RACE TO TOKYO

Battle for Japan, 1946
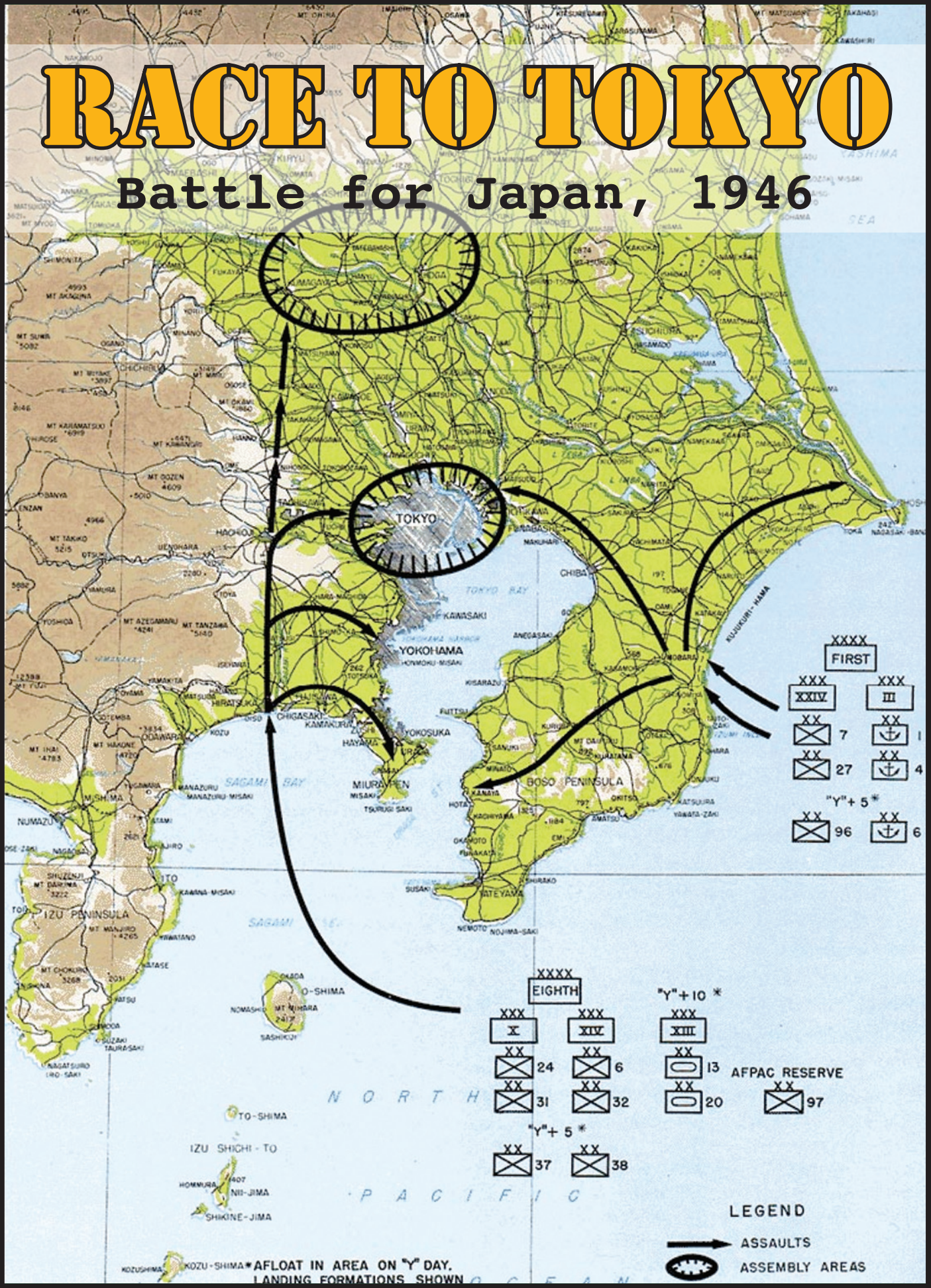
XXXX
FIRST

| XXX | XXX |
| XXIV | III |

| XX 7 | XX ⚓ I |
| XX 27 | XX ⚓ 4 |

"Y" + 5 *

| XX 96 | XX ⚓ 6 |

XXXX
EIGHTH

"Y" + 10 *

| XXX | XXX | XXX |
| X | XIV | XIII |

| XX 24 | XX 6 | XX 13 | AFPAC RESERVE |
| XX 31 | XX 32 | XX 20 | XX 97 |

"Y" + 5 *

| XX 37 | XX 38 |

LEGEND

→ ASSAULTS

⬭ ASSEMBLY AREAS

*AFLOAT IN AREA ON "Y" DAY.
LANDING FORMATIONS SHOWN

Prologue

If you are relatively new to wargames, please read on; otherwise, you can skip directly to the rules. Please don't be worried about the length of the rules. There's no need to memorize all of them in order to play.

