hex. (That mission might be Re-basing or Air Supply or Ground Support or Strategic Bombing or Air-vs.-Ship Attack.) Likewise, any of your interceptors that survive are then free to give air support to any of your ground forces below or attack enemy ships there

12.3 Strategic Bombing. Strategic Bombing is conducted by totaling the strategic bombing factors of all moving player air units sent against some particular land target hex. (Naval units are never strategically bombed.)

The column headings on the Strategic Bombing Table correspond to the total number of strategic bombing factors sent to hit a particular target hex. Roll the die and apply the result against all applicable units in the hex.

I — Target hex is Interdicted. Any one aircraft unit (owner's choice) based on the ground there is destroyed. Any ground units there are out of supply for the rest of that same player turn.

B — The hex is successfully bombed. Any one aircraft unit (owner's choice) based on the ground there is destroyed. Remaining enemy air and ground units are out of supply for the rest of that same player turn. Any Base or Beachhead marker in the hex is eliminated. When a "B" result is obtained against a hex containing a Major or Minor City, that city is said to have been "bombed out." Any city which has once been bombed out remains that way for the rest of the game. Bombed out Major Cities have their mobilization value reduced to "1," and can only base one air unit. Bombed out Minor Cities no longer provide supply, cannot be used for air basing, and provide no mobilization points.

A — Successful Anti-Aircraft Defense. One attacking air unit (owner's choice) is eliminated. This result is considered a "No Effect" (-) to both sides if all the attacking air units were strategic bombers.

You cannot strategic bomb a hex you control or suicided cities.

12.4 Air vs. Ship Combat. Attacks by air units against a naval unit are resolved

on the Air vs. Ship Table. Resolve these attacks by totaling the Tactical Support strength of the attacking air units, subtracting the Anti-Aircraft Strength of the defending naval unit from that total, and using the column heading on the chart corresponding to that resultant number to roll the die on for a final result. (The same "differential" procedure used for Air-to-Air Combat.)

When a Japanese *Koryu* naval unit is defending, results are applied as follows:

T or D: Naval unit destroyed.

A: Eliminate one attacking air unit.

When the defending naval unit is a U.S. Task Force, results are applied as follows:

T: The TF unit, and any air unit it may be carrying, are unaffected. Any one ground unit being transported (U.S. player's choice) is reduced one step.

D: The Japanese player has a choice — he may reduce any two ground units being transported by that TF OR he may disrupt the TF itself. A disrupted Task Force is flipped to its reduced side. Any naval aircraft based on it at the instant of disruption are eliminated. Ground units being transported are not affected in any way. An already disrupted TF which receives another "D" result is immediately moved to the Okinawa Holding Box, from which it *can* move out again as early as the next U.S. Player Turn. TFs are never completely eliminated. Disrupted TFs can transport land units normally, but they cannot base naval air units. (For procedures on how to undisrupt a TF, see 18.7.)

A: Eliminate one attacking air unit. All *Kamikaze* air units are always eliminated at the end of a Japanese Air vs Ship Battle, and that auto-elimination does serve to satisfy an "A" result.

12.5 Strategic Bomber units, though they cannot strategically bomb naval units, can nevertheless attack them using their Tactical Support strength of "0." They are always unaffected by "A" results.

12.6 Combat Air Patrol: The moving player, in anticipation of a forthcoming enemy air attack on some vital hex may, during his Movement Phase, commit tactical or naval aircraft to Combat Air Patrol ("CAP") over a hex. CAP units are positioned during your Movement Phase and, in effect, just fly around there waiting for any enemy interceptors to try to attack that hex.

12.7 Sequencing Air Operations: Aerial missions are conducted at the following times during a Player Turn.

CAP: Sent up during your Movement Phase, and recovered (landed again) at the end of your enemy's Air-Reaction Phase or survivors can be kept up to give air support to any ground combat in the hex below.

Interceptions: can only be flown by the non-moving player during his Air-Reaction Phase (which actually takes place as an interlude in the other side's player turn). Such units are returned to a base as soon as their interception, and any follow-on ground support or air vs. ship combats are resolved.

Ground Support: The moving player flies his ground support missions out anytime during his own Movement Phase, placing them above the hex of the enemy defenders on which he is supporting an attack. The non-moving player flies his ground support missions out as interceptors, then they take on the support roll after surviving any air-to-air combat. Return ground support units to base after the ground battle they supported is resolved. Strategic Bombers and *Kamikazes* cannot be used in a ground support role.

Note that though only one air unit can be committed to support any one ground combat, you are allowed to send out more than that on the mission to any given hex, in anticipation of losses in air combat prior to going in.

Strategic Bombing, Rebasing Transfers, Air Supply, and Air Transport: These are flown during your own Movement Phase, and the missions are resolved and the planes based again immediately after the other side's interception mission (if any) against you is resolved.

Air vs. Ship Attack: may be conducted during your own turn by flying out during your Movement Phase, withstanding any enemy interceptions, then resolving the attack and landing during your own Combat Phase. They may also be conducted during your Air-Reaction Phase by flying out at that time, resolving any air-to-air combat in the hex above the ships, then attacking the ships and returning to a base.

12.8 Note that each air unit can fly missions in both the friendly and enemy player turn of the same game turn, but only within the restrictions given above. That is, air units involved in Strategic

Bombing or Rebasing or Air Supply or Air Transport, can only fly that one mission during that one player turn and can do nothing else. Interceptors, after flying out to do air-to-air combat over some hex if there are enemy planes there, may then also carry out ground support or air vs ship attack on enemy ground/ naval units in that same hex. Likewise, air units on CAP, after surviving any air-to-air battle, can then dive down in their hex to give ground support.

§ 13.0 Naval Combat

Historical Note: By mid-1945, most of the Imperial Japanese navy had either been sunk or rendered ineffective. The one exception was the *Koryu* (suicide) naval units. These consisted of explosives-laden motorboats, midget submarines, and other remnants of the old fleet.

13.1 Naval combat takes place during the Movement Phase of either player, whenever enemy naval units move adjacent to each other. (Naval units do not exert ZOCs.) Naval combat is mandatory and is resolved immediately. Upon resolution of the combat, surviving naval units may continue moving (if it's their player turn, that is).

13.2 As soon as enemy naval units move adjacent to each other, a *Koryu* attack is triggered. (The situation is always considered a "*Koryu* attack," no matter which side is actually moving at the time.) Each *Koryu* unit involved attacks individually, using the *Koryu* Table. Simply roll a die and immediately apply the result.

D: This is the same result as when the Japanese player obtains a "D" when attacking U.S. TFs in Air vs. Ship Combat. See the second set of results explained in rule 12.4.

T: This is the same result as when the Japanese player obtains a "T" when attacking U.S. TFs in Air vs. Ship Combat. See the second set of results explained in rule 12.4.

K: The attacking *Koryu* naval unit is eliminated.

13.3 Involvement in naval combat does not preclude a U.S. TF from providing gun support or launching/recovering aircraft that same player turn.

§ 14.0 Amphibious Assault

14.1 Amphibious assault is the technique used by the U.S. player to land ground units on Japanese controlled coastal hexes of the Japanese Home Islands.

14.2 Amphibious Assaults (AA) occur during the Amphibious Assault Sub-phase of the U.S. Player Turn (step 3b in the sequence of play). U.S./Allied ground units conducting an AA must be embarked upon a TF unit. The carrying TF can land them on any Japanese coastal hex, even one containing Japanese ground units. (This is an exception to the general rule prohibiting enemy ground units from occupying the same hex at the same time.)

14.3 If assaulting units land on a hex empty of Japanese ground units, the AA is considered an "uncontested success." The assaulters land in the hex and move no farther, but they may attack Japanese units in any adjacent hexes during the regular Ground Combat Sub-phase.

14.4 If assaulting units land on a hex containing any enemy ground units, they must attack those units (and only those units). AAs can receive both air and naval gun support.

