

YAMATO UNLEASHED

BATTLE OFF SAMAR
25 OCTOBER 1944

CONTENTS

1.0 INTRODUCTION

2.0 COMPONENTS

3.0 COURSE OF THE GAME

4.0 MOVEMENT

5.0 GUNNERY

6.0 DAMAGE

7.0 TORPEDO ATTACKS

8.0 AIR ATTACKS

9.0 ORDERS OF BATTLE

10.0 NOTES

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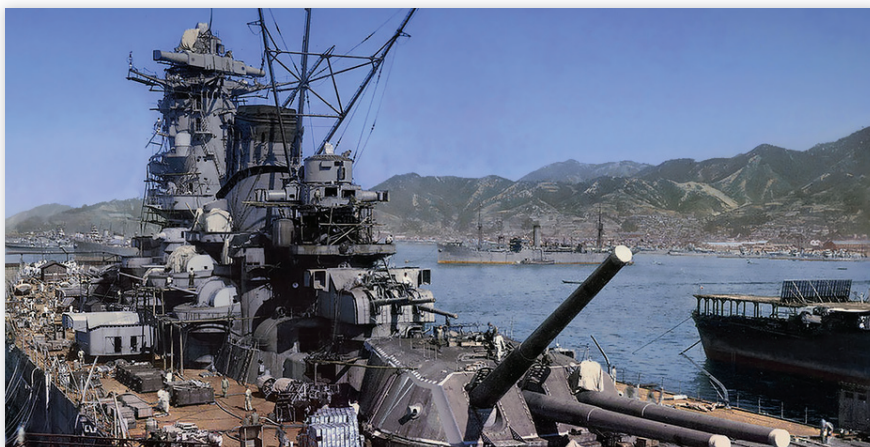
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These rules use the following color system:
Red for critical points such as errata and exceptions, **Blue** for examples of play.

1.0 INTRODUCTION

This is a two-player game of tactical naval combat. One player commands the Imperial Japanese Navy (IJN) forces attempting to reach Leyte Gulf, the other the US and Allied forces (USN) standing in their way. The map covers a portion of the eastern seaboard of Samar Island, north of the gulf. Some USN forces are positioned on the map, while others arrive during play at the eastern and/or southern map edges. IJN forces enter at the north edge. In general terms, the IJN player must clear the map of USN ships and exit vessels off the south edge, while the USN player must prevent one or both.

2.0 COMPONENTS

A complete game contains the components listed below. Players must provide one or more (more is better) six-sided dice.

- This rules booklet (rule 2.1)
- A number of charts, tables, and tracks (rule 2.2)
- A 34" x 22" map (rule 2.3)
- One sheet with 228 die-cut counters (rule 2.4 *et seq.*)

2.1 Rules

Each rule is identified with a two part number for ease of location. The number to the left of the decimal indicates the major section; the number to the right indicates the case within that section. A major section covers a general topic, each case within it addresses a specific instruction.

2.2 Charts, Tables, Tracks, & Boxes

Each of the following player aids assists in carrying out certain game functions.

Turn Record Track (TRT; on the map): the TRT is used with the turn marker to indicate the current game time. Each box on the TRT also includes the current maximum sighting distance (5.2) and lists critical information about reinforcements (3.1 and 3.2).

Firing Throw Table (on page 11) is used to determine the number of dice thrown during combat (5.3) and the results of an attack.

Damage Throw Table (on page 11) is used to determine the effect of each hit scored (5.4).

Special Factor Chart (on page 11) is used to summarize special notes on ship and air counters (2.4-2.5).

US Taffy Air Available Box (on the map) is a holding area for available USN aircraft (3.2).

2.3 Maps & Terrain

The hexgrid has been imposed on the map to regulate the action. Each hex has a four-digit number for ease of location, the first two digits identifying the column of hexes, the second two the hex in that column. There are only three terrain types, explained below.

YAMATO UNLEASHED

Map North: the hex numbers are at the north face of each hex.

Open Ocean is the standard terrain and the rules are written with it in mind.

Shallows represent the water near land and has two effects on play: it inhibits the utility of radar (see the Firing Throw chart on page 11) and may cause damage to heavy vessels venturing in (see 4.5).

Scale: each hex equals one nautical mile (about 2,025 yards).

2.4 Counter Types & Colors

There are three types of counters: ships (2.5), air units (2.6), and markers (2.7), using the following color schemes:

IJN counters are blue counters with a top-down image of a ship and a red stripe along the bottom.

USN counters are blue counters with a top-down image of a ship and a dark blue stripe along the bottom.

Status Markers have a two-tone blue background.

Turn Marker has a Japanese flag on one side, a US flag on the other.

2.5 Ships

Each ship counter represents a single vessel and contains the following information.

Name is a shorthand indicating the ship type and a number corresponding to the list of ships in the orders of battle (9.0).

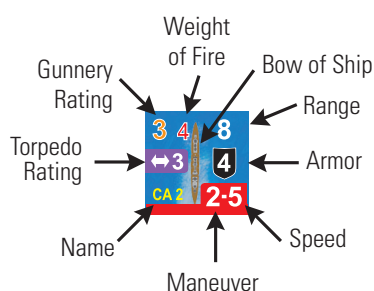
Ship Icon is a representation of the named ship. The ship's bow faces the top of the counter and is important for movement (4.0) and firing (5.0).

Range is the standard firing distance of the ship's main guns expressed in hexes. An appended rating of "M" means the ship's maximum range is its printed range (5.3) and it does not use plunging fire (see 5.3 and the Critical Hit Throw schedule).

Gunnery indicates the number of dice thrown when the ship fires its main battery. An "A" indicates the gunnery rating may be used only against aircraft, not other vessels.

Weight of Fire indicates the relative size and power of a ship's main battery, based on a combination of number of guns, bore size, and barrel length.

