

Table 24: NOBA and Tarawa NOBA Rules Summary Table^{*8}

Rules Sections: G14.6-14.68, CG3.1-3.3.

	Standard NOBA (SFCP)	Tarawa NOBA (SFCP, non-Direct Fire)	Standard NOBA (Shipboard Observer)	Direct Fire Tarawa NOBA (SFCP) [120mm only, (HE or WP ^{*5})]	Direct Fire Tarawa NOBA (Shipboard Observer) [120mm only (HE or WP)]
Counter Used	227 US, Brit only. May be HIP. 3PP Inherent radio. VP =2, (EXC: if eliminated by X#).	Use (non-green) 228 for US. ^{*1} May be HIP. 3PP Inherent radio. VP =2, (EXC: if eliminated by X#).	Shipboard Observer at Level 1 playing edge Ocean hex per *2.	Use (non-green) 228 for US. ^{*1} May be HIP. 3PP Inherent radio. VP =2, (EXC: if eliminated by X#).	Shipboard Observer at Level 1 playing edge Ocean hex per *2.
Radio Contact	Contact= 8, X= 12 (X# also eliminates 227).	Contact= 8, X= 12 (X# also eliminates 228). ^{*3}	Radio contact N/A	Contact= 8, X= 12 (X# also eliminates 228). ^{*3}	Radio contact N/A
NOBA LOF	Traced from Ocean playing edge hex per *2.	120mm ; N, S, or W playing edges, 200mm ; S or W playing edges	Traced from Ocean playing edge hex per *2.	LOS traced from SFCP's Location.	LOS traced from Shipboard Observer's Location.
Battery Access	5B/2R, none ever permanently removed. Drawing 2R ≠ permanent battery access loss.	5B/2R, none ever permanently removed. Drawing 2R ≠ permanent battery access loss.	Extra black chit draw required if friendly ground unit ≤ 6 hexes from AR and Known to Shipboard Observer. ^{*6}	Black chit draw required on <i>each</i> player turn for Direct Fire. ^{*5}	Black chit draw required on <i>each</i> player turn for Direct Fire. ^{*5}
Accuracy	dr≤2, (+1 drm if heavy surf)	dr≤2	dr≤1, (but receives -1 drm and extent of error halved [FRU] per G14.68).	ITT= 6, VTT= 7, ATT= 8; Only Hindrances from SFCP to Target applicable. ^{*4} ROF= 2 ^{*7} , No IF.	ITT= 6, VTT= 7, ATT= 8; Only Hindrances from Shipboard Observer to Target applicable. ^{*4} <u>No ROF</u> (per CG3.21) or IF.
Blast Area	9 hexes if HE per G14.65	9 hexes if HE per G14.65	9 hexes if HE per G14.65	1 hex only; if IFT result, White Dispersed Smoke placed afterwards.	1 hex only; if IFT result, White Dispersed Smoke placed afterwards.
FFE:2 or FFE:C	FFE:C non-continuation per G14.671	FFE:C non-continuation per G14.672	FFE:C non-continuation per G14.671	may not use Direct Fire if FFE:2 on-board (unless SFCP has radio contact).	may not use Direct Fire if FFE:2 on-board anytime if directed by a Shipboard Observer.

*1: On Tarawa, each SFCP assigned a Naval Battery which may be shared by another SFCP. If eliminated in any manner, re-enters on next Assault Wave (CG3.11).

*2: From Ocean hex ≥ 12 hexes away from Hinterland hex and including ≥ 2 playing edge hexsides. EXC: On Tarawa, may be ≤ 12 hexes from Hinterland hex per CG3.13.

*3: On Tarawa, each SFCP can gain/maintain radio contact each player turn, but only 1 Battery Access per player turn.

*4: No *Firer* based TH mods are applicable. *Target* based TH mods (including Acquisition until battery access is lost) are utilized.

*5: Direct Fire WP requires an *extra* black chit draw. If red chit drawn, only HE is allowed for that fire mission. Furthermore, Direct Fire WP is not an "FFE" and therefore does not have a 'blast area' per C1.51. Consequently, it does not attack other units that enter into the WP Location.

*6: May skip SR and go directly from AR to FFE:1 (with Accuracy and extent of error then determined).

*7: ROF may only be used as Direct Fire directed by an SFCP and only against the same or an adjacent hex per CG3.22. ROF can be used with ITT, VTT and ATT (including ATT with WP).

*8: All forms of NOBA attacks (including Direct Fire) do not generate sniper attacks (per A14.1).

