

# TINIAN



## INTRODUCTION

The Battle of Tinian was a battle of the Pacific campaign of World War II, fought on the island of Tinian in the Mariana Islands from 24 July until 1 August 1944. The 8,000-man Japanese garrison was eliminated, and the island joined Saipan and Guam as a base for the Twentieth Air Force.

The 4<sup>th</sup> Marine Division landed on 24 July 1944, supported by naval bombardment and marine artillery firing across the strait from Saipan. With the help of Seabee ingenuity the Marines were able to land along the Northwest coast with its two small beaches and low coral. The rest of the island had coral cliffs up to 15 feet (4.6 m) high at the water's edge negating any assault plans.

A successful feint for the major settlement of Tinian Town diverted defenders from the actual landing site on the north of the island. The feint withstood a series of night counterattacks supported by tanks and the 2<sup>nd</sup> Marine Division landed the next day in the north.

One player represents the United States of America's land and naval forces, the other has Japan's land forces.

The Japanese have built extensive fortification, tunnels, and other defensive positions. The Americans, United States Marines, US Army and Naval Air, are well equipped and trained,

- The **Americans** must advance and conquer the 4 Airfields and all other objectives.
- The **Japanese** must hold desperately against the onslaught of their enemy, hoping to inflict enough casualties to force the Americans to cease operations.

Be careful with the supply lines for the Americans, as Japanese counterattacks could cut units off from the beach-head supply sources. Japanese units are always in supply, reflecting their preparation of extensive supply caches.

## DURATION

Duration: 18h+

Favored Side: Americans

Most Difficult Side to Play: Japanese

The Tinian campaign lasts 19 turns, from 24<sup>th</sup> July till 1<sup>st</sup> August 1944, each representing half a day,

The **Americans** always plays first.



# FORCES

The **American forces** include **United States Marines Corps (2<sup>nd</sup> and 4<sup>th</sup> USMC)** and **United States Navy units**.

The **Japanese forces** include **Japanese Army** and **Japanese Navy Land (equivalent of Marines) units**.

## MAPBOARD

The map represents the entire island of Tinian, and “landing areas” where USA land units arrive.

Naval Air and Fire Support icons and units are placed in two “Off Map” Boxes representing the US Navy fleet offshore supporting the invasion.

There are objectives on the main map that yield Victory Points

**AIR STACKING:** in this scenario it is limited to 4 points of stacking in all regions except off-map boxes, where it is unlimited. Most air units have a 1 point stacking value (the Naval Fire support units are classified as ‘air’ units for purpose of movement and action but are worth 0 stacking points).



## VICTORY ★★★★★

### IMMEDIATE VICTORY

The **American player** wins if he captures all Airfields, Tinian City and the “Last Redoubt” in the southeast (3 regions of Hill 580, 1 region of Hill 500).

The **Japanese player** wins if a preset level of Victory Points is reached, those VP being earned when US Marine units are eliminated in combat. He also wins automatically if his opponent does not control all the regions of Airfield#1 and Airfield#3 by the end of Turn 8.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

### BONUS VP

Many regions and structures give VP when captured, and may cause loss of VP if lost. All of those are shown by the VP stars on map and in the region navigator. *Right click on any owned region and examine the “Regions” tab and the “Structures” tab to see locations that award VP.*

Elimination of any **US Armor** or **Mobile Infantry** costs **USA -2VP** each.

Elimination of and **Japanese Armor** or **Mobile Infantry** gives **USA +1VP** each.

# REINFORCEMENTS

## AMERICANS

[Turn 1] July 24, 1944, AM

4<sup>th</sup> Marine Division : 23<sup>rd</sup>, 24<sup>th</sup>, 25<sup>th</sup> Regiments each with 3 Infantry battalions, 14<sup>th</sup> Artillery regiment with 4 battalions, 3 Companies of USMC Tanks

2<sup>nd</sup> Marine Division : 2<sup>nd</sup>, 6<sup>th</sup>, 8<sup>th</sup> Regiments each with 3 Infantry battalions, 10<sup>th</sup> Artillery regiment with 4 battalions.

[Turn 3] July 25, 1944, AM (if not cancelled by card option, see below).

2<sup>nd</sup> Marine Division : 2<sup>nd</sup>, 6<sup>th</sup>, 8<sup>th</sup> Infantry Regiments each with 3 Infantry battalions, 10<sup>th</sup> Artillery Regiment with 4 battalions.

Card Option : 3 Companies of USMC Tanks (only if the 2<sup>nd</sup> Division lands via Options)

## JAPAN

Starts with 29<sup>th</sup> Infantry Division, elements of the 50<sup>th</sup> Inf. Regiment and additional Support units

No reinforcements in this scenario, but cards allow for the rebuild of some previously destroyed units.

# SPECIAL RULES

## WEATHER

At the time of this scenario some storms may occur in this part of the Pacific Ocean. This is handled via the play of cards or events. Bad weather will usually 'ground' all air forces and limit the movement ability of land forces.

## REPLACEMENTS

USA receives 1 replacement every turn, beginning Turn 2.

Japan receives 1 replacement every turn, beginning Turn 2.

Additional replacements and constructions for both sides are handled by cards.

## CARDS

One card is drawn each turn in this game, and players may keep up to 7 of them in hands.

## FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those that are nearby to friendly units) until they enter in battle with those.

# SPECIAL RULES

## SUPPLY SOURCES

Supply affects **American** units only. Their supply sources ( the landing beaches) are identified by the supply icon.



## BREAKTHROUGHS

In this game, breakthrough are possible if Armor units (i.e. Tanks) are present.

## START OPTIONS

The game offers to both sides an array of different starting options, each at a cost in victory points.



The other side will not be aware of your choice, thereby creating new situations at each start of the game.

- The **Americans** may stay with the historical setup, request more Air Support, request more replacements, request more tanks or decide that the 2<sup>nd</sup> Marines Division is not needed.
- The **Japanese** may choose to stay with the Historical setup, build more bunkers, receive a small number of air units, or ask for more replacements.

All those options and gambles are yours to discover. The game's event and cards allow full replay ability thanks to the numerous various situations that they create.

## NO ARMOR TERRAIN

Several regions do not allow Armor units to enter. There are indicated by display of the "No Armor" icon.



# DESIGN NOTES

This game is dedicated to all United States Marines past, present and future. Thank you for your service.

- The outcome of the game is inevitable: USA will eventually clear the island of Japanese forces. To make the game interesting without losing sight of the history, “milestones” are set that award Victory Points to Japan if not met.

*[Hint: Every Marine unit **eliminated** in combat gives Japan 3 Victory Points. Be careful!]*

- The defenses of Tinian were not as substantial as those at Saipan. The “Last Redoubt” in the southeast is therefore somewhat less formidable as those seen at Iwo Jima or Saipan.
- The modeling of Naval gunfire from Battleships and Cruisers posed interesting problems. Most SGS games are at a scale where artillery support is carried in units that are present in the same region as the battle [as they are also in Iwo Jima]. The naval “heavies” however have range that can reach every region on the map. Attempts to place units representing the gunfire each turn via reinforcements was getting very code intense and subject to errors and endless “bugs”. The solution is the “pseudo-Air” units that appear every turn. They have the same “infinite range” as the Carrier Air Groups, but cannot be intercepted or fired on in battle.