Battle of Angaur

Operation: Stalemate II

Pacific Command Series

Created By:
Produced By: Historical Board Gaming
Players:
Play Time:

Operation Stalemate II: Battle of Angaur is the third game based on the game Operation: Iceberg Battle of Okinawa by Historical Board Gaming / King Tiger Game Design.

As both a new game designer and enthusiast I hope you enjoy the challenge my game offers to you.

M. E. Getgen, Game Design

Table of Contents

Prelude

By 1944, American victories in the Southwest and Central Pacific had brought the war closer to Japan, with American bombers able to strike at the Japanese main islands from air bases secured during the Mariana Islands campaign (June–August 1944). The two strategies proposed to defeat the Japanese forces both called for the invasion of the Palau islands.

The Japanese forces defending both Peleliu and Angaur island were the combat-hardened men of Lieutenant General Sadae Inoue's 14th Division with four years of experience fighting in Manchuria behind them, and personally sent to defend the Palaus by the Japanese prime minister General Hideki Tojo. The 1,400 men of the Angaur island garrison were the 1/59th Regiment.

The 'Battle of Angaur' was fought between US and Japanese forces for possession of the island of Angaur in the Palau islands group (17 September/22 October 1944) as part of Operation Stalemate II,

In preparation for the oncoming U.S. offensive, Major Ushio Goto commanding the Japanese forces on Angaur ordered the construction of strong defensive fortifications on the Eastern Beaches code named Green 2 and 3 by the Americans.

Once the US assault on Peleliu was deemed well in hand on September 17th, the 322nd Regimental Combat Team was to land on the northern Beach Red, and the 321st Regimental Combat Team on the eastern Beach Blue. Both these teams were component of Major General Paul J. Mueller's 81st (Wildcats) Infantry Division. The 323rd Reg. Combat Team was held in reserve.

Unlike Peleliu, the Angaur defenses were not able hold back the advances of the American forces. Within seven days, the 321st and 322nd Regiments had secured the majority of the island. Only the hilly North Western tip of Angaur remained in Japanese control. Major Goto died on 19 October fighting to keep possession of a cave. The last day of fighting was 22 October with a total of 36 days of digging the Japanese resistance from their defensive strongholds.

I. Glossary

Attacker/Defender

The Attacker is the player who is currently taking a turn. The Defender is any other player that is being attacked. Where the rules use the words “Attack” or “Defend” they also refer to this dynamic. Thus if a rule states that an “Attacker gets +1” on a roll, it is only the player who is taking his turn and not the Defending player that benefits from that bonus.

Direct Fire Bombardment

Is Basically, Shore Bombardment into a Land Zone adjacent to a Shallow Sea Zone. Direct Fire Bombardment does not require the target Land Zone to be next to a friendly land unit.

First Strike

On the first round of combat units with first strike roll before other units and remove those casualties without returning fire. If units on both sides have first strike, those units all fire at the same time.

Land/Sea Zones

A zone is any area on the map surrounded by a border. The game has both Land Zones and Sea Zones. A third space called a Beach Landing Zone is a combined land and sea space. Some Land Zones have a red number to indicate their terrain Level.

Matched

Some units gain special abilities when they are paired with other units; usually listed as a ratio.

Ranged Attack

Allows a unit to attack into a Zone it does not occupy.

Shore Bombardment

Allows Naval Units to attack enemy units on land territories.

Target Selection

Units with target selection allows them to choose which casualties the opposing player removes. Target Selection is given as a dice range. For example, a unit with an Attack of “7” and a target selection of “1-3” would choose which casualty it causes on a “1-3.” On a “4-7”, the Defender would choose. Target Selection is resolved first, before the opposing player chooses other casualties.

Unit Class

Unit classes in the game are Infantry, Armor, Artillery, Naval, Air, and Bunkers. Each class of units has their own unique abilities and rules.

II. Map of Angaur

III. Terrain & Sea Zones

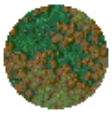
Land & Sea Zone Limits: No more than 12 units from a country in a Land Zone or Sea Zone at a time. This excludes Bunkers. No more than 24 units total at any time. This includes naval units but excludes aircraft, LVT and Higgins Boats.

Land units loaded on Transport Ships, LVT or Higgins Boats are not counted against the unit limit. Aircraft on Carriers or Escort Carriers are not counted toward the unit limit.

Mountains and Rough terrain are depicted on this map by raised areas and a number. These zones hinder movement and decrease the attack value of land units. These mountain zones do not hinder the movement of Infantry, Artillery, and Air Units.

*If terrain modifier causes a unit's attack value to decrease below a 1, the units default attack value is 1.

Terrain		Level	Special Rules
Regular GREEN			Cost 1 movement point to enter.
Rough Regular GREEN			Cost 1 movement point to enter. All attacking Units receive -1 to their attack value.
Rough TAN			Cost 2 movement points for vehicles to enter. All attacking Units receive -2 to their attack value.
Rough Mountain BROWN			Cost 3 movement points to enter. All attacking Units receive -3 to their attack value.

