

TYPHOON OF STEEL

Field manual

Company-level tactical combat in the Pacific, 1943

Rifle sections, weapons teams, guns and armour on a hex sheet. The enemy is invisible until he moves or fires, so the sheet carries reports rather than facts. Every body of yours carries a standing order deciding when it will fire without being told — and firing is what gets it found.

Version	1.0.0
Publisher	Tronsoft Games
Actions	Coral Beach, Kunai Ridge, Airfield Road
Bodies	20 over two forces
Arms	15
Ground	12 kinds, 6 field works

1 · The turn

Turns alternate. On yours, every body of yours may move, or fire, or go in with the bayonet, or dig in. A body that has fired may not then move. A body that moves and then fires does so at $\times 0.60$. When you end the turn, the opposing commander takes his, and every body of yours with a standing order may fire at what crosses in front of it.

Movement

Movement points are spent hex by hex on the cost of the ground. Wire stops a body on foot in the hex it enters, and so does moving next to an enemy you can see. Jungle, mangrove and coral will not take tracks at all; the amphibian tractor swims the lagoon and the surf.

Ground	Foot	Tracks	Cover	Hides	Height
Lagoon	—	—	0	0	0
Surf	4	—	0	0	0
Beach sand	1	1	0	0	0
Kunai grass	2	2	1	2	0
Palm grove	2	3	1	2	1
Jungle	3	—	2	3	1
Mangrove swamp	4	—	0	1	1
Coral rise	2	2	1	1	1
Ridge crest	3	3	2	1	2
Coral head	2	—	2	1	2
Native huts	2	2	2	2	1
Airstrip	1	1	-1	0	0

Field work	Cover	Hides	Note
Trail	0	0	
Foxholes	2	1	
Barbed wire	0	0	stops a body on foot
Pillbox	4	2	embrasure arc; HE 8 to break
Shell crater	1	0	
Burnt-out wreck	1	0	

2 · Concealment, sight and the contact board

You are not shown the enemy; you are shown what has been reported. A body is found when a body of yours can see the ground it is on and is inside the spotting reach for it. Reach begins at 7 hexes by day and 3 at night, and is then reduced by how well the ground hides a man and improved by what he has just been doing.

Condition	Reach
Daylight, open ground	+7
Night	+3
Ground that hides a body	– its hiding value (up to 3)

Dug in	–1
In a pillbox	–1
Moved this turn	+2
Fired, and for 2 turns after	+4
A vehicle	+2
Watched by an officer	+2
In the next hex	always seen

A report you have lost sight of stays on the contact board for 3 turns, ageing, and is drawn on the sheet with a ring that widens as it grows older. Sight itself is worked out both ways: if you can see him, he can see you.

Work the ground fires at a hex rather than at a body — the only way to work on a position you suspect but cannot see. It lands at ×0.50 and gives your own position away exactly as an aimed shot does.

3 · Standing orders and opportunity fire

This is the game. Every body carries one of three standing orders, and it is the order, not you, that decides whether it fires during the enemy turn.

Order	Opens at	What it buys, and what it costs
Hold fire	never	Keeps concealment. Fires only if assaulted.
At close range	within 3 hexes	Waits until the enemy is inside three hexes.
Fire at will	anything in reach	Engages anything in reach, and is seen doing it.

A body gets 1 opportunity shot an enemy turn, and a veteran two. The shot is taken against a target caught in the open — cover counts for one less — but it puts the firer on the enemy contact board, where he will stay easy to find for 2 turns. A machine gun that opens at nine hexes has told the whole beach where it is.

4 · Fire

Firepower is read off the weapon at the range band, multiplied by the quality of the body, its strength, and what it has already suffered. It is then divided by cover: $\text{effect} = \text{firepower} \div (1 + \text{cover} \times 1.60)$. Casualties are counted in men.

Bands are 1 hex, 2–3, 4–6, 7–10, and 11 and out.