If the assaulters succeed in clearing the invaded hex of all Japanese ground units, they land and occupy the hex. (They may not attack again that same player turn.) If the assaulters fail to clear all defenders from the invaded hex, they are retreated back onto their carrying TF unit. This evacuation of the beach causes all involved units to lose one step.

14.5 TF units are never affected by the results of AA attacks.

14.6 Japanese ground units defending against AAs receive normal terrain benefits for their defense. If any of the defenders are Coastal Infantry units, they receive an additional two-column defensive (leftward) column shift when calculating the battle odds.

14.7 Note that AAs take place before the regular U.S. Ground Combat Sub-phase. Units which conduct a contested AA cannot attack again in the Combat Phase of that same player turn. Also, note that no multi-hex amphibious assaults are
(Continued on Game Rules Page 12)

SAMURAI SUNSET Rules Summary

Air Units

1. Parenthesized Air-to-Air strength means that plane can't do interceptions.
2. U.S./Allied basing: 12-Okinawa, Bases-2, Beachheads-1, TFs-1 naval.
3. Japanese basing: 2-Major city, 1 Minor city.
4. 3-high stacking in the air

Ground Units

1. Always go one hex per turn by expending all MFs.
2. No EZOC to EZOC movement unless Japanese infiltrating or Ranger or Commando.
3. Friendly units negate EZOCs for purposes of supply and retreats, but not for movement.
4. Stacking is 3 divisions per hex. Non-div. units count as 1/3 div. each, but never more than 3 non-divs per hex (regardless of presence of one of two divisions in the same hex).

Supply

1. U.S./Allied supply lines can be up to 8 MPs. Japanese up to 6 MPs.
2. Trace along transport lines at 1/2 point per hex.
3. U.S./Allied sources are Bases, Beachheads. Units

on Okinawa and TFs are always in supply.

4. Ship units always in supply.
5. Out of supply ground units are halved for combat and movement (round odd strengths up).
6. Out of supply Jpn. air units can only do rebasing.

Bombed Out Effects

1. Major Cities — base only one air unit and mobilization value reduced to 1.
2. Minor Cities — No air or supply or mobilization value.

Air Operations

1. **CAP:** Take off during your Movement Phase. Land after any enemy interception combat and/or follow-on ground support is resolved.
2. **Interceptions:** Take off during your Air Reaction Phase. Land after interception and any follow-on ground support or air vs. ship is done.
3. **Ground Support:** Take off during your Movement Phase. Land after battle is resolved. Strategic Bombers and *Kamikazes* cannot do Ground Support.
4. **Air vs. Ship:** Fly out during your Movement

Phase or your Air Reaction Phase. Resolve any air-to-air combat, attack the ships below, return.

5. **Strategic Bombing/Rebasing/Air Supply/Air Transport:** Take off during your Movement Phase, land after any enemy intercept attempt.

Victory Index and Reinforcements

1. Operation Coronet Forces — received when base established in Japan in Campaign Game.
2. U.S. 1st Army — received in Campaign when base established in Japan and index is at 26 or more.
3. British Commonwealth Corps — Received in Coronet and Campaign scenarios when base est. in Japan and index is 51 or more.
4. Index is 76 or more — U.S. player gets a one column shift rightward in all his attacks.
5. Index is 25 or less — Japanese player gets a one column shift rightward in all his attacks.
6. Japanese Mobilization Points: start at 14 in Olympic, 71 in Coronet, 77 in Campaign.

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SAMURAI SUNSET Gazetteer

Hokkaido Island

Major Cities:

None

Minor Cities:

Asahigawa — 6401
Hakodate — 5706
Kushiro — 6905
Muroran — 5805
Otaru — 5902
Sapporo — 6003

Honshu Island

Major Cities:

Kobe — 3125*
Nagoya — 3725
Osaka — 3226
Tokyo — 4726*
Yokohama — 4627*

Minor Cities

Aganogawa — 5119
Akita — 5213
Aomori — 5610
Chiba — 4827
Fukui — 3622
Fukushima — 5220
Fukuyama — 2524
Gifu — 3724
Hachinohe — 5811
Hachioji — 4626
Hamamatsu — 3927
Himeji — 3025
Hiroshima — 2224
Kanazawa — 3821
Kiryu — 4723
Kofu — 4325
Koriyama — 5121

Kure — 2324
Kyoto — 3425
Maebashi — 4623
Matsue — 2621
Matsumoto — 4223
Mito — 5025
Morioka — 5614
Nagano — 4321
Nagaoka — 4620
Nara — 3326
Niigata — 4718
Okayama — 2724
Okazaki — 3826
Otsu — 3425
Sendai — 5318
Shimizu — 4227
Shimonoseki — 1823
Shizuoka — 4228
Takaoka — 4020
Takasaki — 4523
Toyama — 4021
Toyohashi — 3827
Tsu — 3627
Ube — 1824
Utsunomiya — 4923
Wakayama — 3127
Yamagata — 5218
Yokkaichi — 3626

Mt. Fuji — 4326

Kyushu Island

Major City:

Muji — 1723

Minor Cities:

Beppu — 1826
Fukuoka — 1524

Kagoshima — 1231**
Kumamoto — 1427
Kurume — 1525
Miyazaki — 1631
Nagasaki — 1226
Nobeoka — 1829
Nogata — 1624
Oita — 1827
Omura — 1426
Saga — 1425
Sasebo — 1225

Shikoku Island

Major Cities:

None

Minor Cities:

Imabiri — 2325
Kochi — 2527
Matsuyama — 2226
Takamatsu — 2725
Tokushima — 2927
Uwajima — 2127

*Starts Campaign Game already bombed out.

**Starts Campaign Game and Operation Olympic Scenario already bombed out.

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(Continued from Game Rules Page 9)
allowed, and non-AA units already ashore cannot combine in an attack with units making a contested AA.

§ 15.0 U.S. Bases

15.1 The U.S. player has "Base" and "Beachhead" markers to represent the buildup of logistics installations on the Japanese Home Islands.

15.2 The U.S. player may immediately place a Beachhead marker on any coastal hex where he has just conducted a successful AA (contested or not).

15.3 The U.S. player can convert a Beachhead marker into a Base marker (which provides a higher level of support) if the beachhead is in a port hex (any Major or Minor City on a coastal hex) and it is at least eight game turns after the Beachhead was originally placed.

15.4 The U.S. player need not necessarily invade port hexes in order to establish Beachheads (and ultimately, Bases) in such places. That is, he may place a Beachhead marker in any friendly controlled port that has one of his TFs located there at the end of his Movement Phase. (Conversion to Base status follows the same procedure as given above.)

15.5 The Japanese player may eliminate U.S. Beachheads and Bases by Strategic Bombing, by moving one of his ground units into the hex or by eliminating in combat all U.S./Allied ground units in the hex.

15.6 Beachhead markers:

1) Serve as a U.S./Allied supply source.

2) Can base one U.S. air unit.

15.7 Base markers:

1) Serve as a U.S./Allied supply source.

2) Can base up to two U.S. air units.

3) Trigger availability of certain reinforcements (see 18.3).

4) Serve as entry point for U.S. reinforcements instead of or in addition to Okinawa.

15.8 The U.S. player can voluntarily dismantle his Bases and Beachheads. Simply remove the selected ones at the start of the U.S. player turn and place it

back into play at the start of the next U.S. player turn.

§ 16.0 Okinawa

16.1 The U.S. player uses Okinawa (actually off the map to the southwest) as a staging base for his attacks on Japan. Okinawa is represented on the map by the Okinawa Holding Box.

16.2 There is no limit to the number of U.S./Allied ground and naval units that may be in Okinawa. Additionally, up to 12 air units may base there.

16.3 Okinawa is 10 hexes off the southwest corner of the map. This is indicated by the number "10" being printed in hex 1034. U.S. air units can fly onto the map from Okinawa by expending the number of range factors printed in the exact hex of their placement. Conversely, U.S. air units on the map can fly to Okinawa by expending the same printed-on-the-map factors in their exit hex.

