

# OKINAWA

THE LAST BATTLE OF WORLD WAR II



**SOLO**  
GAME OF THE MONTH

DESIGNED BY GABE BARRETT

*Okinawa: The Last Battle of WWII is a solo action selection game that uses a rondel and dice system for movement and action execution. The player will navigate through the available action spaces, confront various enemy types, and utilize upgrades and special abilities as they attempt to complete the necessary objectives to win this famous last battle.*

## COMPONENTS



**10 BASIC ACTION CARDS**



**15 REINFORCEMENT ACTION CARDS**



**1 RESUPPLY CARD**



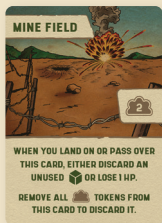
**10 OBJECTIVE CARDS**



**16 KNOWN ENEMY CARDS (A-H)**



**10 UNKNOWN ENEMY CARDS**



**10 SCENARIO CARDS (I-R)**

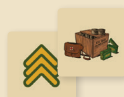
**2 MINE FIELD CARDS**



**10 NUMBER  
TOKENS**



**4 HEALTH TOKENS**



**18 RESUPPLY  
TOKENS**



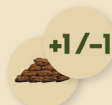
**14 FOG OF  
WAR TOKENS**



**12 DAMAGE  
TOKENS**



**3 SUPPRESSED  
TOKENS**



**9 CIRCLE  
TOKENS**



**1 COMMAND PAWN**



**18 JAPANESE SOLDIER  
TOKENS (2 5X)**





**7 DIO ENEMY DICE  
(6 RED, 1 BLACK)**



**6 ACTION DICE**








**1 FLAG TOKEN  
AND 1 FLAG POLE TILE**

1. Place the 10  Basic Action cards in two **Action Rows** of 5 cards each,  side up, with space for an **Enemy Row** in between them. The order of the Basic Action Cards should typically be as shown in the setup image, but for more of a challenge, you may randomize them.
2. Place a Number Token above/below each Basic Action Card, 1–5 along the top row, and 6–10 along the bottom in reverse order, as shown. These represent the numbered **Action Spaces** that various Action Cards will occupy during the game.
3. Shuffle the Objective 1, 2, and 3 cards into their own respective piles, and draw one card from each deck, face down. Place the Hill 89 Objective face down to the left of the two Action Rows, and then place your drawn Objective 3, 2, and 1 cards on top of it to form a face down **Objective Deck** going from Objective 1 to 4. Return all unused Objective cards to the box. Place the Flag Token and Flag Pole tile next to the Objective deck.  
*Note that the Hill 89 Objective will always be your 4th and final Objective in every game.*
4. Each Objective card has a letter along its left side (I–R) that tells you which Scenario card to use during the Objective. Find the Scenario card with the matching letter and place it face up below the Objective card.
5. Place the Resupply Card to the right of the Action Rows, opposite from the Objective Deck. The area containing the Action Rows and Enemy Row between the Objective Deck and Resupply Card is referred to as the **Battlefield**.
6. Place the Japanese Soldier tokens, Fog of War tokens, Damage Tokens, Suppressed tokens, Sandbag tokens, and Resupply tokens in their own respec-



tive token supply near the Battlefield. The Resupply tokens must be randomized and face down.

7. Shuffle the  Reinforcement Action Cards together, and place them in a **Reinforcement Deck** above the top Action Row,  side up. Then draw and place 3 cards  side up next to the deck, forming the **Reinforcement Row**. Place one Resupply token on each card in this row, flipping it face up.
8. Shuffle the  Unknown Enemy cards and place them in a face down **Unknown Enemy Deck** near the Battlefield, with space next to it for a discard pile. Then place the  Known Enemy cards in a face up pile next to the Unknown Enemy Deck.
9. Place 1 action die on the Resupply card with its 1 side face up. Place the rest of the Action and Enemy Dice in a dice supply near the Battlefield.
10. Place the Command Pawn on the Action Card in Action Space 1.
11. Place your 4 health tokens somewhere near you,  side up, along with 1 sandbag token, 1 +1/-1 token, and a reroll token.

