

SCENARIOS
BASED ON WORLD WAR II
IN THE PACIFIC

BLOOD & SAND



PREPARED BY
PLAYTESTERS
"WILD BILL'S RAIDERS"

Against the Rising Sun



SCENARIOS INCLUDED IN THIS SERIES:

- P-1 Guadalcanal, 1942 - The Battle of Bloody Ridge
- P-2 Guadalcanal, 1942 - Chesty Puller to the Rescue
- P-3 Guadalcanal, 1942 - Take Henderson Field!
- P-4 Okinawa, 1945 - To the Death!
- P-5 Singapore, 1942 - The Tiger Strikes
- P-6 Philippines, 1944 - Airborne Samurai
- P-7 Saipan, 1944 - Reach the Beach

The majority of these scenarios portray the Allied forces in a defensive role against the Japanese, even when strategically on the offensive. The Japanese soldier found no glory in defeat or surrender, and always sought to turn a defensive situation into a triumph. Again and again the Americans and others found the tables reversed and in a fight for survival against the most determined Oriental. At times the Allies were very successful in fighting off Japanese attacks; on other occasions it was not to be so. The outcome of these struggles is now in your hands.

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BLOOD and SAND

The complete package on the War in the Pacific will come in three sections. They will include new counters (unmounted and uncolored), overlays, three new mapboards and 20 scenarios covering all major aspects and combatants.

It will also necessitate the use of some modifications and additions to the general Squad Leader system. Some of these rules will be applied in general to all Pacific scenarios while others will be limited to a few or perhaps only one. The War in the Pacific was unique in many respects and thus the need for all that is included here.

The Japanese soldier was an unusual fighting man. The following excerpt is an accurate portrayal of his personality and fighting ability:

"The Japanese soldier, battling with a fanaticism and ferocity which often amazed and shocked his Western opponents, showed throughout the war his willingness to fight and die for his emperor and empire. Too often he merely died, a victim of medieval thinking on the part of leaders who failed to supply him with the ultra-modern equipment needed to combat a great and progressive Power fully geared for war. It is no insult to the American fighting man to state that, had the Japanese soldier been as lavishly equipped as he with constantly updated equipment, the war in the East might have taken a far different course." (Coggins, The Campaign for Guadalcanal, p.13)



The first series includes seven scenarios, some special rules, and overlays and counters. It is recommended that German counters be used to represent the Japanese. Their color is distinctive, they are the new SL design, and their weaponry generally corresponds to those used by the Japanese.

Three new pieces of ordnance and three AFVs are introduced. They should be painted light blue and mounted on either blank counters or corrugated cardboard. Their characteristics are as follows -

Historical Terminology	Size	Type	ROF	Range	B#	Dates	PP
Infantry Gun Type II	37MM	IG	2	#60	11+	41-45	5
Grenade Launcher 89	50MM	GL	2	2-11	12	41-45	1 (add +1 to hit)
Mortar, type 98	50MM	MTR	2	2-24	12	41-45	5

JAPANESE ARMOR

Name	GT	WT	TYPE	DATE	TO HIT	TO KILL	MP	CS	MA	ROF	BMG	CMG	AAMG	CREW
HA-GO T-95	ST	4	LT	33-45	0 3/2	-2/-3	14	3	37	-	-2	-	-	3
KE-TO T-2	ST	7.2	LT	43-45	0 3/1	-2/-4	16	3	37	-2	-	-	-	3
CHI-HA T-97	ST	15.5	MT	41-45	0 4/2	-1/-3	12	4	47	-	-2	-2	-	4

Some neutral counters are also included. It is recommended that copies be made of the overlay-counter sheet before the pieces are cut out and mounted.