16.4 Japanese units can never enter or attack Okinawa in any way.

16.5 Until such time as he has established a Base on the Japanese Home Islands, all newly arriving U.S./Allied reinforcements are first placed into the Okinawa box, and must then be air/sea transported onto the map from there. (See section 18 for more on this.)

17.0 City and Hex Control and Militia

17.1 The Japanese player is said to "control" a city hex if:

1) He controlled that hex at the beginning of the scenario being played, and he has not lost control of it in some way since, or

2) He occupies that hex with a ground unit, or

3) One of his ground units was the last to move through the hex and there are currently no U.S./Allied units in the hex, or

4) There are both Japanese and U.S./Allied ZOCs in the hex, but neither player has an actual ground unit there, or

5) the U.S. player has failed to maintain control of the hex.

17.2 The U.S. player is said to "control" a city hex if:

1) He occupies the hex with at least

one ground unit (regardless of the presence of EZOCs), or

2) One or more of his ground units is projecting a ZOC into the hex and there is no Japanese ground unit or ZOC in the same hex.

17.3 If the U.S. player fails to maintain control of a city hex, it immediately reverts to Japanese control.

17.4 U.S./Allied supply lines cannot be traced into or through hexes containing Japanese controlled Major or Minor Cities. (And, of course, he can't base his air units or maintain Beachheads or Bases in such hexes either.) U.S./Allied ground units can retreat after combat into such empty-but-enemy-controlled cities.

The U.S. player can always trace his supply lines through Japanese controlled city-less hexes empty of enemy units or their un-negated ZOCs. And the Japanese player can always trace his supply lines through enemy-controlled-but-empty hexes, no matter if cities are present or not. (Un-negated U.S./Allied ZOCs in otherwise empty hexes do block Japanese supply line tracing.)

17.5 Effects of U.S./Allied control of Japanese cities:

1) The city loses its supply-blocking power.

2) The Japanese cannot use the city for mobilization or basing.

17.6 No matter how many times the control of a particular city is traded back and forth, each time the Japanese player regains it, the city gets back its supply blocking capacity. (This represents ever more militia levies being raised there.) The one exception to this is the optional Mass Suicide rule, see section 21.

§18.0 Reinforcements

18.1 Both players receive new units and replace losses in units already in play in the mutual Reinforcement Phase at the end of the game turn. This is handled differently for each player.

"Reinforcements" are new units entering play for the first time. "Replacements" are strength steps added to units which have been previously reduced or eliminated and are being brought back from the deadpile or back up to full strength.

18.2 The U.S. player receives his rein-

forcements in four groups through the course of a complete campaign scenario. At the start of play, place the appropriate units on their areas of the Reinforcement Table.

Operation Olympic Forces: The U.S. 6th Army, consisting of any 10 infantry divisions, 3 Marine divisions, 1 infantry regiment, 1 airborne division, 1 Ranger regiment; the 5th Fleet, consisting of the 3rd, 7th and 9th Task Forces; and 15 air units, including 3 naval air and any combination of 12 tactical and/or strategic air units.

Operation Coronet Forces: The U.S. 8th and 10th Armies, consisting of 9 infantry divisions, 2 armored divisions, 3 Marine divisions; and the 3rd Fleet, consisting of the 2nd, 7B and 8th Task Forces; and 9 air units, including 3 naval air units and any combination of 6 tactical and/or strategic air units.

U.S. 1st Army: 10 infantry divisions, 1 airborne division. Note: all the 1st Army infantry divisions must be 11-8s.

British Commonwealth Corps: 3 British/Commonwealth infantry divisions, 1 commando brigade.

18.3 The various groupings of U.S./Allied reinforcements are received as follows:

Operation Olympic Forces: received at the beginning of all three scenarios. They are deployed on Okinawa at the start of the Campaign and Operation Olympic Scenarios. They are deployed directly onto Kyushu at the start of the Operation Coronet Scenario (see scenario instructions in section 23).

Operation Coronet Forces: received at the beginning of the Operation Coronet Scenario on either Kyushu or Okinawa. In the Campaign Scenario, they are received on the game turn the U.S. establishes at least one Base on the Japanese Home Islands.

U.S. 1st Army: received at the beginning of the Operation Coronet Scenario on Okinawa. In the Campaign Scenario, they are received on the game turn the U.S. establishes at least one base on the Japanese Home Islands and the victory index is at 26 or higher.

British Commonwealth Corps: In the Operation Coronet and Campaign Scenarios, they are received on the game turn the U.S. establishes at least one base on the Japanese Home Islands and the victory index is at 51 or higher.

See section 23 for more specific in-

structions on how to set up the various forces for scenario play.

18.4 When reinforcements are triggered to enter play, they are placed either on Okinawa or on a U.S. Base(s) on the Japanese Home Islands. If placed on a Base hex, stacking restrictions must be observed during placement. (This is an exception to the general rule that stacking only counts at the end of each phase.) Reinforcements operate normally in all ways during their player turn of arrival.

18.5 If the U.S. 1st Army or the British Commonwealth Corps are brought into play, and subsequently the victory index drops back below the minimum necessary to originally bring those units in, they remain in play and unaffected. (No withdrawals once committed.)

18.6 U.S./Allied Replacements: The U.S. player may replace all units eliminated or reduced in combat. Units eliminated are replaced on Okinawa or a Base hex when recreated (and, again, you must observe stacking when placing in a Base hex).

Units reduced in strength, but still on the board, are simply flipped back to their full strength side where they stand. (They must, however, be in supply to receive replacements in the field.) Disrupted TFs must be in Okinawa or a Base hex to receive replacements. Units receiving replacements have their full capabilities available on the player turn of the receipt.

18.7 The U.S. player must give up victory points on the victory index to provide his forces with replacements. There is no limit to the number of replacements that may be brought into play on any given turn as long as the U.S. player has the victory points on the index to pay for them. (There is no distinction between U.S. and British/Commonwealth replacement costs.)

Costs are as follows (round fractions up before deducting points from the index).

Flip a reduced division back to full strength — 1/3 point.

Completely rebuild an eliminated division — 1 point.*

Rebuild a non-divisional unit — 1/3 point.

Replace an air unit of any kind — 1/3 point.

Undisrupt a Task Force unit — 1 point.

*Note: Divisions rebuilt from the

deadpile must be brought back at their full, two-step strength.

18.8 The circumstances of a particular unit's destruction cannot bar it from later recreation with replacements. (That is, it doesn't matter if a unit was out of supply when it was eliminated; it can still be brought back.)

18.9 The British Fleet unit (Task Force 3/7) is part of the Operation Coronet Forces, not the British Commonwealth Corps.

18.10 Japanese Mobilization: The Japanese player enters new units and replacements through a process called "Mobilization." This is based on the number of cities under his control.

18.11 Japanese mobilization of aircraft units is dependent upon the number of Major Cities he controls. Only Major Cities that have not been Bombed Out (see 12.3) and that have not undergone a Mass Suicide (see rule 21) count for aircraft mobilization.

If at the start of a Game Turn's Reinforcement Phase, the Japanese player controls the following numbers of non-bombed, non-suicided Major Cities, he receives the following numbers of aircraft units:

5-6: Receive one tactical or one *Kamikaze* each such game turn. If this number of Major Cities is controlled and it is the "I" turn of a calendar month, the Japanese may receive one "Special" air unit instead of a tactical or *Kamikaze*.

3-4: If it is a "I" or "III" turn of calendar month, the Japanese player receives one tactical or *Kamikaze* air unit. Receive nothing if this is the city status and it's a "II" or "IV" turn.

1-2: If it is the "I" turn of a calendar month, the Japanese player receives one tactical or *Kamikaze* air unit. Receive nothing if this is the city status and it's a "II," "III" or "IV" turn.