## YOU ARE NOW READY TO BATTLE!



## WINNING AND LOSING

To win the game, you must complete all 4 Objectives, ending with the final stand at Hill 89, within the number of laps around the Battlefield allowed by each Objective. A **lap** is completed each time you move the Command Pawn from the last numbered Action Space back to the first. If you fail to complete the 4th Objective by the time you reach the end of the final lap around the Battlefield, or if your Health ever reaches 0, you lose the game.

## PLAYING THE GAME

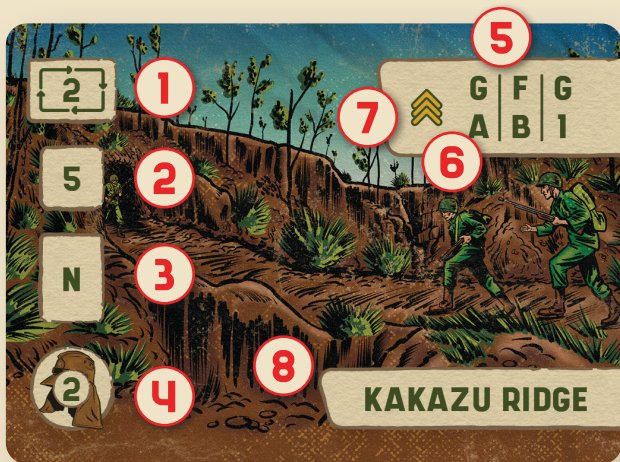
Okinawa plays over an indeterminate number of Player and Enemy Turns, going back and forth between the two. On your turn, you will roll and use the Action Dice to move around the Battlefield, activating Action Cards as you go, and completing Objectives. At the end of each player turn, an Enemy Turn occurs in which the Enemies on the Battlefield attack in an attempt to damage you based on where your Command Pawn is.

## OBJECTIVE SETUP

To start the game, draw and reveal the Objective 1 card on the top of your Objective deck. You will notice several things on the card:

1. **Lap Limit:** this is the number of times you may move your pawn around the rondel of Action Spaces before the Objective ends. Place the Flag Token next to this number on the Flag Pole tile. In this case, it would be placed next to “2” on the Flag Pole.

2. **Action Dice Allowance:** This is the number of Action Dice you will roll and use during each player turn for this Objective. The total also includes the die on the Resupply card. So, if the Objective is Kakazu Ridge, you would have access to 4 action dice in front of you and 1 action die on the Resupply card.
3. **Scenario:** find the card with the corresponding letter on this icon, and place it face up below the active Objective card. Some cards only activate their effects at specific times, such as at the beginning or end of a loop; other cards activate immediately and only once for the whole Objective.
4. **Soldiers:** This is the number of Japanese Soldier Tokens used for the Objective. Place this number of Soldier tokens in Enemy Space 1 of the Enemy Row, between Action Spaces 1 and 10. In this case, you would place 2 Soldier tokens in Enemy Space 1.



- 5. Known Enemy Cards:** these are the Known Enemy cards you must put into play for the Objective. They are placed in the order shown on the Objective card, in Enemy Space 2, then 3, and so on. In this case, you would take Enemy G card from the Known Enemy supply and place it in Enemy Space 2, then place Enemy F in space 3, and finally another Enemy G in space 4. Enemy Space 5 would be left empty. Then, you would tuck Enemy A face down under G in space 2 and Enemy B under F in space 3.
- 6. Unknown Enemy Cards:** When there are numbers instead of letters, it here tells you how many Unknown Enemy cards must be drawn from the Unknown Enemy Deck and tucked face down under each Known Enemy card. In this case you would place 1 Unknown Enemy card under Enemy G in space 3.  
*Note: If the Unknown Enemy deck is ever empty, shuffle all discarded Unknown Enemies to form a new deck.*
- 7. Upgrade:** Before beginning an Objective, if the card has this icon, immediately upgrade one of your Action cards to its veteran side.
- 8. Objective Location:** This is the name of the location where this part of the overall battle takes place.

All Objectives are set up in this same way. Use the set-up specifications on your Objective 1 card to start your first Objective now.

## PLAYING A TURN

At the beginning of each turn you must first flip any exposed Enemy Cards that are face down to their face up side. (For example, for the first turn at Kakazu Ridge,

you would flip the G, F, and G cards face up.) Then roll any Enemy Dice needed to determine the targets and abilities of the Enemies currently on the Battlefield (see Enemies on page 14).