Terrain		Special Rules
Swamp		Cost 2 movement points to enter. All Units entering a swamp zone must end their movement after entering this space. All Armor must roll a 5 or less after entering the swamp zone. If the Armor fails the die roll, it is lost. LVT units do not make the movement die roll. Attacking Units into a swamp zone add +2 to their die rolls.
Objective Zone		U.S. Forces must control all of these Zones with this symbol by turn 10 for a U. S. Victory.

Sea Zones are depicted on this map as medium blue and light blue zones.

Sea Zone	Terrain	Special Rules
Deep Sea Zone		These zones are considered deep water. All ships may move into and out of these zones.
Shallow Sea Zone		These zones are considered shallow water. All ships may move into and out of these zones.
Beach Landing Zone		Designated as Beach Landing Zone by a red border. These are the only zones that landing movement is allowed. Artillery and Coastal Guns Can fire into these zones. If an enemy force is occupying the Beach Landing Zone, the landing force must fight its way onto the beach. All units attacking onto a beach get a -1 on attack, and cannot use combined arms.

IV. Japanese Units

Japanese Special Attack - Banzai Charge

Banzi Tokens

- At game start, the Japanese player receives one Banzai token per commander. Additional tokens may be “purchased” at -2Victory Points per token, only one token per turn.
- During the Japanese Movement Phase, the Japanese Player may exchange one token for one Banzai Charge/Banzai Die.

DECLARING A BANZAI CHARGE

- The Japanese Player chooses which territories are being attacked by Banzai Charges and places Banzai tokens on them (Limit of four per territory). Before the attack, the Japanese player rolls one Banzai die for each token on that territory. On the first BANZAI result, the Japanese player will subtract 2 from their combat die roll for each Infantry, Militia, and Armor unit in the attack. For each additional BANZAI result, they will subtract 1 for a max modifier of -5 to the attack dice.
- Only Infantry, Militia, and Armor, may make Banzai Charges.
- Commanders may be included in a Banzai Charge and are treated as a Militia Unit. The Commander’s combat modifier is added to the attack.
- Banzai Charges are a First Strike attack, on each round of combat units in the Banzai Charge roll before other units and those casualties are removed without returning fire.
- After a Banzai Charge is declared on a territory, the Japanese player may not stop the attack. It continues until either the U.S. Player’s units retreat, are destroyed, or the Japanese player has no more units to attack with.
- Reduce the Banzai modifier by one for each round of combat.
- If a Banzai attacking unit rolls a miss during a Banzai Charge, remove that unit as causality. The Victory points for that unit DO NOT count.
- Victory Points for U.S. causalities are doubled.

Example

The Japanese Player chooses to make a Banzai Charge from The Central Plains into the North East Woods. They place four Banzai Tokens on the North East Woods. They are attacking with three Infantry and two Militia against eight defending U.S. Infantry. The Japanese Player rolls the Banzai dice and has three BANZAI results. The first die allows a -2 combat modifier, the additional two BANZAI results allow an additional two (-1, -1) for a total combat modifier of -4.

Banzai Charge Round One

Example

The Japanese Player chooses to make a Banzai Charge from The Central Plains into the North East Woods. They place four Banzai Tokens on the North East Woods. They are attacking with three Infantry and two Militia against eight defending U.S. Infantry. The Japanese Player rolls the Banzai dice and has three BANZAI results. The first die allows a -2 combat modifier, the additional two BANZAI results allow an additional two (-1, -1) for a total combat modifier of -4.

Banzai Charge Round One

The Japanese Player's attack rolls are 2,3,11 for the Infantry and 2 and 9 for the Militia. With the modifier added the results are two hits for the Infantry and one hit for the Militia for a total of three hits. The Japanese Player removes the Infantry and Militia units that missed during the Banzai Charge. The U.S. Player loses three units.

The U.S. Player now returns defensive fire with the remaining five Infantry units. The defensive rolls are 2, 6, 6, 11, and 12. The Japanese player removes one unit (a Militia).

Banzai Charge Round Two

The modifier is reduced to -3. The Japanese Player has two remaining Infantry (one removed by a miss) and no Militia (one removed during the Banzai charge and one by a U.S. hit).

The attack rolls are a 5 and 11 for the Infantry. The 5 is a hit (5-3=2), and the 11 misses (11-3=8). The Japanese Player removes one Infantry. The U.S. Player removes one Infantry and rolls their defensive dice. The results are a 5, 6, 9 and 10, all die rolls miss!

Banzai Charge Round Three

The Banzai modifier is now -2, The single remaining Infantry unit rolls a 10, the result is a miss. The last Infantry unit is removed and the Banzai Charge ends in that territory.

The Final Victory point tally is One Japanese Militia for one Victory Point and Four U.S. Infantry for 8 Victory points (4 Victory Points each x2). The three Japanese Infantry and one Militia lost due to miss die results are not tallied in the Victory point total.

A. Land Units

All land units have Attack/Defend/Movement values.