18.12 If all Japanese Major Cities have been Bombed Out, but that player still controls at least one Major City that has not undergone a Mass Suicide, then he receives one *Kamikaze* on the "I" turn of the month.

18.13 Japanese Naval Mobilization: The Japanese player receives one *Koryu* unit on the "I" turn of every month if he controls at least one Major City that has not undergone a Mass Suicide.

18.14 Japanese Ground Unit Mobilization: The Japanese player re-

ceives mobilization points for cities he controls. These points are used to build and rebuild ground units. Points are received according to the following schedule:

- Major City — 2 points
- Bombed Out Major City — 1 point
- Minor City — 1 point
- Bombed Out Minor City — 0 points
- Mass Suicide Major/Minor City — 0 points

18.15 Mobilization points may not be accumulated from turn to turn: those not spent to immediately build/rebuild ground units are lost. Points are expended as follows:

To build new units (at full strength) or replace completely eliminated units:

- Coastal Division: 30 points
- 6-4 Infantry Division: 45 points
- 8-6 Infantry Division: 60 points
- Armored Division: 60 points
- Armored Brigade: 20 points
- Infantry or Naval Infantry Brigade: 15 points

To rebuild reduced units still in play:

- Coastal Division: 10 points
- 6-4 Infantry Division: 15 points
- 8-6 Infantry Division: 20 points
- Armored Division: 20 points

18.16 New Japanese air and naval units enter/reenter play via any Japanese controlled Major City hex that has not undergone a Mass Suicide (the place may be Bombed Out and still serve for placement). With one exception, new Japanese ground units are placed on any Japanese Major or Minor City that can provide at least one mobilization point at the time of placement. No more than one ground unit may appear per eligible city per turn.

The one exception to the above procedure for Japanese ground unit placement are the Coastal Divisions (6-0s). This kind of unit appears on any Japanese controlled coastal hex (including cities) that is not in an unnegated EZOC and is in overland supply to a Japanese city that is providing at least one mobilization point. Again, such units appear only one per hex, but their placement does not preclude the additional placement of another unit actually in the city they're tracing to.

18.17 For a weakened two-step Japanese ground unit on the map to receive replacements, it must be in overland supply at the instant of receipt.

18.18 New and rebuilt Japanese units

have their full movement and combat capabilities available to them immediately. (But, since the Mutual Reinforcement Phase doesn't occur until the very end of each game turn, they're going to end up sitting around awhile anyway.)

18.19 Partisan/Samurai Creation: Last during each Reinforcement Phase, the Japanese player rolls one die and cross-indexes that result on the appropriate column of the "Partisan/Samurai Table." (The column headings there correspond to the level of the Victory Index at the time of the roll.)

Results there are as follows: **#P** — receive that number of Partisan units. **S:** receive one Samurai unit.

18.20 The total number of units in the counter mix is a design limit. Players may build no more of any class of unit than is provided in the mix.

18.21 Playability Suggestion: at the start of each scenario, the Japanese player should record his mobilization point level on the gazeteer. At the start of the Operation Olympic Scenario that level is 14. At the start of the Operation Coronet Scenario that level is 71. At the start of the Campaign Scenario that level is 77.

As cities Mass Suicide or are Bombed Out or lost to U.S. control or regained therefrom, record the changing total on the gazeteer.

19.0 Special Units and Capabilities

19.1 Airborne Units: Only the U.S. player has airborne (paratrooper) units. These units can make "airborne assaults" onto the map. This is carried out using the same procedures as those for Air Transport (see 6.10), except the airborne unit may land on any City, Clear or Rough Terrain hex on the map in range. The unit is placed ("dropped") in the target hex and the transport unit returns to base. Airborne assaults may not be made into hexes occupied by Japanese ground units. Airborne units may land in EZOCs and conduct ground combat on the turn of landing.

Airborne assaults are conducted as the very last operations in the U.S. Movement Phase, and the Japanese player never has any interception opportunities against them. (Night drops.)

19.2 Mobile Warfare: U.S./Allied

ground units, excluding Rangers and Commandos, may advance-after-combat one or two hexes. The first hex moved into must be the defender's just-vacated hex, the second may be in any direction (and advancing stacks may split up after the first hex). The advancing units may ignore all EZOCs during both hexes of their advance.

This two hex advance is never available for Amphibious Attacks or to airborne units attacking in the same player turn they air dropped. Likewise, it cannot be used by U.S./Allied forces advancing-after-combat as the result of a failed Japanese attack on them.

19.3 Rangers and Commandos: These units may ignore all EZOCs when carrying out their regular ground movement and when retreating-after-combat.

19.4 Strategic Bombers: (U.S. only) Strategic bombers are never affected by anti-aircraft fire. If the only moving-player air units in a hex being intercepted are strategic bombers, reduce losses for both sides on the Air-to-Air Table by "1" (a "0," of course, remains a "0").

Strategic bombers can never carry out interception missions.

19.5 Japanese Infiltration Movement: Japanese Regular Infantry units (not Coastal or Naval Infantry) can conduct infiltration movement. Any such unit starting its move already in an EZOC can use this infiltration capability to move directly from there into any other adjacent EZOC hex. Such infiltration ends the infiltrator's movement for that turn.

19.6 Japanese Coastal Infantry: If the U.S. player is launching an AA into a coastal hex containing at least one of these units, the Japanese player is awarded a two-column defensive (leftward) shift in that battle. (Never more than two columns, no matter how many Coastal outfits are defending against a particular AA.)

These units are destroyed if called on to retreat-after-combat. Further, they may only appear on Coastal hexes.

The Japanese player may deliberately "demobilize" Coastal Divisions that are in supply and not in an EZOC. This is done at the start of his portion of the Mutual Reinforcement Phase. It is an expensive and inefficient process: remove the Coastal unit(s) and credit the Japanese side with 10 mobilization

points (that must be used immediately that turn). Demobilized Coastal Divisions are available for later mobilization, at regular cost.

19.7 Partisans: These units are created according to the Partisan/Samurai Table. They may be placed in any hex empty of enemy ground units and based air units and unnegated EZOCs.

Partisans operate under regular ground unit rules except they are *always* in supply and can *always* ignore EZOCs.

19.8 Kamikaze: Kamikaze air units are the same as tactical air units except they may attack only hexes containing U.S./Allied Task Forces, and thereafter are automatically eliminated regardless of the rolled combat result.

Kamikaze units conducting attacks against U.S./Allied TFs during a Japanese Air-Reaction Phase may first intercept and attack U.S./Allied CAP units in the same hex, then (if they survive) go in against the TFs.

19.9 Koryu Naval Units: see 13.2.

19.10 Japanese Special Air Unit: This unit represents experimental jet and rocket prototypes rushed into production to meet the U.S. invasion.

The Special Air Unit functions just like a non-Kamikaze tactical air unit except it is never affected by anti-aircraft fire, and when it combats strategic bombers, the bombers take the full losses called for on the chart.

19.11 Samurai Units: "Samurai" is a convenient term to represent bands of extra-fanatical Japanese.

Samurai units are received as reinforcements according to the Partisan/Samurai Table. They enter play by being placed atop *any* Japanese ground unit already on the map.

Samurai units do not count for stacking, but there may never be more than one Samurai unit per stack.

Samurai units must always end their movement stacked with at least one non-Samurai Japanese ground unit. If they fail to do so they are eliminated. Samurai can use infiltration movement if stacked with an eligible division when the move is made, but they can never do it on their own. They never need supply.

The Samurai have no intrinsic combat strength; however, they enhance Japanese ground combat by granting a column shift favorable to their side for each stack in attack or defense in a given battle that contains a Samurai. For ex-

ample, if the Japanese player conducted an attack from two different hexes, and each one of those hexes contained one Samurai and at least one non-Samurai ground unit, that attack would receive a two-column rightward shift. Samurai also work for the Japanese on the defense.