Weapon	Firepower by band	Reach	AP	HE	Rounds
Rifles and grenades	8/5/2/0/0	3	—	1	∞
Crew carbines	4/2/0/0/0	2	—	—	∞
Light machine gun	6/6/4/1/0	5	—	—	14
Heavy machine gun	7/8/7/4/1	9	1	—	16
Grenade discharger	3/5/5/3/0	6	—	3	10
81 mm mortar	0/6/7/7/6	15	—	5	12
70 mm battalion gun	8/8/7/6/3	10	3	7	12
37 mm anti-tank gun	5/5/4/3/0	10	7	2	14
47 mm anti-tank gun	5/5/5/4/2	12	10	3	14
37 mm tank gun	6/6/5/3/0	8	7	3	20

47 mm tank gun	6/6/6/4/2	11	10	4	18
75 mm tank gun	9/9/8/6/3	13	11	8	18
Flamethrower	16/0/0/0/0	1	4	12	4
Demolition charge	10/0/0/0/0	1	6	14	3
Naval gunfire	0/10/12/12/12	99	6	14	∞

Armour

Rifles and machine guns cannot touch a tank: it takes an armour-piercing weapon or high explosive of 7 or better. A hit is rolled first, then penetration against the armour of the face struck — front, side or rear — with range taken off the shot. A clear penetration destroys the vehicle; a marginal one kills part of the crew and may throw a track.

Pillboxes

Nothing under HE 6 reaches into a pillbox at all. The tank gun, the battalion gun and naval fire can break one open at range; an assault squad can do it at the embrasure with the flamethrower and the satchel charge, which is what an assault squad is for. A body in a pillbox fires at $\times 0.45$ outside its own embrasure arc.

5 · Morale and close action

Fire that does not kill still tells. Suppression pins a body at 2, breaks it at 4 and routs it at 6. A pinned body may fire but not move; a broken one does neither and falls back; a routed one streams to the rear and pays the other side part of its value. At the start of your turn every shaken body rolls against its morale, and an officer within 3 hexes is worth 2 to the roll.

Grade	Fire	Morale	Rally	Opportunity shots
Green	$\times 0.85$	-1	-1	1
Regular	$\times 1.00$	+0	+0	1
Veteran	$\times 1.15$	+1	+1	2

Close assault is settled by weight of men, the arms they carry at arm's length, and the cover the defender is in, against a divisor of 1.35. A pillbox multiplies the defence by 3.2 — or by 1.4 against a body that can breach it. A massed charge covers up to 4 hexes at the run, needs an officer up, goes in at $\times 1.70$, and draws $\times 1.50$ the fire on the way.

6 · The forces

Body	Force	Men	Move	Arms	Value
Marine rifle squad	US	13	5	rifles, lmg	22
Assault squad	US	10	4	rifles, flame, demo	34
Machine-gun section	US	6	3	hmg, carbine	18
81 mm mortar section	US	6	3	mortar, carbine	22
37 mm gun	US	5	2	at37	16
Medium tank	US	5	7	tank75, lmg	44
Light tank	US	4	8	tank37, lmg	28

Amphibian tractor	US	3	7	lmg	18
Company commander	US	3	5	carbine	12
Rifle section	IJA	13	5	rifles, lmg	22
Engineer section	IJA	10	4	rifles, demo	28
Machine-gun section	IJA	6	3	hmg, carbine	18
Grenadier section	IJA	6	4	knee, rifles	18
81 mm mortar section	IJA	6	3	mortar, carbine	22
37 mm gun	IJA	5	2	at37	16
47 mm gun	IJA	5	2	at47	22
70 mm battalion gun	IJA	6	2	gun70	24
Medium tank	IJA	4	7	tank47, lmg	30
Light tank	IJA	3	8	tank37, lmg	22
Company commander	IJA	3	5	carbine	12

7 · The actions

Coral Beach

A rifle company comes ashore across two hundred yards of open sand. The pillboxes on the coral rise have been shelled for an hour and are still there.

