

# Operation OLYMPIC

## THE INVASION OF JAPAN

### 1 NOVEMBER 1945

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[8.26] Attacking, for American units (other than those engaging in Amphibious Assault, see 10.0), is voluntary; not every unit adjacent to a Japanese unit need participate in any attack. American units in a stack which are not participating in a given attack made by other units in the same stack are not affected by the results of the attack. Uninvolved American units in a stack are not affected by Japanese attacks against other American units in the same hex.

[8.27] For Japanese units, attacking is mandatory (see 8.51).

#### [8.3] EFFECTS ON COMBAT STRENGTH

[8.31] The Combat Strength of a single unit must be used as an integral whole. That is, it may not be split in order to apply a number of Strength Points to one attack and the remaining Strength Points to a second (or further) attacks).

[8.32] The Combat Strengths of units may be affected by terrain and/or supply considerations. Such factors may either halve, double, or triple a unit's Combat Strength. If a unit's strength is halved, any remaining fraction of a Strength Point is rounded up. When several units in the same hex are being halved, halve the total combined Strength of the units and then round up any remaining fraction.

[8.33] Terrain effects upon Combat Strengths are not cumulative. The single most advantageous terrain effect (only) is applied. For example, a Japanese unit defending in a Town hex which is also a Rough Terrain hex would have its Combat Strength tripled if attacked (benefitting from the more advantageous effect of Rough Terrain and ignoring the Town terrain effect). See the Terrain Effects Chart for details on terrain effects on Combat Strengths.

[8.34] Unsupplied units may not attack. Supply effects on Combat Strengths are always taken into account before adjustment for terrain effects on combat.

[8.35] American units in a hex containing an American Fortified Supply Beachhead marker have their defensive Combat Strength doubled (see 11.3).

[8.36] Japanese units making special (suicide) attacks have their Combat Strength doubled (see 8.56).

[8.37] The defensive Combat Strength of Japanese Coastal Combat units is doubled on the 1st Game-Turn only.

#### [8.4] ADVANCE AFTER COMBAT

If, as a result of a given combat action, any of the defending hexes are completely vacated by the defending units as many as three of the participating attacking units may move into the vacated hex at the Player's option (see 8.53). This advance must take place immediately, before resolving any other combats. This advance is not considered movement and does not require the expenditure of any Movement Points. This advance is not affected by any Zones of Control in the hex advanced into or from. Defending units may never advance after combat even if the attacker's hex is completely vacated due to an "Ar", "Ar", or "Dr" combat result.

#### [8.5] SPECIAL JAPANESE COMBAT RULES

[11.1] The maximum number of possible Japanese attacks must be made. The Player may not choose to prevent a possible Japanese attack from being made, nor may he make fewer Japanese attacks than the maximum number possible on each Japanese Forces Combat Phase.

[8.52] If more than one Japanese unit is in position to attack a single American unit, the Japanese unit

occupying the hex with the lowest identity number executes the attack. If a single Japanese unit is in position to attack more than one American unit, it must attack the American unit occupying the hex with the highest identity number. If, in a given hex, more than one American unit can be attacked, the American units are attacked in order of their Combat Strengths, the strongest American unit being first. If in the same situation all of the American units have the same Combat Strengths, Japanese attacks are made against the top American unit in the stack first, then the second unit, etc.

[8.53] A Japanese unit is required to advance after combat whenever possible.

[8.54] During the resolution of any Japanese attack, a die roll of "6" forces the Japanese unit to make a special (suicide) attack. If a "6" is rolled, the Japanese unit's Combat Strength is

#### [8.8] OPERATION OLYMPIC COMBAT RESULTS TABLE

		Attack Differential									
Die		-2	-1	0	+1	+2	+4	+8	+9	+10	
1	Ae	Ae	Ar	Ar	Ar	Dr	Dr	Dr	De	De	
	10/3	10/3	5/2	5/2	5/2	2/2	2/2	2/2	3/10	2/10	
2	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	De	De	
	10/3	5/2	5/2	5/2	5/2	2/2	2/2	2/2	3/10	2/10	
3	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	Dr	De	
	5/2	5/2	5/2	5/2	2/2	2/2	2/2	2/2	3/10	2/10	
4	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	Dr	De	
	5/2	5/2	5/2	5/2	2/2	2/2	2/2	2/2	3/10	2/10	
5	Dr	Dr	Dr	Dr	Dr	Dr	Dr	Dr	Dr	De	
	2/2	2/2	3/3	3/3	3/3	3/3	3/3	2/2	2/2	2/10	
6	Dr	Ex	Ex	Ex	Ex	Ex	Dr	Dr	Dr	De	
	2/5	10/10	10/10	10/10	10/10	10/10	3/5	3/5	3/5	3/10	

#### [8.9] EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All of the attacking units are eliminated.

Ar = Attacker Retreat. All attacking units are retreated.

Dr = Defender Retreat. All defending units are retreated.

Ex = Exchange. All of the defending units are eliminated first. Then an equal or greater number of attacking Strength Points are eliminated. The attacking Strength Point loss must equal or exceed the printed face-value of the die Strength of the eliminated defending units (plus the unmodified Strength of any Japanese Militia that were involved in the combat). Surviving attacking units (up to a maximum of three) may then exercise an Advance After Combat to occupy the vacated defender's hex.

#### COMBAT RESULTS TABLE NOTES.

+1) Attacks at an attack differential of greater than +10 are treated as +10. No attack may be made at less than a -2 attack differential.

2) An "Ar" or "Dr" result causes a unit in Rough Terrain, City, and/or Town hex to retreat one hex.

Rules attempt to fill the role of the absent Japanese Player. They also help to introduce some of the uncertainty and competitive atmosphere heretofore missing in solitary games.

In addition to the basic solitary version, rules for a two-Player game, and optional rules for both the solitary and two-Player versions are included.

