

# ★ RETURN TO THE ROCK ○ CORREGIDOR 1945



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REVOLUTION

G A M E S

## RETURN TO THE ROCK: CORREGIDOR, 1945

### LEARNING TO PLAY THE GAME

*Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all of the titles and subtitles.*

*Set up the game and play a trial game against yourself. During this trial game try referring to the rules only when you have a question and remember the numbering system it employs makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn how to play (short of having an experienced friend teach you).*

*Learning all of the rules, word for word, is not recommended - learning all the details of any game is an effort few can achieve. The rules have been written so as to be as comprehensive as possible but are not meant to be memorized. Gradually absorbing the rules in the process of playing is the best approach to mastering this game.*

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If any of the supplied parts are missing or damaged, write to:

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Should you have any difficulty interpreting the rules you have several options. Go to the TAKE AIM DESIGNS and RETURN TO THE ROCK: CORREGIDOR, 1945 discussion folders at the website [www.consimworld.com](http://www.consimworld.com) and ask your question there. Or send an email to the electronic mail address above. A last option would be to send a letter by ground mail to the street address above. Questions sent by ground mail should include a self-addressed stamped envelope to receive a reply.

Regardless of how you forward your questions please phrase them so as to be answered with a simple "yes" or "no" or at most a single sentence. Questions about historical interpretations, design theory or design intent will be answered at the designer's discretion.

"Choose your battles . . ."™

## CREDITS

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## 1.0 INTRODUCTION

*RETURN TO THE ROCK: CORREGIDOR, 1945* is a two-player game simulating Operation *Topside*, the American invasion of the Japanese-held island of Corregidor in the Philippines between February 16 and February 22, 1945. One player commands the attacking American forces and the other player commands the defending Japanese forces.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the index and glossary at the end of this rulebook. The numerical references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

## 2.0 COMPONENTS

*RETURN TO THE ROCK: CORREGIDOR, 1945* includes the following components:

- One 17" by 22" map
- One half sheet of 96 5/8" die-cut counters
- One counter strip with 8 additional 5/8" die-cut counters
- Cover/Player aid
- This rule booklet

### 2.1 Dice

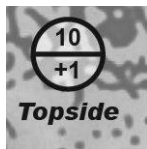
Two six-sided dice are required to play *Return to the Rock: Corregidor, 1945*. Dice are not included with the game. It will speed play if both players each have two dice. Throughout the rules "dr" signifies the roll of a single die, while "DR" signifies the sum of two dice rolled together.

## 3.0 THE MAP

The map sheet depicts the portion of the island of Corregidor where Operation *Topside* took place between February 16 and February 22, 1945. The scale is approximately 1 inch = 200 meters (218 yards).

### 3.1 Map Areas

The map is divided into 27 numbered locations hereafter called Areas. Two Areas are Adjacent to each other if they share a common boundary thus enabling units to move directly from one to another. All Areas are considered Japanese Controlled at the start of the game.



**3.1.1 Identifiers.** Each Area on the map contains an Identifier divided into two halves. The top half contains a number for identification purposes (from 1 to 27).

**3.1.2 Area TEM.** The bottom half of each Identifier contains that Area's Terrain Effects Modifier (TEM, from +1 to +4). This modifier is used in resolving attacks against units in that Area (9.4.3C, 10.7A).

**3.1.3 Area Boundaries.** Areas are separated from each other by one of two types of boundary lines:

Dashed black line: Unrestricted Area Boundary.

Solid black line: Restricted Area Boundary.

### 3.2 Invasion Approach Boxes

There are two American invasion approach boxes, one labeled “Airborne Invasion” and one labeled “Seaborne Invasion.” American units are placed in these boxes at the start of the game (American Setup, 5.3.1). American Reinforcements are also placed in these boxes during the Reinforcement Phase while awaiting landing in an Adjacent Area. Invasion Approach Boxes are considered Areas for purposes of American activation. An Invasion Approach Box may not be entered, attacked in any fashion, or retreated into by Japanese units.

### 3.3 Japanese Hidden Units Box

The Japanese Hidden Units Box on the map is used to hold Japanese units until they are committed by the Japanese player (Japanese Setup, 5.3.2). The Japanese Hidden Units Box is considered an Area for purposes of Japanese activation, movement, and combat. The Japanese Hidden Units Box may not be entered, attacked in any fashion, or retreated into by American units.

### 3.4 Turn Track

The Turn Track printed on the map is used to note the game’s current Turn. At the end of each Turn, advance the Turn marker one space to the next sequential Turn on the Turn Track.

### 3.5 Impulse Track

The Impulse Track is printed on the map and is used to record the current Impulse of a Turn. The Impulse marker is placed in the space corresponding to the current Impulse.

### 3.6 Victory Point Track

The Victory Point Track is used to record the number of Victory Points (VPs) Controlled by the American player.

### 3.7 Marker Holding Boxes

The map contains boxes to hold the Advantage marker, the American player’s bombardment markers, and both players’ optional markers.

### 3.8 Eliminated Units Box

This box holds units that were selected for loss as a result of applying Attrition Points after Combat or Bombardment Resolution (9.4, 10.5) and which are eligible to return to play during the Reorganization Phase (12.0).

## 4.0 PLAYING PIECES

Included with the game are die-cut playing pieces called units, representing the various military formations that fought in the

campaign, as well as markers that assist in game play. See the back of the cover art for descriptions of each of the playing pieces.

## 5.0 PREPARE FOR PLAY

### 5.1 Game Length

The game is seven turns long and covers the first seven days of the invasion from February 16 to February 22, 1945. **Design Note:** *while American mopping up operations continued into early March, organized Japanese resistance had effectively ended after the first week of the invasion.*

**5.1.1 Choosing Sides.** Each player should secretly record which side they wish to play: American or Japanese. If opposite sides are chosen play begins immediately. If, however, both players wish to play the same side they should bid (16.1) to play the preferred side.

### 5.2 Marker Placement

Place the Turn marker in the “1” (February 16) space on the Turn Track, “Day” side face up.

Place the Impulse marker in the “1” space on the Impulse Track, “Impulse US” side face up.

Place the “x1” and “x10” Victory Point markers in the “0” space of the Victory Point Track.

Place the Advantage marker in its holding box printed on the map, “Advantage US” side face up.

Place the two American Air Bombardment markers and the one Naval Bombardment marker in their holding boxes.

Both players have holding boxes for their optional markers. Refer to rule 17.0 for rules pertaining to these markers.

Place a Control marker, Japanese side face up, in every Area.

**Design Note:** *To reduce map clutter the players may, if they wish, only place a Control marker in American-Controlled Areas and treat Areas without a Control marker as Japanese Controlled.*

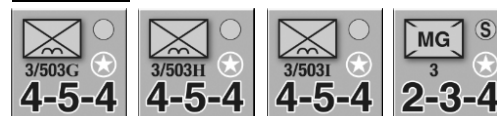
### 5.3 Unit Setup

All units begin play Fresh side face up.