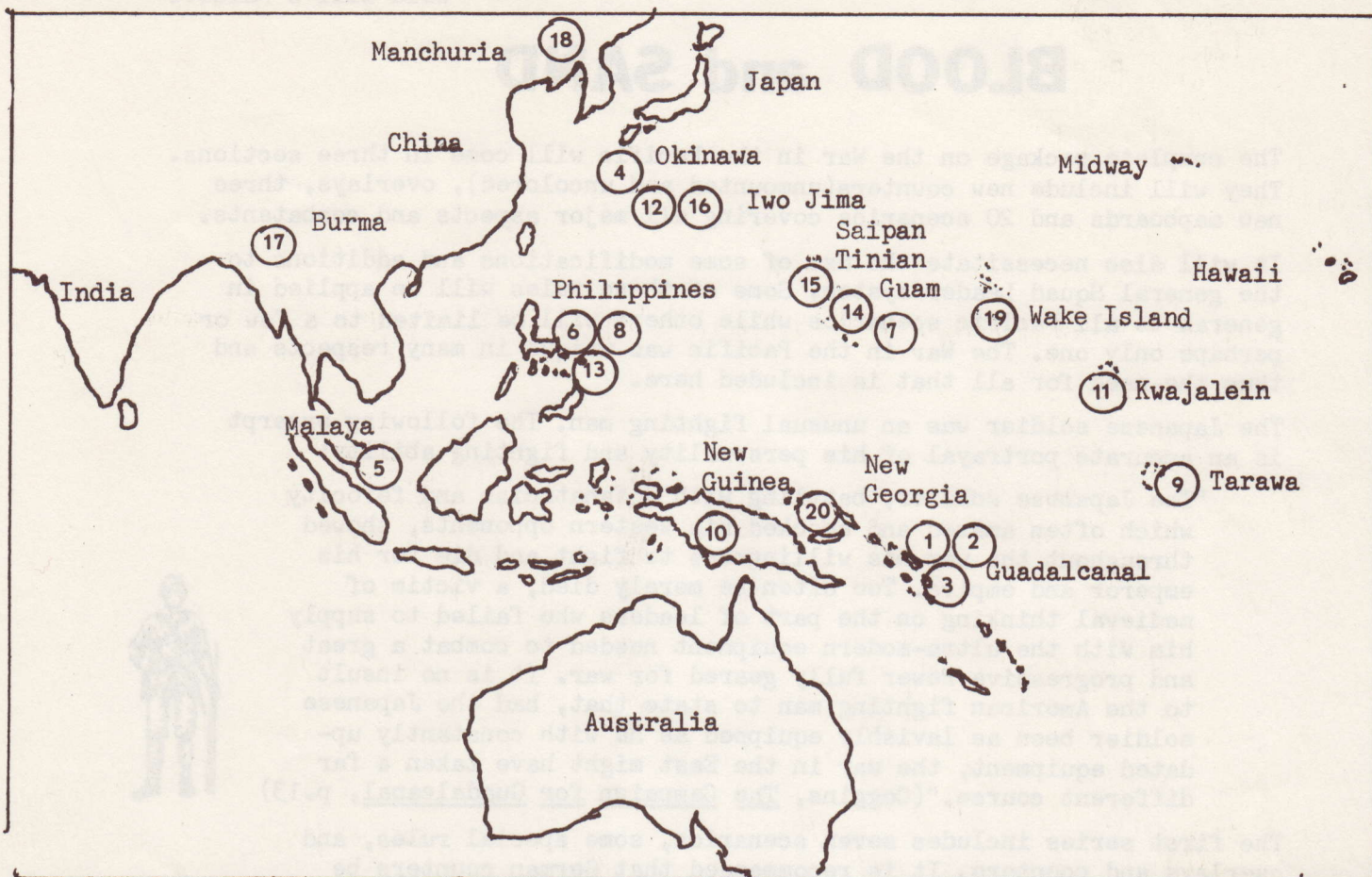
We members of the playtest group, "Wild Bill's Raiders" hope you will enjoy playing these scenarios as much as we have preparing them.