If a Samurai unit is stacked with ground units that enter combat (on attack or defense), they cannot be withheld from participation. Further, they are automatically eliminated after the resolution of any battle in which they participated, regardless of the rolled combat result, and their elimination does not satisfy any combat result.

19.12 The Emperor: The emperor unit begins all scenarios in Tokyo. The unit has no intrinsic combat strength and does not count for stacking. He may move via ground movement or be air transported. If shot down during an air transport, he is eliminated. If the emperor is shot down while being air transported, the Victory Index is raised five points.

If the emperor is in a hex without any Japanese ground unit(s) to serve as bodyguard, the U.S. player can capture him by entering that hex with any of his ground units. If the emperor is stacked with Japanese ground units and those units are involved in offensive or defensive combat, the emperor is not affected by the combat results. In such circumstances, though, if the units he's stacked with retreat (not advance) after combat, he may retreat along with them. If the emperor is captured, the Victory Index is raised 10 points.

The first time the emperor moves out of Tokyo, the Victory Index is raised five points. Any later re-entries and exits have no further index-moving effects.

Japanese ground units defending in the same hex as the emperor receive a one-column defensive shift benefit (leftward).

And, no, the emperor never commits suicide.

20.0 Weather (Optional)

20.1 Players should agree before starting play whether they will use the weather rules. If they are to be used, the Japanese player checks to determine the weather at the start of every game turn by making a die roll, modifying it ac-

cording to the season, and comparing that result with the Weather Table. Once determined, the weather lasts through the entire game turn.

The weather on the first game turn of every scenario is always "Clear."

20.2 During game turns in December, January and February, modify the weather die roll by adding one to it before checking the chart. During June, July, September and October, modify the roll by subtracting one. In other months there is no modification to the roll.

20.3 Results on the chart are as follows:

C: Clear Weather — No effect on play.

P: Heavy Precipitation — Air units cannot fly any missions except Air Transfer. The ground movement cost to enter all kinds of hexes is increased by one. Movement along transportation lines, though, still costs only 1/2 point per hex. (And remember to apply that penalty cost when tracing supply lines through non-transport line hexes.)

T: Typhoon — The same effects as P, plus all U.S./Allied TFs are immediately moved to a friendly Base or Okinawa. Likewise, all Japanese naval units are moved to friendly ports. There is no naval movement or naval combat or naval transport or naval gun support this game turn. All U.S. beachheads are eliminated. All Japanese ground attacks receive a one-column rightward shift this turn.

21.0 Mass Suicide (Optional)

21.1 Before starting a game, players should agree whether they will use the Mass Suicide rules. Under certain circumstances, the Japanese player can declare a "Mass Suicide" of the civilian population of a city he controls. This denies certain benefits to the U.S. player, while also freeing him from garrison/control requirements, and denying the Japanese player normal benefits if he recaptures the ghost town.

21.2 If the U.S./Allied ground units attack a Major or Minor City wherein no Mass Suicide has yet been declared, and the city is defended by at least one Japanese ground unit, and the combat result causes complete removal of those defenders, and at least one attacking

unit survives the assault, the Japanese player may declare a Mass Suicide there.

The suicide must be declared after the attack is resolved but before any advance-after-combat takes place. (The U.S. player must give the Japanese player a few seconds to decide, but he need not say whether he intends to occupy.) Record the name of the city on the gazetteer if the Japanese player does decide for suicide. Once a place has committed mass suicide, the effects can never be undone.

21.3 The victory points gained by the U.S. player for taking control of a suicided city are reduced by one below what they would have been without the suicide. Likewise, if the Japanese player later retakes the place he, too, takes one less point than normal. (This is true no matter how many times the place changes hands.)

21.4 The U.S. player can gain and indefinitely maintain control of a suicided city simply by being the last player to pass a ground unit through it.

21.5 Japanese ground units defending in a suicided city never gain any column shift defensive bonus. (U.S. defenders would still get theirs, if any.)

21.6 Suicided cities never have the supply line blocking effects of unsuicided places (as described in rule 17).

21.7 Suicided cities never again provide the Japanese player with any Mobilization Points (see 18.14).

§ 22.0 Victory

22.1 At the start of each scenario, the players place the Victory Markers atop the number on the Victory Index given in the scenario rules. Various events move the marker up or down from there. The higher the Index goes, the more favorable things are for the U.S.; the lower it goes, the more favorable things are for the Japanese. The complete range goes from 1 to 100.

22.2 Whenever any of the following events occur, move the index up or down the number of points indicated. ("+" means go up; "-" means go down.)

U.S./Allied capture of Tokyo: +10

U.S./Allied capture of any other Major City: +3

U.S./Allied capture of any Minor City: +1

Japanese recapture Tokyo: -10

Japanese recapture any other Major City: -3

Japanese recapture any Minor City: -1

U.S./Allied full strength division reduced one step: -1

U.S./Allied full strength division completely eliminated: -3

U.S./Allied reduced strength division eliminated: -2

U.S./Allied non-divisional ground unit eliminated: -1

U.S./Allied TF receives a "D" result: -2

U.S./Allied air unit eliminated: -1

Each Major City Bombed Out: -2

(Only awarded once per city.)

Each Minor City Bombed Out: -1

(Only awarded once per city.)

Emperor captured: +10

Emperor shot down while air transported: +5

Emperor leaves Tokyo the first time: +5

U.S. captures Mt. Fuji: +2 (Awarded any number of times.)

Japanese retake Mt. Fuji: -2 (Awarded any number of times.)

U.S./Allied Replacement costs (see 18.7):

Rebuild a reduced division on the map: -1/3

Completely rebuild eliminated division: -1

Rebuild a non-divisional ground unit: -1/3

Rebuild any air unit: -1/3

Undisrupt a TF: -1**

****Note:** no matter how many disruptions were scored against any one TF before you get around to undisrupting it, only one -1 penalty is paid.

22.3 U.S. Flag Marker: This marker represents the high-profile establishment of a major U.S. headquarters, civil administration, Japanese puppet government, location for MacArthur's photo opportunities, etc.

The flag can be raised (the marker placed) only once per game. The U.S. player may place it on any hex he controls on the Japanese Home Islands, but the flag can only be raised in a given hex if it is placed *immediately* upon first entry of a U.S. unit into the place.

Once placed, the flag is never moved or removed (except by Japanese recapture of the hex).

The effect of placement of the flag is to double the victory point value just gained for that hex. (Example: Tokyo

becomes worth 20 big ones.) Of course, if the Japanese player retakes the flag hex, those same doubled victory points are deducted.

The U.S. player is never required to raise the flag. (Think of it like a geopolitical doubling cube from Backgammon.)

22.4 Victory Index Effects:

If the Index reaches 76 or higher, the U.S. player receives a one-column rightward odds shift in all his ground attacks.

If the Index is at 25 or less, the Japanese player receives a one-column rightward odds shift in all his ground attacks.

The amount on the Index also determines which of the four columns is used when the Japanese player rolls on the Partisan/Samurai Table (see 18.19).

Depending on the scenario being played, certain U.S./Allied reinforcements are triggered when the index reaches 26 or more, and again when it reaches 51 or more. See rule 18.3.

22.5 Automatic Victory: If at any time in any scenario the Index goes over 100 points, play stops immediately and the U.S. player is declared the "Maximum Winner" (Japanese unconditional surrender). If at any time in any scenario the Index drops to zero or lower, play stops immediately and the Japanese player is declared the "Maximum Winner" (U.S. declares a unilateral armistice, Truman impeached, etc.).

22.6 Special Scenario Victory Conditions: These vary, of course, with the scenario being played, and are explained in rules section 23.

22.7 End of Game: The position of the victory Index at the end of the Coronet and Campaign Scenarios determines the relative performance of the winning side over the loser. (It also does for the Olympic Scenario, but those totals are different than those given here. See section 23.)