#### 5.3.1 American Setup.

The following American units are placed in the Airborne Invasion Box:

#### First Wave



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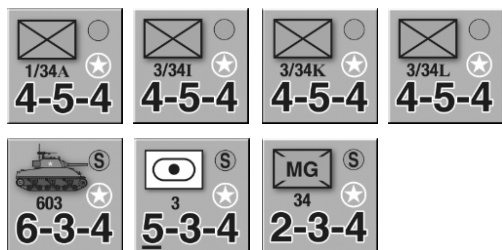
**Note:** All seven units of the first wave must attempt Airborne Invasion movement (8.3) on the first Impulse of the game (14.2).

### Second Wave



**Note:** units of the second wave are not eligible to attempt Airborne Invasion movement on the first Impulse of the game.

The following American units are placed in the Seaborne Invasion Box:

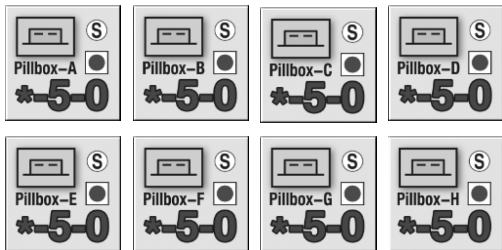


The remaining American units are reinforcements and are placed in their holding boxes situated next to the Seaborne Invasion Box. They enter play during the Reinforcement Phase of Turn 2 (February 17).

**Note:** Certain American units are color coded to match that of their corresponding Historical Leader marker if using Optional Rule 17.1.

### 5.3.2 Japanese Setup.

The Japanese player must place all eight of their Pillbox units onto the map. During setup Pillbox units may only be placed in Areas with a +3 or +4 TEM. A maximum of one Pillbox unit may be placed into each Area.



The remaining Japanese units are placed into the Japanese Hidden Units Box.

## 6.0 SEQUENCE OF PLAY

Each Turn represents one full day of combat and comprises five Phases. The sequence of play is conducted in the following order:

Reinforcement Phase, Day Phase, Night Phase, Reorganization Phase, and End Phase.

The majority of the game is played during the Day Phase and the Night Phase, both of which consist of a variable number of “mini-turns” called Impulses.

### 6.1 Reinforcement Phase

Reinforcements are placed during the Reinforcement Phase. The Japanese player always goes first, followed by the American player.

**6.1.1 Japanese.** The Japanese player makes a DR and halves the result (fractions rounded up). Up to that number of Japanese “S” units (Machine Gun and Pillbox) previously eliminated may return to play. Pillbox units returning to play are placed on the map immediately. They may be placed in Areas with a +1 or +2 TEM in addition to Areas with a +3 or +4 TEM. They may be placed into any Area on the map that is Japanese Controlled, even if the Area is Contested by American units. If the Area already contains a Japanese Pillbox unit, a second Pillbox unit may not be placed in that Area. The Japanese player places returning Machine Gun units into the Japanese Hidden Units Box.

**6.1.2 American.** The American player makes a DR and halves the result (fractions rounded up). Up to that number of American “S” units (Armor, Artillery, Engineer, and Machine Gun) previously eliminated may return to play. The American player may place these units into any Area on the map that is American Controlled, even if the Area is Contested by Japanese units. On Turn 2, the American player’s February 17 reinforcements (printed on the map) are then placed in the Airborne Invasion Box, the Seaborne Invasion Box, or any combination of the two. This placement may not be delayed.

### 6.2 Day Phase

The player with Momentum during an Impulse is called the Attacker; their opponent without Momentum is the Defender. No enemy unit may move during a friendly Impulse except to retreat as a result of absorbing Attrition Points during Combat or Bombardment Resolution. The American player begins each Day Phase with Momentum and the Advantage. The Advantage marker should be flipped, if necessary, so that the “Advantage US” side is face up.

**6.2.1 Momentum.** Beginning with Impulse 2, before declaring the type of Impulse they will perform, the player with Momentum makes a dr each Impulse to determine if they have lost Momentum. Depending on the result, Momentum may immediately switch to the opposing player.

Impulse 1: No die roll is made. Retaining Momentum is automatic.  
Impulse 2: A dr of “1” loses Momentum.  
Impulse 3: A dr of “1” or “2” loses Momentum.  
Impulse 4: A dr of “1,” “2,” or “3” loses Momentum.  
Impulse 5: A dr of “1,” “2,” “3” or “4” loses Momentum.  
Impulse 6 and thereafter: A dr of “1,” “2,” “3,” “4,” or “5” loses Momentum. A dr of “6” always retains Momentum, regardless of how many Impulses the player with Momentum has taken.

The player with Momentum may continue to select Impulse options until one of the following occurs:

- A. They lose Momentum.
- B. They declare a Pass Impulse.
- C. They have no Fresh units remaining on the map.

Whenever A, B, or C occurs Momentum is lost and immediately switches to the opposing player. These are the only ways a player may lose Momentum.

When Momentum is lost the Impulse marker is returned to the “1” space on the Impulse Track and flipped to the side of the opposing player indicating that they now have Momentum. The opposing player is now the Attacker and retains Momentum until one of A, B, or C occurs, at which time Momentum switches back to the first player. **Note:** *a player possessing the Advantage who loses Momentum during either the Day Phase or the Night Phase does not lose control of the Advantage.*

**6.2.2 Types of Day Impulses.** The Attacker may choose one of:

- Assault
- Bombardment (American side only)
- Pass

This process continues, back and forth, until both players declare a Pass in consecutive Impulses or both players have no Fresh units remaining on the map. When either of these conditions occur the Day Phase ends and play proceeds to the Night Phase.

**6.2.3 The Assault Impulse.** The Attacker selects an Area of their choice as the Active Area. American units in an Invasion Approach Box, and Japanese units in the Japanese Hidden Units Box, are considered to be in an Area for purposes of Assault Impulse activation. Units in the selected Area may move and/or attack during that Assault Impulse.

**6.2.4 The Bombardment Impulse.** The American player selects an Area containing at least one Japanese unit as the Target Area to bombard with either an Air, Artillery, or Naval Bombardment marker (10.0).

**6.2.5 The Pass Impulse.** The Attacker may elect to take no action at all during the Impulse. If both players pass on consecutive Impulses the Day or Night Phase ends at the conclusion of the second Pass Impulse.

## 6.3 Night Phase

The Japanese player begins each Night Phase with Momentum. The Turn marker on the Turn Track should be flipped so that the “NIGHT” side is face up. **Note:** *any units that were Spent at the end of the Day Phase do not flip back to Fresh at the beginning of the Night Phase. Similarly, markers that are “USED” side face up do not flip back to their unused side.*

**6.3.1 Types of Night Impulses.** The Attacker may choose one of:

- Assault
- Infiltration (Japanese side only)
- Pass

**6.3.2 The Infiltration Impulse.** The Japanese player selects an Area of their choice as the Active Area and may attempt Infiltration (8.6).

**6.3.3 Night Phase Restrictions.** The American player may not activate the Airborne Invasion Box or the Seaborne Invasion Box during an Assault Impulse of the Night Phase. The American player may not declare a Bombardment Impulse during the Night Phase. In every other respect play proceeds during the Night Phase exactly as it did during the Day Phase, until both players declare a Pass in consecutive Impulses or both players have no Fresh units remaining on the map. When either of these conditions occur the Night Phase ends and play proceeds to the Reorganization Phase.