These rules are written to present players with decisions and problems that mirror those faced by historical commanders. They are crafted to be as accurate as possible even though Operation Coronet itself wasn't executed. After playing the game for a few turns, connections between real life situations and game mechanics will become apparent and you will gain a better understanding of the rules.

We numbered each section and subsections for ease of reference. For example: Chapter 2.0 refers to Game Components and Section 2.5 introduces the Counters and all the information that the symbology depicts.

We have also interspersed game examples and background explanations throughout the rulebook. This is a relatively easy set of rules that is well suited for solo study but assistance from experienced gamers will always make the process easier.

Ultimately the goal of wargaming is to have fun. If you run into rule sections that you don't understand, don't be discouraged. Perhaps you can discuss it with your opponent and come to a mutual understanding (even if you end up playing it wrong). As you become more experienced, you will gain better insights when you discussed previous games with your opponents.

"Hey man, remember that game where you utterly cleaned my clock? It probably wouldn't have happened had we not played that bit wrong. That attack couldn't have been possible."

"Really now? Thanks for letting me know but let's sit down for another round and see if that would have made a difference!"

Production Credits

1.0 Foreword

"Race to Tokyo, Operation Coronet: The 1946 Allied landing plan for Tokyo" is a game published by Kokusai-Tsushin Co., Ltd via Command Magazine Japan issue 102 (2011). The core engine of this game is identical to that of "Battle for Russia" published in Command Magazine China issue 01 and originated from "Battle for Germany" by Jim Dunnigan.

Towards the end of Second World War, the US, in pursuit of total victory, devised plans for landing in Japan. That is known as Operation Downfall. Operation Downfall has two parts: Operation Olympic and Operation Coronet. Operation Olympic, scheduled for Nov 1st 1945 (X Day) is the occupation of south Kyushu island. Operation Coronet, scheduled for March 1 1946 (Y Day) is the attack on the Kantō Plain near Tokyo. However, the US opted for atomic bombs to avoid further American casualties and ended the war early. These plans were therefore abandoned. This game assumed Operation Coronet was executed as planned and US forces assaulted the coast of Kantō Plain between March & April 1946.

This is a game for 2 players. One player assumes control of the US First Army Group and Japan West. The other player assumes control of the US Eighth Army Group and Japan East.

2.0 Game Components

- A1 sized Game Map x 1
- Game Counters x 130
- Game Rules (this booklet) x 1
- You should get a six-sided dice (dx6)

2.1 Game Rules

These Game Rules are organized into Chapters & Sections, e.g. Chapter 2 Section 5 is written as "2.5". Some sections have subsections (e.g. 2.51). If a rule needs to refer to another rule, it will be denoted in brackets.
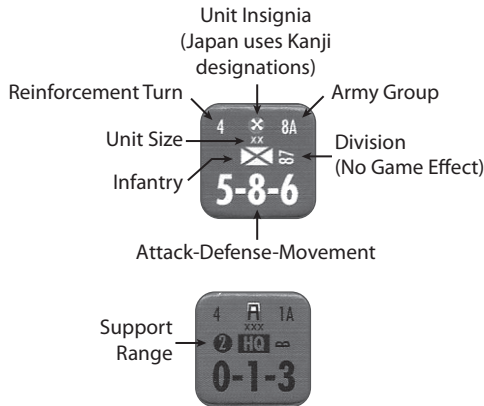
2.2 Game Map

Our Game Map depicts Japan's Kantō region. The area's overlaid with a framework of hexagons. Each hexagon ("hex") is equivalent to squares on a chessboard, it's there to facilitate Game Counter placement and movement.

2.3 Game Charts

This Game uses the following charts:

- Combat Resolution Table ("CRT"): for resolving combats (See 6.0);
- Terrain Effects Chart ("TEC"): for determining terrain effects on Movement and Combat;
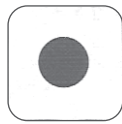- Turn Record Track ("TRT"): for tracking game progress & available Reconstitutions (See 7.0) etc.

2.4 Game Scale

The distance between two parallel sides of a hex represents 6 km in reality; 1 Game Turn represents 1 week.

2.5 Game Counters

Game Counters ("units" or "counters") are used to represent military forces that would have participated in the battle. The player who directs the US First Army Group controls all counters that represents the US First Army Group, together with counters representing Japan West; The player who directs the US Eighth Army Group controls all counters that represents the US Eighth Army Group, together with counters representing Japan East.