#### [2.0] GENERAL COURSE OF PLAY

The basic version of **Operation Olympic** is a solitary game. The solitary Player controls both of the opposing forces which are to be utilized within the restrictions of all of the appropriate rules, and in as impartial a manner as possible. At the appropriate times each force's units are moved and used in combat so as to enhance that force's chance of fulfilling its Victory Conditions and thereby winning the game. In general, the American objective is to rapidly destroy or drive all Japanese units from the extreme southern portion of Kyushu, and to do this as economically as possible in terms of accumulating American Casualty Points. The general Japanese objective is to prevent the American objectives from being attained by inflicting the greatest possible number of American Casualty Points, and continuing to occupy and defend southern Kyushu for as long as possible. During the game, in the appropriate Phases, the Player moves the units of the Phasing Force and executes attacks on Enemy Units. To move from one hex to another each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a difference between attacker and defender. A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

#### [3.0] GAME EQUIPMENT

##### [3.1] THE GAME MAP

The 22" x 34" mapsheet portrays the Japanese island of Kyushu. The island is divided into northern and southern regions by a horizontal line running across the map from east to west. The distinction between northern and southern Kyushu becomes important as will be described in the Japanese Doctrine Rules and various other rules. A hexagonal grid is superimposed on the mapsheet to regularize the movement and position of the Playing pieces and to delineate the various terrain features located on the map.

##### [3.2] THE PLAYING PIECES

Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the various units of the opposing armies that were available for the campaign. The opposing forces (or Orders of Battle) are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the Player sort these units by type and color, and keep them in the storage compartments. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces. American units are green. Japanese units are brown.

##### [3.21] SAMPLE UNIT

Organization Size Symbol		Unit Type Symbol	
Unit Divisional Designation	11	Reinforcement Symbol	(Japanese Only)
Unit Regimental or Brigade Designation	2-8		
Combat Strength			Movement Allowance

#### [3.22] SUMMARY OF UNIT TYPES

Japanese Units			
2-4	3-4	4-4	
Coastal Combat Unit (Combat Strength=2,3, or 4; Movement Allowance=4)			
1-8	2-8	2-10	3-10
Line Combat Unit (Combat Strength=1,2, or 3; Movement Allowance=8 or 10)			
2-8	1-8	3-10	2-10

Reinforcement Combat Unit (Combat Strength=1,2, or 3; Movement Allowance=8 or 10, Bearing an "R" symbol)

Dummy Unit (Upside down U.S. Control Markers are used as Japanese Dummies)

American Units			
4-12	United States Army Unit	5-12	United States Marine Unit

Unit Type Symbols: The unit type symbols on the combat counters indicate infantry, armor, and airborne organizations. These are included for historical purposes only, and have no effect on the play of the game (all unit types function identically).

##### Organization Size Symbols

XX - Division X - Brigade III - Regiment

##### Game Markers

	American Supply Beachhead Marker
	American Fortified Supply Beachhead Marker
	American Control Marker
	American Casualty Marker
	American Air Interdiction Marker
	Randomizer Chit (numbered 0-9)
	Game-Turn Indicator

##### [3.3] DEFINITION OF TERMS

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points. In most cases a unit expends one Movement Point of its total Movement Allowance for each hex entered.

#### [3.4] GAME CHARTS AND TABLES

The game makes use of various charts and tables as part of its play system and also to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables on the map and in the rules before reading further.

#### [3.5] GAME EQUIPMENT INVENTORY

A Complete game of **Operation Olympic** should include the following parts:

- One Game Map
- One Rules Folder
- One Set of Die-Cut Counters
- One Die (not included in subscription edition)
- One Game Box (not included in subscription edition)

#### [3.6] GAME SCALE

Each complete Game-Turn represents one week of real time. Each mapsheet hex represents a distance of 6.5 kilometers measured from side to side.

#### [4.0] SEQUENCE OF PLAY

##### [4.1] THE GAME-TURN

**Operation Olympic** is played in turns called Game-Turns. In the two-Player version each Game-Turn is composed of two Player-Turns. In the solitary version each Game-Turn is composed of eight Phases which occur in rigid sequence (the Solitaire Player should ignore the Player-Turn references). All actions must be taken in proper sequence. Any action taken out of sequence is a violation of the rules. All Game-Turns are identical and follow one another until the game is ended (exception: see Special First Game-Turn rules 16.4). During each Game-Turn the force (American or Japanese) whose units are active (either in movement or combat) is called the Phasing Force.

##### [4.2] SEQUENCE OUTLINE

In the basic version of the game there is only one Player who is referred to as "the Player." American units are referred to as American Forces and Japanese units are referred to as Japanese Forces in the following sequence of play outline. The Solitaire Player should ignore the Player-Turn references.

#### A. THE AMERICAN "PLAYER-TURN"

1. **American Forces Movement Phase.** American units become the Phasing Force. The Player may move any or all of the American Forces in any direction up to the limit of their Movement Allowances within the restrictions outlined in the Movement rules. Note: There is no American Forces Movement Phase on the 1st Game-Turn.

##### 2. American Amphibious Assault Phase.

The Player places American Forces which are participating in amphibious assaults in the current Game-Turn on the map according to the restrictions outlined in the Amphibious Assault rules.

3. **American Forces Combat Phase.** The Player may use American Forces to attack adjacent Japanese Forces at his option; combat is resolved as outlined in the Combat rules.

4. **American Reinforcement Phase.** The Player places American Reinforcements on the map according to the restrictions of the American Reinforcement rules.

5. **American Air Interdiction Phase.** The American Player may allocate and place the twelve American Air Interdiction markers on the map according to the American Air Interdiction rules. **Note: There is no Air Interdiction Phase in the solitaire version of the game.**

#### B. THE JAPANESE "PLAYER-TURN"

1. **Japanese Doctrine Phase.** The Player determines the basic Japanese doctrine for the current Game-Turn according to the Japanese Doctrine Rules.

2. **Japanese Forces Movement Phase.** Japanese units become the Phasing Force. The Player may move any or all Japanese Forces within the restrictions of the Movement and Japanese Doctrine Rules.

3. **Japanese Forces Combat Phase.** The Player must use Japanese Forces to attack adjacent American Forces; combat is resolved as outlined in the Combat rules.

4. **Air Interdiction Removal Phase.** The American Player removes all American Air Interdiction Markers from the map. **Note: This phase does not occur in the solitaire version.**

5. **Game-Turn Indication Phase.** The Player advances the Game-Turn indicator one space along the Turn Record/American Reinforcement Track, signalling the start of a new Game-Turn.

