

# OKINAWA

## International Team

The box contains: 1 map, some small maps for marking the position of the Japanese pieces and the American movements, 159 pawns, 1 die, 1 table of fights and artillery shots.

### HISTORICAL INTRODUCTION

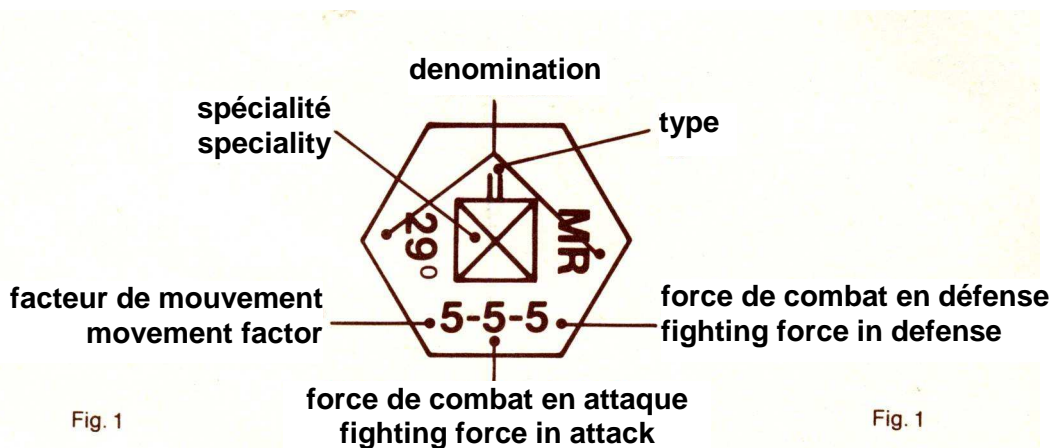
At the beginning of 1945, despite a great number of setbacks, Japan does not seem to be collapsing yet. It is true that the bloody conquest of the volcanic island of Iwo Jima on March 17th has neared the American Army by more than 1000 kilometers to the Japanese coasts; and it is equally true that the imperial fleet, once formidable, is now decimated; but urban areas are still nearly undamaged. Moreover the Americans still have to overcome a bulwark of vital strategic importance before carrying out the "Coronet" operation, that is to say the invasion of Japan. This extreme outpost of the Japanese Empire is Okinawa, the biggest of the Ryu-kyu islands - 1214 kilometers of caverns, caves, winding ravines and gorges, transformed in as many forts by General Mitsuru Ushijima, commander-in-chief of the 32nd Imperial Army. On April 1st, under General Bolivar Brukner's orders, the Americans landed with the 24th Army Corps and with the 3rd Marine Corps; they would begin what was later on defined as "the most bloody battle of the Pacific", with the assistance of Admiral Raymond A. Spruance.

### THE MAP

It represents the island of Okinawa and the sea surrounding it. On it, the elements important for the game are printed: the beaches where the Americans land, hills and mountains where the pieces can take up safer defensive positions, the stretches of shoals that American ships cannot touch. An hexagonal and numbered network is superimposed on the map, in order to calculate the positions and the movements of the pieces. Land hexagons without a number cannot be gone over.

### THE PIECES OF THE GAME

The pieces represent the different units of the two armies which fought that battle. The ochre-colored ones are the Japanese; the green ones are the Americans. Some information are printed on them in order to identify: the type (regiment, battalion, etc.); the specialty (infantry, artillery, etc.); the denomination (1st Marines, 24th, etc.); the movement factor (maximum number of hexagons a piece can cover at each move); the fighting factor both in attack and in defense, (the values of a unit, in attack and in defense necessary for settling the result of fights) (Fig. 1). Once placed, the pieces representing minefields and fortifications cannot be moved anymore



### PREPARATION OF THE GAME

The map is spread out on the table; the two players, after having taken a small map each, place their pieces, divided into groups having the same denomination, in the small plastic basins the box contains. The biggest basin is for casting the die, not to risk to upset the position of the pieces on the table. This measure will allow to know always which are the forces to be still landed and revealed. Afterwards, the Japanese player, trying not to be seen by the American player, will mark on his small map of the island: I) the position of his units, thanks to symbols; II) for clearness' sake it is advisable to mark the numbers of the occupied hexagons beside the pieces printed next to the map itself, one by one. From now on, the Japanese units will be considered as being placed and hidden on the big map; each change of their position will have to be carried out openly, namely placing materially on the big map the pieces a player moves, and moving them in the open where they will remain - now identified by the American player - up to the end of the game. The Japanese units are placed on the map according to the rules that paragraph "movement" will show.