IJA Commander: 0/1/3

- Combat Bonus: All units in the same territory as a Commander receive -2 to Attack die rolls and -1 to Defensive die rolls.
- Artillery Spotting: Commanders can "spot" for Artillery attacks within one territory away from the Commander. A Commander Units in a Level 3 terrain can spot two spaces away. Artillery directed by a Commander unit receives a -2 to the attacking die roll.
- Commanders are treated as a Militia unit when added to a Banzai Charge. (Attack Value of 1).

IJA Infantry: 3/3/2

- Combined Arms: All Infantry units get a +1 on attack and defense when matched 1/1 with artillery in the same territory.

IJA Militia: 1/2/2

- All Militia units get a +1 on attack and defense when matched 1/1 with artillery.

IJA Heavy Machine Gun Infantry: 3/4/2 AA2

- Ranged Attack: Heavy Machine Gun units may attack into adjacent territories.
- Combined Arms: All Heavy Machine Gun units get a +1 on attack when matched 1/1 with Artillery.
- Heavy Machine Gun Infantry can be used as Anti-Aircraft guns and fire during the Anti-Aircraft phase. Heavy Machine Gun Infantry have an AA rating of 2.
- For a cost of -2 VP IJA Heavy Machine Gun Infantry may be traded for a IJA regular Infantry to add to a Banzai Charge.

Artillery: 4/4/2

- Ranged Attack: Artillery can fire three spaces away.
- Combined Arms: Add +1 to Infantry attack values when matched 1/1 with attacking Artillery.
- Artillery units receive protection from Bombing Aircraft and Artillery/Ship Bombardment when matched 1/1 with Bunkers.
- Artillery Add +4 to die roll if attacking into Deep Sea Zone.
- For a cost of -2 VP, Artillery can be disbanded to form an IJA Militia 1/2/2 unit.

Heavy Artillery: 5/4/1

- Ranged Attack: Artillery can fire four spaces away.
- Combined Arms: Add +1 to Infantry attack values when matched 1/1 with attacking Artillery.
- Target Rich Environment: When the target space has 1-6 units roll one die, if the target space has 7-12 units roll two dice for casualties.
- Heavy Artillery units receive protection from Bombing Aircraft and Artillery/Ship Bombardment when matched 1/1 with Bunkers.
- Heavy Artillery Add +4 to die roll if attacking into Deep Sea Zone.
- For a cost of -2 VP, Heavy Artillery can be disbanded to form an IJA Militia 1/2/2 unit.

AA Guns (Japan): 0/4/0 AA4

- Ranged Defense: AA Guns can fire into adjacent zones.
- AA Guns have a Ground Defensive rating of 1.
- Trucks can tow AA Guns in the movement phase.
- For a cost of -2 VP AA Guns can be disbanded to form an IJA Militia 1/2/2 unit.

Bunkers: 0/2/0

- These units have no movement value.
- Infantry/Artillery Defense Bonus: These units add a +2 on the Bunker defense when matched 1/1 with infantry or artillery.
- Japanese Commanders automatically receive Fortification Protection without being matched 1/1 with a Bunker whenever in a territory with Fortification units.
- Fortification Protection: Infantry or Artillery that is matched 1/1 with a Bunker are impervious to Bombing Aircraft and Artillery/Ship Bombardment attacks.
- The following units receive protection from Bombing Aircraft and Artillery/Ship Bombardment when matched 1/1 with Bunkers; Infantry, Militia, Heavy Machine Gun Infantry, Artillery, Heavy Artillery, and Armor units receive protection from Bombing Aircraft and Artillery/Ship Bombardment when matched 1/1 with Bunkers. The Japanese Player can select a Bunker unit as a casualty instead of other units.

Example 1
The Ramuldo Hill territory has 2 Infantry, 1 Artillery, and 2 Bunkers. The Japanese Player decides to match 1 Infantry and 1 Artillery with the 2 Bunkers. The U.S. Player bombards the territory with four Artillery units. Each artillery rolls and scores a hit, which would normally eliminate four units. However, the Japanese player only loses two Bunkers and the one unprotected Infantry. The Bunkers protected the other Infantry and Artillery unit from the attack.

Example 2
The Palomas Hill territory has 2 Bunkers and 3 Infantry units. It is attacked by 4 Infantry units. Three of the Infantry units score hits. The Japanese player may choose to take any combination of units as casualties.

❖ Flamethrower Infantry ignore this ability of Bunkers.

Example 3
The Eastern Ramuldo Hills territory has 2 Bunkers and 3 Infantry units. It is attacked by 2 Infantry units And 1 Flamethrower Infantry. All of the regular Infantry units miss, however the Flamethrower Infantry hits. The Japanese Player must choose to take an Infantry unit as the casualty since the Flamethrower Infantry ignores the Bunker.

