

UNIT MANIFEST:

Total: 110 counters

57 US units:

- 20 *2nd USMC Division units*
 - 1 2-12/Disrupted Divisional HQ
 - 1 4-8/Fired Divisional Artillery Battery
 - 3 5-12/3-12 Divisional Tank Coys (A, B, C)
 - For each of the 2nd, 6th & 8th Regts:
 - 1 2-12/Disrupted Regimental HQ
 - 1 4-8/Fired Artillery battery
 - 3 4-10/2-10 Infantry battalions (1,2,3)
- 20 *4th USMC Division units*
 - 1 2-12/Disrupted Divisional HQ
 - 1 4-8/Fired Divisional Artillery Battery
 - 3 5-12/3-12 Divisional Tank Coys (A,B,C)
 - For each of the 23rd, 24th & 25th Regts:
 - 1 2-12/Disrupted Regimental HQ
 - 1 4-8/Fired Artillery battery
 - 3 4-10/2-10 Infantry battalions (1,2,3)

17 27th Div US Army units

- 1 2-12/Disrupted Divisional HQ
- 1 4-8/Fired Divisional Artillery Battery
- For each of the 105th, 106th & 165th Regts:
 - 1 2-12/Disrupted Regimental HQ
 - 1 4-8/Fired Artillery battery
 - 3 4-10/2-10 Infantry battalions (1,2,3)

13 Japanese units:

- 10 Jap 3-10/1-10 Infantry battalions
- 3 Jap 3-12/1-12 Tank Regiments

40 Markers

- 1 GT marker
- 3 Jap Resistance Level markers (50, 10, 1)
- 1 US Naval support marker
- 1 US Air support marker
- 1 US Engineers available marker
- 1 US Engineers deployed marker
- 32 1/D markers (1 step loss/fort destroyed)

Set-up:

- Japanese Resistance Track: Set Japanese Resistance Level to 400 (JRL50 in '250' box, JRL10 in '40' box, JRL1 to right of '9' box)
- Turn Track: Set 'GT' to 1.
- Engineer/Air Support/Naval Support Status Track: Set 'Engineers available' to 18, 'Air Support' to 4 & 'Naval Support' to 4. Place 'Engineers deployed' to left of '1' box.
- Landing Wave 1: Take 2 Regts (5 units per Regt: HQ, Arty & 3 Inf) and 2 Divisional units (from 5: Div HQ, 3 Tanks and 1 Div Arty) of each USMC Division. Set up each Div in 3 stacks on three interconnected beachhead arrows on the map.
- Landing Wave 2: Take all 8 remaining units of each USMC Div (1 Regt of 5 units & remaining 3 Divisional units). Set up each Div in 3 stacks behind the Wave 1 units of that Division. It will be necessary to overstack the Divisional Arty & Tanks in Wave 2. Units of different Divisions may not stack/move/attack together when *landing* (but can subsequently). Excess units in beachhead/beach hexes may not participate in combat, and only suffer losses if the participating units cannot absorb all losses.
- GT1&3: all landing Arty units land on their 'fired' sides.

Stacking:

- US: 1 HQ (Div or Regt), 1 Tank Coy or Arty Unit, and 2 Inf Btns (max 4 units)
Units of different US Divisions may stack and move/attack together except when landing.
- Jap: 1 Tank Coy & 2 Inf Btns (max 3 units). Jap units may stack on top of US units (i.e. max 4 US and 3 Jap units in a hex). Jap forts do not count against stacking limits. Jap units only appear on map during Jap reactions & tactical actions and are removed afterwards.
- Overstacking must be corrected at the end of each US Ground Segment or Jap Reaction/Tactical Action. Excess units (player choice) must displace to an adjacent hex free of enemy units/forts, EZOCs and prohibited terrain. If unable, excess units in stack lose 1 step. Excess units may never contribute to firing or target combat strengths, but are included in loss priority determinations.

Japanese Resistance Level (JRL)

- Starts at 400 [optional rule: start at 500]
- The '50' boxes of the Japanese Resistance Track have a multiplier value. This is used to multiply the combat strength of Japanese forts when they fire in defence.
- When JRL reaches 0, Japanese continue to defend and fort defence fire multiplier remains at $\times 1$.
- Every Jap step loss lowers JRL by 2.
- Reducing the JRL reduces the strength of Japanese fort defensive fire, and the likelihood and number of Japanese reactions and tactical actions. Reducing the JRL is not itself the object of the game.