#### [5.0] MOVEMENT

Note: The movement of American units is restricted by the following general Movement rules. The movement of Japanese units is also restricted by all of the following Movement Rules. In addition, the movement of Japanese units is further restricted as outlined in the Japanese Doctrine Rules. In any instance in which a rule of Japanese doctrine conflicts with a general rule, the Japanese Doctrine rules take precedence.

##### GENERAL RULE:

During the Movement Phase the Player may move as many or as few of the Phasing Force's units as he wishes. During each Force's Movement Phase, each unit may be moved as many or as few hexes as the Player desires as long as the unit's Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase nor transferred from unit to unit.

##### PROCEDURE:

Move each unit individually, tracing the path of its Movement through the hexagonal grid. Once the unit has been moved and the Player's hand withdrawn, the unit may not be moved again nor may the path be retraced and/or changed during the current Movement Phase.

##### CASES:

##### [5.1] HOW TO MOVE UNITS

During a Movement Phase, only the Phasing Force's units may be moved; all, some, or none of the eligible units may be moved. No Enemy (non-Phasing Force) units may be moved and no combat may occur during a Movement Phase. Movement is calculated in terms of Movement Points. Each unit expends one or more Movement Points from its total Movement Allowance for each hex it enters.

##### [5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] The movement of Japanese units is subject to the restrictions of the Japanese Doctrine Rules (see 14.5).

[5.22] Units may never enter hexes occupied by Enemy units. Units may never enter an all-sea hex or move across an all-sea hexside (Exception: see Amphibious Assaults and American Reinforcements).

[5.23] A unit must immediately stop upon entering an Enemy controlled hex and it may move no

further. A unit occupying an Enemy controlled hex may never move (it may never leave a controlled hex even in subsequent Movement Phases) except to comply with an "Ar" or "Dr" combat result.

[5.24] A unit may never enter a hex unless it has sufficient Movement Points to expend to pay all of the movement entry costs dictated by the terrain (or interdiction marker) in the hex it is attempting to enter. However, a unit may always move a single hex (regardless of its Movement Allowance or the cost to enter the hex) in any given Movement Phase EXCEPT TO MOVE OUT OF AN ENEMY CONTROLLED HEX.

[5.25] The Movement Allowance of an unsupplied unit is halved.

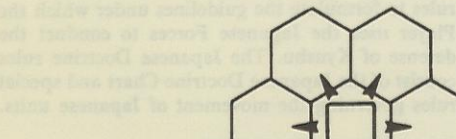
[5.26] An American Supply Beachhead is a game marker. It may never be moved out of the hex in which it is initially placed.

##### [5.3] TERRAIN EFFECTS ON MOVEMENT

The number of Movement Points a unit must expend to enter a given hex varies with the type of terrain in the hex and the type of terrain of any hexside being moved through. The number of Movement Points required to enter a given hex accumulates by addition. For example, to enter a clear terrain hex by moving through a rough terrain hexside costs a total of three Movement Points; one Movement Point to enter the clear terrain hex and two additional Movement Points to move through a rough terrain hexside. The effects of terrain on movement are fully detailed on the Terrain Effects Chart (see 5.4).

##### [5.4] TERRAIN EFFECTS CHART

(See Separate Sheet)



#### [6.0] ZONES OF CONTROL

##### GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted in the cases below).

##### CASES:

[6.1] UNITS WITH NO ZONE OF CONTROL

Japanese Dummy units have no Zone of Control.

##### [6.2] MOVEMENT EFFECTS

[6.21] A unit may enter an Enemy controlled hex only if it has sufficient Movement Points to enter the hex. Units must immediately stop upon entering an Enemy Zone of Control and may move no further in that Movement Phase. Once in an Enemy controlled hex, a unit may not move out of that hex until the Enemy unit(s) is either destroyed or retreated as a result of combat, or until the unit (the friendly) itself is forced to retreat as a result of combat.

[6.22] There is no additional Movement Point cost to enter an Enemy Zone of Control.

[6.23] More than one unit may exert a Zone of Control over the same hex.

[6.24] The overlapping of Zones of Control between non-adjacent opposing units has no effect upon those units; Zones of Control of adjacent opposing units, however, affect those opposing

units mutually, i.e., none of the adjacent opposing units can leave the Enemy controlled hexes except to comply with a Combat result.

[6.25] Units are never inhibited in any way by the Zones of Control of other Friendly units.

[6.26] Zones of Control always extend into all hexes except all-sea hexes, and through all hexsides except all-sea hexsides.

[6.27] Friendly units do not negate Enemy Zones of Control for Movement purposes. A unit may not move through a hex occupied by a Friendly unit if that hex is also an Enemy controlled hex.

##### [6.3] COMBAT EFFECT

Zones of Control do not affect combat; the presence of an Enemy unit's Zone of Control in a Friendly occupied hex does not force combat.

##### [6.4] SUPPLY EFFECTS

Supply lines may not be traced through Enemy controlled hexes, unless the hex is occupied by a Friendly unit. Thus for Supply purposes, Friendly units do negate Enemy controlled hexes.

##### [6.5] RETREAT EFFECTS

Units may not retreat (due to combat; see the Combat Results Table) into or through an Enemy controlled hex, unless another Friendly unit already occupies the controlled hex. Thus, for retreat purposes, Enemy controlled hexes are negated by Friendly units.

#### [7.0] STACKING

##### GENERAL RULE:

A maximum of three friendly units may occupy the same hex at a time anytime during the game. There may never be more than three friendly units in a single hex. Japanese units are further limited by the restrictions of case 7.3.

##### CASES:

##### [7.1] EFFECT ON MOVEMENT

[7.11] A unit may neither enter or move through a hex in violation of the stacking limit. The stacking limit of three friendly units per hex is applicable at all times including during the Movement and Combat Phases. Thus, a unit is prohibited from entering a Friendly occupied hex if the combination of the moving and stationary units in the hex would exceed three. Note: Units which are forced to retreat due to an "Ar" or "Dr" combat result are not considered as retreating simultaneously and therefore must observe the



hexes from the hex in which it is located to an appropriate supply source. The length of a unit's supply path is measured in Movement Points.