V. Game Setup – Japan

Territory Name	Terrain	Control	Units
Cape Meungs			1 Militia
Cape Ngariois			1 Militia
Cape Pkulangelul			3 Bunkers, 1 MG Inf., 1Art., 1 AA
Central Plain			1 Bunker, 1 Hvy Art., 2 Militia, 1 AA
East Coast Forest			1 Bunker, 1 Art., 1 Militia
Eastern Ramuldo Hills			3 Bunkers, 1 Inf., 1 Art.
Green 2			2 Bunkers, 1 Inf., 1 Art., 1 AA
Green 3			3 Bunkers, 1 Inf., 1 MG Inf., 1 Art., 1 Commander
North East Woods			2 Militia
Northern Coast			1 Bunker, 1 Militia
Palomas Hill			3 Bunkers
Ramuldo			5 Bunkers, 1 Inf., 2 Hvy Art., 1 AA, 1 Commander
Rocky Point			1 Bunker, 1 Militia
Rois Village			1 Bunker, 1 Inf., 1 Militia, 1 Hvy Art., 1 AA
Saipan Dock			1 Bunker
Saipan Town			1 Bunker, 1 Inf., 1 Art., 1 AA, 1 Commander

VI. United States Units

A. Land Units

All land units have Attack/Defend/Movement values.

Commanders: 0/1/3

- Combat Bonus: All units in the same territory as a Commander receive -2 to Attack die rolls and -1 to Defensive die rolls.
- Artillery/Shore Bombardment Spotting: Commanders can “spot” for Artillery attacks within one territory away from the Commander. A Commander Unit in a Level 3 terrain can spot two spaces away. Artillery directed by a Commander unit receives a -2 to the attacking die roll.
- Aerial Bombing Observation: Commanders can “spot” for Bombing Aircraft attacks within one territory away from the Commander Unit. A Commander Unit in a Level 3 terrain can spot targets two spaces away. Bombing Aircraft directed by a Commander unit receives a -2 to the attacking die roll.

Infantry: 2/4/2

- All Infantry units get a +1 on attack and defense when matched 1/1 with artillery in the same territory.
- Require one cargo space in a transport ship or medium transport.
- Can be matched 1/1 with and transported, LVT or Higgins Boat to move over water zones.
- Transport Infantry units on land when matched with either a LVT or Truck.

Flamethrower Infantry: 3/4/2

- Ignores Bunkers: Units other than Bunkers absorb all hits from this unit before Bunkers can be removed as causalities.
- Combined Arms: Flamethrower Infantry units receive a +1 on attack and defense when matched 1/1 with artillery in the same territory.
- Require one cargo space in a transport ship or medium transport.
- Can be matched 1/1 with and transported, LVT or Higgins Boat to move over water zones.
- Transport Flamethrower Infantry units on land when matched with either a LVT or Truck.

Artillery: 4/4/2

- Ranged Attack: Artillery can fire two spaces away.
- Combined Arms: Add +1 to Marine/Infantry attack values when matched 1/1 with attacking Artillery.
- Require one cargo space in a transport ship or medium transport.
- Can be matched 1/1 with and transported by Higgins Boat to move over water zones.
- Trucks can tow Artillery in the movement phase.

Armor: 6/6/6

- Require two cargo spaces in a Transport Ship.
- Swamp Territories: All Armor must roll a 5 or less after entering the swamp zone. If the Armor fails the die roll, it is lost.

U.S. LVT: 2/4/4* U.S. LVT (a) Unit with turret: 4/4/4

- LVT have a cargo limit of one Infantry Class Unit.
- During Phase J: Infantry, Flamethrower Infantry, Artillery or Truck Units on Transport Ships can transfer to a LVT in the same Sea Zone.
- A LVT unit can move onto a Beach Landing Zone and unload units directly to the beach. The LVT units count towards the Twelve Unit per Territory/Zone Limit.
- If a LVT is hit while transporting another unit, the unit being carried is also lost.
- Do not count LVT toward the Twelve Unit Sea Zone Limit when in a Sea Zone.
- Swamp Territories: LVTs must make a movement die roll of 5 or less when attempting to exit the territory. If the movement die roll is failed, the LVT is stuck and cannot move out of the territory until the next turn. Reroll the movement die on the next turn.

Trucks (U.S.): 0/0/8

- Trucks require one cargo space on Transport Ships.
- Trucks can be loaded with two infantry or pull one artillery unit.
- Swamp Territories: All Trucks must roll a 5 or less after entering the swamp zone. If the Truck fails the die roll, it is lost.

Special Land Units

Sea-Bee Bulldozer: 0/1/3

- Sea-Bee Bulldozers require one cargo space on Transport Ships.
- Swamp Territories: All Sea-Bee Bulldozers must roll a 5 or less after entering the swamp zone. If the Sea-Bee Bulldozers fails the die roll, it is lost.
- Rois Village / East Coast Forest Airfield Construction: Every turn the U.S. player controls both Rois Village and East Coast Forest the U.S. Player receives +10 Victory Points per Sea-Bee Bulldozer unit in those territories.

B. Air Units

All air units have Air to Ground /Air-to-Air Combat/Movement values. All air units must begin the turn and end the turn in a zone that contains a friendly air base or aircraft carrier. Aircraft have different hit values when attacking land units than when attacking naval units.
(*)Movement for aircraft is unlimited.

Hellcat Fighter: 2/6/*

- Naval Attack: Fighters hit ships on a roll of 4 or less.
- Ground Attack: Hellcat Fighters hit ground targets on a roll of 2 or less.