Armor is the ability of the ship to withstand hits. A "P" appended to the rating indicates the ship is particularly vulnerable to plunging fire. A "T" rating indicates the ship is particularly vulnerable to torpedoes.



Torpedo indicates is the number of dice thrown, if any, when the ship launches torpedoes.

Speed is the battle speed of the ship in number of hexes moved per turn. An "H" appended to the speed indicates the ship may not accelerate to flank speed.

Maneuver is the ability of the ship to alter course and to evade enemy attacks.

Design Note. *The short duration of the battle precludes any effective repairs during the game. The ability of a crew to limit the effects of damage is built into the armor ratings and hit rules.*

2.6 Aircraft Units

Each air counter represents roughly a squadron of roughly one dozen planes. The factors are the same as those on ships with the following changes.

Weight of Fire ratings accompanied by a "D" indicate the aircraft has dive bombing capabilities, which may affect the impact of any hits scored by them.

Range ratings are all "0," indicating planes must be placed atop a ship being attacked (8.0).

Speed & Maneuver ratings are replaced by the infinity symbol; at the scale of this game aircraft are able to move at will to any point on the map.

2.7 Markers

The various markers are used to record the current turn and the status of individual ships.

Hit markers represents damage from enemy attacks. Each Hit marker counts against the vessel's flotation; when a vessel accumulates one hit beyond its armor rating, it sinks.

Hulk. A hulk is a ship in the process of sinking. (See 6.4)

Cruising indicates a ship is moving at less than its standard speed, which aids in accurate firing. (See 4.1)

Flank Speed indicates a ship is moving at more than its standard speed, which reduces firing accuracy. (See 4.1)

Evasive Action indicates the ship is maneuvering to avoid enemy attacks. (See 4.1)

Slowed indicates a ship has been damaged and is no longer capable of its full speed. (See 4.1)

Dead in the Water (DIW) indicates a ship has lost all propulsion and may not be moved. (See 4.1)

Fire is an effect of hits in combat. (See 6.3)

Smoke can be created by ships to obscure them from enemy vision. (See 4.5)

Panic is treated as a ship conducting evasive action (if eligible) and is moved by the opposing player. (See 4.7)

Torpedoes Out indicates the ship has fired all its torpedoes. Add one marker each time the ship fires; when the number of markers equals the ship's torpedo rating, it cannot fire torpedoes again. (See 7.3)

Turn Marker is used to indicate current game time (3.0).

3.0 COURSE OF THE GAME

After deciding which player will command each side, place the turn marker in the 0648 box of the TRT on the map. Set up the counters according to the instructions below (3.1, 3.2). The game will last up to 16 turns (3.3), each representing 12 minutes of real time and consisting of four phases. Victory is determined (3.4) at the end of the last turn, or earlier if certain conditions are met.

3.1 US Set Up & Entry

Taffy Three (13 ships: CVE #7-12, DD #4-6, DDE #6-9; see the orders of battle for specific IDs): all placed within 4 hexes of 1411 (do count the placement hex, do not count 1411) steaming north at battle speed.

Taffy Two (14 ships: CVE #7-12, DD #1-3, DDE #1-5; see the orders of battle for specific IDs) may enter starting with the USN movement phase of 0712, up to four ships per turn enter on hexes 3241 to 3243 inclusive. All ships enter at battle speed.

Taffy Air (12 air counters) enter starting with the USN movement phase of 0712. Place the aircraft counters in a cup or other container. On each USN movement phase, roll one die. Select that number of air units at random from the pool and place in the available box on the map. The planes may remain in the box indefinitely. During the Japanese combat phase, the US player may call in any number of airstrikes; move the desired planes to the map to initiate attacks (8.0). Resolve the airstrikes during the next US combat phase. Once used, the aircraft is out of the game.

Bombardment Group (14 ships: *Calif, Mryld, Miss, Penn, Tenn, W Va*, CA #1-4, CL #1-4; see the orders of battle for specific IDs) may enter starting with the US movement phase of 0900. At the beginning of each eligible movement phase, roll one die. Halve the result, rounding fractions down. That number of ships from the bombardment group box enter at battle speed on any south-edge deep water hex. Place the ships in a cup or other container and select the chosen number at random).

3.2 Japanese Entry

Center Force. Place CA #1-6, CL #1-2, and DD 1-11 in a cup or other convenient container. At the beginning of each IJN movement phase starting with the first turn, roll one die. That number of Japanese ships, selected at random, enter on any map-edge hex between 0104 and 0401 inclusive. At the beginning of the 0700 turn, add the four battleships (*Hruna, Kngo, Hgato, Yamato*)

to the pool. Roll again to get the number of ships entering that turn. Continue rolling each turn until all ships have entered.

Special Air Attacks (Kamikazes). At the beginning of each turn starting with the 0736 turn, roll one die. On a roll of 1 or 2, one Japanese air unit is available and must be used that turn.

3.3 Turn Sequence

Each turn consists of four phases. Only the activities specified may be conducted in a particular phase.

1. Combat. All ships of both sides conduct gunnery and torpedo attacks. Air units may attack ships. Conduct the combats in any order desired; all combat is simultaneous, so hits do not take effect until all combat by both sides have been resolved.

2. Movement. All ships of both sides move. The IJN player decides which player moves first. Finish all movement for that player before moving the opposing ships. Roll for entry of new ships and planes at the beginning of each player's move. (See also 3.5).

3. Removal. Roll to remove smoke and panic markers.

4. Turn Marker. If more turns remain to be played, advance the turn marker to the next box the TRT. If no turns remain, determine the victor.

3.4 Victory Conditions

The Japanese player must clear the board of US ships (sunk or steamed off the map) by the end of a Japanese combat phase; it does not matter if additional US ships enter the game after this is done. Once the map has been cleared, Japanese heavy vessels (anything but destroyers) exiting off the map from any deep-water south map-edge hex are presumed to have made it into Leyte Gulf to attack the invasion fleet. Total the armor value of the ships exited (damaged ships use the reduced armor rating).