After this, roll the number of Action Dice specified by the active Objective card. You must roll all the available Action Dice once at the beginning of each player turn (they may not be rerolled).

**There are two basic action types you can then take by discarding Action Dice:**

1. Movement
2. Activating an Action Card

You may take either of these actions as many times as you wish in any order, provided you still have Action Dice to spend on them. All available Action Dice must be used to take actions during your turn.

## **1. MOVEMENT**

To move, select and discard an Action Die of any number, then move your Command Pawn a number of spaces equal to its value.

Your Command Pawn always moves from one Action Space to the next one in numerical order.

The die values range from 1 to 4, and the movement value of any die selected for movement must be used in full.

*Example: If your pawn is currently on Action Space 4, and you have a 2 and a 4 die remaining. You may discard the 2 to move your pawn to the card in space 6, or the 4 to move to the one in space 8. Either way, you will pass the Resupply card sitting between spaces 5 and 6, activating an immediate Resupply event.*



## RESUPPLY

Each time you move your pawn past the Resupply card, you may immediately take a Reinforcement Card from the Reinforcement Row, along with the face up Resupply token on it. Then draw a new Reinforcement card and Resupply token to replace those taken from the row.

*Note: The Resupply Card and Objective Cards do not count as spaces, and the pawn will never move onto them. The Resupply event is triggered when moving from the Action Space before it to the one after it.*

### **After making your selection, you may either:**


- Replace an existing Action Card in any Action Space with the Reinforcement Card, removing the replaced card from the game
- Or forgo the Reinforcement card, removing it from the game instead.

When taking the Machine Gun Team, you must replace 2 Action Cards instead of 1, and you must also remove an Action Space. Choose 2 adjacent Action Cards in one of the rows to replace, and choose 1 of the 2 Number Tokens indicating an Action Space to remove. This Action Space is gone for the rest of the game, and the Machine Gun Team will now occupy the numbered Action Space that remains.

## RESUPPLY TOKENS

Each Resupply Token you gain offers a one-time benefit that you can choose to use anytime (unless otherwise specified) after gaining it. Resupply Tokens are removed from the game immediately after being used.





**Veteran Action Upgrade:** Choose one of your Action Cards currently on the Battlefield and flip it to its  Veteran side. It may be the one the Command Pawn is on.



**Sandbags** (during enemy turn only): Block 1 damage whenever taking damage.






**Grenade:** Deal 2  to any visible Enemy (one with no  tokens remaining on it). This damage cannot be divided between Enemies.



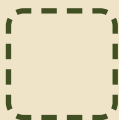
**Binoculars:** Remove 1 Fog of War from any Enemy Card on the Battlefield.



**Med Kit** (during your turn only): Regain 1 lost health by flipping a Health Token from its  side to its  side. You can never have more than 4 .

+1/-1

**Adjust:** Add or subtract 1 from the value of an Action Die. You cannot go above 4 or below 1. This can be used anytime during your turn, not just when you first roll the Action Dice.



## RESUPPLY DIE

At the beginning of the game, an action die is placed on the Resupply card with a 1 face up. Throughout play, on your turn, you may remove the die from the card and place it in your dice pool without rolling it. During your turn, if there isn't a die on the Resupply card, you may move a die from your dice pool to the card keeping the same

number face up, and then use the die on a future turn. You may remove a die and add a die on the same turn. Also, note that the upgraded side of the Machine Gun Team card has the same icon and allows you to place an unused die on it that can be used on a future turn.



## REFUEL

After a card with this icon is activated, rotate it 90 degrees. The card cannot be activated again until your Command Pawn passes over the Resupply card. When your pawn passes over Resupply, rotate all rotated cards back to their ready position. For example, if you spend 3 dice to activate the Sherman M4A3 to destroy 3 soldiers, the card would then be rotated 90 degrees, and you may not activate it again until after you pass over the Resupply card.

## 2. ACTIVATING AN ACTION CARD

To activate an Action Card, you must first have your Command Pawn on the card you wish to activate, using movement to reach it. You may discard an Action Die of any number to activate the card once, and may activate it several times by discarding dice in an increasing numerical sequence (ie. discarding a 2, 3, and 4 would allow you to activate an Action Card 3 times).