Table 25: Tarawa WP and Seawall Rules Overview

White Phosphorous (Rules Sections; A24.31, C1.51, 1.53, 1.54, 1.71 and 3.76).

WP Grenades:

- WP NMC applicable to Personnel in Location when placed (with reverse TEM as DRM).
- CH occurs if NMC DR cdr=6; which then uses TEM with positive modifier.
- For Pillbox occupants, WP grenade NMC is N/A if placed from an adjacent (from the PB's) hex. If WP grenade is successfully placed from *within* the pillbox's hex, the NCA TEM is used as a negative modifier on the WP NMC caused by the WP grenade from *within* the same hex (EXC: A WP grenade CH considers the NCA TEM to be zero).
- WP NMC N/A for units moving into WP grenade's Location afterwards.

WP OBA FFE:

- Uses special DR in each hex to determine if a CH occurs (per C3.76).
- WP NMC applicable to Personnel in Location when WP counter is placed (with reverse TEM as DRM). Pillbox Locations are immune to this NMC as Indirect Fire WP NMC is N/A, even if a CH is achieved per B30.113 and B30.34.
- Unit's *entering* an FFE WP FFE hex take NMC per C1.51.
- Unit's changing Location within an FFE WP hex take NMC only if they become more vulnerable per C1.51.
- Morale level of *friendly* units taking this NMC are one less per C1.54.

Low Seawalls (Rules Sections; G13.6+, B9.32, C11.3).

Movement:

- Infantry: +1MF to go over seawall to Hinterland side (unless via Breach). No extra MF cost to cross from Hinterland to Beach side.
- Vehicles & Guns: May only cross a seawall hexside in either direction via a Breach.

LOS: +1 seawall hindrance if LOS crosses seawall (unless target or firer is in hex of seawall hexside being crossed) per G13.622.

Wall Advantage to Hinterland Side:

Hinterland Location	Entrenched	Emplaced Gun	Building (Unfortified) ^{*b}	Building (Fortified)	Pillbox	Other TEM
Can claim WA over hexside ^{*a?}	No	Yes	Yes, but loses Building TEM	If possessing Gun, No. Yes, otherwise. ^{*c}	No	Yes

*a: In cases in which the unit in the Hinterland Location claims WA, they do not receive wall TEM (EXC: +1 TEM still v. Indirect Fire) nor HD status.

*b: Crew possessing Gun may claim WA from the (unfortified) building. Crew possessing Gun may keep Emplacement TEM while claiming WA per C11.3.

*c: If claiming WA, unit loses fortified building TEM.

Breaching: Seawalls may be Breached in one of six (4 during play and 2 during the RePh):

- 1) Via Bombardment DR in Seawall hexside hex ≥ 11 . See Players Guide Bombardment Table, p. 42.
- 2) Via Set DC in Beach Hex (A23.7). Requires Final KIA v. hexside. See example on p. 45 of Player's Guide.
- 3) Via Original KIA DR with FFE ≥ 100 mm in hex common to seawall hexside. R.S. used to determine which hexside is Breached.
- 4) Via Clearance with a Mobile Dozer so marked during Friendly MPh or DFPh and resolved in following CCPH. See B24.74.
- 5) In RePh via Fortification/Wreck Removal procedure dr per T15.6139.
- 6) In RePh via Fortification Point Purchase expenditure procedure per T15.6143.

Breach Effects: Hexside is treated as O.G. for movement/Manhandling purposes (EXC: still negates FFMO in Beach hex) per G13.624.

Table 26: Tarawa Landing Craft Rules Overview

Landing Craft (Rules Sections; G14.231 - 14.234, BRT11).