IJN Major Victory. The IJN player wins a major victory if the armor values exited total 20 or more.

USN Major Victory. The USN player wins a major victory if the armor values exited total 8 or less.

Victory on Points. If neither player wins a major victory, total the starting armor strength of all vessels sunk or hulked at the end of the game. The player with the lowest total wins a minor victory.

3.5 Alternative Movement Sequence

If players desire, this rule may be substituted for phase 2 in 3.3.

2 (alt). Movement. All ships of both sides move. The IJN player decides which player moves first. Players then alternate moving all ships currently using different speeds. Move all ships for the first player at each speed, then all ships of the other player at the same speed. Repeat the process for each speed in the order given below.

Slowed or Cruise Speed
Battle or Evasive Speed
Flank Speed

YAMATO UNLEASHED

4.0 MOVEMENT

During the movement phase, each player must move all ships currently underway; hulks and ships dead in the water may not be moved. A ship must move a number of hexes equal to its current speed (4.1). Movement is made from hex to contiguous hex based on the ship's current course (4.2)

4.1 Ship Speed

A ship's speed is presumed to be its printed speed rating (called battle or standard speed) unless modified by one of the markers below. Some of the markers are placed involuntarily and may not be removed. Other markers are placed voluntarily at the beginning (only) of the ship's movement or during combat.

Hulk and **DIW** vessels have a speed of zero and may not move.

Slowed ships have a speed rating of "2" and a maneuver rating of "0." They may not adopt any other speed.

Cruising ships have a fixed speed of "3." On the turn of placing the marker, the ship must move its full speed less its maneuver rating; on following turns the ship has a speed of three. When removing the cruising marker at the beginning of a move, the ship moves 3 plus its maneuver rating (but not more than its printed speed), returning to its standard speed the following turn. A ship may not accelerate from cruising speed to flank speed; it must accelerate to standard speed first.

Flank Speed adds two to the ship's speed rating. On the turn of placement, a ship with a maneuver rating of "1" increases its speed by one. All other vessels, and 1-maneuver ships already marked, move battle speed plus 2. All ships decelerate from flank speed to standard speed instantly, regardless of the maneuver rating. A ship may not decelerate from flank speed to cruising speed; it must decelerate to standard speed first.

Evasive Action may be placed only on a ship at battle speed. It affects the accuracy of all incoming fire (gunnery, torpedo, and air) and outgoing gunnery, but not outgoing torpedo launches. The counter may be removed at the beginning of a ship's movement; it returns to normal battle speed immediately.

4.2 Course

A ship must be placed in a hex such that its top (bow) faces a hexside. When underway, the ship must move across the hexside facing its bow. It may turn on entering the next hex only; it may not alter its facing at the start of a move. Facing also affects gunnery.

Turning Procedure. As a ship enters a hex, its facing may be altered by pivoting the counter from pointing toward one hexside so it points to another. It may pivot a number of hexsides equal to its maneuver rating. [See the examples on page 9.](#)

4.3 Other Ships

A moving ship may generally move freely near or in the same hex as other vessels, subject to the following special effects.

Fouling. If a ship moves into a hex occupied by another vessel, friendly, enemy, or hulk, roll one die for each of the other vessels in the hex entered. Subtract 1 from the roll if all vessels, the moving ship and those already in the hex, are either cruising, slowed, or hulks. Add 1 to the roll if any of the ships involved is moving at flank speed, add 2 if any of the ships is using evasive action. A modified result of 5 or 6 is a hit on each (the moving ship and the one it struck). Roll again for a critical hit, which will always be a waterline hit. Hulks are not affected by the hit.

Reaction Fire. Whenever a ship enters any point blank range (2 hexes) of an enemy ship, the enemy ship conducts a gunnery attack against the moving ship. Apply any damage immediately. Make one reaction fire for each point blank range hex entered, and for each enemy ship in point blank range.

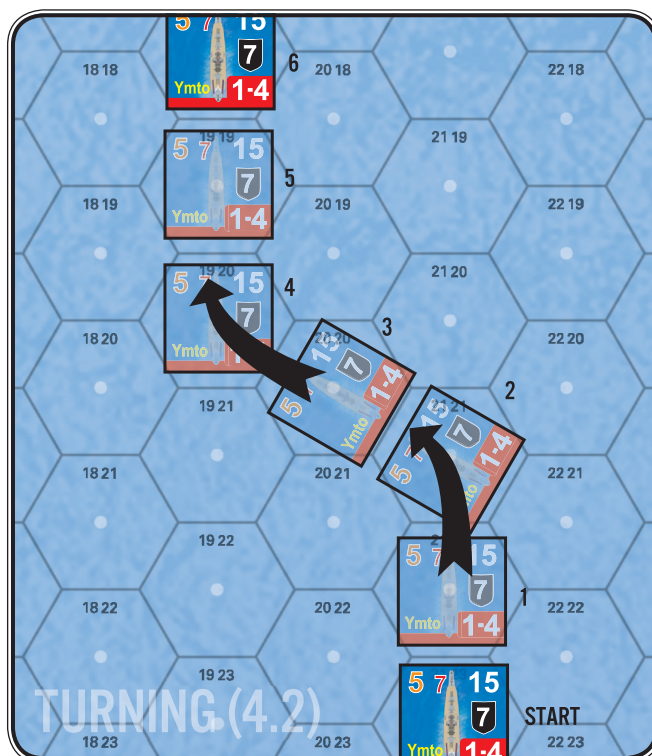
4.4 Shallows

Ships with an armor rating of 2 or less treat shallows as open ocean. If a ship with an armor rating of 3 or more enters a shallows hex, make a critical hit throw for it on the All Other column of the Critical Hit Throw table. If it suffers a Waterline hit it is considered beached; mark it with a hulk marker and treat it as sunk for victory point purposes. A Fire hit has no effect; the ship may continue moving. Make a new roll for each shallows hex entered.