There are 88 forts to reduce (5@1, 47@2, 29@3, 7@4; total strength of 214; average strength 2.43).

A minimum of 40 JRL will be lost to US Bombardment on GT1.

Thus JRL will reduce by a minimum of 274 in the course of winning the game.

Victory

The game is won by destroying all 88 Jap forts on the map.

Reducing the JRL is not itself the object of the game, but reduces strength of Jap return fire to US attacks and number and severity of Jap Reactions and Tactical Actions.

SEQUENCE OF PLAY

A. US Naval Fire Support Phase

- GT1: Roll 1d6 *twice* on the 'pre-invasion' line of the Bombardment Table & subtract the two results from the Japanese Resistance Level (min = 40, max = 160, mean = 93.3)
- GT2-4: Roll 1d6 *once* on the 'GT2-4' line of the Bombardment Table (min = 0, max = 15, mean = 5.83) & subtract from JRL.
- GT5-13: Roll 1d6 *once* on the 'GT25-13' line of the Bombardment Table (min = 5, max = 30, mean = 13.33) & subtract from JRL.

B. 27th Division Command Control Phase. (GT4-13 only)

Roll 1d6 for each *undisrupted* HQ of 27 Div. 1-5 = no effect. 6 = flip HQ to disrupted side

C. US Landings Phase (GT1&3 only)

- GT1: Place Wave 1 of 24 USMC 2nd & 4th Div units in beachhead arrow hexes, and Wave 2 of 16 remaining units directly behind. Wave 2 can land on beach hexes if these are cleared of Jap forts/units by Wave 1.
- GT3: Place US Army 27 Div units in the 6 beachhead arrow hexes or, if cleared of Japanese forts and units, the adjoining 6 beach hexes (some can be in beachhead arrow and some in beach hexes).
- GT1&3: For each US stack roll 1d6 on Jap Coastal Defence Fire table. Result is # step losses taken by stack. US player can distribute losses as he wishes (does not have to follow loss priority rules) except that if a HQ is chosen to take a step loss this must follow loss priority rules. * = Undisrupted HQ in hex is disrupted (no effect on disrupted HQ).

D. US Ground Phase

GT1: First wave units have movement allowance of 3 only. After they have completed their Segments, place 2nd wave in beach hexes (or beachhead arrows if Jap forts in beach hexes are still active); may only stack with units of same division; may overstack with Wave 1 units of own Div. Wave 2 also have movement allowance of 3 only.

GT1&3: Landing units do not have to trace LOC in order to move or attack. Jap forts attacked from beachhead/beach hexes get first fire advantage. US Arty lands on its 'fired' side.

Check LOC from undisrupted Regt HQ to undisrupted Div HQ. Flip Regt HQ without LOC to 'disrupted'.

Check LOC from all Arty to undisrupted HQ (to Regt &/or Div HQ). Flip Arty without LOC to 'fired'.

Conduct a series of Segments in which *one* US unit/stack moves and conducts any attacks that it wishes against adjacent Japanese forts.

Segments may be interrupted and possibly halted by Jap reactions.

Reaction is triggered during a Segment when:

- US units roll an 11 or 12 when attacking Jap units. If the Jap reaction does not cause an 'R' or 'D' result, the unit/stack may continue its Segment.
- the *first* time that Segment each unit/stack enters a hex that is not a destroyed fort. If the Jap reaction does not cause an 'R' or 'D' result, the unit/stack may continue its Segment.

Reaction may be triggered at the end of a Segment (when the unit/stack ceases movement by choice or by running out of MPs). This includes units/stacks that choose not to move/attack at all.

- If the stack contains Inf &/or Tanks and currently has a LOC via its Regt HQ to its Div HQ, roll 1d6.
1 = reaction occurs. 2-6 = no reaction.
- If the stack contains Inf &/or Tanks and currently only has a LOC to its Regt HQ, roll 1d6.
1-3 = reaction occurs. 4-6 = no reaction.
- Otherwise Reaction occurs automatically.

Note: a unit entering a hex that is not a destroyed fort for the first time that Segment and ending its movement there triggers two Reactions.

Roll 2d6 on the Reaction column of the Japanese Tactical Table corresponding to the current Japanese Resistance Level to determine the number (1,2,3) and type (S,M,MG,A,B) of Japanese tactical attacks.

DRM: +3 on GT1, +2 on GT2-3, +1 on GT4.