## 6.4 Reorganization Phase

The Japanese player reorganizes their eliminated units and then the American player reorganizes their eliminated units (12.0). **Note:** *eliminated units with an “S” are not eligible to reorganize and instead become eligible to return to play during the next Reinforcement Phase (6.1).*

## 6.5 End Phase

Determine if either player has won an Automatic Victory (15.1). If neither player has won an Automatic Victory flip all Spent units to their Fresh side. Return the Impulse marker to the “1” space on the Impulse Track, “Impulse US” side face up. Advance the Turn marker to the next space on the Turn Track, flipping it so that its “DAY” side is face up. The Advantage marker, if currently “JAPAN” side face up in its holding box, is flipped so that it is “US” side face up. American Air and Naval Bombardment markers, if “USED” side face up, are flipped back to their available side.

If using Optional Rule 17.1, Historical Leader markers on the Turn Track for the current Turn are returned to their holding boxes printed on the map. If using Optional Rule 17.2, the Japanese Mortar markers, if “USED” side face up, are flipped back to their available side. If using Optional Rule 17.3, the American Flamethrower marker, if “USED” side face up, is flipped back to its available side.

If neither player has won an Automatic Victory at the end of Turn 7 (February 22), a Final Victory Check (15.3) is made by counting the final Victory Point total.

# 7.0 STACKING AND CONTROL

## 7.1 Stacking

Each player may have a maximum of eight units per Area. **Exception:** *Invasion Approach Boxes and the Japanese Hidden Units Box do not have a stacking limit. Markers do not count against stacking limits.*

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A maximum of one Japanese Pillbox unit may be stacked in an Area at any given time.

Units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. They may, however, retreat through a fully stacked Area (11.2.2D).

Although most Areas are large enough to display all of the units therein, stacking all of a player’s Fresh and Spent units in separate piles may be done to conserve space. A player may freely examine stacks of enemy units at any time.

7.2 Control

Each Area is always Controlled by either the American player or the Japanese player. Control changes when one side has a unit in a Vacant (7.4) Area that is Controlled by the enemy. Control of an Area may be gained during movement without stopping to end an Impulse in that Area. Control is shown by placing or removing an American Control marker as appropriate.

7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is Controlled by the enemy does not alter control of that Area. Units within a Contested Area may only attack enemy units within that Contested Area.

7.4 Vacant

An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently controls it.

7.5 Free

An Area is Free if it is Vacant and under friendly control.

8.0 MOVEMENT

8.1 Mechanics of Movement

During both the Day Phase and the Night Phase the player currently possessing Momentum activates one Area at a time. An Area must contain at least one Fresh unit in order to activate. The player may activate any number of Fresh units in the activated Area.

Units move one at a time. A unit may move from an Area to an Adjacent Area, the number of Areas entered during movement being limited by the printed Movement Factor (MF) on the moving unit. After movement is completed a unit is flipped to its Spent side.

At any point in an Assault Impulse (only) units that began that Impulse in the Active Area with enemy units, or enter an Area with enemy units, may attack (9.0) those enemy units within the same Area.

**8.1.1 Area Activation.** All of the Fresh units in an Area may move and/or attack if the Attacker has chosen that Area to be their Active Area. Units in the activated Area may move and/or attack until there are no units left to perform an action.

8.2 Movement Costs

Only Fresh units may move. Movement requires the expenditure of Movement Factors (MF). A unit may continue to move into Adjacent Areas until it either lacks enough MF to enter another Area or it enters an Area occupied by an enemy unit, where it must stop. Movement into an Area incurs one of the following MF costs (units must expend the highest applicable cost):

- 1 MF Enter a Vacant Area
- 2 MF Enter a Vacant Area Adjacent to a Fresh enemy MG unit\*
- 3 MF Enter an Area containing only Spent enemy units
- 4 MF Enter an Area containing at least one Fresh enemy unit
- ALL MF Attack within a Contested Area, or moving from either the Airborne Invasion Box or Seaborne Invasion Box to an Area (8.3, 8.4), or when Infiltrating (8.6)

\* Does not apply to the American Armor unit.

If the Active Area is Contested at the start of the Impulse, friendly units may exit the Area at normal MF costs, subject to Contested Area exit restrictions (8.7.2).

If a unit has not yet expended MF in the Impulse, and lacks sufficient MF to enter an Adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all of its MF.

**8.2.1 Restricted Boundaries.** The American Armor unit and American Artillery units may not cross restricted boundaries (3.1.3).

**8.2.2 Multiple Area Destinations.** Units starting in an Active Area may move to and/or attack into different areas during the same Assault Impulse. Attacks made into different Areas do not have to be designated in advance. The Attacker may wait for the results of a move/attack before announcing a later move/attack into another Area in the same Impulse by other units starting in the Active Area.

Once an Area is attacked, additional units may not move into that Area during the same Impulse. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all units moving during an Impulse have to move simultaneously.

8.3 Airborne Invasion

American units may move from the Airborne Invasion Box during any Assault Impulse of the Day Phase. A maximum of one unit may land per Impulse. **Exception:** see 14.2. American units moving in this manner must move to Area 10. American units moving from the Airborne Invasion Box must make a dr and consult the Airborne Drop Table. Treat results of less than “1” after modification as “1”.

Die roll	Result
1	Unit is eliminated.*
2	Unit moves to Area 10 and is flipped Spent.
3-6	Unit moves to Area 10 and remains Fresh.

Modifiers:  
-1 Each Fresh Japanese MG unit in or Adjacent to Area 10

\* Units that are eliminated and placed into the Eliminated Units Box during Airborne Invasion movement are eligible to return to play. Infantry units (excluding Engineers) are eligible to return to play during the next Reorganization Phase (6.4) and "S" units are eligible to return to play during the next Reinforcement Phase (6.1).

**8.3.1 Operational Surprise.** American units of the first wave (5.3.1) receive a +1 to their Airborne Invasion die rolls. *Design Note: the Japanese considered an airborne landing on Topside so "crazy" they devoted all their efforts to repelling a seaborne landing. They recovered quickly, however, and the second wave received such a hot reception that the third made a seaborne landing at Black Beach instead.*

## 8.4 Seaborne Invasion

American units may move from the Seaborne Invasion Box during any Assault Impulse of the Day Phase. A maximum of one unit may land per Impulse. American units moving in this manner must move from the Seaborne Invasion Box to Area 22. American units moving from the Seaborne Invasion Box must make a dr and consult the Seaborne Landing Table. Treat results of less than "1" after modification as "1".

Die roll	Result
1	Unit moves to Area 22 and is flipped Spent.*
2	Unit moves to Area 22 and is flipped Spent.
3-6	Unit moves to Area 22 and remains Fresh.

Modifiers:

-1 Each Fresh Japanese MG unit in or Adjacent to Area 22

\* "S" units that roll a "1" result on the Seaborne Landing Table are eliminated and placed into the Eliminated Units Box. They will be eligible to return to play during the next Reinforcement Phase (6.1).

