

Blue highlights indicate additions since version 1.1

CLARIFICATIONS:

1. An individually wrapped Marine Counter is provided as a replacement inside the box.

This counter, labeled for the 23rd Regiment of the 4th Marine Division, replaces the one on the counter sheet that contains a grammatical error ("23th" instead of "23rd").

2. Is it possible to assault the same Japanese target multiple times in the same Attack Phase?

Yes, as long as you use units that have not yet performed their Recon/Assault action, you can attack (either Recon or Assault) the same Japanese units more than once.

3. 5.5 RAID PHASE (JAPANESE). What is the recommended sequence for resolution?

(Page 26 Raid Phase) To begin, determine which US units might be targeted by a Japanese Raid. After identifying all applicable units, carry out the Japanese Raids in any sequence you prefer, resolving each one individually.

4. During step 5 of the Attack Phase: What if the first marker drawn from the red bag is a Reaction marker?

Simply follow its rules: use the left column for a Defense/Support marker, or the right column if it is a Reaction marker.

ERRATA:

Rulebook:

- Page 5: SCENE #7: On **February** (instead of January) 19...
- Page 7: Special Order Command markers. Apply a **-1 DRM** (instead of +1 DRM) for each intelligence Error marker in the Command Area.
- Page 9: In box 7 there is a reminder to place the 147th NG unit; it will be available for deployment on **Turn 7** (instead of 8).
- Page 10: 147th Ranger Regiment (Ohio National Guard) Available on the **7th Turn** (instead of 8th).
- Page 13: Additional Command (2). The image on the right should show a **+3** instead of a +2.
- Page 13: 3.3.5. Situation Markers (US). A US unit may only make one Reconnaissance-in-Force (Recon) / Assault action per **Attack Phase** (instead of Turn), and one Combat Support (CS) per **Attack Phase** (instead of Turn).
- Page 14: Set-up. **1. Place the Mounted Map on the table** (instead Board markers: First, place the markers:).
- Page 15: Set-up image. The Command Area must display number 7, with the Command Marker face up.

- Page 16: Set-up. **8. Intelligence Markers:**... (instead of 5.).
- Page 16: Set-up. 6 Japanese units: The bullet points below should be numbered as follows:
9. Set aside the..., 10. Randomly draw..., 11. Finally, place ...
Please note that number 9 is missing from the image on page 15; however, it should indicate the same location as number 10.
- Page 16: Set-up. 7 US units. The bullet points below should be numbered as follows:
12. Deploy the 5th Division..., 13. Deploy the 4th Division..., 14. US Reserve: ...
15. Turn Track: ...
- Page 16: Set-up. Turn Track. **It will deploy from Turn 7** (instead of from Turn 8).
- Page 17: Bombardment Phase. (c) DRM see last bullet point. **A US unit with an artillery combat support icon in a Japanese Fixed Artillery, Hill, or Mount Suribachi hex gets +1** (not required to be adjacent). **You may apply this +1 DRM to one bombardment target per qualifying US artillery unit. For example, if two US artillery units are in hill hexes, you can use +1 on up to two separate bombardments—one per unit. This bonus does not stack for a single bombardment and is not permanent across all US bombardments.**
- Page 18: 5.3. First Movement Phase. Add this clarification after the first paragraph just before 5.3.1. Rally. **US Control: At the start of the game, all hexes are under Japanese control. A hex switches to US control when a US unit enters it for the first time and there are no enemy units in any adjacent hexes. To secure control of the hex, you must eliminate any enemy units in neighboring spaces. Once the US captures a hex, it stays under US control for the rest of the game.**
- Page 19: Normal Movement. MP costs. **Difficult 2MPs, Rough 3MPs** (instead of Rough 2MPs and Difficult 3MPs).
- Page 19: Strategic Movement. Add a clarification—**US units using strategic movement cannot enter enemy ZOC hexes. Their route must avoid enemy units and enemy ZOC entirely.**
- Page 20: Assault. **10. Return Markers** (instead of 10. Return Support/Reaction markers).
- Page 21: 4. Play Additional Combat Support Special Order (optional). Add: **Remember, you may use only one Special Order during each turn. After you use it, set the marker aside (see Page 28: Special Order Marker).**
- Page 26: 9. Apply hits and retreats (Just before point 10). Add: **US units with an OR/DR marker cannot opt for OR; these units must absorb hits by reducing steps. A US unit with a DR marker absorbs hits, reduces steps, and retreats 2 hexes.**

- Page 26: 10. Return Markers. Any Japanese **Combat Support** and Reaction markers drawn as a result of the Assault are returned to the red bag.

At the end of the First Attack Phase, remove all US situation markers and all Support-type Japanese Intelligence Markers. If a Japanese Hidden unit was assaulted but remains unrevealed, keep the Defense-type Japanese Intelligence marker on it.

- Page 27: 5.7. SECOND ATTACK PHASE

This phase is a repetition of the previous First Attack phase. **All US units are available to conduct Recon/Assault actions again (except units with a DR marker). The only difference is that at the end of the phase (after the last Recon/Assault is resolved), all markers are removed: remove all US situation markers and all Japanese Intelligence markers—including both Support and Defense markers—even if assaulted Hidden units remain unrevealed.**

- Page 28: 2. Select the Assaulting units. Both the 25th and 9th **Regiments** (instead of Brigades).

Player Aid Booklet:

- Page 1: Base Points: **9 BP** (instead of PB).
- Page 1: US Bombardment. US unit with artillery icon on a Japanese Fixed Artillery, **Hill** or Mount Suribachi Location +1.
- Page 2: Assault. 3... Units with a  (Instead of 

3