Tactical Bomber: 4/4/*

- Naval Attack: Tactical bombers hit ships on a roll of 7 or less.
- Naval Target Selection: If the roll is 1-4, the Tactical Bomber can choose the enemy ship casualty.
- Ground Attack: Tactical bombers hit ground targets on a roll of 4 or less.
- Ground Target Selection: If the roll is a 1-2, the Tactical Bomber can choose the enemy casualty.

C. Naval Units

All naval units have Surface/AA/Movement values.

Carrier: 0/AA4/4

- Cannot attack any ship or land unit.
- AA value of 4 or less.
- Carrier can carry any combination of two Tactical Bombers or Fighters at a time.
- Carriers require 2 hits to disable and 3 hits to sink. A disabled Carrier cannot land or launch any aircraft. Any aircraft on a Carrier when it is sunk are lost.
- At start of the game, each Carrier will carry 1 Hellcat fighter and 1Tactical bomber.

Escort Carrier: 0/AA3/4

- Cannot attack any ship or land unit.
- AA value of 3 or less.
- Carrier can carry one Tactical Bomber or Fighter at a time.
- Escort Carriers require 1 hit to disable and 2 hits to sink. A disabled Escort Carrier cannot land or launch any aircraft. Any aircraft on an Escort Carrier when it is sunk are lost.
- At start of the game, each Escort Carrier will carry 1 Hellcat Fighter or Corsair.

Battleship: 8/AA4/4

- Direct Fire Bombardment: Battleships in a Shallow Sea Zone may conduct a bombardment attack at targets adjacent to the Sea Zone without the indirect fire penalty. Hits on 8 or less.
- Shore Bombardment; Hits on 6 or less (Indirect Fire Penalty) and can fire up to 8 zones away. Add +2 to die roll if attacking from Deep Sea Zone.
- Shore Bombardment Targets must be in a territory adjacent to a U.S. ground unit or a U.S. Aircraft Unit
- AA value is a 4 or less.
- Battleships require 3 hits to sink.

Cruiser: 6/AA3/5

- Direct Fire Bombardment: Cruisers in a Shallow Sea Zone may conduct a bombardment attack at targets adjacent to the Sea Zone without the indirect fire penalty. Hits on 6 or less.
- Shore Bombardment; Hits on 4 or less (Indirect Fire Penalty) and can fire up to 6 zones away. Add +2 to die roll if attacking from Deep Sea Zone.
- Shore Bombardment Targets must be in a territory adjacent to a U.S. ground unit or a U.S. Aircraft Unit.
- AA value is a 3 or less.
- Cruisers require 2 hits to sink.

Destroyer: 4/AA2/5

- Direct Fire Bombardment: Destroyers in a Shallow Sea Zone may conduct a bombardment attack at targets adjacent to the Sea Zone without the indirect fire penalty. Hits on 4 or less.
- Shore Bombardment; Hits on 2 or less (Indirect Fire Penalty) and can fire up to 2 zones away.
- Shore Bombardment Targets must be in a territory adjacent to a U.S. ground unit or a U.S. Aircraft Unit
- AA value is a 2 or less.
- Destroyers require 1 hit to sink.
- The presence of a Destroyer in a Zone negates all Submarine's First Strike ability in combat.

Transport: 0/AA1/2

- AA value of 1.
- Transports have six cargo spaces and are able to carry any combination of ground units providing the transport cargo limit be not exceeded. Note: Armor and Flame Tanks require two cargo spaces.
- Transports require 1 hit to sink.
- If a Transport is hit/sunk while carrying other units, all units being carried are also lost.
- During Phase J: Marine, Flamethrower Infantry, Infantry, Artillery or Truck Units on Transport Ships can transfer to a Higgins Boat, LVT, or Medium Transport in the same Sea Zone. Armor and Flamethrower Tanks can be transferred to Medium Transports at this time.

Medium Transport: 0/AA0/3

- Medium Transports have a cargo limit of two spaces.
- During Phase J: An Armor Unit or Flame Tank can transfer to a Medium Transport. Alternatively, a Medium Transport can carry a combination of two infantry, artillery or truck units.
- A Medium Transport can move into a Beach Landing Zone and unload units directly to the beach. Only two Medium Transports per Beach Landing Zone are permitted. The Medium Transport Ships count towards the Twelve Unit per Land Territory Limit when in a Beach Landing Zone. If a Medium Transport is hit while transporting other units, all units being carried are also lost. Use Transport Victory Point Score for destroyed Medium Transports.
- Do not count Medium Transport toward the Twelve Unit Sea Zone Limit.

Higgins Boat: 0/AA0/4

- Higgins Boats have a cargo limit of 1/2 space.
- During Phase J: Marine, Flamethrower Infantry, Infantry, Artillery or Truck Units on Transport Ships can transfer to a Higgins Boat in the same Sea Zone.
- A Higgins Boat can move into a Beach Landing Zone and unload units directly to the beach. Only four Higgins Boats per Beach Landing Zone are permitted. The Higgins Boats do not count towards the Twelve Unit per Land Territory Limit when in a Beach Landing Zone.
- Do not count Higgins Boats toward the Twelve Unit Sea Zone Limit.
- If a Higgins Boat is hit while transporting other units, all units being carried are also lost.
- A combination of Medium Transport ship and four Higgins boats are allowed at a Beach Landing Zone, Or two Medium Transports.