2.51 Nationality & Units

Units from different nationalities are differentiated by colors.

Unit Insignia
(Japan uses Kanji designations)

Reinforcement Turn — Army Group

Unit Size — Division (No Game Effect)

Infantry

4 ⚔ 8A
xx
✉ 87
5-8-6

Attack-Defense-Movement

Support Range

4 ⌷ 1A
xxx
❷ HQ ∞
0-1-3

Control Markers

US 8th Army | US 1st Army | Japan

Turn Marker:
for use with the Turn Record Track

Number Marker:
for designating the variable combat power of Japan tank units

Unit Types

US	Japan	Armor
⊠		Infantry
⚓		Marine
⌢		Airborne
△		Anti Aircraft

Unit Size

X	Brigade
XX	Division
XXX	Corps

Japanese Unit Abbreviations

AA (Top Right of Counter)	Front
AA (Division)	Anti Aircraft
Gd	Guards
TDA	Tokyo Defense Army

- US First Army Group – Black on Olive Green
- US Eighth Army Group – White on Olive Green
- US Army E Corps – Yellow on Olive Green
- Japan – Red on White
- Japan Strategic Reserves – Brown on White

2.52 Unit Reporting Lines

All units reporting into the US First Army Group are directed by the US First Army Group player, all units reporting into the US Eighth Army Group are directed by the US Eighth Army Group player. Japan units that are to the west of the Operational Boundary (continuous hex sides highlighted in red on the map, see 5.4) are "Japan West", and are directed by the US First Army Group player; Japan units that are on the east of the Operational Boundary are "Japan East", and are directed by the US Eighth Army Group player.

2.53 Unknown

All Japan counters except armored units are double sided. One side presents the three combat parameters (the "Known" side). They are (from left to right): attack, defense and movement factors. The other side (the "Unknown" side) presents unknown combat parameters – represented by "U" – plus a movement factor. Double sided counters start the game with their unknown side facing up. During game setup and reconstitution, units are randomly picked from unknown units. Unknown counters are flipped to their known side at their first combat resolutions and stay known until they are eliminated (removed from the map).

2.6 Game Terminology

Attack (factor): a unit's combat power when attacking

Defense (factor): a unit's combat power when defending

Movement (factor): a unit's ability to move, i.e. maximum Movement Points ("MP") a unit can use in a Movement Phase

Support Range: a parameter for US Army Command Headquarter ("HQ") units only, this is the maximum hex range within which HQ units can affect combat resolutions.

3.0 Game Phases

This game is made up of repeating "Game Turns". Each Game Turn is composed of two "Player Turns". The player who's conducting his own Player Turn is the "Active Player", the other player is the "Inactive Player". Each Player Turn is composed of Game Phases.

Special Rule for Game Turn 1: Japan West do not have Reconstitution, Movement or Combat Phases in this Game Turn only.

A. US First Army Group Player Turn

1. US First Army Group Reconstitution Phase
US First Army Group Player can reinsert eliminated US First Army Group units as reconstituted units in accordance to the Reconstitution (7.0) rules.

2. US First Army Group Movement Phase
US First Army Group Player can move all US First Army Group game counters.

3. US First Army Group Combat Phase
US First Army Group Player can initiate combat against Japan East units.

4. Japan West Reconstitution Phase

5. Japan West Movement Phase
US First Army Group Player can move all Japan West game counters.

6. Japan West Combat Phase
US First Army Group Player can initiate combat against US Eighth Army Group units.

B. US Eighth Army Group Player Turn

1. US Eighth Army Group Reconstitution Phase
US Eighth Army Group Player can reinsert eliminated US Eighth Army Group units as reconsti-

tuted units in accordance to the Reconstitution (7.0) rules.

2. US Eighth Army Group Movement Phase
US Eighth Army Group Player can move all US Eighth Army Group game counters.

3. US Eighth Army Group Combat Phase
US Eighth Army Group Player can initiate combat against Japan West units.

4. Japan East Reconstitution Phase
US Eighth Army Group Player can reinsert eliminated Japan East units as reconstituted units in accordance to the Reconstitution (7.0) rules.

5. Japan East Movement Phase
US Eighth Army Group Player can move all Japan East game counters.

6. Japan East Combat Phase
US Eight Army Group Player can initiate combat against US First Army Group units.

4.0 Zone of Control ("ZOC")

The 6 hexes surrounding a unit's own hex form its "Zone of Control" (ZOC). Moving units have to stop immediately upon entering an Enemy Zone of Control ("EZOC").