## 8.5 Japanese Hidden Units

Japanese units may move from the Japanese Hidden Units Box during any Assault Impulse of the Day or Night Phase. A maximum of one unit may move per Impulse. If the unit is placed into a Japanese-Controlled Area, even one Contested by American units, the unit remains Fresh. If placed into an American-Controlled Area that is Contested by Japanese units, the unit becomes Spent. Japanese units may not move from the Hidden Units Box to an American-Controlled, uncontested Area.

## 8.6 Japanese Night Infiltration

The Japanese player may attempt Infiltration of American-occupied, uncontested Areas without initiating a Mandatory Attack (9.1). To be eligible the Japanese unit must be in a Free Area Adjacent to the Area they wish to infiltrate. *Exception: Japanese units in the Hidden Units Box may also attempt Infiltration directly into Area 24 (Malinta Hill).* A maximum of one unit may attempt Infiltration per Impulse. The Japanese unit attempting to Infiltrate must make an Infiltration dr. Treat results of less than "1" after modification as "1".

Die roll	Result
1	Infiltration fails. Resolve a Mandatory Attack (9.1).
2	Unit moves to the chosen Area and is flipped Spent.
3-6	Unit moves to the chosen Area and remains Fresh.

Modifiers:

-1 At least one Fresh American unit in the destination Area

**8.6.1 Banzai Charge.** Immediately after any 3-6 result the Japanese player may announce they are going to attack with a Banzai Charge. The Attack Factor of the Japanese unit is doubled.

## 8.7 Movement Restrictions

The following four situations restrict movement:

**8.7.1 Overstacking.** Units may not move into a fully stacked Area (7.1). *Note: units may retreat through a fully stacked Area as a result of Combat Resolution. See 11.2.2D.*

**8.7.2 Exiting a Contested Area.** Units within a Contested Area must first move to a Free Area before entering an Area Controlled or Contested by the enemy.

**8.7.3 Restricted Area Boundary.** American Armor and Artillery units may never cross a restricted Area boundary (3.1.3). If forced to do so, they are eliminated.

**8.7.4 Unnumbered Boxes.** Units may not move into, retreat into, or in any way attack the Airborne Invasion Box, the Seaborne Invasion Box or the Japanese Hidden Units Box.

## 9.0 COMBAT

Only units that begin an Impulse in the Active Area may attack. An attack incurs no additional MF cost beyond that for entering an enemy-occupied Area. If the Active Area was already Contested at the beginning of the Impulse the units may either exit the Area or attack.

All defending units in an Area being attacked can potentially be affected by the combat results of that attack. An attack is resolved only after all units have entered the attacked Area in that Impulse. Other units starting in the Active Area not involved in the attack may move, but no additional units may enter the Area being attacked during the current Impulse once the attack is resolved.

## 9.1 Mandatory Attacks

Friendly units must make a Mandatory Attack whenever they enter an enemy-occupied Area that was not Contested at the beginning of the current Impulse. *Exception: American units moving from an Invasion Approach Box to a Japanese-Controlled, uncontested Area 10 or Area 22 containing at least one Japanese unit simply land and may not attack that Impulse.* If a Mandatory Attack results in a Repulse (9.4.4) all participating units must retreat (11.2).

## 9.2 Optional Attacks

Unless required to conduct a Mandatory Attack, the Attacker may attack with all, some, or none of their units that entered the Area. If they choose to attack, at least one unit must attack.

## 9.3 Contested Area

If the Active Area is already Contested at the start of the Impulse, all, some, or none of the units starting in that Area may attack. If the Attacker loses the attack the attacking units do not retreat and must remain within the Active Area.

## 9.4 Combat Resolution

Attacks are resolved by comparing the Attack Value of the attacking unit(s) plus a DR (the Attack Total or AT) against the Defense Value of the defending units(s) plus a DR (the Defense Total or DT). Combat is resolved in the following order:

- A. Attacker designates the Lead Attacking Unit
- B. Defender designates the Lead Defending Unit
- C. Tabulate final Attack Value and Defense Value
- D. Roll dice (9.4.1) and compute results (9.4.4)

**9.4.1 Dice.** When resolving combat each player simultaneously rolls two dice (a DR).

**9.4.2 Attack Value (AV).** The AV is equal to the sum of:

- A. The Attack Factor of any one attacking unit of the Attacker's choice (the **Lead Attacking Unit\***),
- B. +1 Each additional unit participating in the attack,\*
- C. +1 Combined Arms Bonus when three different unit types participate in the same attack (eligible unit types are: Artillery, Armor, Engineer, Infantry, and Machine Gun),
- D. +1 any American attack made during the Day Phase.

\* Japanese Pillbox units never contribute to an Attack Value. A Japanese unit making a Banzai Charge (8.6.1) has its Attack Factor doubled.

**9.4.3 Defense Value (DV).** The DV is equal to the sum of:

- A. The Defense Factor of any one unit of the Defender's choice (the **Lead Defending Unit**),
- B. +1 Each additional Fresh defending unit in the defending Area,
- C. +? For the TEM (+1 to +4) of the Area being attacked,
- D. +1 any American defense during the Day Phase.

**9.4.4 Computing Results.** The result of the attack depends on the difference between the Attack Total (AT) and the Defense Total (DT).

**Repulse:** If the  $AT < DT$  the Attacker has been repulsed and there is no effect on the Defender's units. The Lead Attacking Unit is eliminated and placed in the Eliminated Units Box. All of the remaining attacking units are flipped to their Spent side. Retreat is required in cases of Mandatory Attack (9.1). Otherwise the Attacker may voluntarily retreat. **Note:** *Momentum is not lost due to a Repulse combat result.*

**Stalemate:** If the  $AT = DT$  the Attacker has suffered a Stalemate. There is no effect on the Defender's units. All attacking units including the Lead Attacking Unit are flipped to their Spent side. Retreat is not required in cases of Mandatory Attack (9.1); the Attacker may retreat voluntarily. **Note:** *Momentum is not lost due to a Stalemate combat result.*

**Success:** If the  $AT > DT$  the Attacker has achieved a Success. All of the attacking units are flipped to their Spent side. The Defender must absorb Attrition Points (AP, see 11.1) equal to the difference between the AT and DT. The first Attrition Point must be absorbed by the Lead Defending Unit. If the result of the attack requires the Defender to take more AP than their units in the Area can absorb, additional AP are ignored.

## 10.0 BOMBARDMENT

### 10.1 Bombardment Impulse

In a Bombardment Impulse the Attacker selects an Area to be the Target Area. **Exception:** *the Japanese Hidden Units box, while an "Area" for purposes of Japanese activation, may not be selected as a Target Area.* Unlike an Assault Impulse, there is no movement. Only the American player may choose this type of Impulse and only during the Day Phase.

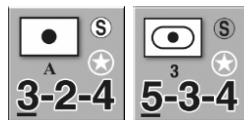
**10.1.1 Bombardment Declaration.** The American player may bombard with an Air or Naval Bombardment marker. Place the marker into the Target Area. After bombardment resolution (10.5) flip the marker to its "USED" side and return it to the appropriate bombardment display to show it cannot attack again this Turn.

The American player may also bombard with their Artillery units. Attacking Artillery units are flipped to their Spent side after bombardment resolution.