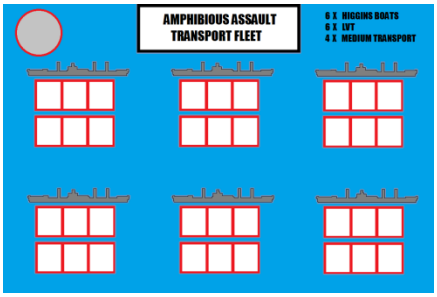
Special Naval Units

Amphibious Assault Transport Fleet Card

The Amphibious Assault Transport Fleet Card represents additional transports ships held out of the combat area assigned to a Deep Sea Zone supporting a landing zone. Only two Amphibious Assault Transport Fleet Cards may be attached to a Deep Sea Zone.

Place the Amphibious Assault Transport Fleet Card at the edge of the Deep Sea Zone it is assigned to support. The Fleet Card can move (shift) one zone per turn. The Amphibious Assault Transport Fleet Card can be targeted when the Deep Sea Zone it is attached to is attacked.

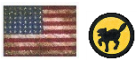
The “Fleet” has six transport (shown in silhouette), 4 Medium Transports, 6 Higgins Boats and 6 LVTs. The Transport Fleet Card does not count towards the 12-unit zone limit.



Medium Transports, Higgins Boats and LVTs may move on and off the Amphibious Assault Transport Fleet card to load units and transport them onto the game map.

VII. Game Setup - The United States

Territory Name	Terrain	Control	Units
RED			5 Infantry, 1 Flamethrower Inf., 4 LVT (a), 2 Higgins Boats
BLUE			5 Infantry, 1 Flamethrower Inf., 4 LVT (a), 2 Higgins Boats

Sea Zone Name	Terrain	Control	Units
Deep Sea Zone 1			1 Carrier, 1 Hellcat Fighter, 1 Dive Bomber, 1 Cruiser, 1 Destroyer, 1 Transport (2 LVT)
Deep Sea Zone 1 Transport Fleet 322nd Regiment			Transport 1: 5 Infantry, 1 FT Infantry Transport 2: 3 Trucks, 3 Artillery 4 Med Transports (2 Armor, 2 Trucks, 2 Artillery)
Deep Sea Zone 2			1 Escort Carrier, 1 Hellcat Fighter, 1 Battleship, 1 Cruiser, 2 Destroyers, 1 Transport (2 LVT), 1 Transport (4 Sea Bees)
Deep Sea Zone 2 Transport Fleet 321st Regiment			Transport 1: 5 Infantry, 1 FT Infantry Transport 2: 3 Trucks, 3 Artillery 4 Med Transports (2 Armor, 2 Trucks, 2 Artillery)
Deep Sea Zone 5			1 Escort Carrier, 1 Hellcat Fighter, 1 Cruiser, 1 Destroyer, 1 Transport (3 LVT), 2 Med Transports (2 Artillery, 2 Trucks), 6 Higgins Boats (5 Inf., 1 FT Inf.)
Deep Sea Zone 5 Transport Fleet 323rd Regiment			Transport 1: 5 Infantry, 1 FT Infantry, 1 Commander Transport 2: 5 Infantry, 1 FT Infantry Transport 3: 3 Trucks, 3 Artillery Transport 4: 1 Truck, 1 Artillery Transport 5: 3 LVT
Shallow Sea Zone 8			4 Higgins Boats (3 Inf., 1 FT Inf.), 2 LVT (2 Inf.), 2 Med Transports (1 Armor, 1 Truck, 1 Artillery)
Shallow Sea Zone 9			4 Higgins Boats (3 Inf., 1 FT Inf.), 2 LVT (2 Inf.), 2 Med Transports (1 Armor, 1 Truck, 1 Artillery)

VIII. Order of Play

Turn Round

One Turn Round equals one Day of game time. Each Turn Round is broken into seven Phases

Phase

Segment of a Turn Round, each segment dictates what actions the player may perform.

Turn Initiative

The Player with the highest Victory Point score holds the Turn Initiative and can choose which side will begin the Phases of the next Turn Round. The United States player starts the game with the Turn Initiative. The Japanese Player begins with 50 Victory Points.

The U.S. Player holds Turn Initiative for the first 3 turns.

The Full Game has 10 Turn Rounds, broken into seven Phases. Each turn is recorded on the Turn Chart starting at Turn 1 and Ending at Turn 10 if neither player has reached the 200 Victory Point total before then.