Bill Wilder

Playtesters

Bob Safin Ross Towle
 Jeff Shaw Arnie Piet
 Lee Skillin Mike Fredericks

PACIFIC THEATRE OF OPERATIONS -"BLOOD AND SAND"-SCENARIO LOCATIONS



P-1	Sept.13,1942	Bloody Ridge, Guadalcanal	The Battle of Bloody Ridge
P-2	Sept.27,1942	Point Cruz, Guadalcanal	Chesty Puller to the Rescue
P-3	Aug. 21,1942	Near Henderson Field, Guadalcanal	Take Henderson Field!
P-4	Ap. 15, 1945	Yae Take, Okinawa	To the Death
P-5	Feb. 8, 1942	Singapore, Malaya	The Tiger Strikes
P-6	Dec. 6, 1944	Burauen, Leyte Island	Airborne Samurai
P-7	June 16,1944	Saipan	Reach the Beach
P-8	Feb. 3, 1945	Philippines	"I have Returned"
P-9	Nov.20,1943	Tarawa Atoll	Bloody Betio
P-10	Oct. 2, 1943	Finschafen, New Guinea	The Aussies Gain Ground
P-11	Feb.3, 1944	Kwajelein	Slugging it Out
P-12	Feb.19,1945	Iwo Jima	Iwo
P-13	Sept.2, 1942	The Philippines	The Filipinos Fight On
P-14	July 24,1944	Tinian	Hold the Line
P-15	Aug. 7, 1944	Guam	Sneak Attack
P-16	Mar. 1, 1945	Iwo Jima	"The Meatgrinder"
P-17	June 1, 1944	Near Myityikina, Burma	On to Myityikina
P-18	Aug.14, 1945	Sakhalin Island, Manchuria	A Russian Retreat
P-19	Dec.21, 1941	Wake Island	Hold Wake Island
P-20	July 2,1943	Rendova Island	Hide and Seek

BLOOD AND SAND

1. The Japanese

1a. The Infantry

1a.1 Special Characteristics

1a.11 Neither Japanese infantry nor leaders are subject to the desperation morale dice roll. Only crews may self rally.

1a.12 The Japanese may not make smoke unless specifically stated.

1a.13 Squad Leader partisan rules 98.1,2,3 also apply to Japanese units.

1a.2 Special Beserk Rules

1a.21 The Japanese military code demanded a great deal of its men, even to the point of offering their lives in sacrifice for their country. Death was always preferable to surrender. These rules reflect that attitude, and are an addition and modification to the Squad Leader beserk rules already in effect.

1a.22 When Japanese units in a hex are required to take a morale check due to being fired upon, they may instead attempt to go beserk. To do this a die is rolled. A result of 1-3 means that all units in that immediately revert to a beserk status. A roll of 4-6 means that they may not go beserk, and must make the MC with its consequences per normal SL rules.

No matter how many units are in the hex, only one die roll is made for beserk status. It may be made each time a morale check due to being fired upon is required. If there is a leader in the hex, his modifier is to be applied to the die roll.

Example: A 9-1 leader and two 4-4-7 units in the same hex are required to take a "M" check. The Japanese player chooses to attempt to go beserk. Instead of a MC, one die is rolled. The result is 4, but the leadership modifier is added to give a result of 3. Thus all three units immediately go to a beserk status. If the die roll had been 5 or 6, each unit would have then proceeded with the morale check.

Even broken units, when fired upon and taking a morale check, have the option of rolling for beserk status.

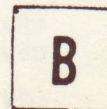
1a.23 Any units adjacent to the original units going beserk also may attempt the same. If they do not achieve beserk status, they go back to the state they were in before making the attempt.

1a.24 SL rule #110.2 does not apply to Japanese units that are beserk. Even if an enemy is not in the LOS, the Japanese units must always move in the direction of the enemy, or toward the exit edge, if that is a part of the victory conditions.

1a.25 SL rule #18.4 is also in effect for the Japanese, except that the dice roll may be 2 or 3 before modifications in order for the particular unit to go beserk.

1a.26 Once in a beserk state, a Japanese unit must remain that way for the remainder of the scenario.

1a.27 A "B" counter is included in this variant in order to distinguish between units that are beserk and those that are not.