A table result followed by a '+' (repeat symbol) means that after the attacks from that result are concluded, roll again for another Japanese reaction against any surviving units from the same stack. (Repeat process until a result *not* followed by a '+' is rolled)

E. Japanese Tactical Action Phase

Roll 2d6 on the Action column of the Japanese Tactical Table corresponding to the current Japanese Resistance Level to determine the number (1,2,3,4) and type (S,M,MG,A,CA,B) of Japanese tactical attacks.

DRM: +3 on GT1, +2 on GT2-3, +1 on GT4.

A table result followed by a '+' (repeat symbol) means that after the attacks from that result are concluded, roll again for another Japanese Tactical Action. (Repeat process until a result *not* followed by a '+' is rolled).

For all Tactical Actions, each attack must be against a different US stack, beginning with the stack having fewest steps, then the stack having second fewest steps, etc. HQ (normal or disrupted) count as 2 steps, Arty ('fired' or unfired) as 1 step, Tanks and Inf as 1-4 steps each depending on their current status. When determining the weakest stacks, ignore those where either:

- all 6 surrounding hexes contain US units or US ZOCs* belonging to other units than those of the stack in question; or
- no chain of hexes free of US units of their ZOCs* can be traced to the stack from either hex 3501 or an active Jap fort.

** US ZOCs do not extend into Jap forts.*

Where two or more stacks are tied for weakness, randomly determine which is attacked.

F. US Recovery Phase

- Roll 1d6 for each disrupted HQ 1-5 = flip back to its front side. 6 = remains disrupted.
- Flip 'fired' Arty units back to their front sides.
- Status Track: - Reset Air and Naval support markers to values listed for next turn on Turn Track.
 - Remove 'Engineers deployed' marker and place next to '1' space.
 - Roll on Engineer Losses table, and reduce 'Engineers Available' by the result (but not more than # Engineers deployed that turn).
- Turn Track: move GT marker to next box, ready to begin new turn.

LOC, Movement and Combat:

General

Stacks can split up into individual units or stacks in the hex they start the phase, and move off individually.

Stacks can drop off units along their movement. The dropped-off units cannot then move further or attack in this phase.

Units/stacks can never pick up other units during their movement, nor can their attacks include any other units that happen to be in the hex from which they are attacking.

Thus for units/stacks to combine, they must end one turn in the same hex together, and can then move/attack together next turn.

Lines of Command (LOC)

Units/stacks can attack only if they still have at least 1MP remaining *and* began their Segment with a Line of Communication (LOC)

- A unit/stack of Inf (with or without Tanks) or Regt Arty traces a 5-hex LOC to its own *undisrupted* Regt HQ, and a 10-hex LOC on from its own *undisrupted* Regt HQ to its own *undisrupted* Div HQ.
- Regt HQ, Div Arty and Tanks not stacked with Inf trace a 10-hex LOC to their own *undisrupted* Div HQ.
- Div HQ do not need to trace a LOC.
- LOC are traced through land hexes free of active Jap forts, Jap units and Jap ZOCs. A LOC may be traced through a Jap ZOC if the hex is occupied by a US Tank or Inf unit (*not* HQ or Arty).

LOC are checked for Regt HQ and all Arty (Div or Regt) at the *start* of the US Ground Phase.

LOC are checked for all other units/stacks when they begin their own Segment of the US Ground Phase.

Thus Div HQ and Regt HQ should perhaps be moved first, to ensure LOC. There is danger however that a HQ will become disrupted when moving and thus its subordinate units will be unable to trace a LOC to it and therefore be unable to attack.

If unable to trace a LOC:

- Arty: flip to its 'fired' side. It can move but not support US attacks or US units attacked by Japs. Arty can still defend itself.
- Regt HQ: flip to its 'disrupted' side. It can move but not support US attacks or US units attacked by Japs. They can still defend.
- Tank or Inf units: may move, but cannot attack. They can still defend against Jap attacks.

Zones of Control (ZOCs)

The six hexes surrounding a unit are its ZOC.

All Infantry, Tank and active Jap forts exert a ZOC (destroyed Jap forts, US HQ and Arty do not exert a ZOC).

US ZOCs do not extend into active Jap forts.

Units must stop moving when they enter an enemy ZOC (EZOC).

Units beginning their movement in an EZOC may exit it freely, but cannot move directly from one EZOC to another.