LVT starts MPH in:	LVT is:	Passengers are:	Passengers	LVT/LVT Crew
Shallow Ocean Hex	Not Immobilized	Good Order (or no Passengers)	Passengers <i>may</i> unload* ¹ by passing an 'unloading' TC per G14.232* ^{2,*4} .	If Passengers unload, the LVT is Recalled when without Passengers in a Ocean hex.
	Immobilized (by ESB or by Mechanical Reliability)		Passengers <i>must</i> unload* ¹ in present hex ASAP* ³ (no 'unloading' TC required).	LVT Crew abandons LVT. Wreck counter placed. No Crew counter placed. No VP awarded.
	Immobilized (other reasons)		Passengers <i>may</i> unload* ¹ by passing an 'unloading' TC per G14.232* ^{2,*4} .	If Passengers unload, the LVT Crew abandons LVT and a Wreck counter is placed. No Crew counter placed. No VP awarded.
	Not Immobilized	Broken	Broken Passengers <i>may</i> Rout in next RtPh beneath the LVT. If otherwise able to, LVT may move normally.	However, if Passengers choose to Rout beneath LVT, the LVT is Recalled when without Passengers in a Ocean hex.
	Immobilized (for any reason)		Broken Passengers <i>must</i> Rout in next RtPh beneath the LVT and the LVT is Recalled.	LVT Crew abandons LVT. Wreck counter placed. No Crew counter placed. No VP awarded.
Non-Ocean Hex	Not Immobilized	Good Order (or no Passengers)	Passengers <i>may</i> unload* ¹ (no 'unloading' TC required). However, Passengers (or Crew if LVT has no Passengers) <i>must</i> pass a 'stay' TC per G14.232* ² in order to stay loaded as Passengers (or to avoid being Recalled in the case of an LVT w/o Passengers).	If 'stay' TC is failed, all unbroken Passengers <i>must</i> unload in current hex and/or LVT is Recalled.
	Immobilized			If 'stay' TC is failed, all unbroken Passengers <i>must</i> unload in current hex and/or LVT Crew abandons LVT. Wreck counter placed. No Crew counter placed. No VP awarded.
	Not Immobilized	Broken	Use Crew's 8 morale for 'stay' TC. If 'stay' TC is passed, Passengers <i>may</i> rout beneath LVT in RtPh. If 'stay' TC is failed, all broken Passengers <i>must</i> rout in next RtPh beneath the LVT and the LVT is Recalled.	
	Immobilized		Use Crew's 8 morale for 'stay' TC. If 'stay' TC is passed, Passengers <i>may</i> rout beneath LVT in RtPh. If 'stay' TC is failed, all broken Passengers <i>must</i> rout in next RtPh beneath the LVT, the crew abandons the LVT and a Wreck counter is placed. No Crew counter placed. No VP awarded.	

*1: Unloading costs are 50% of Passenger MF (i.e. 2MF) per US Vehicle note D. All unbroken Passengers must unload together.

*2: One combined TC based on highest Passenger (or Crew if no Passengers) current morale level (using Good Order side unless all are broken). This TC may not cause Boobytrap but may activate SAN.

*3: 'ASAP'; on or before the current or subsequent MPH. See G14.234 for more details on 'ASAP'.

*4: If 'unloading' TC is failed, Passengers may not unload in that MPH.

LVT PP Loading Rules Summary (G14.21, CG2.3, CG13)

LVT Type	Max PP	Minimum PP (Tarawa)	Minimum PP (non-Tarawa)
LVT(A)2, vehicle #50, 6MP to unload	19	10	10 if carrying vehicle or non-dm Gun; 13 otherwise
LVT2(m), vehicle #59, 6.5MP to unload	29	15	15 if carrying vehicle or non-dm Gun; 20 otherwise

Special US Gun Loading/Transporting notes:

US M1A1 75 ART Gun: May be loaded in dm status as if it were an 81mm MTR (EXC: can only be assembled/disassembled in PFPh).

US M3A1 37LL AT Gun: May be Manhandled into Ocean hex with +2 DRM and is not eliminated if unpossessed (EXC: if original MHDR =12 in/out of an Ocean hex). May also enter loaded on LVT as if on an LVT4 (per US vehicle note 51) and unloads in same hex by being pushed by Passengers with +2 MHDR modifier. May also enter play (in CG II/II) by being towed by an unarmed Jeep on pier hex Z33 if hexes Z33-U33 are Marine controlled.

PP Loading Cost Values Summary (D6.1)

Unit Type:	SMC ≤ 4	HS/Crew	Full Squad	SW
Portage Point cost:	0	5 each	10	PP points as indicated (SW must be in dm state if possible)

Table 27: Tarawa Ocean w/Tetrahedron & Wire Rules Overview

Ocean/Tetrahedron/Wire (Rules Sections; B26.4, 26.51-26.53, 28.52, C1.822, E5, F7.4 G14.51-14.52, 14.56, 14.72,T2.5, 3.2, CG4).