76-100: U.S. Conditional Victory—Japan surrenders, but receives some concessions. The emperor (or his heir) is allowed to retain the throne, etc.

51-75: U.S. Negotiated Victory—All Japanese forces evacuated from areas outside of home islands. Japan agrees to pay reparations, but the Home Islands will be only partially occupied by the invaders.

26-50: Japanese Negotiated Victory—

All Allied troops are withdrawn from Japan, and they retain their pre-1937 empire. Limitations are placed on Japanese sea and air power.

1-25: Japanese Conditional Victory — All Allied troops are withdrawn from Japan, and they retain their pre-1941 empire. No limitations are placed on Japanese military power.

§ 23.0 The Scenarios

23.1 *Samurai Sunset* is played in scenarios. Each scenario has its own special rules, assumptions, and victory conditions.

There are three scenarios: Operation Olympic — the invasion of Kyushu; Operation Coronet — the invasion of Honshu; and the Campaign Scenario.

23.2 Operation Olympic Scenario

Scenario length: November I through January IV, 1945-46, inclusive.

Starting Victory Index: 51

Initial Japanese Forces: 7 infantry divisions (3x8-6, 4x6-4), 7 coastal divisions, 3 tank brigades, 6 infantry brigades, 1 naval infantry brigade, 5 tactical aircraft, 5 *Kamikaze*, 2 *Koryu*. Deploy all units on Kyushu.

Initial U.S. Forces: 10 infantry divisions, 1 infantry regiment, 3 marine divisions, 1 airborne division, 1 ranger regiment, 3 naval air units, a total mixture of 12 tactical/strategic air units, 3 task forces. Deploy all units on Okinawa.

Reinforcements: The U.S. receives no reinforcements; he may buy/build replacements normally.

The Japanese player receives four 6-4 infantry divisions on game turn one on Honshu. They *must* be moved to Kyushu by standard naval transfer.

Special Rules: Both players (with the exception of the Japanese reinforcements described above) may only move or place ground units on Kyushu. Air units may fly over non-Kyushu hexes but not land on them.

The Japanese reinforcements are placed on Honshu, but *must* be moved to Kyushu on turn 2.

The Japanese only uses cities on Kyushu for mobilization points.

Kagoshima (1231) is already Bombed Out at the start of play.

Scenario Victory Conditions: Ignore the regular victory conditions. The U.S. player wins by having established at

least one Base anywhere on Kyushu at the end of the scenario AND by having the Victory Index at 26 or higher at the end (it may dip lower during play).

The Japanese player wins by preventing his opponent from achieving either one or both of the above conditions.

Historical Commentary: Operation Olympic was the codename for the invasion of Kyushu. The American objective was seize southern Kyushu and develop it as a base for decisive operations against Honshu. The Japanese intended to inflict enough American casualties to at least substantially delay the Honshu invasion or possibly even force negotiations.

23.3 Operation Coronet Scenario:

Scenario length: March I, 1946, through August IV, 1946, inclusive.

Starting Victory Index: 60

Initial Japanese Forces: Deploy on any Kyushu hexes on or north of hexes ending in xx28 — 2x5-6 (reduced IG divs.), 2x3-4 (reduced 6-4 divs.), 3 coastal divisions, 2 partisans.

Deploy on Honshu, Shikoku and/or Hokkaido — 15 infantry divisions, 22 coastal divisions, 2 armored divisions, 3 armored brigades, 14 infantry brigades, 4 naval infantry brigades, 5 tactical air units, 5 *Kamikaze*, 1 special aircraft, 2 *Koryu*.

The emperor is in Tokyo.

Initial U.S. Forces: Deploy on any Kyushu hexes on or north of hexes ending in xx29. 5 full strength infantry divisions, 5 reduced infantry divisions, 2 reduced marine divisions, 1 full strength marine division, 1 full strength airborne division, 1 ranger regiment, 1 infantry regiment, 3 bases. (The bases are deployed in Miyazaki, Kagashima and Nobeoka.)

Deploy on Kyushu and/or Okinawa at full strength: 9 infantry divisions, 2 armored divisions, 3 marine divisions, 12 tactical aircraft, 4 strategic bombers, 6 naval aircraft, 6 TFs.

Deploy on Okinawa at full strength: 10x11-8 infantry divisions, 1 airborne division, plus the British Commonwealth Corps (3x12-8, 1x2-6).

Reinforcements/Replacements: The Japanese player receives his new and rebuilt units by mobilization. The U.S. player uses victory points to buy his.

Special Rules: Kagashima, plus any three other Minor Cities and any four Major Cities are already Bombed Out at

the start of play. There have been no Mass Suicides yet, and the American Flag has not yet been raised.

Victory Conditions: Use the standard victory conditions as given in section 22, plus the U.S. player loses 5 points at the end of each game turn starting May I, 1946, that he still doesn't control Tokyo.

Historical Commentary: Operation Coronet was the codename for the final Allied assault on Honshu. Its purpose was to force Japanese capitulation by occupying Tokyo and crushing their armed forces in decisive combat.

23.4 The Campaign Game:

Game length: November I, 1945, through October IV, 1946, inclusive

Starting Victory Index: 51

Initial Japanese Forces: (All at full strength on any Japanese land hexes.) 22 infantry divisions, 29 coastal divisions, 2 armored divisions, 6 armored brigades, 20 infantry brigades, 5 naval infantry brigades, 10 tactical aircraft, 10 *Kamikaze* aircraft, 1 special aircraft, 3 *Koryu* units, emperor in Tokyo.

Initial U.S. Forces: (All at full strength on Okinawa.) 10 infantry divisions, 1 infantry regiment, 3 marine divisions, 1 ranger regiment, 12 tactical/strategic air units, 3 naval air units, 3 TFs.

New Units: Both sides take reinforcements and replacements as per rules section 18.

Special Rules: Tokyo, Yokohama, Kobe, Kagoshima and Toyama are all considered to have been Bombed Out before the start of play.

Victory Conditions: Use the standard victory conditions given in rule section 22. In addition, the U.S. loses 5 victory points as the end of each game turn, starting with May I, 1946, that he still does not control Tokyo.

24.0 The Fog of War (Optional)

24.1 In general, no enemy stack may be examined by you until you have committed specific units of your own to some kind of attack against it. And that examination does not take place until you've moved all units to be involved in the attack against that hex into position.

24.2 The emperor unit is always the top unit of any stack it is in.

24.3 The American flag marker is always the top unit of any stack it is in.

24.4 You can at any time ask your opponent what broad classes of units (ground, air, naval) are in a stack, and he must answer truthfully. For example, "There are only ground units there," or "There are ground and air units there," etc. Further, you are always allowed to know the current mission of any enemy aircraft up in the air.

§24.5 When playing Beginner's Rules, both players are always free to examine the other side's stacks.

§ 25.0 Example of Play

Players will find that by working through the following example of play right on their game maps with the appropriate unit counters, they will more quickly assimilate the game mechanics and the methods by which the various combat arms work together in play. To go through the example, first select the following units from the counter mix. Japanese: 1 Coastal (6-0) Division, 1 Tactical Air Unit (2-1/1-20), 1 *Kamikaze* air unit. American: 1 Naval Task Force (2-2), 2 Infantry divisions (12-8), 1 Naval Air Unit (3-2/1-14).

A U.S. task force carrying two infantry divisions and one naval air unit move to a rough terrain coastal hex containing one Japanese coastal division, in order to launch an amphibious attack. When the task force reaches the invasion hex, the U.S. player places the naval air unit in the air over the hex (puts the counter atop the TF, on "CAP").

During his Air-Reaction Phase, the Japanese player moves one tactical air unit and one *Kamikaze* air unit into the hex. They then attack the U.S. naval air unit on CAP there, using the "0" column on the Air-to-Air Combat Results Table. (That's an Air-to-Air combat factor of "2" from the Japanese tactical air unit, combining with the "1" from the *Kamikaze*, for a total of 3 Japanese air-combat strength factors. Versus the "3" from the U.S. naval air unit, that nets out to a "differential" of "0.")