Movement

Unit/stack moves from hex to hex paying the MP cost of each hex entered until it chooses to stop or its movement allowance is exhausted.

Cannot move into/through a hex in violation of stacking limits. [*Thus order of movement of stacks is important*]

Cannot move from a hex in an EZOC directly into another in an EZOC.

Arty & HQ cannot enter EZOC unless stacked with Inf (not just Tanks).

If Arty or HQ are ever in an EZOC without Inf, they retreat 1 hex and are flipped to 'fired'/'disrupted'. If unable to retreat, or already flipped, they are eliminated instead.

Arty that moves is flipped to 'fired' side and cannot provide support later in the turn. [*Thus Arty needs to be in place to support at the beginning of US Ground Phase*]

Combat

US Stacks may attack adjacent active Jap forts during the US Ground Phase.

Jap units (Inf, Tanks) appear temporarily during Jap Reaction or Tactical Actions and attack US units before being removed from the map.

Attacking by US units is voluntary.

A unit/stack must have at least 1MP remaining in order to attack (note however that there is no MP cost to attack).

A unit/stack may only attack a single hex at a time.

Units/stacks during their own Segment, thus several units/stacks in different hexes cannot combine to make a single attack.

Units/stacks can attack a hex any number of times.

Combat consists of each side firing at the other then simultaneously removing casualties.

Combat is simultaneous except when:

- US attacks on Jap forts from beach or beachhead arrow hexes (Jap fires first; US removes casualties; US returns fire with remaining units); or
- Jap makes Banzai charge against US (US fires first; Jap removes casualties; Jap returns fire with remaining units)

For each combat:

- Determine total fire strength of firing stack: $\Sigma(\text{current combat strength of unit} \times \text{fire value of unit type}) + \text{support unit/point strengths}$
- Divide by unmodified current combat strength of target stack to obtain odds ratio
- Roll 2d6 on CRT. Shift odds ratio column for *cumulative* terrain in target hex (jungle -1, rough -1, mountain -2, Jap fort -2). i.e. Jap fort in rough jungle = -4 column shifts
- Repeat for return fire from original target stack to original firing stack.
- Remove casualties.

Units/Stacks can continue to attack, or move and attack, until they: choose to halt; run out of MP; suffer an 'R' or 'D' result from Jap defensive fire or Jap reaction; or are eliminated.

Combat Support

US Inf and Tank units may be supported in combat by:

- undisrupted HQ & unfired Arty units
- available Naval, Air and Engineer points.

Support units and points never attack by themselves. They only support an attack by Inf &/or Tanks.

HQ have the option of firing directly as part of combat with Jap units in their own or an adjacent hex, or supporting combat by units of its command further away (up to 5 hexes for Regt HQ and 10 for Div HQ).

Undisrupted HQ however may always fire directly when stacked with Inf/Tanks that are also firing (in attack or defence). In this case treat HQ as a normal combat unit. If it fires in this way it may not provide support in the same attack, or later in the turn.

Disrupted HQ may not support, nor fire directly. They do still count 1 strength point to the combat strength of their stack when fired upon.

Regt HQ

May support any Inf units in its Regt to attack, or to defend against Japanese assaults, coordinated assaults or banzai charges (Reaction or Tactical Actions).

May support only one attack or defence per Turn.

Unit supported must be able to trace valid LOC to it

+10 to combat strength of firing stack.

Div HQ

May support any Inf or Tank units in its Division to attack (not to defend against Jap Reactions or Tactical Actions)

May support only one attack per Turn.

Unit supported must be able to trace valid LOC to it (via Regt HQ if Inf)

+14 to combat strength of firing attacking stack.

Artillery

Artillery units that have not moved or fired this turn can support attacks (or US defence against Jap Reactions or Tactical Actions) by any Inf or Tank unit in its own command (Regt or Div).

Supported unit must be able to trace a Regt LOC (5 hexes) to a supporting Regt Arty unit, or a Div LOC (10 hexes) to a supporting Div Arty unit.

+4 to combat strength of firing stack.

Flip fired Arty to 'fired' side when it fires or moves.

Note that the printed strength on Arty units is only used when fired *upon* by Japs.

Air points

Each turn 0, 3 or 4 Air support fire points are available to the US (see Turn Track) to support attacks (not defence against Jap Reactions or Tactical Actions)

Only 1 Air point can be used per combat.

+4 to combat strength of firing attacking stack if it can trace LOC at moment of attack.