#### PROCEDURE:

Units trace supply to supply sources in the same manner as they move, counting Movement Points to cross the intervening hexes and hexsides to the source. Supply for movement purposes is determined at the beginning of each Forces Movement Phase for every unit of that Force. A unit that is supplied for Movement at the beginning of a Movement Phase is considered supplied for that entire Movement Phase and a unit that is unsupplied at the beginning of a Movement Phase is considered unsupplied for that entire Movement Phase. Supply for combat (attack and defense) is determined for each unit at the **instant of combat**.

#### CASES:

##### [12.1] SUPPLY PATHS AND SOURCES

[12.11] A Japanese unit is supplied if an unobstructed supply path of six or fewer Movement Points can be traced from the unit in question to a clear terrain or road hex and that clear terrain or road hex is connected by a contiguous line of unobstructed clear terrain and/or road hexsides leading to any one non-American controlled City hex, or any three non-American controlled Town hexes. A Japanese unit which cannot trace such a supply path is unsupplied.

[12.12] An American unit is supplied if an unobstructed supply path of six or fewer Movement Points can be traced from the unit in question to a clear terrain or road hex and that clear terrain or road hex is connected by a contiguous line of unobstructed clear terrain and/or road hexsides leading to a hex occupied by either a regular or Fortified American Supply Beachhead marker. An American unit which cannot trace such a supply path is unsupplied.

[12.13] An unlimited number of units may trace a supply path through the same hexes, and an unlimited number of units may use the same supply source. The supply capability of a supply source is never reduced due to its being used as a supply source regardless of the number of units using it or the number of Game-Turns during which it functions as a supply source.

[12.14] A supply path may be traced through any hex which the Movement rules allow units to enter. A supply path can never be traced through an all-Sea hexside. A supply path may be traced in any direction. Except for the six Movement Points maximum length to a clear terrain or road hex, a supply path traced solely through clear terrain and/or road hexes may be as long and as devious as necessary.

##### [12.2] BLOCKING SUPPLY PATHS

[12.21] A supply path between a unit and a supply source is prohibited from being traced into or through the following types of hexes or hexsides:

- All Sea-hexes;
- All Sea-hexsides;
- Enemy occupied hexes;
- Enemy controlled hexes not occupied by a Friendly unit; and
- e) an American supply path may not be traced into or through a non-American controlled Town or City hex (i.e., a hex occupied by undestroyed Japanese militia).

If a supply path between a unit and an appropriate supply source cannot be traced without passing through any of the prohibited hexes and hexsides listed above, the unit in question is unsupplied.

##### [12.3] AUTOMATIC SUPPLY

[12.31] All Japanese units are automatically supplied on the 1st Game-Turn.

[12.32] American units making an amphibious assault are automatically supplied at the instant the assault is made.

##### [12.4] JAPANESE MILITIA SUPPLY

[12.41] Japanese militia suffer the effect of being unsupplied exactly like Japanese units. Japanese militia in a City hex, however, are always supplied (in a Japanese supply source). Japanese militia trace a supply path in the same manner as Japanese units. Japanese militia in a Town hex may use that Town hex as one of the three non-American controlled Town hexes required as a Japanese supply source.

##### [12.5] SUPPLY EFFECTS

[12.51] Supplied units have their Movement Allowance and Combat Strengths unimpaired. Unsupplied units may **not** attack Enemy units. Unsupplied units have their Movement Allowance halved and their Combat Strength is halved when attacked by Enemy units. Units may remain in an unsupplied state indefinitely, i.e., they are never eliminated solely by being unsupplied.

[12.52] Supply effects are always considered before terrain effects. Thus, an unsupplied unit has its defensive Combat Strength halved before any adjustment for terrain is considered. If a unit's Combat Strength is halved, fractions are rounded up. When several units in a given hex are being halved, halve the total combined Strength of all of the units involved and then round up any remaining fraction.

##### [12.6] SPECIAL SUPPLY RESTRICTIONS

American units may never voluntarily move into a hex if it is impossible to trace an American supply path into that hex at the instant the American unit is attempting to enter it. This restriction is applicable during all American Forces Movement Phases (only). During any Combat Phase, to comply with a retreat combat result, American units may enter hexes in which they become unsupplied. Japanese units may freely move out of supply during both Movement and Combat Phases.

## [13.0] JAPANESE MILITIA

#### COMMENT:

As Kyushu was to be the scene of the final battle, the Japanese planned to employ the majority of the island's adult population in suicidal militia formations. Although it is difficult to estimate the effect these militia would have had we assumed that they would have been employed primarily in defending the cities and towns of Kyushu.

##### [13.1] MILITIA STRENGTH AND LOCATION

Each town hex has an intrinsic militia strength equivalent to two Combat Strength Points. Each City hex has an intrinsic militia strength equal to four Combat Strength Points. These militia strengths are not represented by unit counters. Japanese militia strengths are purely defensive in nature; they can never be used to attack American units. The intrinsic militia strength of a Japanese Town or City hex is used in the Zone of Control; however, American units are prohibited from entering a Town or City hex until its intrinsic militia strength is destroyed (see 13.2). When a Japanese unit in a Town of City hex is attacked, the intrinsic militia strength of the hex is added to the Combat Strength of the attacking Japanese unit(s). Intrinsic militia strengths are never adjusted for terrain effects but suffer the effect of being unsupplied exactly like Japanese units. The Japanese militia strength of a Town or City hex

may be modified, when attacked, by the Japanese Doctrine Chart die roll (see 14.24).

##### [13.2] DESTRUCTION OF JAPANESE MILITIA

When American units attack a Town or City hex (whether occupied or vacant of Japanese combat units), the intrinsic militia strength of the hex (if not already destroyed) **must** be attacked. The intrinsic militia strength is considered destroyed if a "Die," "Dr," or "EX" combat result is achieved against the hex. The Player indicates that the intrinsic militia strength of a hex has been destroyed by placing an American Control marker on the hex. As long as there is an American Control marker on the hex, the hex is considered American controlled. However, which allows, an hex. If a Japanese unit enters a hex containing an American Control marker, the marker is immediately removed and the Player makes note of the fact that the city or town has been recaptured by the Japanese. If the Americans re-enter the hex in any Phase, the Control marker is restored. In any case, once an intrinsic militia strength has been destroyed, it is permanently lost and can never be revived. Note: An American unit does not have to actually enter a hex to place an American Control marker on it. An American Control is achieved and the marker should be placed as soon as a Combat result which destroys the intrinsic militia strength is achieved against the hex.