Beserk
marker

STEALTHY,
See A26,24

SAME

SAME

See A15.4

BLOOD AND SAND

1b Japanese AFVs

- 1b.1 All AFVs are limited to the 1 man turret rules.
- 1b.2 All AFVs use the red numbers on the "To Hit" chart.
- 1b.3 SL rule #79.3 regarding movement applies to all AFVs.
- 1b.4 The Japanese may not use mounted assault.
- 1b.5 AFV crews have a morale factor of 7.
- 1b.6 AFVs must use crest counters (SL rule 77.21,22).

1c. Japanese Ordnance - All ordnance carries a gun shield, uses the red numbers on the "to Hit" chart, and has B11.

2. Starshells

- 2a. In addition to the normal use of starshells in night attacks, (See SL Rule #49.6), there is in some scenarios the capability of calling in starshell fire from ships offshore.
- 2b. An offshore starshell has a range of 4 hexes from its center hex(inclusive) in all directions. Its duration is two full turns.
- 2c. When fired, a roll of 1-4 means that it is on target. A 5 or 6 will mean a subsequent roll for both direction and extent of error. This final target hex cannot be corrected

3. Air Support - Napalm

- 3a. U.S. naval air support was the finest of World War Two. To reflect this, all U.S. bombing attacks are given a -1DRM on the "to Hit" table.
- 3b. The corsair counter included in the counter mix is only to be used in specific scenarios where it is called for. Otherwise, use normal fighter and bomber counters.
- 3c. Napalm may be used beginning with 1944. It has an attack factor of 150/36, but without any DRM for terrain on the "to hit" chart. It attacks a hex at full value, and all adjacent hexes at $\frac{1}{2}$ value (75/18).

4. Caves

- 4a. Caves are mixture of entrenchment and bunker. They proved to be a natural fortress and provided unusually good defensive security. The U.S. forces were required to adopt new methods in order to destroy these stubborn pockets of resistance. These included flamethrowers, point blank HE fire, and at times the sealing of the cave entrance, fatally trapping those units within.
- 4b. Stacking is limited to one full squad or its equivalent and 5 PP, plus 2 single man counters, unless otherwise specified.
- 4c. No support weapons of greater than 50mm may be placed in a cave. No vehicle may be placed in a cave.
- 4d. Mortars may not be fired from a cave.
- 4e. Movement in or out of a cave requires 2MF. The entrance to a cave is always through the covered arc. The entrance must face toward a lower level.
- 4f. All attacks upon a cave (exc.FT) must include a +3DRM on the IFT and a +2 on the "To Hit" chart. Attacks may only come through the covered arc.

RADIOLESS
SEE D14

N/A

USE HEXES
SEE A.93

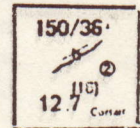
SPECIAL
Race

COVERED
ARC
COVERS
2 HEXES

STARSHELL



CORSAIR FB



CAVE MARKER



BLOOD AND SAND

5. Special Invasion Rules

5a. Two new mapboards are included. They represent Tarawa and Iwo Jima, but may be used for other scenarios. These rules govern their use.

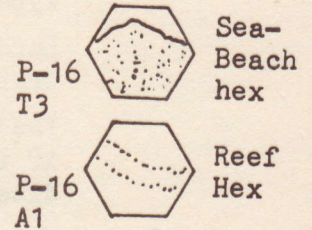
5b. Sea Hexes:

See E5, 532
† B21.41-.43

Sea hexes are a -1 level. These are deep stream hexes and governed by Squad Leader rule #157.

Sea beach hexes are those which contain land and sea area. they are to be considered as shallow stream hexes. Landings are made here.

Reef hexes (cf. P-16-A1) have no effect on movement unless specified.



5c. Beach Hexes:

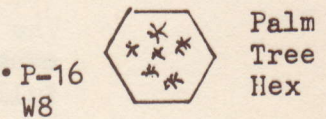
5c.1 Beach hexes are ground level. There is no reverse slope or bog.

5c.2 Movement is as follows - Infantry(2MF), AFVs(4MF), Other(6MF)

5c.3 Special features of these boards is explained below.

5c.31 Palm trees are to be treated as orchard hexes (Cf. SL rule #118). Ignore 118.8. The palm trees are always green.

