

Olympic 45 [Mod 653 T] Change List

- Set Attrition Divider to 14
- Unchecked the Anti-Shipping flag with the 150mm Fixed Gun (Main Japanese coastal artillery gun in the sce)
- Added Supply points to the US amphibious forces staging areas

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Reset the Naval Attrition Divider from the Default setting of 10 to 100. See 16.24 in the Manual for effects.

Modified Tinian and Saipan Islands. Added Supply Point to Tinian. Added Distance to Airfields. Moved 509th Composite Group to start on Tinian.

Modified Beachhead Units to a Movement Allowance of 1 and set them to Internal Support. Gave them the Task Force Icon instead of the Embarked Icon.

Assigned US Divisions to Army Support, Corps Assets to Force Support, Army Assets to Free Support, Air Units to Force Support, Naval Units to Free Support.

Removed Rail Repair Squads from the 'V MAC HQ' Unit. This was the only unit with them, and it only had 3 squads with a Repair Chance of 3%. Removing them gives the player one less thing to worry about, and given the scale of the scenario and the overall US supply situation, rail repairs aren't necessary.

Air and Naval Units reworked so that they contain the same equipment. Carrier Group Task Forces were left as they were originally because those DD's, CA's and BB's were assigned to escort the carriers.

Separated 12 P-61's from the 318th Fighter Group and placed them in a new 6th Night Fighter Squadron.

Separated 12 TBF Avengers from each of the 12th and 29th Marine Air Groups and placed them in a new MAG TBF Avengers unit.

Replaced 6 F6F Hellcats in Marine Air Group 35 with 6 F4U Corsairs.

Replaced 36 F4F Wildcats in CV Fighter Group 1 with 36 F6F Hellcats. Reorganised the Groups of CV Air Wing 1 to contain the same planes in each group. Left F4U's and F6F's in CV Fighter Group 2 as they are very similar.

Separated TG 43 BB's from CA's.

Separated TG 45.2 and 45.3 BB's from CA's.

Added TG 47.5 DD's to TG 47.6 and 47.7. Combined TG 47's BB's and CA's into separate units.

Some of US IX Corps units were scheduled to arrive on turn 3. Change this to the historical arrival on turn 4.

The US 40th Infantry Division was assigned the preliminary tasks of securing the islands of Koshiki-Retto and Yaku-Jima, while the Independent 158th Regimental Combat Team secured Tanega-Shima Island. The original 'Prelim Asslt Grp' in the scenario has been renamed the '40th Inf Div'. Units of this

formation are in garrison mode and assumed to be securing the islands until turn 8. Supply Points have been added to those islands.

Several of the US Planes were set to receive replacements starting on turn 74, which is well beyond the scenarios end turn of 30. These were reset from turn 74 to turn 1.

The PO tends to assign no air units to Interdiction Missions. To avoid this, some US Air Formations have been assigned Interdiction and put into Garrison Mode [this freezes their assignment status]. The US Player may use a Theater Option to take those Formations out of Garrison Mode at any time [the change will take place the following turn].

Japanese Air Units have been organized into same equipment units.

Assigned Japanese Air Units to Force Support (some were assigned Internal Support).

Japanese Volunteer Defense Force formations = Internal Support. Japanese Army Formations = Force Support. Japanese Air Forces = Army Support. Japanese Imperial Guards = Free Support.

Modified Japanese PO Objectives so some formations will cover multiple areas.

Changed the Japanese Naval Attack Group units from the Riverine Icon to the Light Naval Icon and increased their strength from 6 destroyers to the historical estimate of 18. These three units will still withdraw on turn 6 [if still on map] when they run out of fuel.

Rewrote the event list.

Added PO options for the US to use one of five possible objective tracks.

Clarification of Briefing Items:

Japanese force supply is set at 30 [not 30%].

After the first six days American reinforcements reduce by 50% and Sea Transport reduces by 50%, reflecting supply lines stretching all over the Pacific, and transport losses to kamikazes.

The US 11th Airborne Division has no Airdrop Capability. It is used as foot infantry to reinforce the invasion.

Chemical Weapons are used by Artillery and Air Assets and reduce the enemies Readiness Levels.

Nuclear Weapons destroy equipment in the target hex and leave contamination effects that reduce the readiness levels for units of both sides.

All US units reconstitute except for the four TF units assigned to the 40th Infantry Division.

Some Japanese units reconstitute, some do not.

Supply Radius is set to 4 for both sides.

The original scenario contained a complicated series of events and Variable Values that I could not decipher, so I rewrote them as best I could and with the objective of keeping the original intent intact. Following is what I came up with :

Variable increases by one for each US supply point captured by the Japs.

+50 Jap VP's for each US supply point captured.

if variable reaches 4, US uses chemicals and AFPAC Reserves arrive.

Variable increases by one if US uses chemicals.

if US uses chemicals, 50% chance Japs use chemicals.

Variable increases by one if Japs use chemicals.

if variable reaches 6, 33% chance US will abandon the terms of the Potsdam Declaration and seek a cease-fire.

if cease-fire is sought, Gen Anami will accept and cease-fire is declared.

if cease-fire is declared, Theater recon for both sides goes to zero.

if cease-fire is declared, 56% chance of 'Coup in Tokyo ! Japanese Army topples Gen. Anami resulting in an open-fire the following turn.

if open-fire is declared, Theater recon goes to 26 [US] and 11 [Japs].

if no coup, Gen. Anami begins negotiated peace, Japs +500 VP's and scenario ends.

if Japs use chemicals, 30% chance US uses nuclear.

if US uses nuclear, 13% chance of Japs surrendering unconditionally.

if Japs surrender unconditionally, US is awarded 500 VP's and scenario ends.

if Japs don't surrender, scenario continues.