4.5 Laying Smoke

All ships are capable of laying smoke. Beginning with the first hex of a ship's move, the player may but is not required to place one smoke marker in each hex exited by the ship.

Effect. A ship firing through a smoke hex (meaning any part of the LOS crosses the hex) suffers a modification to the firing throw.





Radar-equipped ships ignore smoke.

Removal. At the end of each movement phase, roll one die for each smoke marker on the map. Remove it on a roll of 1-3.

Design Note. *There is no limit on making smoke in the game because there was no real limit in reality. Smoke was generated by shooting fuel oil into the stacks, where the temperature was only high enough to make it smoke.*

4.6 Steaming off the Map

All ships may leave the map by expending one movement point from a map-edge hex. Once off the map, the ship is out of the game but cannot be damaged further and does not count as sunk. IJN capital ships exited into Leyte Gulf will count toward victory conditions (3.4).

4.7 Panicked Ships

Ships become panicked as a result of combat. While panicked, the opposing player moves the ship; it is moved at the same time as the opposing player's ships at the appropriate speed. It may be moved in any direction or status allowed to in by the rules, to include being moved off the map.

Removal. At the end of each movement phase, roll one die for each panic marker on the map. Remove it on a roll of 1-2 for IJN ships and 1-3 for USN ships.

5.0 GUNNERY

All gunnery takes place simultaneously during the combat phase. This may require some bookkeeping by players when ships are not exchanging fire. Execution of a gun attack requires one or two dice throws, each with one or more dice. The first throw (Firing Throw; this section) determines whether the firing ship has scored any hits against its target. The second throw (Damage Throw; 6.0) determines the effect on the target ship.

5.1 Gunnery Procedure

A ship may fire its guns once in a single combat phase, but not in the same phase as it launches torpedoes (7.0). For each gunnery attack by each ship, conduct the following steps.

1. Determine whether the firing ships has a line of sight to the target (5.2–5.3).
2. Determine the range to the target (5.4).
3. Determine the number of hits scored (5.5–5.6).
4. Determine the effect of each hit (6.0).

YAMATO UNLEASHED

5.2 Spotting

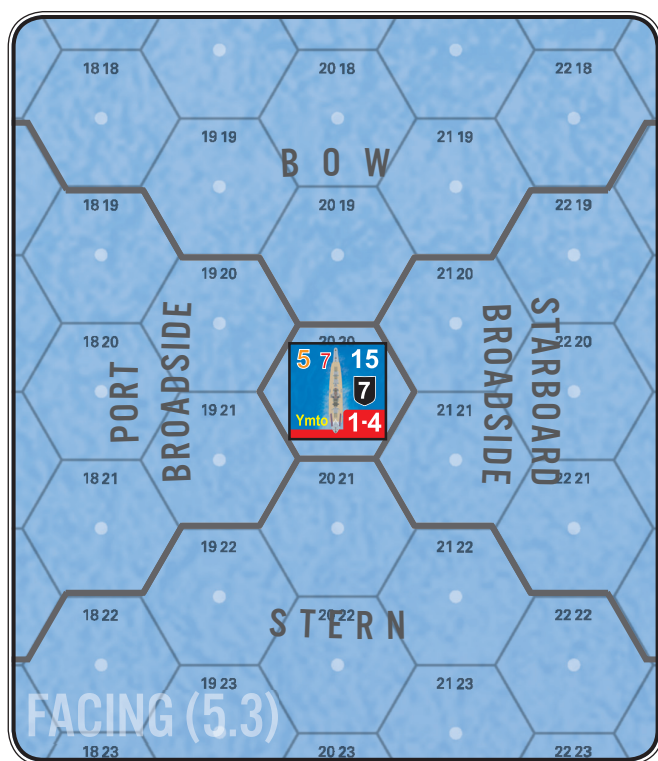
A target is spotted if the firing ship has a valid line of sight (LOS) to it. The maximum length of the LOS (MLOS) is determined by the time of day. Each box on the turn record track has the MLOS for that turn.

Tracing an LOS. Trace a line from the center of the firing ship's hex to the center of the target hex.

Ships on the LOS generally do not block the LOS, but a ship adjacent to the firing ship does.

5.3 Facing

A ship's facing affects its ability to target an enemy ship with its bow turrets, its stern turrets, or both (broadside firing). The illustration [LOCATION] shows which hexes are in which part of a ship's firing perimeter. Broadside firing receives a dice throw benefit (two dice). A ship's bow and stern guns may not fire separately.



5.4 Range

The firing ship must have a valid LOS to the selected target. The distance to the ship must be no greater than the LOS. There are four possible ranges at which the ship may fire. All but the Effective Range may modify the firing throw.

Point Blank. The enemy vessel is adjacent or two hexes away.

Close Range. A number of hexes equal to half the ship's range rating (round fractions up).

Effective Range. A number of hexes up to the ship's range rating. Fire at this range is low-arc plunging fire.

Maximum Range. A number of hexes equal to 150 percent of the ship's range rating (round fractions up). Fire at this range is high-arc plunging fire.

Design Note. Except for the single die modification range has no effect on targeting. This is because of the high precision of naval gunnery and because even when ships are relatively close in game terms they are still miles apart.

5.5 Firing Dice

The firing player generally rolls a number of dice equal to the firing ship's gunnery rating. This number may be modified up or down but any or all the factors listed on the Hit Throw Schedule. If the number is reduced to zero or fewer dice, no fire is made. The dice are rolled simultaneously; each may achieve a hit, a near miss, or a miss.

Hit. A hit is scored on the enemy vessel; make a damage throw to determine its effect.

Miss. There is no effect on the enemy ship.