*Example: You roll a 1, two 3's, and a 4, and wish to activate the Rifleman your pawn is currently on. If you discard the 1, you will only be able to activate the card once, as you don't have a 2 to discard after it. However, if you discard a 3, you may immediately discard your 4 as well to activate the card a second time. You must decide how many dice you wish to spend on activating an Action Card before resolving the activations.*

*Note: Once you have activated an Action Card either once or several times, it may not be activated again this turn. However, if your Command Pawn is still on the same card at the beginning of the next turn, you may activate it again, unless it has a gas can icon.*




Each separate activation of an Action Card allows you to resolve all icons and written effects shown on its bottom half. However, **Action Cards that attack and deal damage to Enemy Cards may target only one Enemy per activation.** If it is not possible to resolve any Action Card effect, that effect is ignored during the activation.

## ACTION CARD ICONS AND EFFECTS




**Soldier Damage:** Deal the number of damage shown on this icon to any  type Enemy currently on the Battlefield, regardless of their position. The damage may not be divided between Enemies, and a target must be visible (have all  tokens removed from it) in order to take damage (see Enemies on page 14).




**Armor Damage:** This is the same as the  effect, except that it applies to  type Enemies, not  Enemies.



**Scout:** For each of these icons on an activated card, you may remove 1  token from any Enemy Card currently in play (see Enemies on page 14).





**Destroy Soldier:** Immediately defeat any visible  Enemy, regardless of their remaining health. After one or more activations of a card with this effect are resolved, it must be rotated 90 degrees. It cannot be activated again until unrotated by taking a Resupply action.



**Sandbag Token:** Gain a Sandbag token. It has the same effect as Resupply Sandbag tokens, allowing you to discard it to block 1 damage. When used, discard it back to the supply (it is not removed from play like the Resupply tokens).



**Destroy Armor:** Has the same effect as the Destroy Soldier ability, except that it destroys  type Enemies, not  Enemies.



**Heal:** Recover 1 health.



**Reposition:** Gain a reposition token. You may discard it at any time to switch the position of 2 Action cards. When used, discard it back to the supply (it is not removed from play like the Resupply tokens).



**Adjust:** Gain an adjust token. You may discard it at any time to add or subtract 1 from the value of an Action Die. You cannot go above 4 or below 1. This can be used any-time during your turn, not just when you first roll the Action Dice. When used, discard it back to the supply (it is not removed from play like the Resupply tokens).

An Action Card may also feature a variety of other effects written on it. If so, follow the card text when activating it. For example the **F4U Corsair** card “can destroy planes!”

**Note:** *The number of tokens you may hold of a given type is limited by those available in its supply (ie. 2 Sandbag tokens max, unless you also have Resupply Sandbag tokens).*







## ENEMIES

### ENEMY CARDS



Each Enemy Card has a number of features on it:

- 1. Arrow Icons:** These point to the Action Spaces that an Enemy card will attack during the Enemy Turn. An Enemy Card may have other written targeting effects instead of these arrow icons.
- 2. Enemy Type:** This indicates whether the Enemy is a  Soldier type or  Armor type enemy.
- 3. Enemy Health:** This is the amount of damage an enemy must take in order to be defeated. When dealing damage to an Enemy Card, place Damage tokens on the card in order to track damage dealt to it. Note that if an Enemy Health icon shows no number, that Enemy cannot be attacked normally, and can only be removed when either the condition written on the card is met, or if it is defeated using a special Action Card effect.  
*Example: The Kawanashi NIK-J Enemy Card is removed only when either the current Objective is complete, or when destroyed by an Action Card with the "can destroy planes" effect.*
- 4. Fog of War:** The number on this icon is how many Fog of War tokens you must place on the Enemy card when first revealed. These must be removed before you can damage the Enemy Card.

- 5. Damage:** This number indicates how much damage the Enemy Card does to you if the Command Pawn is on a targeted Action Space during the Enemy Turn.
- 6. Enemy Effect:** Some Enemy Cards have various effects, most of which will occur during Enemy Turns. For example, the Pill Box prevents Japanese soldier tokens from being attacked until it is destroyed

## ENEMY CARD ICONS AND EFFECTS





**Die Effects:** If an Enemy Card features the  icon, you must roll 1 Enemy Die for each  at the beginning of each of your turns to determine what the card's effects will be during the Enemy Turn. This may result in the Enemy Card changing its position, its target Action Spaces, etc.