The die roll for the air combat is "3," so the results are "1/0." That means the Japanese player must lose one of his air units, while the U.S. naval air unit is unaffected. The Japanese player chooses

to remove his tactical air unit, thus freeing his *Kamikaze* to go in against the task force below.

The *Kamikaze* attacks the task force on the +1 column of the Air vs. Ship Table. (3 "Tactical Support" factors, netted out against "2" Anti-aircraft factors from the task force, yields a differential of +1.) The die roll is a "3," and the result is therefore a "T." The U.S. player reduces one of the infantry divisions being carried by the task force to its 6-8 side, and the *Kamikaze* is automatically eliminated.

Note that if the Japanese player had chosen to have his tactical air unit be the one to survive the air-to-air combat, he would've then had the choice of either attacking the U.S. task force or supporting the defense of the coastal division (by using the tactical air unit's tactical support factor of "1" to generate a one-column leftward shift in the odds calculation for the ground battle). Also note that if the U.S. player had left the naval air unit under the carrier it could not have fought the Japanese interceptors sent out against the task force.

In his Ground Combat Phase, the U.S. player disembarks the two infantry divisions onto the coastal hex to make his amphibious attack. The odds are 18 to 6, which reduces to 3:1. The U.S. forces receive four rightward column shifts: two for the bombardment factor of the naval task force supporting the attack, and two for the naval air unit in the hex (tactical bombing factor). The Japanese player receives two leftward shifts: one because the coastal division is defending against an amphibious attack, and the other because of the rough terrain in the hex of the defense. These opposing shifts partially cancel each other out, resulting in a net shift of two columns rightward, giving final ground combat odds of 5:1.

The U.S. player rolls a "6" on his Ground CRT, for a result of "DZ." The coastal division is completely destroyed and the Americans occupy the hex.

26.0 Designer's Notes

Samurai Sunset pits two different military philosophies against each other. The United States is trying to knock Japan out of the war as cheaply (in terms of casualties) as possible; the Japanese are trying to inflict enough casualties on

the Americans to make them negotiate an end to the war.

The U.S. relies primarily on its firepower to minimize its own casualties; the Japanese are more willing to expend manpower. This is why I had two separate Combat Results Tables. The U.S. CRT reflects the effects of massive firepower applications, resulting in the general attrition of the enemy as more and more is applied. The Japanese CRT reflects the results of mass (*Banzai*) infantry attacks — a lot of casualties, regardless of the odds, especially to the attacker, but always with at least a chance a breakthrough will occur.

American air and naval superiority is a given for the game, as it was pretty much so in the last year of the Pacific War. This allows the U.S. to concentrate its forces at the invasion site. The Japanese have a variety of units, most of which cannot stand up to American firepower. The key is to exploit them in counter attacks and delaying actions to inflict enough casualties on the Americans to force them to talk peace.

The variety of Japanese "special" units shows how they were mobilizing the entire nation for a suicidal stand on the home islands. Most of these are no more than a hindrance to the Americans, but they do force that player to be careful.

The Victory Index is central to the game. The U.S. player has his reinforcements keyed to it because if he is not winning the war, Allied governments are less likely to commit their armed forces for further bloodshed. The U.S. was in the process of transferring the *1st Army* from Europe to the Pacific for the invasion. If there had been a significant drop in morale, these units might never have been redeployed owing to the troops refusing to go and domestic political pressures for a settlement.

As the U.S. player advances and takes more of the home islands, he is going to have to retain units as garrisons to prevent the Japanese militia from regaining control of cities. This, coupled with the partisans, can slow up the U.S. enough to allow for a Japanese counter attack.

Air unit stacking is restricted to no more than three units per hex up in the air because 1,500 aircraft was about the maximum that could be controlled over a single target at any one time. Naval units have stacking restrictions simply

to avoid a superstack which could bombard any target into oblivion.

There is no overrun combat in the game because of the fanaticism of the Japanese—it is necessary to fight it out for every last yard of territory in every attacked hex. U.S. units can advance after-combat through two hexes because of greater mobility and their doctrine of mobile warfare. Also, given the size of the hexes, the Japanese would have had difficulty in preventing American breakthroughs in gaps in their lines.

Japanese infantry are allowed to conduct infiltration during their movement to reflect their command's fascination with this technique and the soldiers' extensive training in it.

U.S. and British divisions are stronger than their Japanese counterparts to reflect their far greater armor and artillery support. Generally speaking, all units within a specific category are the

same strength. That's because by this period of the war, casualties and replacements had a levelling effect, and all Allied units were battle tested with a veteran cadre. So there isn't much of a distinction in combat performance. The exceptions are the Japanese 8-6 and American 11-8 divisions. The 8-6s were divisions which had received a higher priority for weapons and personnel, and were intended for use as a mobile reserve. The U.S. 11-8 divisions were units scheduled to be transferred from Europe. Since they were not used to fighting the Japanese, and many of their soldiers were not eager to begin fighting another war after having "won their war," I gave them a slightly lower strength.

Anti-aircraft fire represents the cumulative effects of ground fire on aircraft, as well as losses due to non-combat causes—wear and tear on

equipment and pilot fatigue.

The two types of losses the Japanese can inflict on U.S. naval units reflect Japanese tactics. Up until Okinawa, they went after U.S. combat ships, especially the aircraft carriers (hence, the "D" result). In resisting this invasion, the Japanese gave priority to sinking the troop transports ("T" results).

Logistics would have been a key problem in mounting the invasion. That's why it's necessary for the U.S. to build a base on the mainland before he gets his additional reinforcements.

Samurai Sunset is designed to deal with the subject of an American invasion of Japan as realistically as possible. For that reason a lot of what-ifs were not included (such as possible Soviet participation). Essentially the game is an extension of the last year of World War II; players have to match both their moral and material capabilities. ★

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And for your information...

SPI DESIGNERS & CHRONOLOGY LIST (GS 10461) \$5.00

At last, a complete, cross-referenced, comprehensive listing of "who, what and when" is available. The Chronology was assembled from information contained in back issues of *S&T*, *Moves* and *Ares*, and provides a monthly report of every game or magazine released between January 1967 and January 1982. The Designers List has been presented in two formats. The first format lists the name of the designers in alphabetical order, following each with the names of every game they designed for SPI, as well as every game they developed for SPI. The second format lists the name of each game published, in alphabetical order, and then gives the name of the designer and developers. If you liked TERRIBLE SWIFT SWORD and wanted to know who designed it, or if that designer did other titles, you could simply look up the title in the alphabetical game titles section to discover that it had been designed by Richard Berg. Looking up Richard Berg in the alphabetical section of the designers' names, you'd discover that he also designed BLOODY APRIL, CORINTH and 16 other game titles. The Designer & Chronology List, coupled with our 1990 Computer Print-out Catalog containing the SPI DIRECTORY, should answer any question anyone has about the original SPI works.

You say you don't HAVE our new 24-page 1990 **ZOCCHI CATALOG**? It lists over 7,000 games and accessories we offer, as well as having the SPI DIRECTORY, a complete listing of EVERY SPI title ever published, in every physical format, with its current collector value (as we went to press). We also have back issues listed for *AH General*, *Dragon*, *Wargamer* and other magazines. How much is your collection worth? You'll know after reading the new 1990 catalog. It's just \$4.00 from ZOCCHI.