4.1 All units have ZOCs. ZOCs are not diminished by the existence of other units.

4.2 No extra MPs are required to enter EZOC.

4.3 Only units who start their Movement Phase in EZOC can leave that EZOC. A unit in EZOC cannot move directly to another EZOC. However, units that start their Movement Phase in EZOC can move into a non EZOC hex and enter an EZOC again.

4.4 ZOC cannot extend into adjacent Lake/Ocean hexes.

5.0 Movement

During a Movement Phase, the Active Player can freely pick any unit under his command and move each unit up to the maximum Movement Points

("MP") of that unit. Units move one at a time and each unit has to complete its movement before another unit can start. Unused Movement Points cannot be transferred to another unit nor can MPs be saved for another Movement Phase.

5.1 A unit can only move hex by hex into hexes adjacent to their present hex (i.e. units cannot skip over hexes). Different amounts of MP expenditures are required according to the Terrain on the way to or at a destination hex. Please see the "Terrain Effects Table" ("TEC") for required MP expenditures.

5.11 Japan units cannot enter "Central Tokyo" (Hex 2412; US units can enter for 2MPs (see 10.0). Consider Central Tokyo as containing the Imperial Palace.

5.12 City hexes around Central Tokyo are "Tokyo City" hexes. There are no Road linkups in-between Tokyo City hexes (US units spend 2MPs to move from a City hex to an adjacent City hex). Tokyo City hexes are lighter in color than other City hexes.

5.2 A unit cannot enter a hex containing enemy unit(s).

5.3 Stacking
Putting more than one counter in a hex is called "stacking". No stacking is allowed post friendly Movement Phase or Combat Phase (i.e. there can only be 1 counter per hex, including US HQ units).

Stacking limits can be exceeded during the Reconstitution Phase; stacking limits can also be temporarily exceeded during a friendly Movement Phase, but no stacking is allowed at the end of a Movement Phase.

5.4 Japan Operational Boundary
5.41 Japan East units can only operate on the east side of the Operational Boundary; Japan West units can only operate on the west side of the Operational Boundary. However, units can cross the

Operational Boundary due to Retreat (See 6.2). Japan units will stay on the side of the Operational Boundary crossed post Retreat. Example: a Japan East unit retreated across the Operational Boundary and becomes a Japan West unit for the rest of the game.

5.42 US First Army Group units and US Eighth Army Group units cannot cross over the Operational Boundary except due to Retreat. However, if said unit cannot cross back to its designated side in the next friendly Player Turn they are removed from the map.

Units can attack across the Operational Boundary; but they cannot cross the Operational Boundary during Advance After Combat (except: Central Tokyo).

5.43 Japan units cannot move, retreat nor Advance After Combat into Central Tokyo.

5.44 Japan 36th Army Setup Zone

Neither player can move units across the red lines into the 36th Army Setup Zone. Once a unit leaves the 36th Army Setup Zone they cannot reenter (see 8.2). Note: in Japanese, the word "Army" is equivalent to an Army Group.

5.5 Japan Armored Units

The printed Movement Point for Japan Armored Units is "D". Throw a die (dx6) for every moving Armored unit and the result is the Movement Point(s) for that individual unit in the prevailing Movement Phase.

6.0 Combat

During a friendly Combat Phase, the Active Player can attack enemy units in adjacent hexes. Whether to attack is a choice and is never mandatory. The Active Player is not required to preannounce all intended combat combinations.

6.1 Combat Resolution

Sum up the Attack factors from the attacking units. Divide the total Attack factors by the Defense factors for a Combat Ratio (e.g. 2:1) and adjust fractions in favor of defense. For example: total Attack factors is 7, total Defense factors is 4, the Combat Ratio is 7:4, adjusted to 1:1 in favor of defense. The Active Player then throws 1 die (dx6). Cross reference the Combat Ratio to the die roll result on the Combat Resolution Table ("CRT") for combat results before designating the next combat.

When the Combat Ratio is more than 7:1, resolve combat as 7:1. When the Combat Ratio is less than 1:4, resolve combat as 1:4. For example: if Attack factor is 14, Defense factor is 1 and there's a 1-column shift left, the initial Combat Ratio of 14:1 becomes 13:1 after the shift and this combat gets resolved as 7:1 on the Combat Resolution Table.