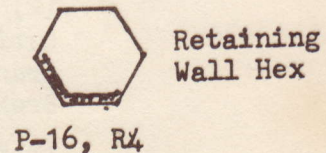
See



5c.32 Dense woods hexes (or jungle) are hexes containing both woods and palm trees, or any woods hex completely surrounded by other woods hexes. It offers a +2DRM against attacks. There is a cost of 3MF for infantry and 1/2 the total MF of any AFV. In addition, the AFV must roll for bog in each hex. They are impassable to other vehicles. Bicycles or motorcycles must be dismounted to pass through. Any infantry unit may enter the hex from an adjacent hex. No unit may move out in the advance phase, except to enter into close combat.



5c.33 On Map P-16 there is a retaining wall in some of the beach hexes. It represent a slight change in elevation, but not enough to merit a level change. It only offers protection of a +2DRM or HD status for vehicles to any unit adjacent to its seaward side. Other than this, it has no effect on attacks. For movement, treat as a wall hex.



5c.34 Entrenching is allowed in a beach hex with a dice roll of 7 or less. Other entrenching rules are still in effect.

RATHER
-2 DRM
NOTE: CHANCE

5c.35 Units that break while in a beach hex may remain in that hex. They automatically are reduced if possible. If not, then they are eliminated. The reduced unit is placed on the board in a broken state. Any leader which breaks is considered wounded. If he breaks again, he is eliminated.

5d. Amphibious Landings

The science of amphibious landings was perfected through bloody trial and error in World War II. Tarawa was the first major effort of the Americans, and the price paid caused serious reevaluation. The lessons learned, however, would save thousands of lives later.

See E5

5d.1 Squad Leader Rule #168 applies to all amphibious landings, unless a particular scenario should otherwise specify.

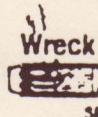
BLOOD AND SAND

5d.2 Since none of the amphibious craft included in Squad Leader's "G.I." have the capacity to ferry AFVs or heavy vehicles, a new unit is introduced. This is the LCVP(Landing Craft Vehicle Personnel).

Type	Date	To Hit	To Kill	MP	CS	AAMG	C
Landing Craft(LC)	42-45	-2/0	-2/-3	4*	6	8(x2)	3S & 15PP or 1 Veh., 1S&5FP

The LCVP is not amphibious. It may not move on a land hex. Even if the LCVP moves its maximum allowance, the ferried units may disembark into the same hex, or adjacent hex to the front.

The LCVP has a morale factor of 8. It is open top and crew is always CE. The crew consists of one 2-3-7 counter. If the crew breaks, the MGs may not fire and the LCVP must go directly to the nearest beach hex and unload.



The "to Kill" factors are boxed to show that the LCVP is always considered hull down, except when in a sea beach hex. It is then fully exposed.

In addition to the above mentioned capacity, any 2 SMCs may be included.

Crew survival may only be rolled for if the LCVP is in a sea-beach hex. If in any other sea hex, the crew along with its cargo is lost. A particular scenario may modify this rule (Cf. P-9, "Bloody Betio").

5d.3 If any Landing Craft(LC) is immobilized while in a sea hex, the transported infantry may be transferred to another craft if (1) the two LCs begin the turn side by side(in adjacent hexes), and (2) they spend the entire player move phase in this position. During the advance move phase all infantry units may then be transferred. Any equipment or vehicles may not be transferred. Broken units may not be transferred.

It should be remembered that each invasion had its own peculiarities. For this reason, some invasion scenarios will have special rules that will supersede what is included here. If, however, there is no special rule to the contrary, these invasion rules are in effect.

6. Tunnels:

The use of tunnels on the islands of the Pacific by the Japanese defenders was more than common. To reflect this, the following modifications are added to the already existing SL rule 161.61.

- 6a. Tunnels may begin and end in a fortification hex(including caves).
- 6b. Tunnels may extend to more than one level, but no more than one. Only one level change is allowed in a tunnel. The tunnel hex where the level change occurs should be noted on a separate sheet of paper. The level markers in the SL game may be used to mark units that are at one level or another. It requires the entire MF to change levels in a tunnel, and cannot be done in the advance move phase.
- 6c. Tunnels may be up to 5 hexes in length. A hex with a level change counts as 2 tunnel hexes. The 5 hexes include entrance and exit hexes.
- 6d. Japanese units may rout into and through a tunnel.