## [14.0] JAPANESE DOCTRINE

#### COMMENT:

The solitaire game utilizes the Japanese Doctrine rules to formulate the guidelines under which the Player uses the Japanese Forces to conduct the defense of Kyushu. The Japanese Doctrine rules consist of the Japanese Doctrine Chart and special rules governing the movement of Japanese units.

##### [14.1] PURPOSE OF THE JAPANESE DOCTRINE CHART

The Japanese Doctrine Chart determines how quickly the Japanese Forces react to the American invasion, governs the arrival and strength of Japanese reinforcements, and determines the effectiveness of the Japanese militia and the tokko air and naval suicide attacks against the American invasion at its outset.

##### [14.2] DESCRIPTION OF THE JAPANESE DOCTRINE CHART

The Japanese Doctrine Chart is divided into five tracks (or columns) each of which governs a specific aspect of Japanese doctrine. Tracks nr. 1 and 2 govern the release of Japanese units from reserve status (see 14.21). Track #3 governs the introduction of Japanese reinforcements onto the map. Track #4 used to determine the effectiveness of the Japanese militia in an attacked Town or City hex. Track #5 determines the effectiveness of the Japanese air and naval tokko forces against the American invasion on the first Game-Turn. In general, at the appropriate times a die is rolled for each aspect of the Japanese Doctrine and the resulting doctrine is obtained by cross-referencing the number rolled under the appropriate Doctrine Chart track. The following cases describe in detail exactly how each of the Doctrine Chart tracks are used.

[14.21] Track #1 governs the release of Japanese Coastal Combat units (2-4, 3-4, and 4-units) from reserve status. At the beginning of the game, all Japanese units in the map are considered to be in reserve status, that is, the units are deployed face-down on the map and are prohibited from moving until released from reserve status. At the

beginning of each Japanese Doctrine Phase, the Player rolls a die and cross-references the rolled number under Track #1 to determine which Japanese Coastal Combat units are released from reserve status. Units which are released should immediately be turned face-up to indicate that they are free to move on the immediately following Japanese Doctrine Phase.

[14.22] Track #2 determines the effectiveness of the Japanese tokko forces assigned to strike the American invasion fleet during the first week of the American landings on Kyushu. Track #5 is used on the 1st Game-Turn only. At the start of the American Amphibious Assault Phase of the 1st Game-Turn, after the American units have been placed in the invasion zone hexes, the Player rolls the die and compares the result to Track #5. This will direct him to one of three Tokko Results Tables. He then immediately rolls the die a second time and compares the rolled number to the proper Tokko Result Table. If the result is "No Effect," nothing else happens and the American Forces proceed with their amphibious assaults. If a number (either 100, 200, or 300) is obtained, the Player should immediately record that number on the American Casualty Points Track (see 15.5). The Player then rolls the die a third time and compares the rolled number to Tokko Results Table #4 to determine in which of the invasion zones the casualties have been inflicted. Each of

Movement Phase of the 4th Game-Turn. Track #2 is also ignored after the 4th Game-Turn.

[14.23] Track #3 governs the introduction of Japanese reinforcements. During each Japanese Doctrine Phase throughout the game a die is rolled and the indicated reinforcements are introduced onto the mapsheet at Entry hex (#5823), in accordance with the Japanese Reinforcement rules (see 9.1). Japanese reinforcements are placed on the map during the Japanese Doctrine Phase and may move during the Japanese Force's Movement Phase of the Game-Turn in which they arrive on the map. Japanese reinforcements are never in reserve status.

[14.24] Track #4 determines the effectiveness of Japanese militia in a Town or City hex under American attack. Before entering an American attack against a Town or City hex, the Player rolls a die and modifies the regular intrinsic militia strength of the attacked hex as indicated on Track #4. A separate die roll is made and compared to Track #4 for each individual combat in which an intrinsic Japanese militia strength is being attacked.

[14.25] Track #5 determines the effectiveness of the Japanese tokko forces assigned to strike the American invasion fleet during the first week of the American landings on Kyushu. Track #5 is used on the 1st Game-Turn only. At the start of the American Amphibious Assault Phase of the 1st Game-Turn, after the American units have been placed in the invasion zone hexes, the Player rolls the die and compares the result to Track #5. This will direct him to one of three Tokko Results Tables. He then immediately rolls the die a second time and compares the rolled number to the proper Tokko Result Table. If the result is "No Effect," nothing else happens and the American Forces proceed with their amphibious assaults. If a number (either 100, 200, or 300) is obtained, the Player should immediately record that number on the American Casualty Points Track (see 15.5). The Player then rolls the die a third time and compares the rolled number to Tokko Results Table #4 to determine in which of the invasion zones the casualties have been inflicted. Each of

## [14.3] JAPANESE DOCTRINE CHART

Die Roll	TRACK #1 Release of Coastal Combat Units	TRACK #2 Release of Line Combat Units	TRACK #3 Japanese Reinforcement Units	TRACK #4 Japanese Militia Strength	TRACK #5 Tokko Results Table Used	Die Roll
1	All	All	3-10, 2-10	Tripled	Tokko #3	1
2	Half	All	2-10, 2-8	Doubled	Tokko #2	2
3	Half	All Inland	2-8, 1-8	Normal	Tokko #2	3
4	Half	All Coastal	1-8	Normal	Tokko #1	4
5	Half	All Southern	1-8	Normal	Tokko #1	5
6	None	All Northern	None	Halved	Tokko #1	6
		All Coastal Combat and Line Combat units are automatically released at the beginning of the Japanese Forces Movement Phase of the 4th Game-Turn. Any Japanese unit is automatically released when an American unit moves adjacent to it. "Half" refers to releasing half of the remaining unreleased Japanese units, regardless of prior releases.		Use on all Game-Turns (Exception: see 9.15)	Use for each intrinsic Militia Strength at instant of Combat. Modify the normal intrinsic Militia Strength as indicated.	

make attacks he is restricted only by cases (8.22 and 8.54). The Japanese Player never uses Track #s 1 or 2 of the Japanese Doctrine Chart. All Japanese units are **automatically** released from reserve status at the start of the Japanese Doctrine Phase in the 1st Game-Turn. The Japanese Player uses Track die 3, 4, and 5 of the Japanese Doctrine Chart exactly as in the Solitaire Game. The Japanese Player moves his units according to the general (5.0) Movement rules. The Japanese Movement Doctrine rules (14.5) are totally ignored. Both Players must adhere to the (8.7) Retreat After Combat rules. Units are retreated by the Owning Player.