### 10.2 AIR

An American Air Bombardment marker may make an Air Bombardment against enemy units in any Area on the Map.



### 10.3 ARTILLERY

American Artillery units may make an Artillery Bombardment against enemy units in the same Area or any Adjacent Area.

Artillery units in a Contested Area may only bombard enemy units in their own Area.





## 10.4 NAVAL

The American Naval Bombardment marker may make a Naval Bombardment against enemy units in any Area on the map.

## 10.5 Bombardment Resolution

**10.5.1 Select the Primary Target.** The Attacker chooses one enemy unit in the Target Area as the Primary Target. The Primary Target must take the first Attrition Point inflicted, if any.

## 10.6 Bombardment Attack Value

The AV of a bombardment is equal to the sum of:

- A. The Attack Factor of one Artillery unit or one Air or Naval marker of the Attacker's choice,
- B. +1 Each Artillery unit that is declared to be "supporting" the same Artillery bombardment. The supporting Artillery unit may be in a different Area Adjacent to the Target Area,
- C. +1 If the Target Area contains more than three Japanese units.

## 10.7 Bombardment Defense Value

The DV of a bombardment is equal to the sum of:

- A. +? the TEM of the Target Area,
- B. +1 If only one Japanese unit is defending in the Target Area

The Defense Factor of the Primary Target and other defending units in the Target Area are *not* relevant to bombardment resolution.

To resolve a bombardment, the Attacker makes a DR, which is added to the bombardment AV to form the Attack Total, and the Defender makes a DR which is added to the bombardment DV to form the Defense Total. If the AT > DT the Defender must take Attrition Points (11.1) equal to the difference between the AT and DT. If the AT < DT or if the AT = DT there is no effect on the Defender.

Any Artillery unit that participated in the bombardment (10.6A, 10.6B) is flipped to their Spent side after resolving their attack. An attacking Air or Naval Bombardment marker is returned to its holding box on the map "USED" side face up.

## 10.8 Mistaken Attack

If the Target Area of an Air or Naval Bombardment is Contested, American casualties occur if the original (unmodified) Attacker and Defender DRs are equal. The American Attrition Points are half (fractions rounded down) the Attacker's original DR. The Japanese player may select the unintentional American "Primary Target" after the attack is resolved. Japanese losses are taken normally.

## 11.0 ATTRITION AND RETREAT

### 11.1 Attrition Points (AP)

In order to satisfy losses suffered as a result of an attack or bombardment the Defender removes AP from their units in the defending Area. The first Attrition Point must be taken by either the

Lead Defending Unit or the Primary Target. The Defender distributes the remaining AP as he chooses. Excess APs are ignored.

AP may be taken in any combination, except that the Lead Defending Unit or Primary Target must suffer the first AP and that exact losses must be applied whenever possible.

The Defender removes AP suffered as the result of an attack in the following manner:

- Each Fresh unit eliminated: 3 AP
- Each Fresh unit that flips Spent: 1 AP
- Each Spent unit eliminated: 2 AP
- Each Spent unit that retreats: 1 AP

Units selected for elimination are placed into the Eliminated Units Box printed on the map and are eligible to return to play during the Reorganization Phase (12.0) or, if the unit has a "S" in the upper right-hand corner, during the following Turn during the Reinforcement Phase (6.1).

### 11.2 Retreats

The Attacker or Defender may be called upon to retreat as a result of combat. If both Attacker and Defender retreat from the same combat, the Attacker retreats first. Attacking units may only retreat into the Area from which they entered the attacked Area.

**Exception:** *Fully stacked Areas; see 11.2.2 to determine which Area they retreat to.*

**11.2.1 Retreat Procedure.** Units must retreat one at a time to determine if the Area becomes fully stacked. If it does, subsequent units must continue their retreat to another Area that is not fully stacked. In this event, both the Attacker and Defender must follow the Retreat Priorities to determine the second (or more) Areas to which they must retreat.

**11.2.2 Retreat Priorities.** If there is more than one Area to which a unit may retreat the unit must retreat based on the following set of priorities:

- A. Free Area Adjacent to the least number of enemy-Controlled Areas,
- B. Friendly-Controlled, Contested Area,
- C. Enemy-Controlled, Contested Area,
- D. Fully stacked Area.

If forced to retreat to an already fully stacked Area, the unit must retreat *again* from that overstacked Area, once more applying these Retreat Priorities.

**11.2.3 Voluntary Retreat.** Some, or all, of the Spent Defenders in an Area being attacked or bombarded may voluntarily retreat after Combat Resolution. This option applies even if the Attacker's combat result resulted in a Stalemate or Repulse. The Lead Defending Unit or Primary Target does not have to be among the units that retreat. Fresh defending units may not voluntarily retreat. Attacking units may not voluntarily retreat after a Success result.

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**11.2.4 Retreat Elimination.** If for any reason a unit is unable to retreat, because that unit is a Pillbox, or per the Retreat Priorities such as having to retreat from Area 27 off the map or from any Area into the sea, or ending up in a fully stacked Area, it is eliminated. This elimination includes American units in Area 22 (Black Beach) which may not retreat back to the Seaborne Invasion Box.

## 12.0 REORGANIZATION

During the Reorganization Phase the Japanese player, followed by the American player, may reorganize eliminated units.

### 12.1 Reorganization Procedure

To Reorganize previously eliminated units use the following two-step procedure:

- Select any one eligible, friendly unit in the Eliminated Units Box (3.8). Place that unit on its Fresh side in any numbered Area that is friendly Controlled and contains at least one other friendly unit. The Japanese player may also place reorganized units in their Hidden Units Box and the American player may place reorganized units in their Seaborne Invasion Box.
- Permanently remove another eliminated unit from play. The permanently eliminated unit does not have to be the same unit type as the unit returned to play. Once permanently eliminated a unit should be removed from the map and may not return to play for any reason, nor may it be used to reorganize any other unit.

This procedure may be repeated to return multiple units to play during a single Reorganization Phase.

## 13.0 THE ADVANTAGE

At the start of each Impulse one player always has possession of the Advantage. This is indicated by the Advantage marker with the side of the controlling player face up in the Advantage holding box. The American player starts the game controlling the Advantage. Control of the Advantage during a Phase can only change through voluntary use by the player who possesses it.

### 13.1 Day and Night Phase

During the Day Phase and the Night Phase the Advantage may be used to:

- A. Demand a Reroll.** The Advantage may be used to force a reroll of any DR/dr during the Day or Night Phase. This causes loss of the Advantage to the opponent at the end of the current Impulse. Because the Advantage is not lost until the end of the player Impulse in which it is used, it may not be used to force a reroll of any DR/dr which has already been rerolled. All four dice are rerolled in the case

of a combat or bombardment. There is no guarantee that the reroll will be better; it might even be worse.

- B. Reset the Impulse Track.** At the start of their Impulse, before making their Momentum die roll, the player with the Advantage may use it to “reset” the Impulse Track.