Example: Three US units (three 6-7-5) attacked a Japan unit (2-4-3). The Japan unit gets a 2-column shift left because it is in a hex with Hill terrain. Total US Attack factor is 6x3=18. The Japan Defense factor is 4. The initial Combat Ratio is 4:1 and the 2-column shift left makes it 2:1. The Active player rolls a die (dx6) and got a "1". Cross referencing "1" against the "2:1" column on the CRT we get "Ex" which means "Mutual damage" (see 6.2).

Example: Two US units (two 6-7-5) attacked a Japan unit (3-1-3). The Japan unit gets a 1-column shift to the left because it is in a hex with Wilds terrain. Total US Attack power is 6 x 2 = 12. Total Japan Defense power is 1. The initial Combat Ratio is 12:1 which gets modified to 11:1. Since 11:1 is over 7: 1, we resolve this combat at 7:1.

6.2 Combat Resolution

De: The defending unit is destroyed (unit removed from the map).

Ae: All attacking units are destroyed (units removed from the map).

Ex: Mutual damage. One unit each for both the Attacker and for the Defender respectively gets removed. If there are multiple units participating

on the Attack, the unit with the highest Attack factor gets removed along with a Defender unit.

Ar: All attacking units retreat one hex. The Active Player (attacker) chooses the route subjected to 6.21-3.

Dr: All defending units retreat one hex. The Inactive Player (defender) chooses the route subjected to 6.21-3.

6.21 A retreating unit cannot enter into a terrain that cannot normally enter, nor pass through a terrain that cannot pass through, nor enter enemy ZOC (even in the presence of friendly units). A unit cannot retreat outside the map.

6.22 A retreating unit retreats to a hex that is empty of units if possible. Only if that is not possible, a retreating unit can retreat to a hex containing a friendly unit. If that violates stacking restrictions (see 5.3), the unit that was originally in the overstacked hex must retreat (chain retreat). If the original occupant cannot retreat, the unit that received the retreat battle result (Ar or Dr) is removed from the map.

6.23 Units forced to retreat due to combat results but are not able to are removed from the map.

6.3 US First Army Group units and US Eighth Army Group units cannot attack each other.

6.4 Japan East units and Japan West units cannot attack each other.

6.5 Each unit can only attack once during a Combat Phase. Also, each unit can be attacked only once during a Combat Phase. As long as the defender's hexes are adjacent to all participating attackers, there is no limit to the number of attacking units that can combine in the same attack. However, a unit cannot divide its Attack factor between multiple attacks.

6.6 Special Rules for Japan units
6.61 Deserters
When a Japan unit participates in Combat for the first time, flip the counter from the unknown ("U") side to the known side (with its attack, defense & movement factors etc.). Known Japan unit with a defense factor of "0" are immediately removed from the map (See 6.63). Note: Do not remove units with attack factors of "0".

6.62 Japan Armored Units
Japan armored units do not have an unknown side, but have instead a "D" (for armored division) or "d" (for armored brigade) as combat factor. This means each time you participate in Combat, you roll a die (dx6) per Combat Phase to determine its combat factor (Attack or Defense). An armored division ("D" or "D-D" on the counter) uses the die roll value as thrown for combat factor. An armored brigade ("d" or "d-D" on the counter) uses half the die roll value as thrown for combat factor (rounded up). You can place a number counter on the armored unit to note its combat strength. Remove all number counters after Combat Resolution.

6.63 Zero Combat Factors
When an unknown unit flips over to reveal a Defense factor of 0, it is immediately removed from the map. If it is the only unit that participated in a combat action, US unit(s) that participated will Advance After Combat as if Combat Resolution result is "De" (when Japan is the Defender) or "Ae" (when Japan is the Attacker).

6.64 Japan Anti-Aircraft Division ("AA" on the right of an Anti-Aircraft NATO symbol)
If attacker(s) that is or includes Armored Division(s) attack a defender that is or includes a Japan Anti-Aircraft Division, Combat Ratio is entitled to a 1-column shift left.

6.7 Attack Limitations
There is no limit to the number of units that can combine as attackers in a combat action, but each combat action can only target one hex against which all attacking units are adjacent.

6.8 Terrain
The Terrain in which the defending unit is located and the Terrain between the attacker and

the defender (the rivers) affects Combat Resolution.

6.81 Units attacking over a river have their Attack factor halved (rounded down). Multiple attackers have their total Attack factor halved.

6.82 Depending on the terrain upon which defending unit(s) is located, the Combat Ratio may see a 1-column or a 2-column shift left (see TEC). This is in addition to the effects of rivers on Attack factor. Attacks against US defending unit(s) in a city (City or Tokyo City) get a 1-column shift right.

6.9 Advance After Combat

6.91 Subject to the results of a Combat Resolution, when a hex occupied by an participating enemy unit is vacated, one unit of the surviving side (whether the attacker or defender) can move to the vacated hex. This is called "Advance After Combat".