## [17.0] OPTIONAL RULES

#### COMMENT:

The following optional rules can be used to introduce added variety to the basic game situation presented in **Operation Olympe**. Optional rules should be used in Two-Player games only with the consent of both Players.

##### [17.1] THE "HISTORICAL" OLYMPIC PLAN VARIANT (TO BE USED ONLY IN THE SOLITAIRE GAME)

The solitaire Player who wishes to simulate the American invasion exactly as planned may do so by adhering to all of the standard Solitaire Game rules except as follows;

During the American Amphibious Assault Phase of the 1st Game-Turn, nine (4-12) American Army units must make amphibious assaults from the Miyazaki invasion zone; five (5-12) Marine units must make amphibious assaults from the Ariake invasion zone; and nine (5-12) Marine units must make amphibious assaults in the Sendai invasion zone.

##### [17.2] JAPANESE FREE DEPLOYMENT (TO BE USED ONLY IN TWO-PLAYER GAMES)

This rules allows the Japanese Player to deploy his initial forces as he wishes. In the American Player's absence, the Japanese Player deploys his units face-down exactly as described in (16.2). However, he may deploy the Coastal combat (and ten dummy units) anywhere he wishes as long as each of these units is deployed in a Coastal Combat Unit Deployment Hex and no more than one unit is deployed in each such hex. Similarly, the Japanese Line combat units (and five dummy units) may be deployed freely as long as each unit is deployed in a Line Unit Deployment Hex. Only one unit may be deployed in each hex except two units may be deployed in any six Line Unit Deployment hexes. As soon as the Japanese Player completes his deployment, all Two-Player Game rules take effect.

##### [17.3] OPTIONAL HIDDEN TOKKO VARIANT (TO BE USED ONLY IN TWO-PLAYER GAMES)

This rule may be used either with the optional Tokko Results Table (see 17.4) or with the standard Tokko Results Table. It is employed as follows. At the beginning of the game, before the American Player deploys his initial units in the invasion zones, he will select, the Japanese Player secretly records in writing the distribution of his tokko forces among the eight possible invasion zones. Three (3) Tokko Points are available to him. He may distribute these three Tokko Points in any manner he chooses, i.e., he may use all three points in one invasion zone, he may use two points in one invasion zone and the third point in a second invasion zone, or he may use one point in each of three invasion zones. After he has recorded the distribution of these Tokko Points, the American Player deploys his initial units. After all of his units

are deployed, the Japanese Player reveals the positions of his tokko forces by showing the secret record to the American Player. If any of the Tokko Points have been allocated to an invasion zone in which there are American units the Japanese Player proceeds to resolve the effect of these tokko attacks. The number of Tokko Points allocated to an invasion zone determines which Tokko Results Table to use. For example, if they Tokko Points were allocated to the Miyazaki invasion zone the American Player deployed units in that zone, the tokko attack is resolved on Tokko Results Table #2. The procedure for resolving the tokko attacks is exactly as described in (14.25). The Japanese Player resolves all tokko attacks during the American Amphibious Assault Phase of the 1st Game-Turn. There are no additional Tokko Points which can be used after the first Game-Turn. Note: When using this rule there is no need to consult Tokko Results Table #4. Units eliminated by tokko attacks are removed from the hex with the highest identity number in the invasion zone in which the Tokko Points (used to make that particular attack) were committed.

##### [17.4] OPTIONAL TOKKO RESULTS TABLE COMMENT:

Either in the Solitaire Game or the Two-Player Game the Optional Tokko Results Table can be used. It is used exactly as described in (14.25) except it allows for more finely differentiated results. See (17.41) for an Explanation of these results.

Table#	Die Roll	1	2	3	4	5	6
#1	33	33	33	•	•	•	•
#2	66	66	33	33	33	•	•
#3	200	100	66	33	33	•	•
#4	T	M	A	O	Sa	Se	

##### [17.41] Explanation of Results

•=No Result  
33=One American unit (regiment) is eliminated and 33 American Casualty Points are inflicted.  
66=Two American units (regiments) are eliminated and 66 American Casualty Points are inflicted.  
200=Three American units are eliminated and 100 American Casualty Points are inflicted.  
200=Six American units are eliminated and 200 American Casualty Points are inflicted.  
Note: When using the Optional Tokko Results Table, after determining in which invasion zone(s) American losses are to be taken, the American Player may select which units are eliminated. Amphibious assault stacks which suffer losses for tokko attacks are still required to execute an amphibious assault.

## [18.0] VICTORY CONDITIONS

The motive behind the American plan to invade Japan was to bring the war to a more rapid conclusion that could be obtained by means of air and naval blockade. As the second **Coronet** invasion of Honshu was scheduled only four months after **Olympe**, the American operations in Kyushu would had to have been completed early enough to allow Kyushu to be developed into a base for the second invasion. For this reason, both the 5-12 units and Two-Player games allow only ten Game-Turns in which to achieve the American objectives. Basically, the American objectives are to secure the southern half of Kyushu and to capture the principal southern port of Kagoshima through which the men and material for the second invasion were to be funneled onto Kyushu. The Japanese had only one

the abbreviations on Tokko Results Table #4 represent one of the six invasion zones in southern Kyushu. The abbreviations stand for the following invasion zones:

T=Tsuno  
M=Miyazaki  
A=Ariake  
O=Osumi  
S=Saegh  
Sa=Satsuma  
Se=Sendai  
The die roll is compared to Tokko Results Table #4. If the result indicated an invasion zone in which no American units have been placed the Player continues rolling the die until a zone in which there are American units is indicated. For each 100 American Casualty Points inflicted by tokko, three American units must be removed from an invasion zone hex. The American units are always removed from the American occupied invasion zone hex with the highest identity number. If insufficient American units are available in an invasion zone to match the required tokko losses, the die is rolled again and the losses are taken from the resulting invasion zone. This procedure is repeated until three American units have been removed for each 100 American Casualty Points inflicted by tokko. These American units must be immediately removed from play (before the American amphibious assaults are initiated) and they are permanently lost. No additional American Casualty Points are scored for the loss of these units. Each group of three American units must be removed from a single invasion zone hex (for every 100 Casualty Points one stack of three American units is eliminated).

