

# Islands of the Damned

Addenda as of Nov. 1, 2020

## Before you begin:

The counters for both games are set very firmly in their trees. Great for surviving being shipped, but possibly hard to punch out. Best to use scissors and just cut them out.

## Given Up for Dead (Wake Island)

**2.2.3 Yankee Grit Counters** (clarification): Only one of these can be expended per particular attack (there is only so much grit to go around).

**2.2.4 Fuel and Ammo Counters** (clarification): Spending 1 Ammo counter for the +1 DRM only modifies the "to hit" roll, not the second "damage" die roll.

**2.2.6** (clarification): Smoke and Fire markers stay in place for all unit attacks during the turn.

**3.8.3 Game End** (change): Reducing the Garrison Strength to 1 on the track is a Game End event regardless if any Civilians were drafted.

**Optional Rule** (new): Reducing the Garrison Strength to 3 on the track negates the player's ability to recover Smoke. Reducing the Garrison Strength to 2 on the track negates the player's ability to recover Fire.

**3.3.9** (correction): "Beach" should be "Coastal".

**4.1.2** (clarification): Remove any damage markers on shore batteries before starting the 2nd Invasion.

**4.1.3b Banzai Counters** (clarification): These ships come back in an undamaged state.

**4.1.3d Zero Counters third bullet** (clarification): A Wildcat in the CAP box remains there if it survive a Zero's attack. The Wildcat only returns to the Airfield if it performs an attack against Japanese ships.

**Optional Repair Rule:** Instead of automatically flipping from Fire to Smoke or removing a Smoke marker, roll a die. If the result is equal to or less than the strength of the ship or battery, flip the Fire marker or remove the Smoke marker, other-wise the damage marker stays as it is on the ship/battery. Batteries have a strength of 3.

## Utmost Savagery (Peleliu)

### The Rules:

**2.1.4** (clarification): If drawn, an Intensity Supply marker is in lieu of other effects. Do not draw a second time.

**2.2.6** (clarification): Barrage and Fire markers stay in place for all unit attacks during the turn.

**5.1.2** (clarification): Regiments on the map and in play are not required to be activated each turn. A player may allow some of his Regiments to sit inactive so as to slow down the burn of Time Chits.

**5.3** (clarification): During this Impulse, artillery units in a 'Bloody Beaches' area are also subject to the roll.

**5.4** (clarification): Support units can only be placed on the map in areas with a unit, or stack of units, already present.

**5.5** (clarification): Once placed, support units can move independently to assist other units. Note that army/marine artillery units can fire in support of the other service.

**6.1** (clarification): Support units may also be moved in the Reposition Segment.

**5.5.1** (clarification): Only activated units may move and/or change facing on the map.

**5.6.3 "Gung Ho" Special Rule** (clarification): Once Morale becomes Shaken (15 or less) the "Gung Ho" dice re-roll special ability may not be recovered, even if Morale goes back above 15.

**5.5.10 Armor** (new rule): Note that while Rules 5.5.7 and 5.5.8 restrict artillery and pioneer support units to only ONE use per turn, armor units can be used TWO times per turn. Armor stacked with an infantry battalion allows that battalion to take a second action, after completing its first action. (In essence, treat armor as a shock unit that can plow forward giving its accompanying infantry extra momentum).

**6.3 Burnout Segment, third line** (addition): Please add "Fortified" after "Airfield".

**6.4 Turn of the Tide Segment** (addition): During this phase at the end of the turn, any Commanders who were not activated during the turn should be automatically flipped.

### The PAC:

**Time Chits Table, Supply** (clarification): The expenditure of 2 SPs returns the battalion at full strength.