Unit Type	Ocean w/Tetrahedron ^{*1}	Ocean w/Tetrahedron ^{*1} & Wire
Personnel on foot	3MF	3MF, exit dr +1 drm
LVT (w/o grapnel)	4MP ^{*2}	6MP ^{*2,*3}
LVT (with grapnel)		6MP ^{*2,*4}
M3A_AJV	5MP ^{*2}	7MP ^{*2,*5}
Boat	no extra MF	Sinks ^{*6}
Removal (both Tetrahedron & Wire)	Eliminated on KIA result via Placed or Set DC per B26.51 and G14.56.	
	Aerial Bomb or FFE HE per B26.52 ^{*7}	
	Bombardment terrain MC DR ≥ 8 per Naval Bombardment Table on p. 42 of Players Guide.	
Removal (Wire only)	Via Clearance DR (declared during Friendly MPH or DFPh and resolved in following CCPH) per B26.4.	
	In RePh via Fortification Point Purchase expenditure procedure per T15.6139.	
	From successful AVF or LVT Bog DR (cdr =1) or from LVT grapnel (dr ≤2) per footnotes 3, 4, and 5 below.	

*1: Tetrahedron hex is not considered Open Ground. Limits: 4 per Beach zone, must be in Ocean hex. Bog DR (or grapnel dr) is made *before* AT Mine attack per ASOP.

*2: AT mine attack upon entry (or VCA change) as per B28.52. No AT mine attack upon exit. Personnel on foot in same hex unaffected.

Vs. AVF: 36FP attack, No TEM, Aerial AF of lowest hull AF is positive DRM.

4KIA=Burning Wreck, KIA= Elimination → Passengers roll for CS.

Any other result = Immobilized → Passengers take 16FP Collateral Attack.

Vs. Unarmored Vehicle or an AFV whose lowest AF =0:

Burning Wreck if DR ≤6.

Any other result is eliminated → Passengers roll for CS.

*3: Bog DR (+2 DRM); Final DR ≥ 10 = Bog → Mired. If cdr =1 of Bog check DR, Wire removed.

*4: Bog DR N/A per vehicle note 59 p. T17 & dr ≤2 removes wire.

*5: If Bog DR ≥ 10/9/7 respectively per footnote 16 of BRT Terrain Movement Chart = Bog → Mired. If cdr =1 of Bog check DR, Wire removed.

*6: Passengers become Wading Infantry and SW/Guns eliminated (G13.48).

*7: Aerial Bomb and FFE HE are each x½ FP in Ocean hex. KIA result removes Tetrahedron/Wire.

Table 28: Tarawa Pathfinder/Wading/Seaborne Assault Summary

Pathfinder/Wading/Seaborne Assault Summary (Rules Sections; B28.9, G13.421-.4211, 13.491, 13.495, 13.72-.732, 14.23, 14.32, BRT4,7,13, T1.1 - 1.4, 9.2).

Pathfinders

Immune to: Pinning^{*1}, HOB, and ELR failure

May be: Fanatic (per Seaborne Assault rules).

Must: Use Armored Assault with escorting vehicle (has 6MF, [3MF if wounded]).

May not: CX or leave hex of escorted vehicle or be in same hex as enemy unit (is eliminated if it does either of these things).

Eliminated when: (i) it fails a wound severity dr, (ii) it fails a MC when already wounded, (iii) the vehicle its escorting enters a Beach or Hinterland hex or becomes Immobile or destroyed.

Seaborne Assaults (Infantry, not PRC)

Terrain Type	Marine Personnel Fanatic?	PTC Result	Break Result	LLMC?	HOB (Berserk or Surrender Results)	Firepower from	Other
Wading in Shallow Ocean	yes ^{*7}	No Effect ^{*1}	CR instead	No Effect	HOB is N/A	*2	*3
Beach		Takes PTC		becomes LLTC	Battle Hardens instead	multi-hex FG N/A	*4
Pier			No Effect		*5		
Exposed Reef					*6		

*1: Even though immune to Pin results, still takes PTC for Booby Trap purposes. This PTC cannot generate an SAN.

*2: No multi-hex FG, Small Arms/LMG only and as Area Fire, No Leadership fire direction.

*3: SWs and SMCs (EXC: Pathfinders) may be Cloaked along with SWs. MMC concealed but this does not cause x½ FP vs. the MMC. Unpossessed SW/non-vehicular Guns are eliminated (unless in Conveyance). Additionally, CC attacks are NA in an Ocean Location per G13.495 and units in an Ocean hex are not considered Known for Berserk creation/charge purposes per G13.491.