7. Dogs:

Dog units were first introduced during the invasion of Guam. They proved to be quite effective both as scout and as sentry. The canine's acute sense of smell discovered many ahiding Japanese soldier. In addition, the Japanese soldier generally showed an abnormal fear toward these animals. In one instance on Tinian, one doberman pinscher "captured" 4 Japanese soldiers. His trainer found him growling and hovering over them in a hut.

- 7a. The dog has a move factor of 8 and run factor of 12. After using the run factor, a CE(canine exhausted) marker is to be placed on the dog unit. It is then governed by normal CE limitations.
- 7b. The dog unit has a morale factor of 9. He always has a +1DRM against attacks made against him, even in close combat. If the dog does take a morale check and fails, it is no longer effective and is removed.
- 7c. A dog unit may not move on its own during the owning player's turn. It must begin the turn with a friendly unit (even a SMC) to move. It may then proceed to move ahead on its own, and may attack alone or in conjunction with friendlies. If the dog unit does move alone, it must wait in the hex where final movement ended until joined by a friendly unit. Close combat is an exception. If an enemy unit is in an adjacent hex, the dog unit may attack alone.
- 7d. If a dog unit is used in a scouting capacity, it must abide by the above rules. Any enemy unit within 2 hexes of a dog unit, no matter the terrain, is automatically detected. If the enemy unit is not on the board, a ? counter must be placed in the hex. If the dog unit is attacked or attacks this unit, it must then be placed on the board.

Example: A dog unit begins the turn in the same hex with a friendly unit. He moves 6 hexes, adjacent to an enemy 4-4-7 unit. The enemy fires PB and rolls a 10. With -2DRM(movement)and a + 1 for the dog unit, the result is 9 or NE. In the advance move phase,the dog moves into the hex. During the close combat phase, the 4-4-7 attacks at 2 to 1, and rolls a 7, which with the +1DRM results in a 8 or NE. The dog unit then attacks at odds of 1 to 2, rolls a 3, and eliminates the 4-4-7 unit.

- 7e. The dog unit is allowed a -1 when entering a hex where booby traps are located (See Pacific rule 10D,F).

8. Special Infiltration Rules:

Most Japanese attacks occurred under the cover of darkness. They came as either mad charges, or as subtle attempts to slip through front defensive positions in order to create confusion and disrupt communications. These special rules are used in addition and as a modification of existing Night Rules in SL.

8a. Two types of defenders are used with infiltration: (1) Resting and (2) Alert.

8b. For the infiltrator to be detected, the defending unit must roll a 2 with 2 dice, and only when the infiltrator is within its LOS.

8c. Use the following modifiers with the dice roll:

The Defender	The Infiltrator
-2 Unit is alert	+1 Unit is elite
-1 Unit is elite	-1 Unit is inexperienced
+1 Unit is inexperienced (Green)	-1 Unit is CX
-3 Unit is a dog unit	-1 per PP above normal capacity
-2 Infiltrator is in adjacent hex	-1 for each hex moved into, when in LOS of a defender
-1 Infiltrator is 2-6 hexes away	-1 for each MMC above one
+ or - the leadership modifier	+ any terrain modifiers
	+ or - leadership modifiers

8d. If any infiltrator is detected, play reverts back to normal. If the infiltrator is not detected, infiltration rules are still in effect. Note that until detection occurs, no defending unit may move or fire.

8e. The infiltration check may be made only once per player phase by a defending unit, whether alert or resting. Each defender may make one infiltration check, if an infiltrator has entered its possible LOS.

8f. If a resting unit detects an infiltrator, it must use area fire for that phase only. The same is true for any other resting unit during that phase. After that, all fire is conducted normally.

8g. "Silent Kill" - Any infiltrating unit that ends its movement phase adjacent to a defending unit and is still undetected may advance into that hex in the CC phase and receive a -2DRM to its attack. If the result is KIA for the defender, he is removed without reciprocating the attack. Further, the attack is considered noiseless, and the infiltrator remains undetected.