As each point is used reduce Air Points marker on Status Track. Naval points are refreshed each Recovery Phase.

Naval points

Each turn 4 or 5 Naval support fire points are available to US Marines (see Turn Track) to support attacks, or defence against Jap Reactions or Tactical Actions.

Only 1 Naval point can be used per combat

Can only be used by *Marine* units ≤5 hexes from an all-sea hex. [*this only appear to rule out hexes 2216, 2217 & 2218!*]

+6 to combat strength of firing stack.

As each point is used reduce Naval Points marker on Status Track. Naval points are refreshed each Recovery Phase.

Engineers

At set-up, 18 Engineers are available for US to support attacks (not defence against Jap Reactions or Tactical Actions)

Up to 3 Engineers can be used per combat

+4 per Engineer used to combat strength of firing attacking stack.

Record points used with 'Engineers deployed' marker on Status Track. Remove this marker from Track each Recovery phase, and roll 1d6 on Engineer Losses table for possible losses.

Retreats

All units in stack move 1 hex away from enemy fort/stack just combated (they may retreat in different directions).

May not retreat into enemy units, or in violation of stacking limits.

May retreat into EZOC if it is already occupied by friendly unit (or fort for Japs).

Flip retreating Arty to 'fired' side.

If cannot retreat then stack loses 1 step above any called for by CRT. Player may choose which unit loses this extra step.

When US units are attacked by Jap units placed atop them, neither side can retreat unless both sides are required to do so, in which case the retreats are conducted simultaneously and must be to different hexes.

Advance after combat

Attacking units may advance into hex vacated by retreat/elimination of defending enemy units (inc. forts).

US units that trigger a Jap reaction by rolling 11 or 12 may not advance after that combat.

Defending units may not advance, even if attacker is retreated/eliminated.

Advancing units pay normal movement costs to enter vacated hex. Units not advancing are considered dropped off from the stack.

Unlike normal movement units may advance directly from EZOC into EZOC.

Unlike normal movement US advance does not trigger Japanese Reaction

Steps and step losses:

- US Inf have 4 steps (4-3-2-1) - US Tanks have 4 steps (5-4-3-2) - Jap Inf/Tanks have 3 steps (3-2-1)
- US HQ have 2 steps (2-1/disrupted) - US Arty has 1 step.

First step loss: Arty are eliminated; HQ are flipped to 'disrupted'; other units have '1' marker placed on them.

Second step loss: HQ are eliminated; other units have '1' marker removed and are flipped to reduced strength side.

Third step loss: Jap units are eliminated; other units have '1' marker placed on reduced strength side.

Fourth step loss: Unit is eliminated

Each step loss lowers combat strength of unit by 1 [hence the use of '1' markers]

Every Jap step loss lowers JRL by 2, whether caused directly by CRT or by inability to retreat

Loss priority:

Units *must* take losses according to priority (except US during Jap Coastal Defense Fire at landing waves on GT1&3, or Jap

Sniper/Mortar/Machine gun attacks (Reaction or Tactical), where US player can choose which units takes the losses).

Unless unit is alone, each unit in a stack may only take one step loss per attack.

Priority: 1) Inf 2) Arty (US only) 3) HQ (US only) 4) Tanks 5) Forts (Jap only)

Jap forts do not have steps. They are either active or destroyed. They are destroyed on CRT results of 'R' or 'D' (place 'D' marker on hex). If there are Jap Inf or Tank units in the fort hex, on an 'R' result, the units retreat (or take a step loss) leaving the fort is unaffected; on a 'D' result the units take both losses & retreat, leaving the fort is unaffected, but if the units cannot absorb both losses, then the fort is destroyed too (for JRL loss of 2× fort strength)

Destroyed forts have no combat strength, no ZOC, and only the other terrain in the hex remains. No Jap reaction is triggered by US units entering destroyed fort hexes.

Headquarters:

HQ suffering a step loss are flipped to 'disrupted'. Disrupted HQ suffering a step loss are eliminated.

HQ eliminated due to step losses are returned to play at beginning of US Ground Phase, 2 turns after their elimination. Place Regt

HQ adjacent to its Div HQ. Place Div HQ adjacent to any of its Regt HQ.

Disrupted HQ cannot be used to trace a LOC for any purpose.

During Recovery Phase, HQ may attempt to undisrupt (roll 1-5 on 1d6).

If all units subordinate to a HQ are eliminated, HQ is permanently removed at end of that turn.