*4: Per CG16, during initial scenario of CG II/III Marines MMC must: (a) pass a 4TC to cross over Seawall (MMC is Pinned if TC failed. This TC may also activate an SAN or Boobytrap), and (b) may only Assault move along the Beach (EXC: if moving with a leader). Unpossessed dm SWs are eliminated.

*5: A Pier is a non-OG Location in Tarawa. Unit on a Pier may claim +1 HA TEM if fired on from adjacent Ocean/Beach hex. LOS that crosses a Pier hex incurs +1 hindrance if neither target nor firer are adjacent to Pier and target is in an Ocean or Beach hex. Infantry movement costs are 1MF from Pier to Pier or 2MF to Pier from Beach/Ocean hex. Beneath Pier stacking limit is 1FS/3PP. Pier hexes T33, U33, and V33 do not have a Location beneath them. Boats and LVTs can unload Passengers onto Pier from adjacent Ocean hexes at 50% MP cost (per G13.731-.732).

*6: See BRT TEM chart on p. 34 in Players Guide, footnote 'd'.

*7: PRC in these terrain types are not Infantry and are therefore not Fanatic per G14.32

Table 29: Tarawa Vehicle Bog, BU/CE restrictions and Cloaking Rules Tables

Vehicle Bog/Bog Removal Table (T2.31, 3.1)

Terrain	Bog DRs	Bog Removal DR (cdr modifiers)
Ocean	Bog DR in each hex, Bog → Mired	Ocean; +2, CE AFV; -1, Pathfinder; -2, +1 if mired
Beach (Hard Sand)	Bog DR in each hex	on land; -1, if mired; +1
Hinterland (Soft Sand)	Roll once per MPH as Mud Bog DR (D8.23)	
Other (Trench, Wire, Buildings, etc.)	Bog DR in each hex	

Armored LVT with Passenger Capacity (BU or CE)^{*a?} (G14.31)

LVT CE or BU counter?	Inherent Crew	Passenger	LVT AAMGs FP ^{*c}	Passenger FP
none	CE	BU	may fire	may not fire
BU	BU	BU	may not fire	may not fire
CE	CE	CE	Passenger FP (x½ for mounted fire) may fire with or without conveying LVT AAMGs as FG. See footnote *b.	

*a: In all cases, BU or CE status is gained through armored target facing(s) only. Passengers can't be CE if Inherent Crew is BU.

*b: Passenger FP (x½ for mounted fire) may either; (i) fire with conveying LVT AAMGs as a fire group (but without leadership direction), or, (ii) as Passenger only fire directed by an accompanying leader. (See Players Guide Q&A #26-27).

*c: AAMG X3 may fire as a FG per US vehicle note Q. ROF applies to the MA 6FP AAMG per US vehicle note H. Each AAMG breaks separately.

Cloaking (G14.23, 14.31, E5.123, CG5)

Unit Type	Ocean	Beach	Other land terrain	Sniper Attacks	Attack effects while cloaked
LVT Passengers	Cloaked	Cloaked	revealed	not eligible targets if BU ^{*3}	A cloaked Leader is not required to take a MC DR unless it wishes to use its modifier to assist others. If it chooses not to use its modifier, it suffers a CR result if the MMC fails its MC. If a leader does use his modifier, cloaking is lost.
Wading Infantry	SW and SMC ^{*1} are cloaked. MMC ^{*2}	revealed		SMC are not eligible sniper targets while cloaked. Also, Wading Infantry can't be Pinned, and are therefore ineligible SAN targets with an SAN dr=2. ^{*4}	

*1: EXC: Pathfinders

*2: Wading MMC are concealed, not cloaked. This concealment is not lost due solely to movement nor does it cause x½ FP vs. the MMC. The cloaking does prevent gaining ½" Acquisition however.

*3: LVT crew may be attacked by sniper if CE.

*4: If the cloaked target is ineligible with an SAN dr=2, the sniper counter will go elsewhere.

Table 30: Tarawa Japanese SW/Gun Set-Up details

Japanese SW/Gun Set Up restrictions (Rules Sections; page T15 Table, E7.51-.52, T7.8, CG3.4, 13, BRT6).