## CALENDAR AND AIM OF THE GAME

The battle took place between 1st April and 21st June, 1945. By this time, the American had mopped up all the Japanese units, and any resistance had ceased. Because of disparity of forces, the result could not be different. In the game too, because of lack of balance between the two armies, and except for chance cases, the Japanese are bound to lose; their success and therefore their aim, are subjected to history: within 21st June, if the Americans have not been able to FIND AND ELIMINATE ALL THE ENEMY UNITS, the Japanese have won the game. For calculating this, at the beginning of each move of the Americans, a series of three days is crossed out from the calendar printed on the table of fights, thus giving the players the chance of knowing how many moves they have to carry out still, before reaching their aim. Moreover, near each three-day series, the number of Kamikaze who have got to attack the American ships during that move, is printed on the calendar (see paragraph "aero naval battle")

## HOW TO PLAY

Any three days, that is to say any move, the two armies carry out a series of actions and reactions, always in this order:

- I) The American ships are placed where they will have to shoot from;
- II) Kamikaze are placed around the ships;
- III) Settling of the aeronaval battle;
- IV) American artillery fire;
- V) Landing and movement of the American pieces;
- VI) Settling of all the battles the American movement brought about;
- VII) Japanese artillery fire;
- VIII) Movement of the Japanese pieces;
- IX) Settling of the fights the Japanese movement brought about.

DURING ONE PLAYER'S ACTIONS, NO PIECE OF THE OTHER PLAYER CAN BE MOVED.

Before considering the different actions one by one, a look at the general way of moving and fighting is necessary.

## MOVEMENT

### GENERAL RULES:

Each move, players can move all the pieces playing (unlike the game of chess where only one piece can be moved at a time). Players can move any of their pieces (apart from minefields or fortifications) in any direction, also in a zigzag, but not exceeding their maximum movement factor. It is not compulsory to move or shoot with each piece; if the player wants, he can move few or any. Pieces - up to two - can be superimposed and moved while in this position, without losing any point of movement (apart from the American armored units); obviously, in their movement, pieces must not exceed the maximum number of hexagons of the slowest one. Movement factors are not transferable from unit to unit and cannot be summed up during the game. THE DIE IS ONLY FOR SETTLING BATTLES AND CANNON SHOTS; IT CANNOT AFFECT MOVEMENT.

### PARTICULAR RULES:

How soil affects movement: sea hexagons can never be crossed, apart from ships obviously; however, ships cannot touch at shoal or shoal and deep sea hexagons. Land and sea hexagons can be normally crossed. Mountain or mountain and plain hexagons cannot be crossed by armored units; the other units can cross them, but two points of movement are necessary for covering one hexagon. If at the end of a move, only one point of movement were left, the piece could not enter the mountain hexagon. Hexagons already occupied by two units cannot be crossed, as well as hexagons occupied by minefields and enemy pieces, or hexagons subjected to their spheres of influence (see paragraph "fights"); minefields eliminate the American pieces passing on them, while the Japanese pieces can cross them normally.

## FIGHTS

### GENERAL RULES:

Independently from the strategic position on the ground, who attacks a piece, even from a defensive position, is the attacker, and who suffers the attack is the defender. For attacking a piece, the player moves one or more pieces to an hexagon adjacent to the enemy piece. Such hexagons are the units spheres of influence and cannot be crossed but for attacking those very units, stopping where the sphere of influence begins (Fig 2). It is not allowed to pass on spheres of influence without attacking, except when an allied piece is already attacking from that hexagon, or when the defender is already attacked from other sides, during the same move (Fig 3).