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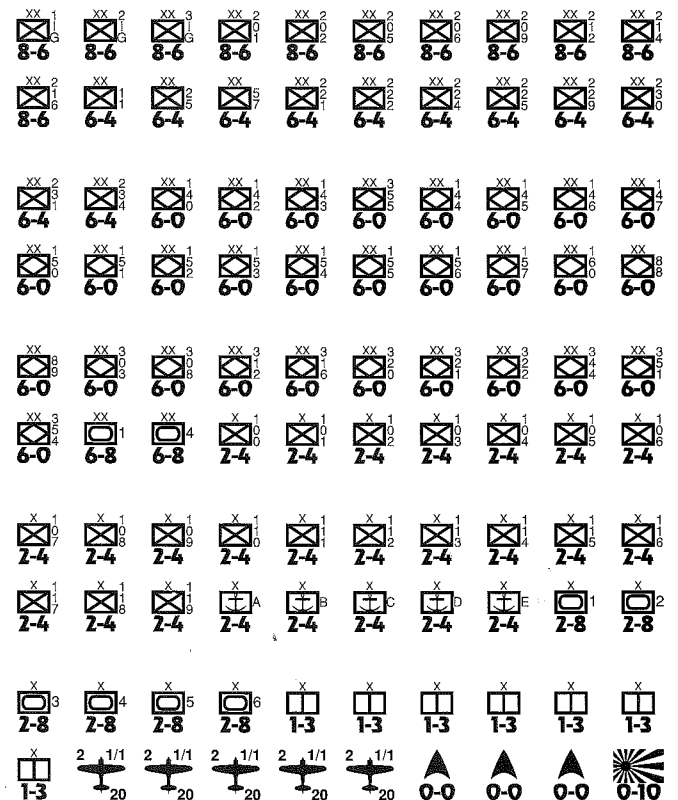
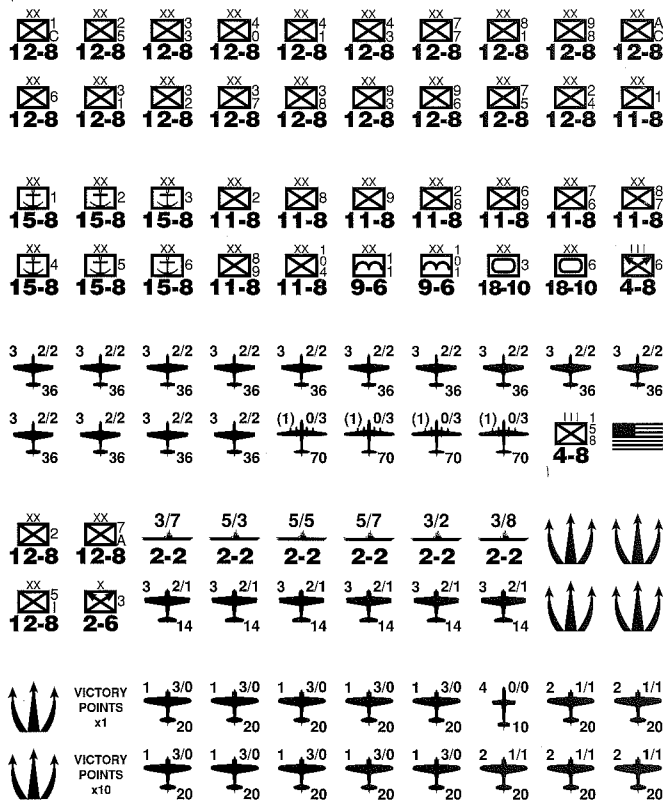
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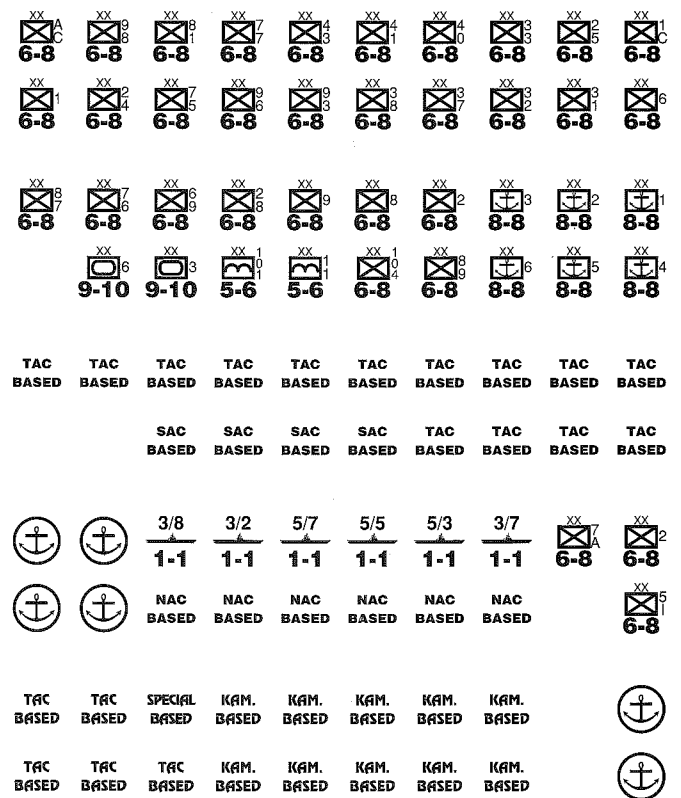
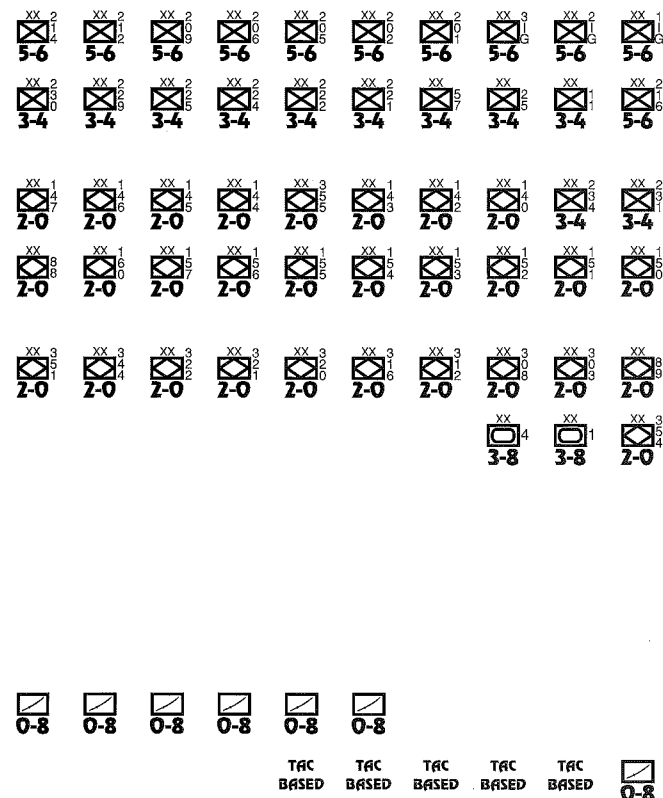
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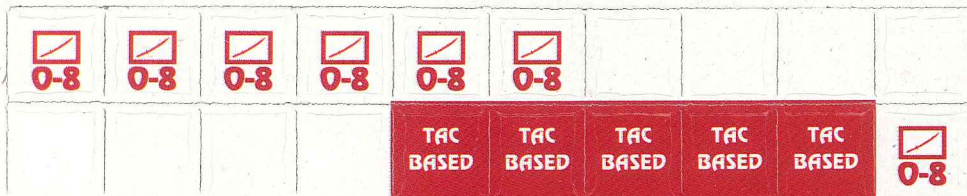
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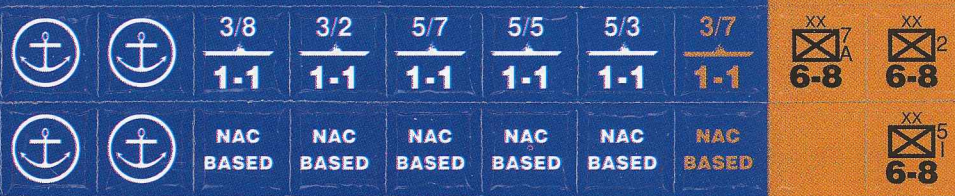
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