5.6 Firing Throw

The firing player rolls a number of dice equal to the ship's gunnery rating. Each die may score a hit on the target, depending on the modifications to the roll on the Firing Throw schedule. The cumulative total of all dice thrown may panic the ship.

6.0 DAMAGE

For each hit scored on a ship, make a die roll to determine the nature of the damage. That nature is affected by a variety of factors.

6.1 Damage Throw

Each hit generates a damage throw of one die; if multiple hits are scored in a single firing, the damage dice may be rolled individually or all at once.

6.2 Cumulative Damage

Each ship can absorb a number of hits equal to its armor rating. When one additional hit is scored, flip the ship to its reverse side, remove the hit markers, and begin the process again. When the ship's reduced armor rating is exceeded again, it sinks (6.4).

6.3 Critical Hits

Some hits are critical hits, affecting the ships' capabilities; in addition to the effects below, add a hit marker for each critical hit.

Waterline Hits affect a ship's speed. The first waterline hit slows the ship; mark it with a slowed marker. The second hit stops the ship; mark it with a DIW marker. Subsequent waterline hits have no effect on movement but still count toward the ship's total.

Fire affects a ship's ability to attack. Treat it as a smoke marker, but the fire marker stays with the ship as it moves. Multiple fire markers may be placed on a ship. Like smoke markers, roll one die at the beginning of each movement phase for each fire marker. Remove the marker on a roll of 1-3.

Catastrophic Hit. If a catastrophic hit is obtained by plunging fire, the ship explodes and sinks, regardless of the total number of hits on it.

6.4 Sinking

When a ship is sunk, place a hulk marker on it. At the beginning of each subsequent combat phase, roll one die for the ship. On a roll of 1-2, it sinks. On a roll of 3-6 it remains in place. While the hulk is in place, it acts like a smoke marker for LOS purposes.

6.5 Panic

If a ship is panicked by an attack on it, apply all hits first, then mark the ship with a panic marker. The opposing player takes control in the next movement phase (see 4.7).

7.0 TORPEDO ATTACKS

Torpedo attacks are made just like gunnery attacks with the exceptions listed below.

7.1 Firing Ship Status

The launching ship's facing is not considered.
The firing ship may be using evasive action (see 4.1).

7.2 Torpedo Gunnery Values

Use the torpedo rating instead of the gunnery rating.
The range of all torpedoes is 6.
The weight of fire of all torpedoes is 8.

7.3 Torpedo Supply

A ship may not fire torpedoes and guns in the same combat phase. After a ship fires torpedoes, add a Torpedoes Out marker. When a USN vessel has as many markers as its torpedo rating, it is out of torpedoes and may not launch them again. An IJN vessel is out of torpedoes when the number of markers exceeds its torpedo rating by 1.

Damaged Ship Torpedo Supply. If a ship becomes damaged, it is out of torpedoes when the number of markers on it exceeds its reduced torpedo rating.

8.0 AIR ATTACKS

Each side receives some aircraft units. These units may attack enemy ships anywhere on the map.

Design Note. *One of Sprague's first orders to Taffy 3 was to get all its planes airborne, both for their offensive power and to keep them off the carriers. This is presumed to have taken place before the game starts.*

8.1 Aircraft Availability

Each side receives a fixed number of aircraft unit per scenario. Each aircraft generally may be used only once per game.

8.2 Aircraft Attacks

To launch an attack by air, place an aircraft marker on top of the enemy ship to be attacked during any portion of the owning player's movement phase.

Combined Fire. The ship may not be fired on by any friendly vessels in that same turn, but torpedo attacks may be made against it.

8.3 Anti-Aircraft Fire

A ship subject to air attack, along with any ship within point-blank range of the attacked ship, may use its secondary battery for anti-aircraft fire. Roll one die for each ship; if the roll is less than or equal to its secondary battery rating, one air unit (attacker's choice) is removed from the attack. The air unit is considered to have been used for the game.

AA Fire Not Mandatory. No ship is required to fire against aircraft.

Fires Suppress AA. A ship marked with one or more fire markers may not fire AA.

Dive Bombers as Targets. Add one to all AA die rolls against dive bombers.

8.4 Aircraft Types

There are three kinds of aircraft, listed below. A single attack may involve only one type, but may involve any number of aircraft units. Defending ships fire AA only once regardless of the number of air counters.

Dive Bombers (with a D on the weight of fire) attack with high-arc plunging fire. Add one to all anti-aircraft fire die rolls against them.

Torpedo Planes (possessing a torpedo rating greater than zero) attack using the same conditions established for torpedo attacks by ships (7.0).

Fighters (all other aircraft) cannot cause hits on a ship. Ignore any hit results for cumulative damage purposes, but if a critical hit is scored, it starts a fire on the ship (see 6.3).

Two US torpedo squadrons attack Yamato.

AAA Fire

1 die, result 3. One squadron removed.

Firing Throw (for remaining squadron)

2 dice for torpedo rating

1 die for broadside of target

= 3 dice, results of 2, 4, 5 yielding 1 hit

Damage Throw

1 die yields a result of 4

Add 1 to each result because the weight of fire (8, per rule 7.2) is greater than Yamato's armor (7), so the result is a 5, yielding one critical hit.

Critical Hit Throw

All torpedo hits are waterline hits, so Yamato is slowed.

Isokaze launches torpedoes at Heermann.

Firing Throw

3 dice for torpedo rating

-3 dice for Heermann's evasive action

= 0 dice, modified to minimum of 1. Result of 3 is a miss.

Nowaki and Heermann trade torpedo launches.

Nowaki Firing Throw

3 dice for torpedo rating

-3 dice for Heermann's evasive action = 0 dice, modified to minimum of 1. Result of 1 is a miss.

Heermann Firing Throw

2 dice for torpedo rating. Results of 3 and 6 yield one hit.

Heermann Damage Throw

1 die result of 2 yields no critical hit, so Nowaki is marked with a 1 Hit marker.