Both players flip any currently Spent units to their Fresh sides (eliminated units are still eliminated and may not Reorganize). Bombardment markers that have their “USED” sides face up do *not* flip. The Impulse marker is returned to the “1” box on the Impulse Track. The Phase then proceeds normally with the player who has just surrendered the Advantage continuing to conduct Impulses.

The Advantage may be used in this manner a maximum of once per side, per Turn.

### 13.2 Reorganization Phase

During the Reorganization Phase the Advantage may be used to:

- C. Rally.** The player with the Advantage may return one eliminated unit to play without having to eliminate another unit. The unit returns to play Fresh side up as per the normal replacement criteria (12.1).

### 13.3 Advantage Shift

After the Advantage is used it belongs to neither player until the end of the current Phase or Impulse, at which time it becomes the property of the player who did not use it.

## 14.0 FEBRUARY 16 SPECIAL RULES

### 14.1 Reinforcements

There is no Reinforcement Phase on Turn 1. After initial setup, proceed to the Day Phase.

### 14.2 Movement

On Impulse 1 the American player must choose an Assault Impulse and activate the Airborne Invasion Box. All seven units of the first wave must attempt to move to Area 10 (Topside).

## 15.0 VICTORY CONDITIONS

### 15.1 Automatic Victory

Each player is capable of winning an Automatic Victory.

**15.1.1 American Automatic Victory.** The American player wins an Automatic Victory if at the end of any Night Phase every Area on the map is American Controlled.

**15.1.2 Japanese Automatic Victory.** The Japanese player wins an Automatic Victory if at the end of any Night Phase the American player has fewer Victory Points than the current game turn.

## 15.2 American Operational Victory

At the end of the February 22 Turn count the number of Victory Point Areas Controlled by the American player. Japanese Areas have the following Victory Point value:

- 3 Victory Points: Area 24
- 2 Victory Points: Areas 1, 6, 8, and 14
- 1 Victory Point: Areas 11, 12, 16, and 27

The names of these Areas are printed in red on the map.

During the End Phase of Turn 7 count the number of American units both permanently eliminated and in the Eliminated Units Box and subtract Victory Points as appropriate.

- -1 Victory Point: Each permanently eliminated American unit and each American unit remaining in the Eliminated Units Box after Reorganization.

The Japanese do not receive Victory Points. Victory depends solely on the American Victory Point total unless either side achieves an Automatic Victory (15.1).

**15.2.1 Early Linkup Bonus VP.** The American player receives one additional Victory Point if an American-Controlled Area 10 can trace a path of American-Controlled Areas to an American-Controlled Area 22 during the End Phase of Turn 1. Merely being Contested by Japanese units does not cancel the bonus.

## 15.3 Final Victory Check

If Automatic Victory has not been achieved by the start of the End Phase of the final turn, Turn 7, the American player wins an Operational Victory by having ten (10) or more VPs. The Japanese player wins by preventing the American player from fulfilling their victory conditions.

## 16.0 SIDE DETERMINATION

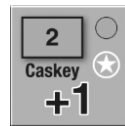
If both players wish to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

### 16.1 Bids

Each player submits a secret, written VP bid to command the Allies. The high bid receives the American side with the winning bid becoming the number of VP required for an Operational Victory (15.2). Tie bids may be resolved with a die roll. Automatic Victory rules remain unchanged.

## 17.0 OPTIONAL RULES

If players are already familiar with the game or already have experience playing other Area-Impulse games, these rules may be incorporated for greater historical realism and/or variety.



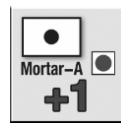
### 17.1 Historical Leaders

During initial marker setup place the American Historical Leader markers (Erickson, Caskey, Woods, Postlethwait, and Jones) and the Japanese Historical Leader markers (Itagaki and Endo) in their holding boxes printed on the map.

Once per Turn a single Historical Leader marker may be placed into any Area where Combat Resolution (9.4) is taking place, adding a +1 to the final Attack Value. At least one unit with the same color code (5.3.1) as the Historical Leader marker must be present to be eligible. **Exceptions:** *The Jones Historical Leader marker may modify any American AV, and the Itagaki and Endo Historical Leader markers may modify any Japanese AV.* Placement of a Historical Leader marker is automatic; no dr needs to be made.

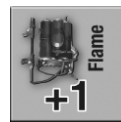
**ERRATA:** The Postlethwait marker should read "34" and not "2". The Jones marker should read "503" and not "508".

**17.1.1 Historical Figure Death.** If the final Attacker and Defender original (unmodified) Combat Resolution DR are equal, the Historical Leader marker committed to that Combat Resolution is returned to its holding box, flipped to its "KIA" side, and is unavailable for the rest of the game. Otherwise move that Historical Leader marker to the Game Turn Track and place it in the space for the following Game Turn. Return the marker to its holding box during the Reinforcement Phase of the next Turn (6.1).



### 17.2 Japanese Mortars

During initial marker setup place the two Japanese Mortar markers in their holding boxes printed on the map. A maximum of one Mortar marker may be placed into any Area where Combat Resolution (9.4) is taking place, adding a +1 to the final Attack Value. The use of this marker does count towards the Japanese player receiving a Combined Arms Bonus (9.4.2C) to their Attack Value during Combat Resolution. After use, the Japanese Mortar marker is returned to its holding box on the map "USED" side face up.



### 17.3 America Flamethrowers

During initial marker setup place the American Flamethrower marker in its holding box printed on the map. Once per Turn the American Flamethrower marker may be placed into any Area containing a Japanese Pillbox unit where Combat Resolution (9.4) is taking place, adding a +1 to the final Attack Value. The Pillbox unit does not have to be the Lead Defending Unit to place the Flamethrower marker. The use of this marker does *not* count towards the American player receiving a Combined Arms Bonus (9.4.2C) to their Attack Value during Combat Resolution. After use, the American Flamethrower marker is returned to its holding box on the map "USED" side face up.



### 17.4 Suicide Detonations

Twice per game the Japanese player may choose a Bombardment Impulse during the Day Phase and announce they are going to perform a Suicide Detonation. Place the Suicide Detonation marker "USED" side up in

## RETURN TO THE ROCK: CORREGIDOR, 1945

the chosen Target Area. Both markers may be used in different Impulses of the same game turn if the Japanese player wishes but the second marker may never be placed in the same Area as the first. Once placed a Suicide Detonation marker remains on the map for the rest of the game.

**17.4.1 Eligibility.** An Area must have a TEM of either +3 or +4 in order to be eligible for a Suicide Detonation. The Area may be either American Controlled or Japanese Controlled. A Japanese unit need not be present in the Area for that Area to be eligible for Suicide Detonation.

**17.4.2 Procedure.** A bombardment with an AV equal to the value of a dr plus the Area TEM is resolved in the Area where a Suicide Detonation was declared. The DV is calculated normally (10.7). Regardless of the number of American Attrition Points, if any, any Japanese units present in that Area are eliminated. Eliminated Japanese units are placed in the Eliminated Units Box.

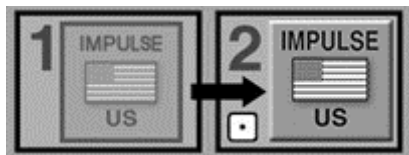
**17.4.3 Future Japanese Reinforcements.** A Suicide Detonation in any Area other than Area 24 (Malinta Hill) has no impact on future Japanese Reinforcements. If a Suicide Detonation is carried out in Area 24, the Japanese DR during the Reinforcement Phase is reduced to a dr (fractions rounded up) for the rest of the game.