**MOVE:** This icon indicates that the Enemy Card will move to the right of either the top or bottom Action Row each time the card effect is resolved. If an Enemy Card is already in the position it would be moved to, it stays there. Cards with this icon apply damage and effects to the entire Action Row the Enemy is next to during the Enemy turn. When a Battlefield card is uncovered due to a move, it immediately flips face up.

*Example: When the Kawanashi NIK-J is face up, roll the black Enemy Die for it at the beginning of each player turn. Depending on the result, it will move to either the top or bottom Action Row and will deal 1 damage to all Action Spaces in that row during the enemy turn.*




**Suppressed:** When an Action Card has a Suppressed token on it, it cannot be activated. To remove a suppressed token, you must discard a  without using it. You do not have to be on the suppressed card when you discard the .



## JAPANESE SOLDIER TOKENS

Whether spawned by an Objective or by an Enemy Card, Japanese Soldier Tokens are always placed in Enemy Space 1, directly between the first and last Action Spaces on the Battlefield. Any number of Japanese Soldier Tokens may be in this Enemy Space. They will always remain in this space and are the only Enemies that may occupy it.

Japanese Soldiers each count as a  type Enemy with 2 health, and like all Enemies, must be defeated by the end of the last lap of Objective 4. When dealing damage to a Japanese Soldier Token, flip the token from its beige side (2 health) to its red side (1 health) to track damage dealt, instead of using Damage Tokens. When 2 damage is dealt to defeat a Japanese Soldier token, discard it to the supply.

At the beginning of each player turn, you must roll one red Enemy Die for every Soldier token on the Battlefield, and place that die on the Action Space corresponding to the number rolled.

An Action Space may contain any number of Enemy Dice rolled from this effect. If the number rolled corresponds to an Action Space that has been removed (see Resupply on page 9), the die is discarded.

The maximum number of red Enemy Dice that can be rolled and placed is 6.

## DEFEATING ENEMIES

To defeat an Enemy you must either deal an amount of damage to it equal to or great than its Health value, or Destroy it with a Destroy ability. Any effect dealing damage can only target one Enemy per activation, and therefore damage dealt in excess of their Health value cannot be transferred to another Enemy. However, when activating a card multiple times on a turn using multiple dice, you may target different enemies with each activation.

As soon as an Enemy has been dealt the required amount of damage (or Destroyed), it is defeated and removed from the Battlefield. When defeated, Known Enemy cards are returned to their deck, Unknown Enemy cards are discarded face up to a pile next to the Unknown Enemy deck, and Japanese Soldier Tokens are returned to their token supply.

***Note: If defeating an Enemy Card reveals a face down enemy beneath it, do not immediately reveal it. It will be revealed at the beginning of your next player turn (see Taking a Turn).***



### **On each Enemy Turn, you must:**

1. Resolve Enemy Dice and card effects for all face up Enemies currently on the Battlefield.
2. Advance face up Enemy Cards if any of them have an empty Enemy Space to their left.

# ENEMY TURNS


## I. RESOLVING ENEMY ATTACKS


### RANDOM STRIKES

First, Enemy Dice that were rolled for Random Strikes by Japanese Soldiers and placed on Action Spaces at the beginning of your turn deal damage. If your Command Pawn is on an Action Space containing any of these dice, take 1 damage for each die there by flipping a Health Token from its  side to its  side. Then all Enemy Dice on all Action Spaces, whether they successfully dealt damage or not, are removed from the Battlefield and returned to the dice supply.

### ENEMY CARDS

The effects of all Enemy Cards on the Battlefield (including dice effects rolled at the start of your turn) are then resolved in order, going from left to right. After resolving a die effect on an Enemy Card, discard the corresponding die.

Most of the time, Enemy effects will deal a number of damage to a targeted Action Space. If your pawn is on any of the targeted spaces, you will take the indicated amount of damage. Whenever taking damage, flip one Health token to its  side for each damage taken.

***Reminder: If at any time all 4 of your Health tokens are on their  side, you immediately lose the game.***

If your pawn is not currently on any of the spaces targeted by an Enemy Card, you are safe, and will not take any damage from that Enemy during the Enemy Turn.



## 2. ADVANCING ENEMY CARDS


After attacking, face up Enemy Cards will advance as far as they can towards Enemy Space 2, provided there are empty Enemy Spaces to the left of them to move into.