Yamato fires on Gambier Bay with her main battery. Range is 12 hexes, within Yamato's effective range, so it is low-arc plunging fire.

Firing Throw

5 dice for gunnery rating

2 dice for firing ship broadside to target

-1 die for smoke (hulk of Dennis)

= 6 dice, results are 2, 2, 3, 4, 5, 6 for two hits

Damage Throw

2 dice yield results of 2 and 4

Add 2 to each result because Yamato's weight of fire (7) is double Gambier Bay's armor (2), so results are now 4 and 6, yielding one critical hit

Critical Hit Throw

1 die yields a result of 5

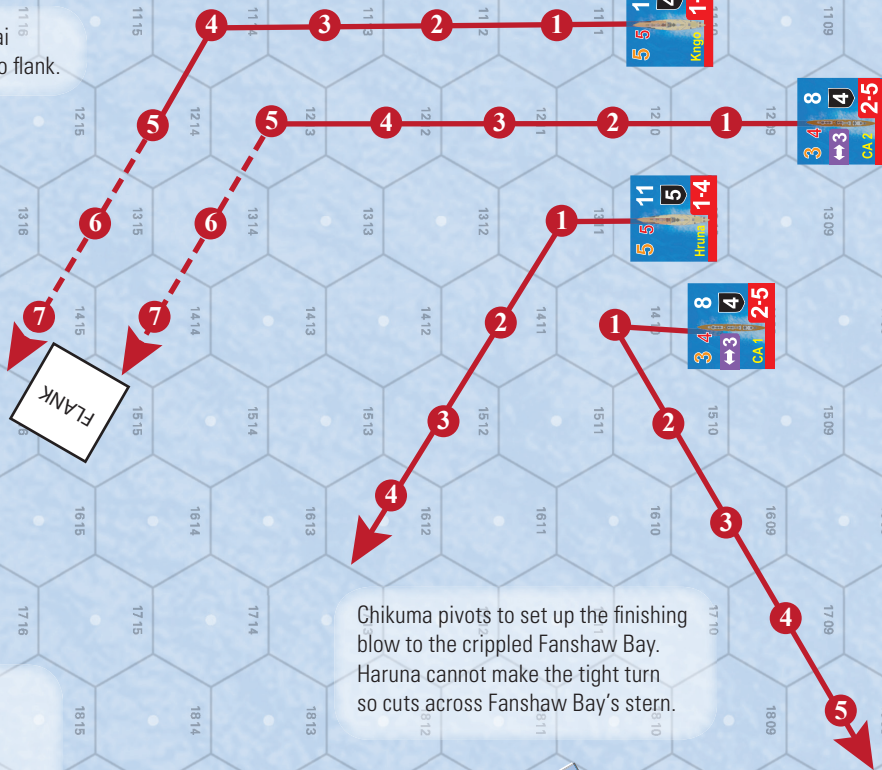
Add 1 because Gambier Bay is vulnerable to plunging fire (+1 for low-arc), bringing result to 6, a catastrophic hit. Gambier Bay is sunk.

Hayashimo could launch torpedoes at Johnston, but the Japanese player decides hold fire.

COMBAT EXAMPLES

MOVEMENT EXAMPLES

Kongo and Chokai increase speed to flank.



Chikuma pivots to set up the finishing blow to the crippled Fanshaw Bay. Haruna cannot make the tight turn so cuts across Fanshaw Bay's stern.

Kumano fires on Johnston with her main battery at close range (half Kumano's effective range).

Firing Throw

3 dice for gunnery rating
1 die for firing ship at cruising speed
-3 dice for Johnston's evasive action
= 1 die yielding a result of 6 for one hit

Damage Throw

1 die yields a result of 5
Add 2 to because Kumano's weight of fire (4) is double Johnston's armor (2), so the result is now 7, yielding one critical hit

Critical Hit Throw

1 die yields a result of 5, setting Johnston on fire.

EXAMPLES OF PLAY

Combat examples are on the facing page, movement examples on this page. For clarity, the map has been muted and all markers have been placed under the counters.

Note: The white markers are stand-ins for actual artwork

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9.0 ORDERS OF BATTLE

9.1 IJN Order of Battle

Kurita's Center Force

Haruna
Kongo
Nagato
Yamato
CA1 Chikuma
CA2 Chokai
CA3 Haguro
CA4 Kumano
CA5 Suzuya
CA6 Tone
CA-7 Atago*
CA-8 Maya*
CA-9 Myoko*
CL1 Noshiro
CL2 Yahagi
DD1 Akashimo

DD2 Fujinami
DD3 Hamanami
DD4 Hayashimo
DD5 Isokaze
DD6 Kishinami
DD7 Nowaki
DD8 Okinami
DD9 Shimakaze
DD10 Urakaze
DD11 Yukikaze

* = These ships were sunk or damaged in earlier actions, and are included here as optional reinforcements.

First Air Fleet Special Attack Squadron

An indeterminate number of aircraft from *First Air Fleet* (6 counters) trained for suicide attacks.

The remaining Japanese vessels were sunk or turned back over the previous two days. Players may include them in the battle to see what impact they might have had.

Erratum: There are two Japanese counters with the ID CA 8; one should be CA 9.