8h. If any infiltrating unit does fire, then all defending units are alerted, and normal night rules go into effect in the following player phase.

Example. It is a night scenario. An infiltrating unit moves 2 hexes within the LOS of an alert defender. The infiltrators are a 4-4-7 unit. The defenders include a 6-6-7 squad, a dog unit, and a 9-2 leader. The dice roll is made, with the result of 9. The modifiers are then applied (dog unit -3, leader -2, alert -2, 2 hexes moved -2.) These total a -9, with the final result being 0. Since this is less than 2, the infiltrator has been detected, and the alert unit may fire normally against them.

Note that if the dog unit had not been present, the result would have been 3, and the infiltrator would have been undetected. Further, this group of defenders may not make another check in this phase, even if another infiltrating unit moves adjacent to them, which would make them a most likely candidate for the "silent kill."

Blood and Sand

9. Weather - Climate

As a general rule, the weather in Pacific scenarios is tropical: Hot, humid, with problems with disease, insects, mud, sand and dense jungle.

- 9a. Unless otherwise specified, any unit that double times must spend two turns in a CX state. Exc. Elite units
- 9b. All support weapons have a +1 added to the BD #. For example, The MG with a BD#10+ is now 9+. This rule applies to AFV weapons also.
- 9c. SL rule 79.1 is modified for all vehicles. When rolling for excessive speed breakdown, add +1 to the roll.

10. Booby Traps

The Japanese were very adept at preparing booby traps. The booby trap rules in SL are modified as follows for the Japanese only.

- 10a. Booby traps may be placed in any hex that is not an open ground hex, including road hexes, provided some other terrain is in the hex with the road. They do not affect vehicles.
- 10b. All special booby traps have an AF of 6. Only one may be placed in a hex, and when detonated, can no longer be used.
- 10c. Booby traps, if detonated, affect friend or foe alike, including animals.
- 10d. When any unit enters a hex containing a booby trap, it may be detected. Roll a die. A roll of 1 or 2 means the booby trap is discovered and disarmed. A roll of 3-6 means that the first unit to enter the hex is attacked on the IFT under the 6 column.
- 10e. If more than one unit enters the hex at the same time, the unit on top is considered the lead unit, and only it is affected.

KIA - SMC eliminated; squad reduced to broken $\frac{1}{2}$ squad; $\frac{1}{2}$ S, Crew eliminated.
MC - ~~Failure to pass~~ MC produces same result as a KIA

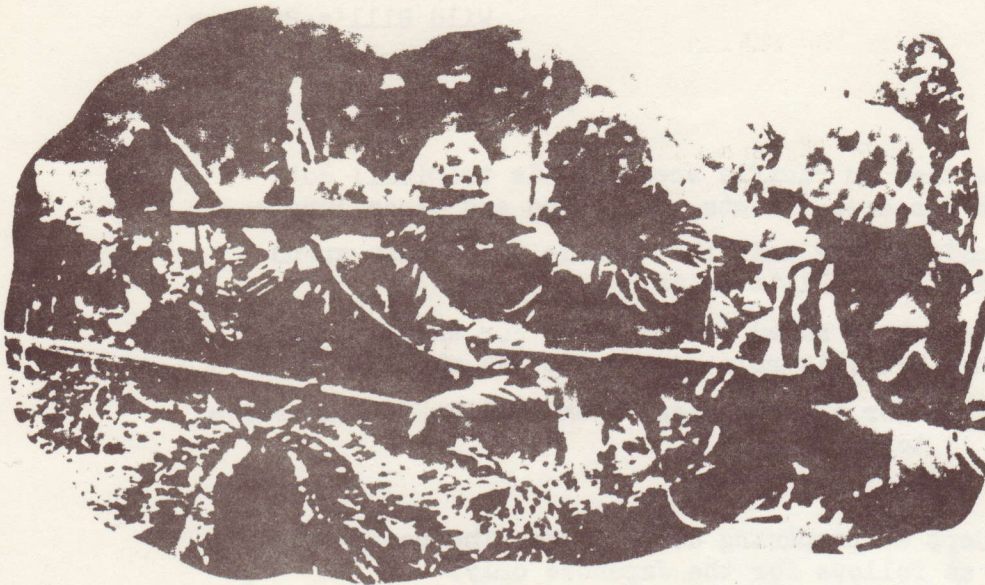
- 10e. The following modifiers apply to the die roll to attempt detection.