Jap reactions:

S [Sniper], M [Mortar] or MG [Machine gun]: for each attack roll 2d6 on the S, M or MG column of the CRT as appropriate.

There are no DRMs or terrain column shifts. There is no US return fire.

A [Assault]. Roll 1d6. 1-3 = place 2 Jap Inf Btns on the US stack; 4-6 place 1 Jap Inf Btn. Roll 1d6 again. 1= place Jap Tank to stack; 2-6 = no effect. Conduct normal combat between each Jap units and US stack (combat is simultaneous, with terrain shifts for each defender); reduce JRL by 2×Jap step losses; remove Jap units from map.

B [Banzai charge]. Roll 1d6. 1-3 = place 2 Jap Inf Btns on the US stack; 4-6 place 1 Jap Inf Btn. PResolve attack as for Assault above except: US target stack gets first-fire advantage; Jap units get ×6 (not normal ×4) fire strength multiplier *and* a +2 column shift right when attacking. If Japs obtain a 'D' result against US target stack, they move atop nearest US stack (which may be the original target stack) and resolve a further attack. Continue until Jap units or all US units are eliminated; reduce JRL by 2×Jap step losses.

Jap Tactical Phase actions:

S [Sniper], M [Mortar] or MG [Machine gun]: for each attack roll 2d6 on the S, M or MG column of the CRT as appropriate.

There are no DRMs or terrain column shifts. There is no US return fire.

A [Assault]. Place 2 Jap Inf Btns in each target hex. Roll 1d6 for each target hex: if 1, add 1 Jap Tank unit (2-6: no Tank). Conduct normal combat between each stack of Japanese units and its target US stack (combat is simultaneous, with terrain shifts for each defender); reduce JRL by 2×Jap step losses; remove Jap units from map.

CA [Coordinated Assault]. As for Assault above, except: if *all* US units are eliminated or retreat out of the initial target hex, then Jap units conduct another assault against the weakest US stack (which may be the original target stack) within the Jap unit's movement allowance to which they can come adjacent following normal movement rules. Move the Jap units *adjacent* to this unit and resolve combat. Repeat this procedure until the Jap units have no MP left and are no adjacent to any US unit; reduce JRL by 2×Jap step losses; remove Jap units from map.

B [Banzai charge]. Place 2 Jap Inf Btns in each target hex. Resolve attack as for Assault above except: US target stack gets first-fire advantage; Jap units get ×6 (not normal ×4) fire strength multiplier *and* a +2 column shift right when attacking. If Japs obtain a 'D' result against US target stack, they move atop nearest US stack (which may be the original target stack) and resolve a further attack. Continue until Jap units or all US units are eliminated; reduce JRL by 2×Jap step losses.

Optional rules

Play with one or more of these to increase or decrease difficulty of winning the game.

Make winning easier:

1. Ignore 27th Division Command Control Phase, and allow US Army units to call in Naval support.
2. Step losses/eliminations suffered by Jap Tanks are permanent. When Jap Reactions or Tactical Actions call for Jap Tanks use the strongest available. Once all Jap Tank units are eliminated, ignore further calls for Jap Tanks.

Make winning harder:

3. Start the game with JRL oat 500 instead of 400.
4. For each Japanese Assault or Coordinated Assault (Reaction or Tactical), roll 1d6 and add the result to the Jap firing strength as naval/air support. If the roll is 6, roll again (once only) and add the result too (thus 1-12 support points total).

Unit Fire Value chart:*Multiplier for current combat strength of unit when firing*

Jap Inf ×4 (×6 during Banzai charges)

Jap Tank ×2

Jap fort ×1-×5 (see JRL Track)

US Army Inf ×4

US Army Regt HQ ×5

US Army Div HQ ×7

USMC Inf ×5

USMC Tank ×6

USMC Regt HQ ×6

USMC Div HQ ×8

Combat Support Summary:

	Strength	US Grd Sgmt	Jap Reaction	Jap Tact Action
Regt HQ*	+10	Yes	Yes**	No
Div HQ*	+14	Yes	No	No
Arty	+4	Yes	Yes**	Yes***
Air	+4	Yes	Yes**	No
Naval	+6	Yes	Yes**	Yes***
Eng	+4	Yes	No	No

* = only if hasn't fired directly during current Turn

** = return fire during Assault, Banzai charge only

*** = return fire during Assault, Coordinated Assault, Banzai charge only