

Player Aid Instructions

This document includes two additional print-ready player aid sheets designed to enhance your gameplay experience.

Printing Recommendations

- **Scale:** Ensure you print the sheets at **100% (Actual Size)**. Do not use "Scale to Fit" or "Shrink to Fit" settings. Printing at the true scale is essential to match the Neva Game Press standard dimensions.
- **Trimming:** Use the **cutting guides** located in the corners of the sheets to trim the "bleed" areas. Following these guides accurately, combined with the correct print scale, will guarantee the player aids meet the standard Neva Game Press measurements.
- **Materials:** For a premium, durable result, we recommend printing on **heavy cardstock** or using **adhesive paper** mounted onto thick paper or grayboard.

Required Components

To use these aids effectively, you will need **30 cubes** (plastic or wood):

- **17 Blue Cubes** (US)
- **13 Red Cubes** (Japanese)

Player Aid Sheet 1:

- **Combat DRM Track:** Simplifies Die Roll Modifier calculations. Use 5 blue cubes for US modifiers and 5 red cubes for Japanese modifiers. Use the bottom track to calculate the final net result (clamped at a **-3/+3 limit**).
- **Eliminated Japanese Units:** Space to organize defeated units (up to two per box). Every two units in a box grant **1 VP**.
- **Objective Markers:** Dedicated holding areas for the *Raised Flag*, *Airfield Control*, and *Cleared Island/Surrender* markers.
- **Used Command Markers:** When you expend a command marker from the map, move it here. This helps track total expenditures for the end-of-game **-1 VP roll**.
- **Intelligence Error Markers:** The pool of Intelligence Error markers may be placed in this section.

Player Aid Sheet 2:

Bombardment Points (BP)

This sheet features separate tracks for the US and Japanese forces.

Phase Start: At the beginning of the Bombardment Phase, calculate the total available BP for each side. Place the corresponding number of cubes on the **Available BP tracks**. Any cubes representing points not currently available should remain in the "Used/Not Available" box on the right.



















- **US Player:** Assign available blue cubes (1 BP per cube) by placing them on or near a Japanese target. You may assign 1, 2, or 3 cubes per target based on game conditions. After the bombardment, return cubes to the "Used/Not Available" box.
 - *Setup:* The US starts with **3 BP unavailable**. Place 3 blue cubes in the designated blue section of the "Used/Not Available" box at the start of the game.
- **Japanese Player:** Place one available red cube on each US target. Once the bombardment ends, move the cube to the "Used/Not Available" box. If additional targets remain after the first wave, continue assigning available cubes.
 - *Fixed Artillery:* Every time the Japanese lose control of a **Fixed Artillery Hex**, move one red cube to the red section of the "Used/Not Available" box.
- **Weather Note:** If it rains, move the required number of cubes to the "Used/Not Available" box for both sides.

Organization Zones

- **Situation Markers:** A centralized area to keep all situation markers within easy reach.
- **Retreat Markers:** A dedicated space to organize retreat markers.

COMBAT DRM

Japanese anti-tank
roll successful

+2	+1	0			0	-1	-2
+2	+1	0			0	-1	-2
+2  A	+1	0		 A  B  C	0  C	-1  B	-2  A
	+1  B/  C	0  A		 HQ  199-0 Sunibachi Mt.	0	-1	-2
+3	+2	+1	0		-1	-2	-3

ELIMINATED JAPANESE UNITS

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

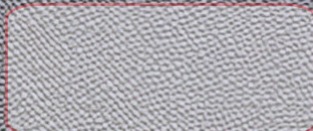
OBJECTIVE
MARKERS



USED COMMAND MARKERS

 1	 2	 3	 4	 5
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INTELLIGENCE
ERROR MARKERS



BOMBARDMENT POINTS



1 BP

2 BP

3 BP

4 BP

5 BP

6 BP

7 BP

8 BP

USED / NOT AVAILABLE (BP)



1 BP

2 BP

3 BP

4 BP

5 BP

6 BP

7 BP

8 BP

9 BP

10 BP

11 BP

12 BP

USED / NOT AVAILABLE (BP)

SITUATION MARKERS

RETREAT MARKERS