6.92 You can only Advance After Combat into the hex where a participating unit was.

6.93 No Enemy ZOC nor Terrain MP costs affect Advance After Combat.

6.94 Advance After Combat is not compulsory.

6.95 Armored breakthrough: If the unit advancing after combat is an armored unit, it can advance another hex (i.e. 2 hexes total). It can ignore EZOC but it cannot advance to terrain that it cannot normally pass / enter.

6.10 US HQ

In combat actions where defending unit(s) are within two hexes of a US HQ, U.S. unit(s) gets a 1-column shift advantage in Combat Ratio (both attack and defense). However, US First Army Group units cannot get support from a US Eighth Army Group HQ. Similarly, US Eighth Army Group units cannot get support from a US First Army Group HQ. HQ under attack cannot receive support from another HQ. Only 1-Column shift applies regardless of the number of HQ units within two hexes of a combat action.

7.0 Reconstitution

Eliminated US units are placed in the US First Army Group Destroyed Unit Storage Box & US Eighth Army Group Destroyed Unit Storage Box 8, both rimmed in green. The numbers "1" and "8" should make finding the respective box easy. During the Reconstitution Phase, a specified number of reconstituted units are drawn from these boxes. The TRT specifies how many units can be reconstituted. Destroyed Japan units are pooled into a cup or a container. This container is called the "Japan Army Destroyed Unit Pool". If you do not use a cup/ container, mix these counters well with the unknown side facing up and keep them together.

7.1 Destroyed Units

7.11 Removed Japan units go to the Japan Army Destroyed Unit Pool. Japan Strategic Reserve, Armored Units and Anti-Aircraft Units are excluded from the game once removed (i.e. they do NOT go into the Japan Army Destroyed Unit Pool).

7.12 Removed US First Army Group units go in the US First Army Group Destroyed Unit Storage Box. HQ and airborne units are excluded from the game once removed.

7.13 Removed US Eighth Army Group units go in the US Eighth Army Group Destroyed Unit Storage Box. Armored units are eligible for reconstitution but HQ units and Airborne units are excluded from the game once removed.

7.2 Receiving Reconstituted Units

During the Reconstitution Phase, the Active player refers to the TRT to see how many "destroyed" units can be reconstituted. Reconstitution quota cannot be carried forward. If the Destroyed Unit Storage Box is empty, that game turn's Reconstitution quota is lost. NOTE: we are using the Japanese version and not the Chinese version for the TRT and reconstituted units.

7.21 Japan reconstituted units are drawn randomly from the Japan Destroyed Units Pool and placed on the map with the unknown side facing up. Do not look at the known side. As for US reconstituted units, they are selected by the Active player from their respective Destroyed Unit Storage Box.

7.22 Reconstituted Japan units are placed in hexes adjacent to Central Tokyo, on the Active player's side of the Operational Boundary.

7.23 Reconstituted Japan units cannot be placed in hexes containing enemy units.

7.24 When all hexes adjacent to Central Tokyo on the Active player's side of the Operational Boundary are occupied by US units, reconstituted Japan units will appear on the other side of the Operational Boundary in hexes adjacent to Central Tokyo. Japan units cannot be reconstituted if there are US units in all hexes adjacent to Central Tokyo.

7.25 Reconstituted US First Army Group units are placed in any Beachhead hex at Kujukuri Beach (coastal hexes outlined in green, see 9.0). Reconstituted US Eighth Army Group units are placed in Beachhead hex in Sagami Bay. If a reconstituted unit cannot be placed without violating stacking restrictions, it will reappear as a reconstituted unit in the next game turn.

7.26 Both sides may place reconstituted units in EZOC, but they cannot move in Movement Phase in the same Player Turn. Note: rotate these counters at 90° as a memory aid and rotate them back at the end of the Player Turn.

8.0 Reinforcements

Units introduced to the game after game start are called "reinforcements." See the TRT regarding reinforcements for the Japan Army. U.S. counters have their turn of entry printed on the upper left. Reinforcements appear in a similar manner as reconstituted units.

8.1 Japan Strategic Reserves (brown on white counters)

Upon scheduled turns of entry for Japan Strategic Reserves units, they enter from the Road hexes on the north or on the west side of the map ("entry hexes"). Strategic reserves are available as infantry or armored units and the player can choose which ones (infantry/ armored) to bring forth. It costs the usual Movement Points to bring Strategic Reserves units in from their entry hexes. Map edge Road hexes occupied by US units cannot be used for entry. If all potential entry hexes are occupied by US units, Japan Strategic Reserves units remain off map until an entry hex is available. If an entry hex is in EZOC, entering unit(s) stops there (7.26).