ANGAUR - TURN CHART									
17 SEP 1945	18 SEP 1945	19 SEP 1945	20 SEP 1945	21 SEP 1945	22 SEP 1945	23 SEP 1945	24 SEP 1945	25 SEP 1945	26 SEP 1945
Game Start 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	Game Ends 10
D-DAY	D-DAY +1	D-DAY +2	D-DAY +3	D-DAY +4	D-DAY +5	D-DAY +6	D-DAY +7	D-DAY +8	D-DAY +9
22 SEP 1945; 323rd Reg. Sent To Ulithi Atoll - 23 SEP 1945; 321st Reg. Sent To Peleliu									

ANGAUR - TURN PHASES CHART

*** If the Japanese Player has the Turn Initiative, use the 2nd Turn Phase Column.**

A	Weather Conditions Phase	**A**	Weather Conditions Phase
C-2	U.S. Fighter/Bomber Phase	**C-2**	U.S. Fighter/Bomber Phase
E	Anti-Aircraft Phase	**E**	Anti-Aircraft Phase
G	Bombing Phase	**G**	Bombing Phase
H	Aircraft Return Phase	**H**	Aircraft Return Phase
I	U.S. Artillery Bombardment Phase	**L**	Japanese Artillery Bombardment Phase
J	U.S. Movement Phase	**M**	Japanese Movement Phase
K	U.S. Combat Phase	**N**	Japanese Combat Phase
L	Japanese Artillery Bombardment Phase	**I**	U.S. Artillery Bombardment Phase
M	Japanese Movement Phase	**J**	U.S. Movement Phase
N	Japanese Combat Phase	**K**	U.S. Combat Phase
O	U.S. Reinforcement Phase	**O**	U.S. Reinforcement Phase
P	Japanese Reinforcement Phase	**P**	Japanese Reinforcement Phase
Q	End Turn	**Q**	End Turn

A. Weather Conditions Phase

The United States player starts the game with the Turn Initiative. Player with Initiative rolls for Weather Conditions.

Prior to starting the new turn, the player with Turn Initiative rolls 1d12 to determine the Turn Weather. Consult the Turn Weather Chart and use the results during the turn. Bad weather conditions can affect Air Attacks, Shore Bombardment, and Amphibious/ Troop landing operations.

WEATHER CHART **Turn Weather; Roll 1D12, Check the result on the table below.**			
1-8		Clear Weather	Weather has no effect on air attacks or naval operations.
9		Cloudy	Add +1 to air attack and shore bombardment “hit” die roll results. Add +1 to the next weather die roll.
10		Fog	No air attacks this turn. Add +1 shore bombardment “hit” die roll results. Add +1 to the next weather die roll.
11		Squall	No air attacks this turn, no shore bombardment, and no troop landings. Add +1 to the next weather die roll.
12		Storm	No air attacks this turn, no shore bombardment, and no troop landings. Add +2 to the next weather die roll.

Follow turn phases I-Q for the first turn. The U.S. Player holds Turn Initiative for the first 3 turns. After turn 3 both Japanese and U.S. players check the Victory Point Track to determine who has gained Turn Initiative.

Players skip Phases C - 2 through H if the Turn Weather conditions are Fog, Squall, or Storm.

C. 2. U.S. Fighter/Bomber Phase

The U.S. Player can place U.S. Fighters and Tactical Bombers to any Sea Zone or Territory.

E. Anti-Aircraft Phase

All zones containing AA guns may fire. Roll one die for every AA unit and Heavy Machine Gun Infantry that is in range of a territory that contains a fighter or tactical bomber. AA units and Heavy Machine Gun Infantry have their own AA factor.

G. Bombing Phase

All Tactical Bombers attack selected zones. Remove Casualties immediately without return fire.

H. Aircraft Return Phase

Return all Fighters and Tactical Bombers to friendly carriers.

I. U.S. Artillery Bombardment Phase

Any eligible artillery unit may fire up to the artillery's range limit. Any eligible U.S. ship may fire into a zone up to the ship's range limit as a shore bombardment.

J. U.S. Movement Phase

Move any U.S. units other than aircraft. Aircraft that are on Carriers/Escort Carriers move with the ship.

Marine, Flamethrower Infantry or Artillery Units on Transport Ships can transfer to Medium Transports, LVT or Higgins Boats at this time. Medium Transports, LVT or Higgins Boats loaded during this phase move during Phase O – U.S. Reinforcement Phase.

K. U.S. Combat Phase

Conduct combat in zones that contain both U.S. and Japanese units. Players add any Victory Points earned during this Phase.

L. Japanese Artillery Bombardment Phase

Any eligible artillery unit may fire up to the artillery's range limit.

M. Japanese Movement Phase

Move any Japanese units other than bunkers.

N. Japanese Combat Phase

Conduct combat in zones that contain both U.S. and Japanese units. Players add any Victory Points earned during this Phase.

O. U.S. Reinforcement Phase

Any Medium Transport, LVT or Higgins Boat that was loaded with units from Transport Ships during Phase J can now move.

P. Japanese Reinforcement Phase

Japan can disband Artillery and AA Guns to form an IJA Militia 1/2/2 units.

Q. End Turn

Check the Victory Point Track to determine if either player has won the game. Determine which player has Turn Initiative and play next turn.

Combat Procedure

The player taking a turn (i.e. the Attacker) chooses the order in which to resolve declared battles. The Attacker and Defender each place their units on the Battle Boards on the number that corresponds to their Attack or Defense value (in some cases that value might be modified).