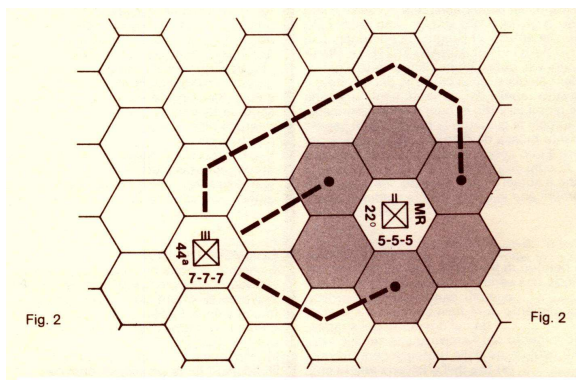


Fig. 2

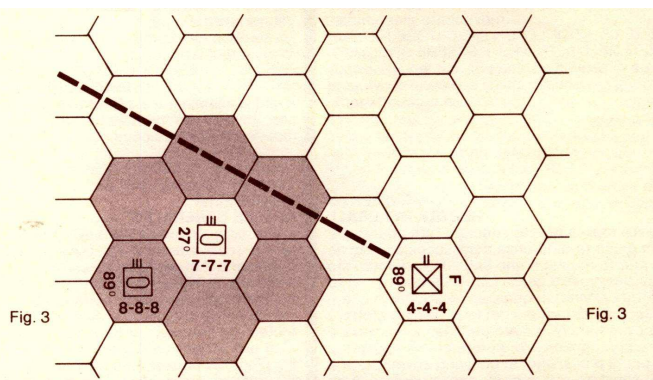


Fig. 3

Fig. 3

No pieces can be placed in a position adjacent to an enemy without attacking it. More pieces are allowed to attack enemy units from several adjacent hexagons, with superimposed pieces too, summing up their values in order to settle the result of the battle - but suffering the consequences of it as well, in case of a failure (Fig 4). It is allowed to attack an enemy from spheres of influence common to several enemies, if the non-attacked ones are engaged in other fights at the same time (Fig 5).

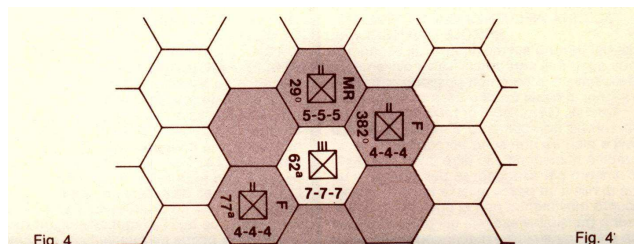


Fig. 4

Fig. 4

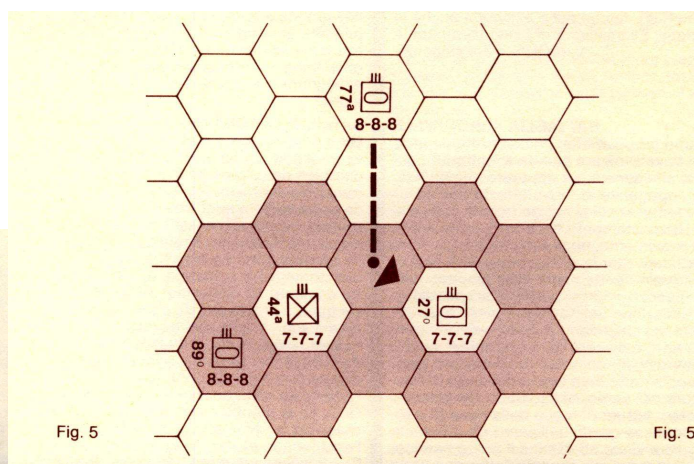


Fig. 5

Fig. 5

Two superimposed pieces cannot attack two different enemies at the same time, since they are considered as a single piece, whose value is equal to the sum of the individual values. One only unit may attack two or more enemies, if the ratio between the fighting factors allows it. Anyway, it is not allowed to attack if the ratio between the fighting factors is negative - namely, if one is weaker. The weaker attacker is automatically eliminated.

## PARTICULAR RULES:

How soil affects the pieces: when attacked, a unit placed on a mountain increases its fighting value by two points. Attacking pieces, even though they are placed on a mountain - or starting from it - get no increase. Fortifications (only for the Japanese army): they double the fighting factors of the units placed on them. Fortifications can hold up to a maximum of two units.

Ex.) 2 infantry units inside a fortification on a mountain; their value in defense will be:  $6 + 6$  (fighting factors)  $\times 2$  (because of the fortification)  $+ 2 + 2$  (increases because of the soil)  $= 28$  (total factor for calculating the result of fights). INCREASES BECAUSE OF THE SOIL ARE ALWAYS THE LAST TO BE CALCULATED.

## THE RESULT OF FIGHTS

Once settled the fights thanks to movement, that is to say when all the pieces the player wants to make attack are near enemies the player wants to attack, a series of battles takes place. For setting the result of each battle, the attacker will have to cast the die once per battle. The result will be given by the ratio between the throwing of the die and the difference between enemy and friend fighting factors.