8.2 Japan 36th Army ("36A" on the top right)

When the US First Army Group controls one City hex (Central Tokyo or Tokyo City hexes included), a total of four 36th Army infantry or tank divisions becomes available as reinforcements for Japan East in the next Japan East Reconstitution Phase. They can be moved to the east of the Operational Boundary. Similarly, when the US Eight Army Group controls one City hex (Central Tokyo or Tokyo City hexes included), a total of four 36th Army infantry or tank divisions becomes available as reinforcements for Japan West in the next Japan West Reconstitution Phase. They can be moved to the west of the Operational Boundary. The controlling player of the said reinforcements can choose between infantry and tanks. In other words, every time U.S. units controls a City hex, 50% of the Japan 36th Army will be available as reinforcements. For example, if the US Eighth Army Play control Yokohama (hex 2913) and Kawasaki simultaneously in the same Player Turn, then (hex 2812) all of the Japan 36th Army (6 Infantry units and 2 Armored units) will be available for Japan West in the following Japan West turn. Further incur-

sions by US forces into other City hexes will no longer trigger 36th Army reinforcements.

8.3 US Reinforcement Units

Entry Game Turns are noted on the top left corner of each US counter. Entry can be delayed but units cannot arrive ahead of schedule. Reinforcements are deployed the same way as Reconstituted units (see 7.25).

8.4 US 11th Airborne Division

The US 11th Airborne Division of the C Corps (Game Turn 5) enters on any Open Ground hex (or Town but not cities) west of the Operational Boundary that is empty of enemy units. It can be placed in another unit's ZOC. They do not Move in the same Game Turn as when they enter. They can however, Retreat.

8.5 US Army E Corps

The E Corps are the 5 uits with orange on green. The US Army E Corps may enter as Reinforcements on or after Game Turn 6. The US First Army Group player may declare whether E Corps units should be introduced at the start of his Player turn on or after Game Turn 6. Similarly, the US Eighth Army Group player may declare whether E Corps units should be introduced at the start of his Player turn on or after Game Turn 6. This continues until the first player declares their entry or until the game is over. If entry is declared, all units of the US Army E Corps will appear as reinforcements for that player at the start of that Player turn. The player who introduced the US Army E Corps loses 3 VP if US forces (either US First Army Group or US Eighth Army Group) fail to control Central Tokyo by the game end (see 10.0).

9.0 Beachhead

Kujukuri Beach (hex 2902 is part of it) is the beachhead for the US First Army Group, and Sagami Bay (hex 3217 is part of it) is the beachhead for the US Eighth Army Group. US military

supplies are stocked there and any intrusions by Japan units disrupts US logistics.

9.1 If one or more Beachhead hex(es) (coastal hexes outlined by green dotted lines) are occupied by Japan units(s), all US HQ units that depends on the Beachhead are eliminated and removed from the game. For as long as one or more Beachhead hex(es) are occupied by Japan unit(s), US units based off that Beachhead cannot have HQ units on the map. (7.12)

9.2 If all Beachhead hexes of one Beachhead are occupied by Japan units, the game ends resulting in a loss for the player responsible for US units based off that Beachhead.

10.0 Victory conditions

The game ends at the end of the Game Turn 8 or when Central Tokyo is occupied by US units, whichever is earlier. The player with more Victory Points ("VP"s) at that point wins. US forces' failure to capture Central Tokyo doesn't automatically spell a US defeat. A draw is also possible.

The last side to Occupy a Town/City (having a counter in a Town/City hex) or to Control a Town/City (if neither side have a counter in a Town/City hex, the last side to have a unit pass through - use Control counters to note the fact -) gets VPs according to the number next to most Town/City hexes. The US First Army Group player gets VPs from town/cities occupied/ controlled by US First Army Group units; the US Eight Army Group player gets VPs from town/cities occupied/ controlled by US Eighth Army Group units.

If a Town/City hex is unoccupied by a Japan unit and the only ZOC exerted on it is from a friendly US unit, that Town/City hex is considered under friendly US control.

All Cities / Town / Tokyo City / Central Tokyo start the game under Japan control.

The player with more VPs wins. Tied total VPs is a draw.

10.1 US Army E Corps

The US Army E Corps, part of the Pacific Reserves, was scheduled to be launched after May 1946 but can be activated earlier if desired. However, if activated and US units cannot control Central Tokyo by the end of the game, the activating player takes a minus 3VP penalty. (See 8.5)

10.2 Central Tokyo's Victory Points

VPs for Central Tokyo varies by the Game Turn when its occupied.