-1 Elite unit	+1 Inexperienced Unit
+ or - Leadership Modifier	+1 Double timing Unit
	+2 Night scenario

11. Dated Japanese Play

After 1943, all ordnance and AFVs have their BD numbers increased by 1. Most Japanese units were fighting with weapons from 1941 or earlier. Wear and tear plus time had taken its toll of Japanese weaponry. Support weapons (such as MGs) are exempt from this rule. For example, a 105mm Art. piece normally has a BD# of 12. This rule, combined with 9b would reduce the BD # to 10.

Also after 1943, the AFV movement is affected. The BD# for excessive speed also has a +1 added to the roll.



Plug the Gap!

The Purpose of this Pacific Variant has been to plug the gap that exists in the Squad Leader system. The 20 scenarios, new counters, special rules, and new map sheets have been designed with the purpose of filling the void left in the the system pertaining to the Pacific theatre of operations in World War Two.

Undoubtedly, Avalon Hill will eventually produce a "Gamette" dealing with the Pacific. In the meantime, one is allowed the privilege of a peek into the unique and well known aspect of the conflict.

For information on this Variant, or other materials available, contact:

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 C/O Bill Wilder
 1085 E. Confederate Ave.
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BLOOD AND SAND - PACIFIC VARIANT

- Series #1 - Against the Rising Sun - \$5.00
- Series #2 - Island Ordeal - \$5.00
- Series #3 - Do or Die - \$5.00
- Japanese Counters - \$3.00
- Maps - \$4.00

Next year - 1984

"Glory and Grief"

A Vietnam Variant, complete with special rules, scenarios and counters.

QUICK REFERENCE DATA CARD - BLOOD AND SAND

Movement Costs Chart			
Infantry	AFVs	AC(Mcycle)	Trucks
Palm Trees1MF	1MF	3MF	4MF
Jungle3MF	totalMF	NA	NA
Sea.....4MF	NA(*)	NA	NA (*)
(Same as Deep stream)			
Sea-Beach.....3MF	See SL Rule 157.5 Treat as Deep Stream		
(Same as shallow stream)			
Caves.....2MF	NA	NA	NA
Beach.....2MF	4MF	6MF	6MF

Terrain Effects Modifiers	Beserk Rule (Pacific Rule #1a.2)
Palm Trees (as orchards)	BC(Beserk check) taken at time of MC 1-3 All units in hex go beserk 4-6 All units must take MC (+ or - leadership modifier)
Jungle.....+2	
Caves(Cf. 4f).....+3	
Beach(Treat as open).....	
Sea, sea-beach.....-1	
Entrenching, Beach....7 or less	

Infiltration Rule Modifiers (Rule #8)	
Base Dice Roll of 2 plus modifiers	
Defender	Infiltrator
-2 Alert	+1...Elite
-1 Elite	-1...Inexp.
-1 Per unit in same hex	-1...CX
-2 Adjacent hex	-1...per PP above Cap.
-1 2-3 hexes away	-1...Each hex moved into while in LOS
+1 6+hexes away	+...Terrain modifiers
+1 Inexp. unit	+ or - Leadership modifiers
+ or - Leader	

Booby Trap hex (6AF) (See Pacific Rule 10) Results: KIA-SMC elim., S to Bkn ½S ½S, C elim. MC - MC failure same as KIA Modifiers: (For Detection) -1 Elite +1 Inexp. +1 DT unit +2 Night scenario + or - Leader modifier Detection: 1-2 Detected 3-6 Detonated	Climate: When Tropical or stated, see Pacific Rule #9. Dated Play: Japanese - See Pacific Rule #11
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