GPP	Gun or SW	Japanese SW/Gun	Basic AP TK#	Special Ammo	ROF/B#/R#	AA Fire Capable?	May set up in a building? ^{*1}	May set-up in Pillbox?	May change Location between CG Scenarios?	Marine OBA draw Pile Effect?
4	SW	HMG	4		3/11/3	Light	Yes	Yes	Yes	None
5		.50cal HMG	5		2/12/2	Light				
3		37* INF ^{*4}	7		3/12/1	No				
6	Gun ^{*3}	12.7 AA ^{*5}	5	12FP IFE	3/12/1	Light	No	No	No	
4		37L AT	9		3/12/1	No	Yes	Yes	Yes ^{*2}	
3		T92 70* INF ^{*6}	8	AP5, WP5	1/12/1	No				
5		Y41 75* INF	10	WP7	1/12/1	No				
4		Y38 75* ART	12	WP6	1/12/1	No	No	No	No	
5		T10 76L AA	13		1/12/1	Heavy				
6		T88 75 AA	14		2/12/1	Heavy				
7		Y10 120L AA ^{*8}	27		1/12/1	Heavy	N/A, see ordnance note 19 on page T16.			
8		Y3 140L ART ^{*8}	32		0/12/1	No				+1 Red
8	200L ART (8" Gun Turrets) ^{*7,*8}	19		0/12/1	No	-1 Black; +1 Red				

*1: Whether fortified or not (but Gun cannot set up in an ICB per T6.1).

*2: May not change location if set up in a Pillbox. Otherwise, may change Location between CG scenarios but must be ≤3 hexes from hex in which it ended the previous scenario. In this case, Gun may be set-up HIP in following CG scenario if otherwise eligible.

*3: Per G13.46, a Gun may utilize -1 TH acquisition the first time it fires if it fires on the VTT at an LVT in an Ocean hex during that LVT's initial MPH as DFF and if the Gun relinquishes concealment.

*4: Requires a Crew, No CA change TH modifier, No Gunshield, PP=3 if dm.

*5: Makes two TK rolls when firing 12.7 AP rounds on VTT.

*6: May use Indirect Fire with minimum range of 3 hexes as if a MTR. May not use Indirect and Direct Fire in the same fire phase.

*7: Treated as OT Armored Cupola (D9.5) with -1 target size TH DRM and not H.D. Inherent Vehicle Crew. 360° ST. May not Conceal. For CC, treated as Immobile OT AFV, PAATC N/A. Crew cannot BU even if Stunned. +3 CE DRM. Rear AF =0, Min. Range =12.

*8: A Japanese unit in a Tower Location may act as a Spotter for Indirect Fire for this Gun if within 3 hexes. Minimum range ≥ 7 hexes. Treated as Indirect Fire.

Table 31: Tarawa Bombardment Tables^{*1} (Rules Sections; G14.72, C1.82-.823, F7.4, T3.2, CG4-4a, Players Guide p. 42). [Bombardment DRMs: **Naval NOBA +2**, **Sand -2**, **Bombardment MC +2**, **TEM**]

Terrain Type	Terrain Base Morale	Total DRM v. Terrain	Original MC DR required for Terrain Effect ^{*4}	Effect on Terrain	Total MC DRM vs. units ^{*7, *8}
----- Terrain with Buildings -----					
Wooden Building	8	+2	≥7	Rubbled ^{*5}	+2+2-2 = +2
Wooden Building (Fortified)	9	+2	≥8		+2+2-3 = +1
BRT Tower	7	+2	≥6	Tower Collapse ^{*3}	+2+2 = +4
BRT Tower (Ground)	N/A	N/A	≥12 ^{*2, *4}	Shellhole if subsequent dr ≤4	+2+2-2 = +2
Command Bunker	12	+2-2	cannot fail but potential flame ^{*4}	None, unless Original 12 DR rolled v. terrain or v. units ^{*4}	+2+2-2-4 = -2 ^{*F}
Command Bunker (Roof)					+2+2-2 = +2 ^{*F}
Island Command Bunker (ICB)	ICB terrain is Immune to Bombardment, therefore no Bombardment DR v. terrain ^{*1}			none, but if Original 12 rolled on MC DR v. units, see footnote ^{*4} .	+2+2-2-5 = -3 ^{*F}
ICB (Roof)					+2+2-2 = +2 ^{*F}
ICB (Cellar)					Immune
----- Terrain with Pillboxes -----					
Brown Pillbox (x-3-5 or x-4-6)	10	+2-2	≥11	Eliminated ^{*5}	+2+2-2-5 = -3 +2+2-2-6 = -4
Grey Pillbox (x-5-7)	11	+2-2	≥12 ^{*4}		+2+2-2-7 = -5
Bombproof (3+4)	10	+2-2	≥11		+2+2-2-4 = -2
----- Terrain w/o Bombardment ML^{*2} -----					
Printed Rubble	N/A	N/A	≥12 ^{*2, *4}	Flame if subsequent dr ≥3	+2+2-2-2 = 0
Hinterland OG (Soft Sand) or Beach (Hard Sand)				Shellhole if subsequent dr ≤4	+2+2-2 = +2
Airfield					+2+2+1 = +5
----- Other Terrain w/ Bombardment ML -----					
Palm Trees / Palm-Debris-Palm	8	+2	≥7	Palm Debris, Potential Shellholes (either of which removes entrenchments). ^{*6} No flame.	+2+2 = +4 / +2+2-1 = +3
Pier	8	+2	≥7	Wood Rubble, Potential Flame	+2+2 = +4
----- Terrain w/ Other Fortifications -----					
Emplaced Gun (in Hinterland/OG)	N/A	N/A	≥12 ^{*4, *6}	Shellhole if subsequent dr ≤4	+2+2-2 = +2
Trench or Foxhole	N/A	N/A	≥12 ^{*4}	Eliminated only when Palm Debris or shellholes are created ^{*6}	+2+2-2 = +2
Wire	9	+2	≥8	Eliminated	N/A
Tetrahedron	9	+2	≥8	Eliminated (including any AT mines and Wire)	N/A
----- Other Units/Terrain -----					
Any hex with Seawall(s)	10	+2-2 ^{*11}	≥11	Breach Seawall [use R.S. to determine hexside(s)].	N/A
Type 95 HA-GO AFV in Hinterland	8	N/A	N/A	N/A	+2-2 = 0 ^{*9}
8" Gun Emplacement	8	+2	≥7	Eliminated, along with Personnel	*10