Note: If American units occupy hexes in either the Fukuoka or Imari invasion zones, the American tokko losses are simply taken in priority of hex identity numbers, the first losses taken from the American occupied invasion zone hex with the highest identity number. This procedure is continued until the required number of American units are eliminated. The highest hex identity number is always assumed to mean the hex numbered with the highest four digit total, i.e., hex #2326 is higher than hex #2325.

## [14.4] TOKKO RESULTS TABLES

Table Nr.	Die Roll	1	2	3	4	5	6
Tokko Nr. 1	100	100	•	•	•	•	•
Tokko Nr. 2	100	100	•	•	•	•	•
Tokko Nr. 3	300	200	100	100	•	•	•
Tokko Nr. 4	Tsuno	Miyazaki	Ariake	Osumi	Satsuma	Sendai	
Note: Adjusted die-roll results of less than "1" are read as "1" (see 16.52).							
•=No Effect							

##### [14.5] JAPANESE MOVEMENT DOCTRINE

#### COMMENT:

The Japanese Doctrine Chart determines the basic plan of operations of the defense of Kyushu. The Japanese Movement Doctrine rules which follow govern the Player's use of the Japanese Forces and prescribe in detail exactly how each Japanese unit's tactical movement is to be executed. To the fullest possible extent, we have tried to provide rules which minimize the need for potentially tedious Player decisions. We expect, however, that where such decisions are necessary, the Player will choose the best possible course of action for the Japanese Forces during the movement and Combat Phases in which the Japanese are the Phasing Force.

[14.51] Japanese Forces are always moved in a rigidly restricted order. Japanese units are moved in order of the slowest and weakest unit being the first to move while the fastest and strongest unit moves last. In effect then, Japanese units move in the following sequence:

- All (2-4) units
- All (4-6) units
- All (4-4) units
- All (1-8) units
- All (2-8) units
- All (2-10) units
- All (3-10) units

[14.52] The movement of all Japanese units must be made by the most direct possible route (shortest in terms of Movement Points) toward a specific destination hex. If a unit's Movement Allowance is sufficient, the unit must end its movement in the proper destination hex. If a unit's Movement Allowance is not sufficient to allow the unit to enter its destination hex, the unit must move as far as possible toward its destination hex.

[14.53] There are two types of destination hexes, Primary Destination Hexes and Secondary Destination Hexes. A Primary Destination Hex is defined as any **vacant** hex adjacent to an American unit. A Secondary Destination Hex is defined as a **vacant** hex which is adjacent to a Primary Destination hex. No Japanese unit may have a Secondary Destination hex until all Primary Destination Hexes on the entire map are occupied by Japanese units.

[14.54] Each Japanese unit is moved into (or toward) a destination hex according to a strict sequence of priorities. These priorities are listed as follows:

- Each Japanese unit must move into (or toward) the nearest Primary Destination Hex (nearest to the unit in terms of Movement Points). If two Primary Destination Hexes are equidistant, the unit moves to achieve these sub-priorities:
  - Into a Rough Terrain Hex;
  - Into a City Hex;
  - Into a Town hex;
  - Into a Clear Terrain hex.

units than absolutely necessary as "only" multiplies the casualties. It is better to attack and destroy an enemy unit so that it will not be around to bother the Americans again. However, it is by far better to retreat a unit when it has no place to go because it requires less units to achieve such a result and therefore less casualties. When the American starts to advance inland he should attempt to stay in the rough terrain as much as possible.

**The Two Player Game**

Everything that was said to the American in the Solitaire Game counts in this game only more so because there is now a live Japanese Player instead of a predictable system. The American cannot afford very many mistakes because of the Japanese Player's ability to make any move he wishes. The American must be patient and wear down the Japanese combat strength by making as many safe mechanics as possible and stretching the Japanese line to the breaking point. He must never give them time to organize a good defense. To further this goal the American must make careful use of his air interdiction to challenge the solitaire Player. We feel the Japanese Doctrine Rules do this and for that reason alone they constitute a minor masterpiece.

A trick to use as the Japanese is to pin as many Americans as possible while using a minimum of his own. This, in effect, deprives the Americans of one of their best weapons - mobility. This brings us to the point of the Japanese lack of mobility. Although this is a serious problem it is not fatal. The thing the Japanese must do is plan for every likely eventuality and place his units accordingly. This means that the Japanese Player must "predict" where the Americans will attack.

##### [19.2] OPERATION OLYMPIC DEVELOPER'S NOTES

There are two ways to simulate a hypothetical "historical" event. The first method is to exploit the absence of historical example and develop an intriguing "what if" type of game in which every factor of potential influence is incorporated into the game to allow the Player "to pull all the strings." While this usually makes for a "dirty" game system, both the Player and the player have the satisfaction that the dirt can be justified. Because **Operation Olympe** was designed as a solitaire game, however, a different approach was required.

In a solitaire game, the Player controls **both** of the opposing forces. Few Players can cope with the added burdens of dirty game mechanics. Keeping this in mind, **Operation Olympe** was frequently lauded during its development. A number of seemingly necessary options such as American air and naval power which appear to have "come out in the wash" are actually built into the game through the relatively easy to use Japanese Doctrine rules.

The real hidden gem in the game is the Japanese Movement Doctrine Rules. Actually, they represent the backbone of the game and are directly responsible for making **Operation Olympe** the first true solitaire simulation using a hex grid map. After bending our brains developing these rules,

Casualty Points," are inflicted on the American units involved. American Casualty Points do not necessarily represent the elimination of an American unit. The represent the accumulating manpower losses taken by units during sustained combat operations. Each American Casualty Point represents about 100 actual casualties. The accumulation of American Casualty Points are kept track of on the American Casualty Points Track (15.5). The total number of American Casualty Points inflicted during the game are used to determine the number of Victory Conditions in determining the relative performance of each of the opposing forces and which force "wins" the game.