Ex.) 6 Marines units (attack factor: 5) are moved to a Japanese fortification on a mountain, holding two units of the Navy (defense factor: 4). The American attack is  $6 \times 5 = 30$ . The Japanese defense factor is  $4 + 4 \times 2 + (2 + 2) = 20$ . The factor difference of the enemies is  $30 - 20 = 10$ . The die gives 5. The table of fights must be turned up to the band corresponding to the result of the die - 5 -, in the case above mentioned; near the difference 9 - 10, the result will be the elimination of those defenders. If all the pieces inside the fortification are eliminated, the fortification blows up and is eliminated as well. These same rules must be followed at each battle. If the result of the fight is AI, A2 etc. or DI, D2 etc. (attacker or defender move back by 1, 2 etc. hexagons), this must be done without entering areas where passing is forbidden (sea, spheres of influence of the same or of other enemies, etc.). Soil does not reduce withdrawal through mountains. If it is not possible to withdraw without avoiding to enter such areas, the piece or the pieces, if there are two, are eliminated. It is also forbidden to move back through hexagons already occupied by two friend units (an hexagon can never hold more than two units). Obviously, fortifications do not withdraw; they simply remain on the table and can be used again, both for increasing the defenses and as artillery pieces, by the Japanese as well as by the Americans. If the result of the battle is the capture of the defenders, they

would be normally eliminated, but all the pieces covering hexagons adjacent to them, hidden or not, would have their fighting values reduced by half, for the whole following move - in fact, surrender does affect the troops morale. In this case too, fortifications are eliminated. The different actions of the players will be now individually examined.

## AERONAVAL BATTLE

As already seen, before any other action, this battle must take place at each move, for ascertaining how many ships will be able to back land forces with their fire. The battle is carried out in three stages:

- I) ships are moved to the hexagons they will have to shoot from, not exceeding their movement factor - the first move they are placed where the player wishes; from the following moves on, they will be moved;
- II) position of Kamikaze in the proportion the calendar provides for; the Japanese player can place them as he wants, also superimposed, on the hexagons around the ships;
- III) each player checks the success of the attack by casting the die once per plane. The American player will add the fire factor of the ship - 5 or 6 - to the result of the die he has cast; the Japanese player will add the fire factor of the plane (2). The player getting the highest result wins and eliminates the enemy pieces.

Ex.) 8 planes attack a ship having a value of 5; 1st plane: die 3 (+2), ship: die 4 (+5) the plane is eliminated; 2nd plane: die 6 (+2), ship: die 1 (+5) = the ship is sunk. In this case, all the other planes which had to attack that ship leave the game at once, their target having been sunk. After the die of the last plane is cast, the aero naval battle is ended. Kamikaze pieces, being restricted to a certain number, pieces previously eliminated are used for the following attack. If the result of the fight is the same, the players have to cast the die once again.

## BOMBINGS

Both the Americans and the Japanese have to carry out bombings before their movements. The American way of shooting is different from the Japanese one.

**AMERICANS:** they can shoot with ships and with artillery units already landed. However, artillery units cannot move and shoot during the same move; artillery can but shoot once per move, against one only hexagon. The aim of mopping-up shots (one shot against different hexagons) is to find Japanese units hidden on them; in this case the player simply says the number of the hexagon he is shooting at, but he does not try to eliminate them. The consequence of this kind of shot is that the Japanese have to reveal all the pieces hidden on that hexagon, and place them on the map. Shots can also aim at the elimination of enemy units, already revealed, or which are supposed to be on a certain hexagon. The result of this shot has to be checked on the table of artillery fire, according to the ratio between the result of the die and the distance separating the cannon from its target. If the player rotates it - within the sector of the kind of cannon shooting (ships, American or Japanese artillery) - on the band corresponding to the result of the die, the player will see, near the number corresponding to the distance between cannon and target, how many shots have hit the target.

Ex.) A Japanese artillery unit shoots at an infantry unit, at a distance of 5 hexagons. The die gives 3. Rotating the table within the ochre-colored Japanese sector, on the band corresponding to the result of the die - 3 - the player can see that, at a distance of 5 hexagons, the shots hitting the target are 2. 6 successful shots are necessary for eliminating each artillery and infantry piece; 10 shots for eliminating armored pieces or minefields; 12 shots for eliminating units inside fortifications. If several pieces, no matter if they are of different kinds, shoot at the same target, their successful shots will be summed up.

Ex.) For eliminating an infantry piece, it is necessary that at least 2 cannons shoot, hitting the target with at least 2 shots + 4 shots = 6 shots. If two superimposed units are hit by 8 shots, only one is eliminated, according to the choice of the player suffering the shot. Only artillery shots can eliminate minefields.