- Game Turn 4 or earlier   = 10 VP
- Game Turn 5   = 7 VP
- Game Turn 6   = 4VP
- Game Turn 7   = 2VP
- Game Turn 8   = 0VP

11.0 Game Setup

11.1 Japan Army Setup

Place all Japan counters except Armored units unknown side up in the Japan Destroyed Units Pool (see 7.0). Adhering to Section 7.21, place Japan counters one to a hex everywhere you see infantry symbol on the maps. The two Armored division counters ("D-D") go to the Japan 36th Army setup zone in the hexes where you see armored unit symbols. The three (non 36A) Armored brigades ("d-D") are to be placed in hexes east or west of the Operational Boundary where you see armored unit symbols. Place the 4 remaining units in the Japan Destroyed Units Pool. Japan Strategic Reserves counters go into the Strategic Reserves box – red rimmed on the map (keep unknown side up and randomized).

11.2 US Army Setup

US units with no Entry Game Turn printed on the top left of the counter are eligible for deployment at the start of the game. Put any six of the US First Army Group counters at the Kujukuri Beachhead hexes. Similarly, put any six of the US Eighth Army Group counters in the Sagami Bay Beachhead hexes. Eligible units not initially deployed are Reinforcements from Game Turn 2 (see 8.3).

Place them on the Reconstitution schedule under the TRT.

12.0 Three Player Game

The US First Army Group, the US Eighth Army Group and the Japan Army are each controlled by a player. The rules remain the same except for the following changes:

12.1 Setup

There is no change. The US First Army Group player only handles US First Army Group counters. The US Eighth Army player only handles US Eighth Army Group counters. The Japan player gets all Japan counters.

12.2 Game Phases

Change as follows:

1. US First Army Group Player Turn
   A. Reconstitution Phase
   B. Movement phase
   C. Combat Phase
2. US Eighth Army Group Player Turn (same as above)
3. Japan Player Turn (same as above)

12.3 Operational Boundary

The US armies remain bound by the Operational Boundary. There is no such limit for the Japan army. The Japan army can freely cross the Operational Boundary. However, the Japan army still cannot enter the 36th Army setup area or Central Tokyo.

12.4 Reconstitution

There are no changes to the Reconstitution rules for the US Army. The Japan player is allotted the total # of reconstituted units permitted for Japan East & Japan West. Reconstituted Japan unit can be deployed in any hex adjacent to Central Tokyo in the designated game turn. The East/West distinction remains, however, for the deployment of Japan's Strategic Reserves.

12.5 Victory Conditions

The game ends at the end of the Game Turn 8 or when Central Tokyo is occupied by US units at the end of the turn, whichever is earlier. The player with more Victory Points ("VP"s) at that point wins.

In a three player game, the Japan player gains VP by occupying/controlling City hexes. The Japan play also gains 2 VP for each US HQ unit eliminated in Combat or via controlling US Beachhead hexes (9.1).

13.0 Chinese version Special Rules

13.1 Updates to 8.2

Aside from 36th Army units being triggered by the US First Army Group or the US Eighth Army Group capturing one or more City hexes, the 36th Army units activate when any of these conditions are met:

US Eighth Army Group units entering a hex adjacent to the Tama River (see hex 2218) that stretches from the west to southwest of Tokyo.

US Eighth Army Group units crossing the Tama River

When either one of the above conditions are met, half of the 36th Army units will be activated as Reinforcements, i.e. even if no City hexes are occupied/controlled, when any US Eight Army Group unit(s) crosses the Tama River, all of Japan 36th Army will be activated to the west of the Operational Boundary.

13.2 Optional Rules: Volunteer Corps

The Chinese version of "Race to Tokyo" has 7 Volunteer Corps counters. Place these counters on the side of the map with the sword wielding icon facing up.

Players, when controlling Japan units in combat & upon seeing a Combat Resolution die roll, may elect to take a Volunteer Corps counter from the side to void the prevailing die roll and to throw a new die roll to resolve that combat action. Each Combat Resolution can only see the use of one Volunteer Corps unit.

There's a number on the back of each Volunteer Corps counter. If the numbers from the back of Volunteer Corps counters that a player has taken add up to 9 or more, that player loses the game immediately (i.e. Americans used the atomic bomb to avoid further casualties).

13.3 Optional Rules: Tank Silhouettes

The Chinese version of "Race to Tokyo" gives two sides to each Armored counter: one side is a tank silhouette and the other is a NATO symbol. The two sides are functionally identical and players are free to use either one.

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