**Design Note:** The penalty for carrying out a Suicide Detonation in Area 24 reflects the fact that some 2,000 of the 6,000 Japanese defending Corregidor were in the tunnels under Malinta Hill.

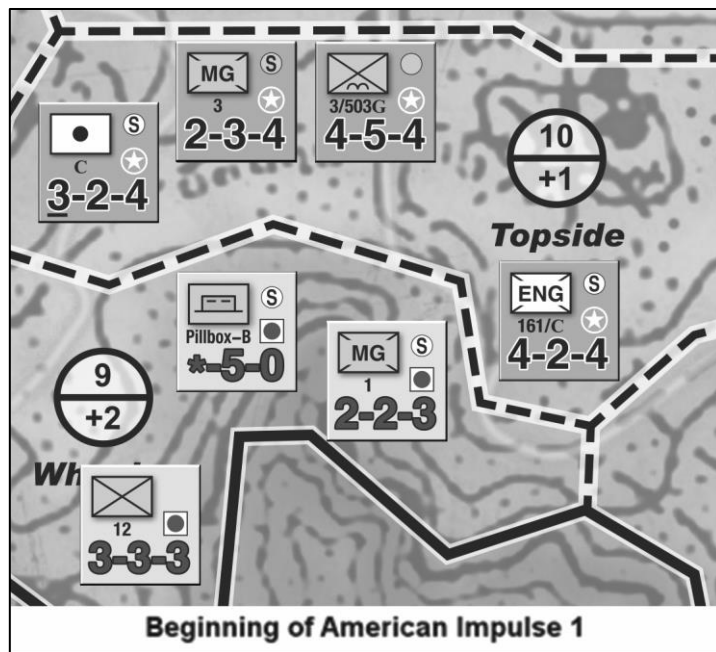
## 18.0 SUGGESTED READING

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- Devlin, Gerald M. 1992. *Back to Corregidor: America Retakes the Rock*. New York: St. Martin's Press.
- Flanagan, E. M. Jr. 2012. *Corregidor: The Rock Force Assault, 1945*. Novato, CA: Presidio Press.
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- Templeman, Harold. 1945. *The Return to Corregidor*. New York: Strand Press.

## 19.0 EXAMPLE OF PLAY

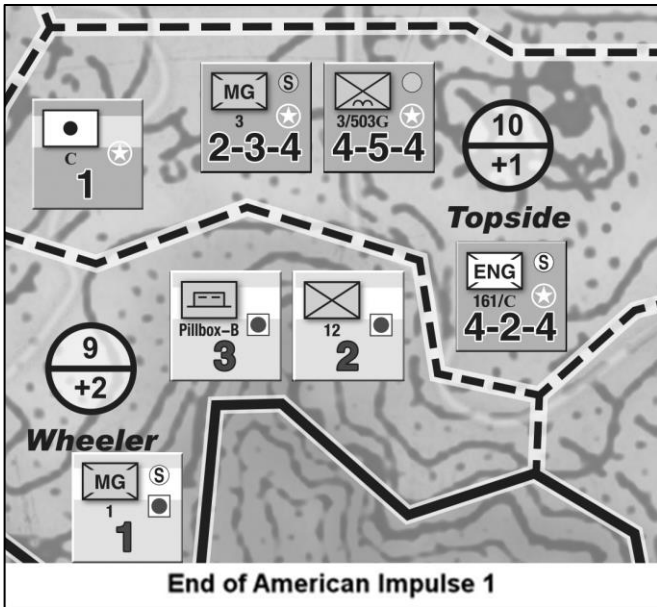


It is the beginning of the Turn 2 Day Phase. The Impulse marker is currently "Impulse US" side face up to indicate that the American player currently possesses Momentum. Because it is Impulse 1, there is no Momentum die roll at the beginning of the Impulse. The American Impulse marker automatically advances from the "1" to the "2" space on the Impulse Track.



The American player declares a Bombardment Impulse, announces that Area 9 (Wheeler) will be the Target Area and chooses the Japanese Pillbox-B unit as the Primary Target of the upcoming bombardment. The Attack Value (AV) of the bombardment is 3 (the Attack Factor of the American Artillery in Area 10). The Defense Value (DV) is 2 (the TEM of Area 9). Both players make a DR and add the result to their respective AV and DV. The American player rolls an "8" which is added to their AV for an Attack Total of 11. The Japanese player rolls a "6" which is added to their DV for a Defense Total of 8. The bombardment is a Success and results in 3 Attrition Points (AP), the first point of which must be applied to the Primary Target. **Note:** the American player could use the Advantage to demand a second DR by each player but declines to do so. Having completed its bombardment American Artillery "C" flips Spent.

The Primary Target must absorb the first AP so the Japanese Pillbox-B flips Spent. The Japanese player must now apply the remaining two Attrition Points. They could eliminate the Spent Pillbox-B, but choose instead to flip the 12 Infantry to absorb the second AP and the MG-1 to absorb the third AP. The Japanese player could now decide to voluntarily retreat the Spent 12 Infantry and MG-1 from the Target Area but, anticipating an attack by the remaining American units in Area 10, they decide not to do so. The Spent Pillbox-B has no option to retreat because the unit does not have any Movement Factors.



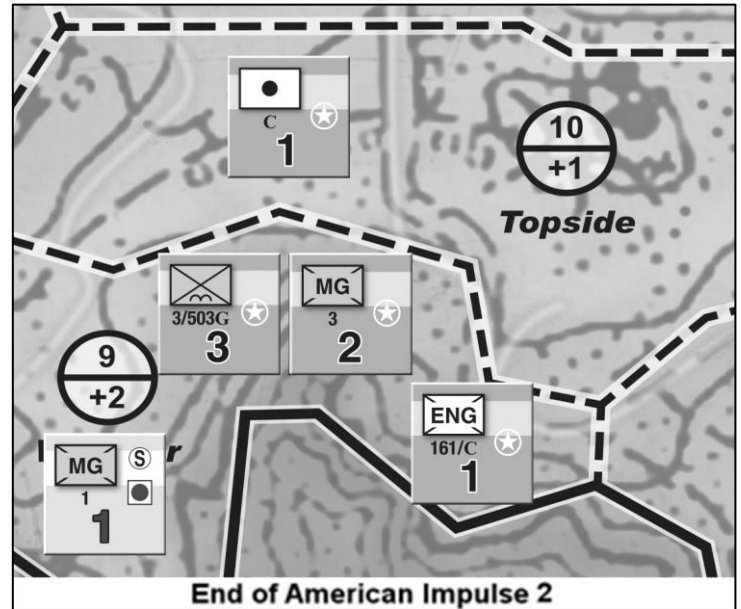
Impulse 2 now begins. The American player must make a Momentum die roll to determine if they will be able to perform another Impulse or if the

Momentum will switch to the Japanese player. The American player makes a dr and rolls a "3" which is equal to or higher than the number of the current Impulse. The American player has retained Momentum. The Impulse marker advances from the "2" to the "3" space on the Impulse Track.