**JAPANESE:** they can shoot with artillery units and with fortifications if at least one unit is inside them. The way of shooting is the same as for the Americans, but obviously they have no mopping-up shots. The difference is that shooting pieces are revealed and therefore placed on the map. It is allowed to place also artillery units on fortifications so that it is possible to shoot even twice or three times from the same hexagon. It is important to remember that the kind of shots, the shooting units and their targets have to be declared before shooting, all together at the same time. Only Kamikaze can eliminate ships.

## THE AMERICAN LANDING

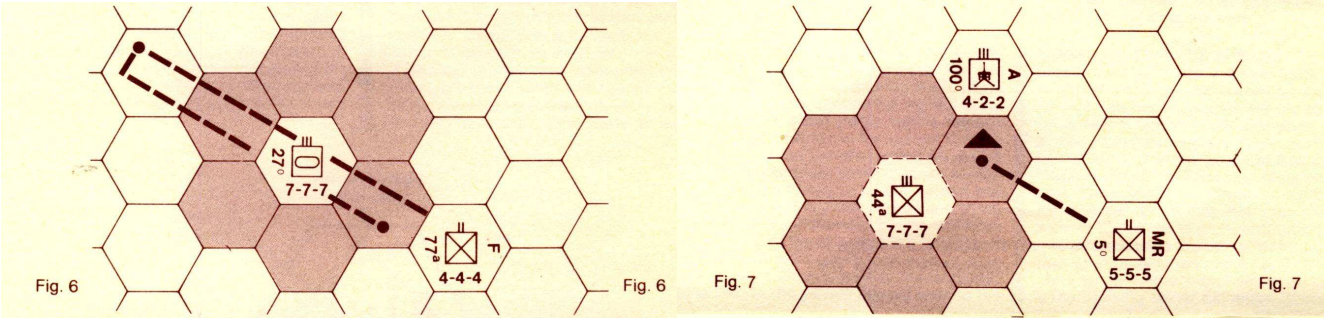
While all the Japanese pieces play from the first move, (even if they are hidden), the Americans land their forces little by little, at each move, on a beach they choose. Landing takes place by putting the pieces on the beach, simply; it is not necessary that ships carry them. The number of units to be landed is equal to the number of hexagons the chosen beach is made up of, multiplied by 2; on the beaches, pieces cannot be superimposed. So, if a beach is made up of 6 hexagons, up to 12 pieces will be able to land at that move, pieces chosen by the American player, among the ones he has not yet landed. Also the beach is chosen by the American player, who can change it at every move. The move following landing, units begin moving normally. If they do not move, the beach is occupied and no other units can land on it. Beaches are not numbered, since the Japanese cannot hide any piece on them. Any piece can normally cross any beach hexagon. During the move, the choice between moving the pieces already landed first and carry out a new landing afterwards, and landing first moving the pieces previously landed afterwards, is up to the American player.

## AMERICAN MOVEMENTS AND FIGHTS

As already seen, fights start by placing a piece on an hexagon next to an enemy. But, if it is simple for the Japanese player whose only consequence is to reveal his pieces, normally, the American player does not know where his enemies are. So, he will be compelled to advance blindly, finding out his enemies when he passes on them. When this happens, he has got to move



an hexagon back, stop there, and attack that enemy (Fig 6). The rule according to which spheres of influence cannot be passed on, has got an exception as for the Japanese spheres of influence: if an American piece passes near, but not on a Japanese unit, if they want, they can say nothing and let it pass. If at the end of its move, an American unit stops, without knowing, on the sphere of influence of a Japanese unit, the latter can either attack during its move, or join other forces in defense of an allied unit revealed during that same move; the ambush doubles the unit fighting factor (Fig 7).



## HOW TO USE LITTLE MAPS

Since the Americans aim at mopping up the whole island and at eliminating all their enemies, within 21st June, for making the control of the already mopped up hexagons easier, the American player too is provided with a little map for marking these hexagons. The movement of the American player is carried out in this way: he tells the Japanese player what are the hexagons he wants to pass on, one by one; he crosses out the free ones from his map; he places on the map, on the last hexagon of the movement or on the hexagon near the one where he has met enemies, if he has met some, all the pieces he has moved, as the individual movements end. He will also cross out the hexagons he has shot at. In this way, as the game goes on, he will be able to delimit the areas he already controls, where he can pass freely, and the areas where enemies might be hidden. Great attention must be paid while declaring the hexagons a player has crossed, and when they are marked on the player's map.