*1: Terrain Bombardment DR occurs before (and is separate from) any other Bombardment DR v. units or other terrain features. Place Smoke in each land hex affected.

*2: No Bombardment DR made if Location is unoccupied [EXC: Seawall Breach DR].

*3: Personnel in Collapsed Tower eliminated. Hut PTC for Infantry on ground level if Tower collapses.

*4: ANY terrain or unit original DR =12, requires a subsequent dr. If dr =1-2; shellhole, 3-4; flame, 5-6; both (in each case, must be applicable to terrain).

*5: Personnel occupying buildings which are rubbled or pillboxes/bombproofs which are eliminated are themselves eliminated.

*6: Personnel occupying entrenchments removed due to Palm Debris or Shellholes are not affected by the Bombardment DR effect v. the Terrain.

*7: Any personnel unit MC DR of "doubles" [EXC: 12], results in a CR if it also is a MC failure. Original MC = 12 is normal Casualty MC (A10.31).

*8: Unpossessed SW/Guns (or those possessed by 'striped' units) take subsequent DR: if ≤7=ok, 8=Malf, ≥9=Elim. (+2 DRM if in building, +3 DRM if in Airfield).

*9: Original DR ≤8=ok, 9=Immobilized, 10=Elim, ≥11=Burning Wreck. Two less for each respectively if not in soft sand hinterland hex.

*10: If Gun not eliminated, Gun Crew MC: +2+2-3 = +1, Other Infantry MC: +2+2-1 = +3

*F: Japanese units are Fanatic in a Command Bunker Location.

*11: Seawalls are always given both the +2 (from G14.72) and the -2 (from F7.4) Bombardment DRMs (for a net zero) regardless of the seawall hex being bombarded.

Table 32: Tarawa Japanese Set-Up and Reserve Pool/Reinforcements Rules
(Rules Sections; G1.421, 1.631, T6.32, 6.5, 15.6142, CG7.1-7.2, 11).

Japanese Set-Up Rules

- May Deploy 10% (FRU) of on-board set up *squads* (including Korean squads but not crews).
- May HIP 10% (FRU) of on-board set MMC squad equivalents (including Korean units and crews).
- All units may Conceal if in Concealment Terrain (EXC: AFVs may only set up Concealed if ≥6 hexes from Marine set-up area. 8" Gun Turrets may not Conceal).
- May create # of THH up to 20% (FRU) of on-board set up *squads* (including Korean squads but not crews).

Pillbox Set-Up (Rules Section; T15.6142).

- must be set up adjacent to a beach hex with ≥1 adjacent beach hex withing CA.
- receives one Trench/Passage for every two pillboxes given and/or purchased (FRU).
- in initial CG scenario, each Pillbox Location must be filled to capacity prior to placing Japanese units in non-pillbox Locations.

Bombproof Set-Up (Rules Section; T6.5).