9.2 USN Order of Battle

Taffy 2

CV 1: CVE-61 Manila Bay
CV 2: CVE-62 Natoma Bay
CV 3: CVE-77 Marcus Island
CV 4: CVE-78 Savo Island
CV 5: CVE-79 Ommaney Bay
CV 6: CVE-76 Kadesh Bay
DD 1: DD-554 Franks
DD 2: DD-555 Haggard
DD 3: DD-556 Hailey
DE 1: DE-342 Richard W. Suesens
DE 2: DE-343 Abercrombie
DE 3: DE-344 Oberrender
DE 4: DE-412 Walter C. Wann
DE 5: DE-414 Le Ray Wilson

Taffy 3

CV 7: CVE63 St. Lo
CV 8: CVE66 White Plains
CV 9: CVE68 Kalinin Bay
CV 10: CVE70 Fanshaw Bay
CV 11: CVE71 Kitkun Bay
CV 12: CVE73 Gambier Bay
DD 4: DD-532 Heermann
DD 5: DD-533 Hoel
DD 6: DD-557 Johnston
DE 6: DE-339 John C. Butler
DE 7: DE-341 Raymond
DE 8: DE-405 Dennis
DE 9: DE-413 Samuel B. Roberts

Bombardment Group

BB-38 Pennsylvania
BB-41 Mississippi
BB-43 Tennessee
BB-44 California
BB-46 Maryland
BB-48 West Virginia
CA-1: CA-28 Louisville
CA-2: CA-33 Portland
CA-3: CA-36 Minneapolis
CA-4: HMAS Shropshire
CL 1: CL-46 Phoenix
CL 2: CL-47 Boise
CL 3: CL-58 Denver
CL 4: CL-56 Columbia

COMBAT RESULTS

FIRING THROW (SEE 5.6, 7.0, 8.0)

For each die thrown

- 1-4 = Miss
- 5-6 = Hit

Add or subtract dice for each of the following if applicable

Firing Ship

- + Gunnery or Torpedo Rating
- +2 if firing broadside*
- +1 if at cruising speed*
- 1 if slowed or at flank speed*
- 2 if marked for evasive action*
- 1 if firing range is greater than 15 and ship is not radar-equipped*

*no effect on torpedo launches

Target Ship (affect both gunnery and torpedo attacks)

- +1 if broadside to firing ship
- +1 for each other ship in the same hex
- # of dice equal to Maneuver Rating if conducting evasive action
- 1 per smoke/fire marker along LOS

Range

- 1 main battery at extended range (up to 1.5x range rating)
- +1 main battery at close range (0.5x range rating)
- 2 main battery at point blank range (1-2 hexes)

Panic Determination

Total the results for all dice thrown and modify according to the schedule below. If the result is greater than 12 for IJN ships or 15 for USN ships, the targeted ship panics (6.5). Apply all damage before marking for panic.

Subtract the ship's current armor rating
Add one (+1) for each friendly ship on the map and already panicked. .

DAMAGE THROW (SEE 6.1)

For each hit throw one die.

- 1-4 = Hit
- 5-6 = Critical Hit (treat as a regular hit if firing throw is for secondary battery or during reaction fire)

Weight of Fire: Compare the weight rating (W) of the firing ship to the armor rating (A) of the target ship. Modify the die roll as indicated.

- 1 if W less than A
- +1 if W greater than A
- +2 if W double or more than A

CRITICAL HIT THROW

For each critical hit, throw one die.

<i>High Arc Plunging Fire</i>	<i>Low Arc Plunging Fire</i>	<i>Torpedo Torpedo Attack</i>	<i>All All Other</i>	
-	-	1-6	1-2	Waterline
				1st hit = Slowed
				2nd hit = DIW
1-4	1-5		3-6	Fire (add fire marker)
5-6	6	-		Catastrophic Hit: ship sinks (add hulk marker)

SPEED EFFECTS ON GUNNERY

= dice added to (+) or subtracted from (-) the firing throw.

	Firing Ship*	Target Ship
Slow	-1	+1
Cruise	+1	0
Battle	0	0
Flank	-1	0
Evasive	-2	-Maneuver

* no effect on torpedo fire

Summary of Special Factors

A (gunnery rating) indicates the secondary battery may be used only against aircraft, not other vessels (2.5).

D (aircraft weight of fire) indicates the aircraft is a dive bomber (2.6) and capable of plunging fire.

H (speed rating) indicates the ship may not accelerate to flank speed (2.5).

M (ranges) indicates the ship's printed range is both its effective and its maximum range.

P (armor rating) indicates the ship is particularly vulnerable to plunging fire.

R (range) indicates the ship is equipped with radar fire control.

T (armor rating) indicates the ship is particularly vulnerable to torpedoes.

YAMATO UNLEASHED

10.0 NOTES

10.1 Designer's Notes

This game had an odd development cycle. It had been proposed to cover the earlier battle in Surigao Strait and won out in feedback on that basis, but that combat was essentially a shooting range. It would have been no fun for the Japanese player and not much of a challenge for the US player. Cape Engano was rejected for the same reason. We also nixed any possibility of covering the entire set of battles for Leyte Gulf at an operational level, because the overwhelming US strength precluded Japanese success; there was no way to force the US player to make the same mistakes Halsey did.

That left the action of Samar. While as one-sided in the Japanese favor as the others were in the American, there were factors sapping the confidence and cohesion of Kurita's command: its great strength was mitigated by brittleness. All the big, strategic, and/or stupid decisions have been made and built into the situation, leaving the game a question of fighting one's ships.

I consulted a number of other games, including the venerable *S&T Dreadnought* and *CA* games ("first player to roll three one wins"), along with Ben Knight's *Jutland* from *Command #8*. My real inspiration, however, actually came from my recent reprise of *Wellington's Victory*, which I took over to a multiple die throw for combat resolution. The advantage of the system is it allows multiple factors—guns, armor, range, etc.—to be reduced to a single mechanic, yielding both individual and cumulative effects.

I matched the simple but nuanced combat system to a straightforward shoot-move sequence. Simultaneous combat is a relatively easy proposition, though players will have to develop techniques to suspend results during busy turns. Movement was another matter. The strict I-Go-You-Go alternating phases can make for some weird maneuvering; I recommend using the alternate version, a nice mix of a simple mechanic with enough interleaving to keep both sides guessing.

The one "gamey" addition was a prohibition against a Japanese departure for Leyte before the map is cleared. I put that down to Kurita's apparent conviction he was facing Halsey's fleet carriers, though it could not have taken him long to figure out he was facing light and slow vessels.