#### CASES:

##### [15.1] HOW AMERICAN CASUALTY POINTS ARE INFLICTED

[15.11] American Casualty Points are inflicted in each and every individual combat action in which American units are involved. Each combat result on the Combat Results Table is accompanied by a list of numbers. The number to the left of the slash represents the American Casualty Points suffered when American units are attacking. The number to the right of the slash represents the American Casualty Points inflicted when Japanese units are attacking. The Casualty Points inflicted are multiplied by the number of American combat units involved in the combat, regardless of which force's units are attacking.

As an example, a Japanese unit (4-2) is attacking an American 4-12 unit in clear terrain. The attack differential is -2. A die roll of "4" is made by the Player. Cross-referencing the die roll under the column the result reads "At, 5/2". As it is a Japanese attack, the number to the right of the slash is used. This number is multiplied by the number of American units involved in the combat; in this case only one unit is involved. Thus, two American Casualty Points are inflicted as a result of this combat. The Player would immediately add two American Casualty Points to the current total American Casualty Points indicated on the American Casualty Points Track.

[15.12] The Casualty Point number taken from the Combat Results Table must always be multiplied by the number of American Combat units involved in the combat, regardless of which units are attacking. Only the number of American units involved is important. The number of Japanese units involved in the combat has no effect on the number of American Casualty Points inflicted. Nor is any significance given to the elimination of American units. Japanese casualties are totally ignored for all purposes, i.e., no casualty computation is made for Japanese Forces.

##### [15.2] AMERICAN CASUALTY POINTS AND THE ELIMINATION OF AMERICAN UNITS

[15.21] Instead of the number indicated on the Combat Results Table, (10) American Casualty Points are suffered for each **supplied** American combat unit which is eliminated.

[15.22] Instead of the number indicated on the Combat Results Table, **thirty** (30) American Casualty Points are suffered for each unsupplied American combat unit which is eliminated.

##### [15.3] TOKKO AND AMERICAN CASUALTY POINTS

[15.31] No additional American Casualty Points (other than the number obtained from the Tokko Results Table) are scored for American units eliminated by the Japanese **tokko** forces on the 1st Game-Turn (see 14.25).

we were amazed to find that they not only "work" in terms of the Japanese situation in this game, but with minor modifications they appear to be applicable to most hexagonally based land conflict simulations. As more than half the game players we've heard from play most of their games solitaire, **Operation Olympe** will be an important test case.

Of interest also, are the special rules governing Japanese attacks. The rules reflect the incredible lack of coordination which the Japanese Army had in the latter stages of the war. A curious thing is that as restrictive as the rules appear to be, in many ways the results are beneficial to the Japanese. Keeping unstacked, and on the defense in rough terrain the Japanese can cause far greater American casualties than by mounting attacks. The Japanese "special attacks" may draw blood, but the game mechanics prevent the Japanese from prematurely squandering their strength in massive self-defeating banzai charges. A solitaire game can have no opponent but there must be some opposition to challenge the solitaire Player. We feel the Japanese Doctrine Rules do this and for that reason alone they constitute a minor masterpiece.

The Japanese pinned their hope for success largely on the tokko onslaught against the American troop transports during their approach toward the Kyushu invasion zones. Although our research indicated the Japanese overestimated the damage the tokko forces could inflict, the game allows a small chance for the "Divine Wind" to at all but destroy the Americans prior to their landings. On average, however, tokko plays only a small part in the overall scheme of **Operation Olympe**.

The ability to inflict casualties seemed necessary in order to develop the Victory Conditions for **Operation Olympe**. The rate of casualties inflicted on the American combat units with the historical examples provided by the Okinawa and Iwo Jima campaigns. Unfortunately, keeping track of the American casualties added dirt to the design but no more so than any game in which Victory Points are accumulated from one Game-Turn to the next.

Once we felt satisfied with the solitaire version, the Two-Player Game practically designed itself. A few extras could now be added without overburdening either player. The goal we are aiming at from now on will be to offer both a Solitaire and Two-Player version for many, if not most, of our future games.

## [20.0] DESIGN CREDITS

Game System Design: **James F. Dunnigan**  
Physical Systems Design and Graphics: **Redmond A. Simonsen**  
Game Rules and Rules Composition: **Frank Davis** (with Edward Curran, Steve Bettum, John Young, Redmond A. Simonsen)  
Research: **James F. Dunnigan, Frank Davis**  
Playtesting: **Edward Curran, Steve Bettum, Joe Selga**  
Production: **Manfred F. Milkuhn, Joan Scott, Kevin Zucker**



# Operation Olympic

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161/25 4-12	162/41 4-12	163/41 4-12	186/41 4-12	123/33 4-12	130/33 4-12	136/33 4-12	321/81 4-12	322/81 4-12	323/81 4-12
187/11 4-12	188/11 4-12	511/11 4-12	2/2 5-12	6/2 5-12	8/2 5-12	26/3 5-12	27/3 5-12	28/3 5-12	9/5 5-12

## United States

21/5 5-12	9/5 5-12	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

○	○	○	○	○	○	✈	✈	✈	✈
✈	✈	✈	✈	✈	✈	✈	✈	✈	✈

✈	★	★	★	★	★	★	★	★	★
★	★	★	★	★	★	★	★	★	★

36 4-4	159 4-4	146 4-4	120 4-4	128 4-4	118 4-4	178 4-4	191 4-4	112 4-4	113 3-4
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365 1-8	57/57 3-10	331 3-10	14/25 3-10	189/86 3-10	367 3-10	59/77 3-10	12/11 3-10	43/11 3-10	4 2-10

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3/1 3-10	352/220 1-8	94/44 1-8	350/230 1-8	313/205 1-8	312/205 1-8	311/205 1-8	12/1 2-10	10/1 2-10	7 2-10

★	★	★	★	★	0	1	2	3	4
★	★	★	★	Game Turn	5	6	7	8	9