The American player declares an Assault Impulse and announces they will be activating Area 10 (Topside) for movement and combat. The Artillery "C" unit, having become Spent in a prior Impulse, is not eligible to move. The remaining three American units in Area 10 move to Area 9, each unit using three of their four Movement Factors. Because Area 9 is not American Controlled or already Contested by other American units, the situation is a Mandatory Attack and the American player must attack. The American player declares the ENG 161/C Engineer unit will act as their Lead Attacking Unit and the Japanese player declares that the Spent Pillbox-B unit will act as their Lead Defending Unit. Both Attacker and Defender now calculate their Attack Value (AV) and Defense Value (DV). The Attack Value is 4 (the Attack Factor of the Lead Attacking Unit) +2 (two additional attacking units) +1 (Attacker Combined Arms Bonus for having at least three different unit types participating in the attack) +1 (American attack during the Day Phase) = 8. The Defense Value is 3 (the Defense Factor of the Lead Defending Unit) +2 (the TEM of Area 9) = 5.

Both players make a DR and add the result to their respective AV and DV. The American player rolls a "7" which is added to their AV for an Attack Total of 15. The Japanese player rolls an "11" which is added to their DV for a Defense Total of 16. Since the Defense Total is greater than the Attack Total the attack is repulsed and would eliminate the American player's Lead Attacking Unit and force the

other two units to retreat back to Area 10. The American player announces they will use the Advantage marker to demand a reroll. The Advantage marker is flipped to its "Advantage Japan" side. Both players now make another DR. The American player rolls an "8" for an Attack Total of 16, and the Japanese player rolls an "8" for a Defense Total of 13. The attack is a Success and results in 3 AP, the first of which must be applied to the Lead Defending unit. Since Pillbox units are not eligible to retreat to absorb AP the Japanese player applies two Attrition Points to eliminate the Pillbox-B unit. They then retreat the Spent 12 Infantry unit out of Area 9 to absorb the third and final AP. All three American units flip Spent.



Impulse 3 now begins. The American player must again make a Momentum die roll to determine if they will be able to perform yet another Impulse or if the Momentum will switch to the Japanese player. The American player makes a dr and rolls a "1" which is lower than the number of the current Impulse. The American player has lost Momentum. The Impulse marker is now flipped so that its "Impulse Japan" side is face up and returned to the "1" box on the Impulse Track. It is now Japanese Impulse 1.



## 20.0 INDEX AND GLOSSARY

**Active Area:** The Area which the Attacker has selected to conduct an Assault Impulse.

**Adjacent:** Areas that share a common boundary are adjacent.

**Advantage:** The temporary edge one side has over the other, yielding certain benefits to the owner when used; 13.0.

**Air Bombardment:** a marker representing air assets; 4.4.6.

**Airborne Invasion Box:** 3.2 (movement from, 8.3)

**Area:** Any of the 27 irregularly shaped spaces on the map, used to regulate movement and combat; 3.1.

**Area Boundaries:** 3.1.3.

**Armor:** any unit with a vehicle illustration; 4.2.1.

**Artillery:** any unit whose Attack Value is underlined; 4.2.2.

**Assault Impulse:** A declared Impulse during which the Attacker may move and attack; 6.2.3.

**Attacker:** The active player resolving the current Impulse, whether carrying out Combat Resolution or not.

**Attack Total:** The sum of the Attack Value and a DR.

**Attack Value (AV):** 9.4.2.

**Attrition Points (AP):** The difference between the Attack Total and the Defense Total in an attack or bombardment, which must be absorbed by Fresh units flipping to their Spent side, retreating, or elimination; 11.1.

**Banzai Charges:** 8.6.1.

**Bids:** 16.1.

**Bombardment Impulse:** A declared Impulse during which the player may bombard with Artillery units or a bombardment marker; 6.2.4.

**Combat Resolution:** 9.4.

**Combined Arms Bonus:** 9.4.2C.

**Contested:** An Area containing both friendly and enemy units; 7.3.

**Controlled:** The last side to be the sole occupant of an Area controls that Area; 7.2.

**Day Phase:** A portion of each Turn when players may perform Impulses; 6.2.

**Defender:** the player without Momentum; 6.2.

**Defense Total:** The sum of the Defense Value and a DR.

**Defense Value (DV):** 9.4.3.

**Die Roll Modifier:** A number added to, or subtracted from, an original dr to alter the final result.

**dr** (die roll): A roll of a single six-sided die.

**DR** (dice roll): A roll of two six-sided dice added together to form one combined result.

**Eliminated Units Box:** 3.8 (see also 11.1, 12.0).

**End Phase:** 6.5.

**Free:** An uncontested, friendly-Controlled Area; 7.5.

**Flamethrower:** 17.3.

**Fresh:** The colored (front) side of a unit; 4.2 (see also 4.3).

**Historical Leaders:** 4.4.7 (see also 17.1).

**Identifier:** 3.1.1.

**Impulse:** One of the alternating “mini-turns” that make up the Day and Night Phases.

**Impulse Track:** 3.5.

**Infantry:** 4.2.4.

**Infiltration Impulse:** 6.3.2.

**Japanese Mortar:** 4.4.7 (see also 17.2).

**Lead Attacking Unit:** 9.4.2A.

**Lead Defending Unit:** 9.4.3A.

**Machine Gun:** 4.2.3

**Mandatory Attacks:** 9.1.

**Mistaken Attack:** 10.8.

**Momentum:** 6.2.1.

**Movement:** 8.

**Movement Factor (MF):** The third (rightmost) number printed at the bottom of each unit. It is the number of movement points a unit may expend in one Impulse.

**Naval Bombardment:** a marker representing naval assets; 4.4.6.

**Night Phase:** A portion of each Turn when players may perform Impulses; 6.3.

**Optional Rules:** 17.0.

**Pass Impulse:** A declared Impulse during which the Attacker performs no action; 6.2.5.

**Pillbox:** 4.2.5 (see also 6.1.1 and 7.1)

**Primary Target:** 10.5.1 (see also 11.1 and 11.2.3).

**Reinforcement Phase:** 6.1.

**Reorganization Phase:** 6.4, 12.0.

**Repulse:** 9.4.4.

**Retreat Priorities:** 11.2.2.

**Seaborne Invasion Box:** 3.2 (movement from, 8.4)

**Side Determination:** 16.0 (at start of game: 5.1.1).

**Special Units:** 4.3 (return to play after elimination: 6.1).

**Spent:** the reverse (striped) side of a unit.

**Stalemate:** 9.4.4.

**Success:** 9.4.4.

**Suicide Detonations:** 17.4.

**Terrain Effects Modifier (TEM):** The bottom half of each Identifier with a value of +1 to +4; 3.1.2.

**Turn:** A Turn is comprised of the five phases that make up the sequence of play (see 6.0).

**Turn Track:** 3.4.

**Vacant:** An Area that contains no enemy units; 7.4.

**Victory Conditions:** 15.0 (Automatic: 15.1; Operational: 15.2).

**Victory Point Track:** 3.6.



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