Force	Order of battle	Men	Value
US	6 × Marine rifle squad, 2 × Assault squad, 2 × Machine-gun section, 1 × 81 mm mortar section, 2 × Medium tank, 2 × Amphibian tractor	138	394
IJA	5 × Rifle section, 2 × Machine-gun section, 1 × Grenadier section, 1 × 70 mm battalion gun, 1 × 37 mm gun, 1 × Company commander	97	216

14 turns, daylight, US attacking. Par is 212 for the United States and 320 for the Imperial Japanese Army. Naval gunfire: 3 missions.

Kunai Ridge

Two hours after midnight the grass moves. A perimeter of foxholes and wire against a battalion that has come nine miles through the jungle to reach it.

Force	Order of battle	Men	Value
IJA	8 × Rifle section, 2 × Engineer section, 2 × Grenadier section, 2 × Company commander	142	292
US	4 × Marine rifle squad, 3 × Machine-gun section, 1 × 81 mm mortar section, 1 × 47 mm gun, 1 × Company commander	84	192

12 turns, night, IJA attacking. Par is 190 for the United States and 179 for the Imperial Japanese Army.

Airfield Road

The strip is graded coral and nothing on it has cover. Armour can cross it in a single bound if the anti-tank guns can be found first.

Force	Order of battle	Men	Value
US	5 × Marine rifle squad, 1 × Assault squad, 3 × Medium tank, 1 × Light tank, 1 × Machine-gun section, 1 × 81 mm mortar section, 1 × 47 mm gun, 1 × Company commander	108	356
IJA	5 × Rifle section, 1 × 47 mm gun, 1 × 37 mm gun, 1 × 70 mm battalion gun, 2 × Machine-gun section, 1 × Medium tank, 1 × Company commander	100	250

14 turns, daylight, US attacking. Par is 231 for the United States and 385 for the Imperial Japanese Army.

8 · Victory, and par

Ground pays 2 points to whoever holds it at the end of *every half-turn*, and control persists until somebody else stands on it. Bodies pay their own value as they are destroyed, in proportion to the men lost, and part of it again when they break.

Your total is read against **par**: the mean score for that side over forty machine-against-machine actions with a veteran commander on both seats. Par is why the result is worth having — taking a beach you were always going to take is not a victory, and holding a ridge you were always going to hold is not either.

Result	Against par
Decisive	+45 or better
Substantial	+20 or better
Marginal	-5 or better
Indecisive	-30 or better
Repulsed	below -30

9 · The opposing commander

Three grades. Every one of them presses just as hard: aggression is deliberately the same at every grade, and was measured at exactly even to prove the measuring rig honest. What separates them is seeing — how much of what his own company reports actually reaches him — choosing the right mark, and getting his orders out at all.

Grade	Seeing	Choice of mark	Orders that go astray
Recruit	0.55	0.30	22%
Regular	0.80	0.65	10%
Veteran	1.00	0.92	2%

Judging ground more finely and holding fire longer were both tried as marks of skill and both measured worse than useless on their own, so they are flat across every grade: they are doctrine, not talent.

10 · What an action looks like

These are three real actions played out by two veteran commanders at seed 1988, taken from the shipped game rather than written here:

Action	Turns	Shots	On opportunity	Assaults	Charges	Ground taken
coral-beach	15	53	13	7	0	4 of 4
kunai-ridge	13	97	20	10	8	3 of 3
airfield-road	13	86	29	2	2	2 of 3

The address bar

<code>index.html#seed=1988</code>	the same ground and the same deployment
<code>index.html#fast=1</code>	no pause while the machine moves

Storage

tronsoft_typhoon_of_steel_save
tronsoft_typhoon_of_steel_prefs

The position is written after every half-turn, including the machine's. If the browser refuses storage the game plays normally and does not save.