I am pleased with the result: it's fast and furious, and you get to blow #\$\$@& up.

10.2 Player Notes

This is not a subtle game. The primary task for both players is to close in—carefully—and score hits. That said, both players have some critical choices to make.

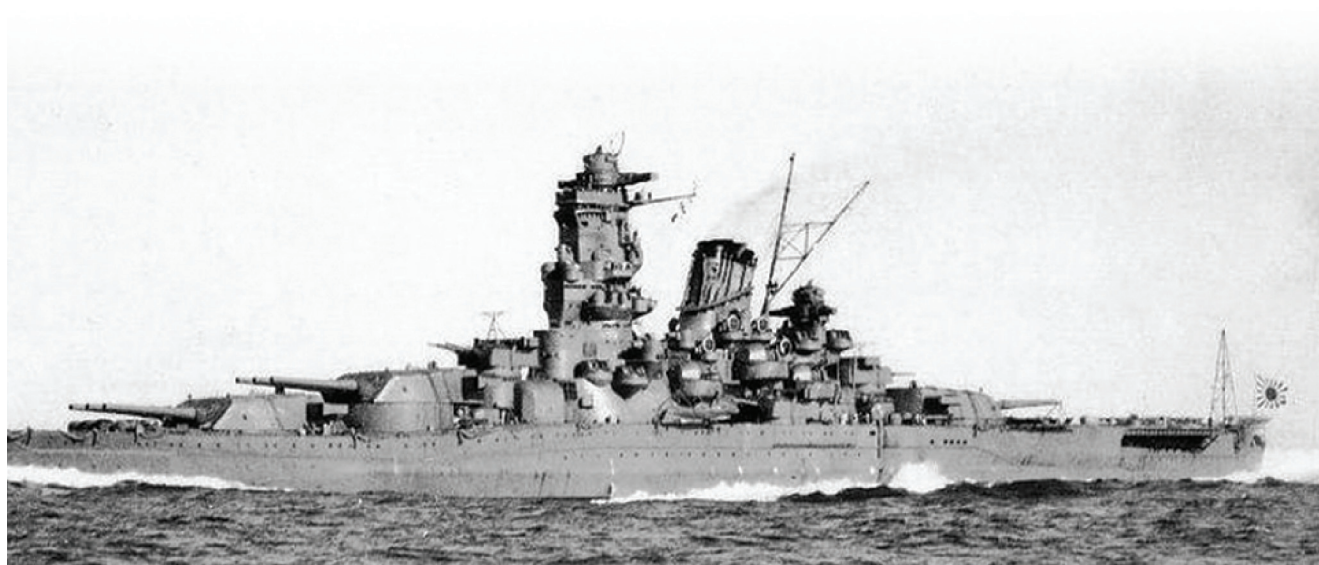
The US player will be tempted to "run like smoke and oakum" to save ships, but that plan has two critical shortcomings. First, the escort carriers don't run well, and you can't afford to just leave them behind as sacrifices. Second, clearing out too fast gives the Japanese player an easy run to Leyte.

As a practical matter, therefore, the US player must turn and fight, at least for a while. It will keep the Japanese occupied and on the map, giving scope for air attacks to do the real work of destruction.

The Japanese player has plenty of strength but is on a tight schedule. Some ships at least must be cheated southward for an easy advance after Taffy 3 has been cleared away, but that clearance will take more strength than you think. Moreover, your fleet is subject to growing panic, so you must use overwhelming force at first to limit the effect of US fire.

We found a broader advance was more effective than trying to grab the center of the map with a concentrated column of ships. The entire US force must be shepherded southward; you cannot afford to let one of the quick destroyers to sneak behind you and draw ships away from your main objective.

One tactic that must be emphasized is to keep a cruiser and one or two destroyers near each battleship for AA support. Don't give the American any cheap shots; you need the BB in Leyte.



ATLANTIC WALL

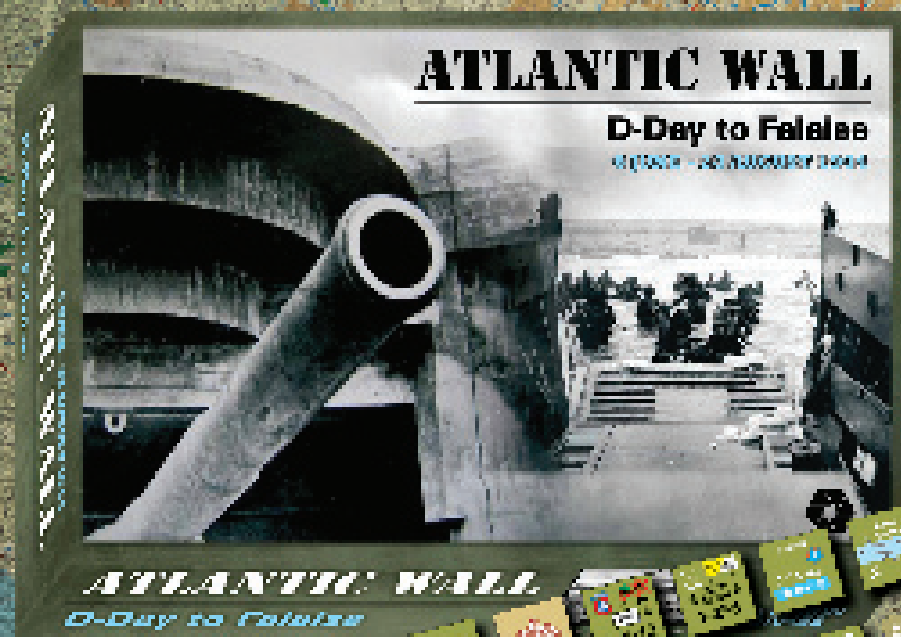
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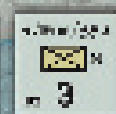
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