Each player, Attacker first, rolls for each unit. Rolling the Attack number or lower, scores a hit. The Defender chooses one casualty for each hit. Defending units (including those chosen as casualties) get their dice rolls. Rolling the Defense number or less causes a casualty. All casualties are removed at the end of the round except for those subject to a First Strike hit. Retreating units– Defending units can retreat but may not return fire. Land units can retreat into terrain zones except for Rough Mountain terrain zones (#3 in a red circle).

Combat rounds continue until the Defender retreats, the Attacker calls off the battle, or one side is eliminated.

The anti-Aircraft, Bombing and Artillery combat phases only last one round.

There are seven different combat phases per turn: Anti-Aircraft Phase, Bombing Phase, U.S. Artillery Phase, U.S. Combat Phase, Japanese Artillery Phase, and Japanese Combat Phase.

X. Victory Conditions

The first player to reach 200 Victory Points wins or the player with the highest score by turn Ten (10 / D+9) wins.

U.S. Player Objective

Capture all objective Zone on or before Turn 10.

Japanese Player Objective

Prevent the U.S. Player from capturing the objective Zones and inflicting as many casualties as possible to the invading Naval and Ground forces.

The Japanese Player must control at least One of the Objective Zones for a Japanese Victory.

Japanese	Victory	200 or more points before turn 20.
	Major Victory	100 – 199 points on turn 10.
	Minor Victory	0 – 99 points on turn 10.

The U.S. Player must have control all the Objective Zone on or before Turn 20 for a U.S. Victory.

United States	Victory	200 or more points before turn 20.
	Major Victory	100 – 199 points on turn 10.
	Minor victory	0 – 99 points on turn 10.

VICTORY POINT TRACK

JAPANESE VICTORY										USA VICTORY								
200					100				0	100				200				
90	80	70	60	Start 50	40	30	20	10	0	10	20	30	40	50	60	70	80	90
9	8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8	9

JAPANESE VICTORY POINTS	
Recapture Objective Territory	+50
Control Ramuldo	+20
Control Saipan Town	+15
Control Saipan Dock	+10
Control Rois Village	+10
Control East Coast Forest	+10
Fighter	+8
Tactical Bomber	+10
Commander	+15
Infantry	+4
Flamethrower	+5
Armor	+10
Med. Trans, LVT, or Higgins Boat + Value of any units onboard when destroyed.	+6
Artillery	+15
Sea-Bee Bulldozer Unit	+15
Every turn past Turn 4 that the U.S. Player does not control 4 out of 5 objective territories	+20
Any ship damaged (Carrier, Escort Carrier, Battleship, Cruiser, Destroyer)	+50

UNITED STATES VICTORY POINTS		
Capture Objective Territory		+25
Control Ramuldo		+20
Control Saipan Town		+15
Control Saipan Dock		+10
Control Rois Village		+10
Control East Coast Forest		+10
Control Both Rois Village and East Coast Forest +10 per Bulldozer Unit in either territory.		+10
Commander		+15
IJA Infantry		+2
IJA Militia		+1
Artillery		+3
Heavy Artillery		+5
AA Guns		+5
Fortifications		+1
22 SEP 1945; 323rd Regiment sent to Ulithi Atoll:	If none of the 323rd Regiment has been deployed in the game.	+50
23 SEP 1945; 321st Regiment sent to Peleliu	Send 10 Infantry, 2 FT Infantry, 2 Artillery to the 321st Reg. Transport Fleet	+50

XI. Special Rules

Zone Limits

No more than 12 units from a country in a zone at a time. This excludes Bunkers and AA guns. No more than 24 units total at any time. This includes naval units but excludes aircraft. Land units loaded on transports, or planes on aircraft carriers are not counted toward the Zone Limit.

Alternate Setup (Optional Rule)

The Japanese can set up the board with the units from the setup chart in any zone, while staying within zone restrictions. No more than 12 units per zone, this excludes Bunkers. No more than 4 Bunkers per Zone (Except for Ramuldo Hill; Limit 6 bunkers).

The Americans can now choose to land at different landing zones to adjust to the new defensive positions. The U.S. player must keep the same groups of units placed in new locations. Example Sea Zone 2 Units could start in Sea Zone 4 instead.

XII. Q&A, Game Errata

Q. Irregularities with game map territory names and boundaries vs. Actual territory names and boundaries.

A. Some artistic license has been taken to design a game map with balance between historic accuracy and playability. I apologize in advance to anyone whom may take offense to my choices.

Q. Why does the Japanese Player start the game with 50 Victory Points?

A. The easy answer is; The Japanese had control of the island… The 50 Victory Point "advantage" gives the game more balance.

Q. Even, if the Japanese Player loses control of the island, how can they still win the game?

A. The 81st Infantry Division were initially a floating reserve for the 1St Marine Div. Peleliu invasion. By delaying the reserve units, the Angaur defenses indirectly aided the defenders on Peleliu.

Q. Why are U.S. Battle Ships and Cruisers allowed to conduct shore bombardment from Deep Sea Zones?

A. It reflects the ability of Battleships and Cruisers to "stand-off" at a safe range while conducting a Shore Bombardment.