- cannot set-up adjacent to a beach hex.
- also receives one Trench/Passage for every two Bombproofs given and/or purchased (FRU).

Japanese Reserve Pool Rules Summary Table (Rules Sections; CG7.1-7.2).

During set up of each CG scenario [EXC: 20AM initial scenario]

- May set up on board 20% (FRU) of *counters* from Reserve Pool
 - EXC1: a night scenario allows 30% (FRU)
 - EXC2: last CG scenario allows 100% to be set up
- Reserve Pool units must set up ≥3 hexes from Marine FLL.

Reserve Pool Replenishment [EXC: not during initial CG scenario]

When: During T1 and T5 Japanese RPh.

How: Make DR on p. T8 table to add more units to Replenishment Pool

Reinforcements from Reserve Pool

When: Each Japanese RPh (after T1) for all CG scenarios

How: requires dr ≤ turn number

How many: # of *counters* as per dr/DR:

Where: Reinforcements enter board edge:

<u>CG I</u>	<u>CG II</u>	<u>CG III</u>
dr	DR	DR
East	East	South/East

Table 33: Common Tarawa Marine Fighter Bomber Rules (Rules Sections; D9.5-9.53, E7.2, 7.3, 7.422, G14.34, CG6)

FB Entry Rules

Campaign Game	US RPh Arrival dr	# of '44 FB w/bombs *1
CG I	dr < T#	dr/2 [FRU] *2
CG II/III	dr ≤ 2	

Common Sighting TC (STC) Aerial TH Modifiers

Terrain	Unit	Sighting TC *3 ?ed -- not ?ed	ITT or VTT TH DRM *5 ?ed -- not ?ed	ATT TH DRM *6 ?ed -- not ?ed	
O.G. Hinterland / In TR/FH or Emplaced	Infantry or Gun Crew	+2 -- 0	+2 -- 0 / +4 -- +2	+2 -- 0	
Palm Tree / In TR/FH or Emplaced		+2 -- 0	+2 -- 0 / +4 -- +2	+2 -- 0	
Palm Debris / In TR/FH or Emplaced		+3 -- +1	+3 -- +1 / +4 -- +2	+2 -- 0	
Palm Tree + Debris / In TR/FH or Emplaced		+3 -- +1	+3 -- +1 / +4 -- +2	+2 -- 0	
Wooden Building		+5 -- +3	+4 -- +2	+2 -- 0	
Tower		+5 -- +3	+2 -- 0	+2 -- 0	
Shellhole		+2 -- 0	+3 -- +1	+2 -- 0	
Pillbox *4		+2 -- 0	+NCA	0	
Bombproof *4		+2 -- 0	+4	0	
Command Bunker		+5 -- +3	+6 -- +4	+2 -- 0	
C.B. (Roof)		+2 -- 0	+4 -- +2	+2 -- 0	
O.G. Hinterland		HA-GO AFV *7	+1 -- -1	+3 -- +1	+3 -- +1
Palm Tree			+1 -- -1	+3 -- +1	
Palm Debris	+2 -- 0		+4 -- +2		
Palm Tree + Debris	+2 -- 0		+4 -- +2		
Wooden Building	+4 -- +2		+5 -- +3		
8" Gun Emplacement *8	OT ST AFV	+1	-1	-1	

*1: '44 FB w/bombs: FBMG =12FP; TK# =6, Bomb =150mm HE, +3 'star' vehicle mod v. Light AA Fire.

*2: NOBA can't be used until FB(s) are eliminated, Recalled or voluntarily exited at the end of FR DFPh as if Recalled.

*3: STC DRMs shown do not include those due to hindrances, near FR units, attacked by FR plane, or target moved (if applicable).

*4: Add +1 to Sighting TC if PB or BP is in a Palm Debris or Palm Debris Palm hex. Concealment doesn't affect the TH DR in a PB/BP nor does Gun Target Size.

*5: TH DRMs shown only include Case Q (TEM) and Case K (Concealment). They do not include Case P (Gun Target Size) or Case R (Hindrances) or Case J (Moving Target) should these be applicable.

*6: TH mods shown are as in footnote *5 except Case Q (TEM) would apply to the HE effects DR when using ATT. See E7.422 for ATT effects v. Personnel and/or v. an AFV when using ATT.

*7: HA-GO +1 target size included in these TH DRMs.

*8: 8" Gun Turret cannot be concealed. +1 TEM for Gun Emplacement Location is applicable to Infantry in the Location but not the Gun Turret itself.