Going from left to right, move each face up Enemy Card forward (leftward) through any empty spaces in front of them, until they reach either:

- Another Enemy Card (whether face up or face down), or
- Enemy Space 2 (which is as far as they can possibly go).

Face down Enemy Cards remain where they are during this process, and do not count as empty Enemy Spaces. Once all face up Enemies have advanced, if possible, there may be newly exposed face down Enemy Cards on the Battlefield. These will be revealed at the beginning of your next turn.

**Note: this means that Enemy Space 2 should always have at least one Enemy Card in it unless all Enemy Cards for the current Objective have been defeated.**

**Reminder: If you have gained any  tokens, you may discard them during the Enemy Turn to block 1 damage each.**

After you have resolved the effects of all the Enemy cards and dice in play, the Enemy Turn ends, and it is again your turn.

# BEATING AN OBJECTIVE

An Objective ends when either:

1. **You complete it:** At the end of an Enemy Turn, if you have finished the number of laps around the Battlefield allotted by the current Objective Card, the Objective is completed.
2. **You capture it:** If you have defeated all enemies on the Battlefield before completing the objective card's indicated number of laps, the Objective is immediately considered captured.

## 1. COMPLETING AN OBJECTIVE



The Lap Limit icon shown on each Objective card indicates how many times you may move your pawn around the Battlefield before the Objective ends. Each time you move your pawn from the last numbered Action Space of the bottom row (typically space 10) back to the first Action Space of the top row or past it, move the Flag token up on the Flag Pole tile one space, indicating the number of laps you have remaining.

Once the Flag has reached the zero space on the flag pole tile, finish your current turn and one final Enemy Turn, after which the Objective automatically ends, and then:

1. Any Enemies remaining at this time (whether cards or tokens) **fall back** from the Battlefield, and are moved into a designated **Fallback Area**. All Enemy Cards removed this way are placed into a face down pile, and any Japanese Soldier Tokens removed are placed next to it. Beware, these Enemies will return later!

2. Reveal the next Objective Card and follow the Objective Setup instructions for it.
3. Begin a new player turn, leaving the Command Pawn in its current Action Space.

***Reminder: Each new player turn begins by rolling any Enemy Dice required by Enemies on the Battlefield!***

## **2. CAPTURING AN OBJECTIVE**

If you have defeated all Enemies before reaching the current Objective's lap limit, the following occurs:

1. Your turn immediately ends
2. Move the Command Pawn to the first Action Space of the top Action Row.
3. Reveal the next Objective Card and follow the Objective Setup for it.
4. Resupply: gain a Reinforcement card and Resupply token, as if you had just passed the Resupply card (see Resupplying), and rotate any used tanks and/or planes.
5. Begin a new player turn.

## **HILL 89: THE FINAL OBJECTIVE**

This final Objective works the same way as other Objectives with the following exceptions:

- Move all the soldier tokens in the Fallback Area to Space 1 on the battlefield
- Shuffle all the cards in the Fallback Area with 4 random cards from the Unknown Enemy deck
- Then, place them one at a time face down in Enemy Spaces 2–5, going from left to right repeatedly until all have been placed.

- Finally, place the Known Enemy cards H E B D on top of Spaces 2–5 from left to right.
- In order to Complete this Objective successfully, you must defeat all Enemies now on the Battlefield before the Objective ends due to its Lap Limit. Otherwise, the Objective ends in failure and you lose the game.

**Good luck, and godspeed!**

## **ADJUSTING DIFFICULTY**

**To make the game a bit easier,** begin the game with 2 sandbag tokens instead of 1 and/or add an extra action die to your dice pool for objectives 1 and 2. You may also replace 2 Rifleman cards with Reinforcement cards during setup.

**To make the game a bit harder,** begin the game with no sandbag tokens and/or add 1 or more Unknown Enemy cards to each objective.

# ICON REFERENCE



**REFUEL**



**GAIN  
HEALTH**



**DAMAGE**



**ROTATE  
CARD**



**ARMOR**



**FOG OF  
WAR**



**SOLDIER**



**SUPPRESSED**



**DICE/DIE**



**STARTING  
CARD**



**REINFORCEMENT**



**UPGRADE**



**ROLL D10**



**MOVE**



**LOOP**



**REPOSITION**



**RE-ROLL**