## AN ADVICE TO THE JAPANESE PLAYER

Because of disparity of forces, as history shows, it is not convenient for the Japanese player to scatter his forces for the whole island. It would be better to place one or more strong groups – with minefields and fortifications - and to scatter some pieces on the map, acting as false targets, or that the Americans can less easily find, during their mopping-up operations.

## FIGHTS TABLE

	1	2	3	4	5	6
21/50	De	De	De	Dp	Dp	Dp
17/20	D3	De	De	De	Dp	Dp
13/16	D2	D3	De	De	De	Dp
11/12	D1	D2	D3	De	De	De
9/10	A1	D1	D2	D3	De	De
7/8	A2	A1	D1	D2	D3	De
5/6	A3	A2	A1	D1	D2	D3
3/4	Ae	A3	A2	A1	D1	D2
1/2	Ap	Ae	A3	A2	A1	D1

A1,A2 etc : the attacker moves back as he wants, provided that he does not enter forbidden areas.  
D1,D2 etc : the defender moves back as he wants, provided that he does not enter forbidden areas.  
Ae,De : the attacker or the defender is eliminated  
Ap,Dp : the attacker or the defender is eliminated and the value of all the pieces next to them is reduced by half for the whole following turn

TABLE DES TIRS DES NAVIRES

	1	2	3	4	5	6
15						•
14					•	•
13				•	•	•
12			•	•	•	•
11		•	•	•	•	••
10	•	•	•	•	••	••
9	•	•	•	••	••	••
8	•	•	••	••	••	••
7	•	••	••	••	••	•••
6	••	••	••	••	•••	•••
5	••	••	••	•••	•••	•••
4	••	••	•••	•••	•••	•••
3	••	•••	•••	•••	•••	••••
2	•••	•••	•••	•••	••••	••••
1	•••	•••	•••	••••	••••	••••

TABLE DES TIRS D'ARTILLERIE

	1	2	3	4	5	6
15						
14						
13						
12						•
11					•	•
10				•	•	•
9			•	•	•	••
8		•	•	•	••	••
7	•	•	•	••	••	••
6	•	•	••	••	••	•••
5	•	••	••	••	•••	•••
4	••	••	••	•••	•••	•••
3	••	••	•••	•••	•••	••••
2	••	•••	•••	•••	••••	••••
1	•••	•••	•••	••••	••••	••••

COLPI NECESSARI PER L'ELIMINAZIONE  
TIRES NECESSAIRES POUR L'ELIMINATION  
SHOTS NECESSARY FOR ELIMINATION  
ZUR AUSSCHIEDUNG NOTWENDIGE SCHEUESSE

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# OKINAWA



## LEGENDA LEGENDE LEGEND LEGENDE

DIVISIONE PER TIPO DIVISION SELON LES TYPES  
DIVISION ACCORDING TO THE TYPE EINTEILUNG PRO TYP



Fanteria | Infanterie  
Infantry | Infanterie



Marines



Milizia | Milice  
Militia | Miliz



Artiglieria | Artillerie  
Artillery | Artillerie



Reparti Corazzati | Troupes Cuirassées  
Armoured Units | Panzerabteilung



Fortificazioni | Fortifications  
Fortifications | Befestigungen



Campi minati | Champs des Mines  
Mined Fields | Minensperregebiet



Marina | Marine  
Marine | Marine



Kamikaze



Corazzate | Cuirassés  
Ironclads | Panzerkreuzer



Incrociatori | Croiseurs  
Cruisers | Kreuzer

DIVISIONE PER SPECIALITÀ DIVISION SELON LES SPECIALITES  
DIVISION ACCORDING TO THE SPECIALITY EINTEILUNG PRO SPEZIALITAET



battaglioni | bataillons  
battalions | Bataillons



reggimenti | regiments  
regiments | Regimente

# OKINAWA

CALENDARIO  
CALENDAR



CALENDRIER  
KALENDER

APRILE  
APRIL  
AVRIL  
APRIL

1	4	7	10	13
2	5	8	11	14
3	6	9	12	15
16	19	22	25	28
17	20	23	26	29
18	21	24	27	30

MAGGIO  
MAY  
MAI  
MAI

1	4	7	10	13
2	5	8	11	14
3	6	9	12	15
16	19	22	25	28
17	20	23	26	29
18	21	24	27	30
				31

GIUGNO  
JUNE  
JUN  
JUNI

1	4	7	10	13
2	5	8	11	14
3	6	9	12	15
16	19			
17	20			
18	21			