

PACIFIC WAR

**The Struggle Against Japan
1941-1945**

Rules of Play



PACIFIC WAR

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COMPONENTS

Pacific War includes the following components:

- One Rules Booklet
- One Scenarios Booklet
- Two Mapsheets (A and B)
- Nine Countersheets (1 through 9)
- Two Player Display Sheets (Allied and Japanese)
- One Operation Display Sheet
- Two Chart and Table Screens (Allied and Japanese)
- Eight Force Displays (Four each, Allied and Japanese)
- One 10-sided Die
- One Counter Storage Tray

If any of these components are missing or damaged, write to Victory Games, Inc., 43 West 33rd Street, New York, New York 10001. Also, if you have any rules questions, send them to the same address, marked "Pacific War Question." Please address any questions you might have so they can be answered as briefly as possible. We would also appreciate your cooperation in filling out the enclosed Feedback Card and sending it along to Victory Games, at the address above.

A NOTE ON THE RULES ORDER AND REFERENCES

This rules booklet is organized according to the sequence in which various activities take place. Since, according to the intensity of the type of Scenario being played, the Sequence of Play also varies, there is necessarily some overlap and cross-reference to concepts with which new players may not yet be familiar. If in doubt, refer to the Sequence of Play provided for the Scenario type you are playing to identify specific rules you can omit.

Throughout the rules, each page has been divided into left and righthand columns horizontally, and into sections labelled 0 through 9 vertically. This system is adopted to work in conjunction with the Reference Index located on the bottom of each left-hand page. As an example, an item listed in the Index as appearing at 12L-4 will be found in the lefthand column of page 12, approximately half-way down the page.

DESIGN CREDITS

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0 General Introduction

In 1853, the United States of America forced Japan into a treaty that opened its markets to the world. This event initiated a political, social, and military process that contributed to the creation of the Japanese empire. Ninety-two years later, the United States and its allies destroyed that self-same empire, completing the cycle it had once begun.

- 1 *Pacific War* is a "wargame" about the struggle between the Allied nations and the Japanese empire, from 1941 through 1945. This work does not propose to answer the questions of why the war began, why the Allies were militarily surprised, and who were the wronged parties. The players represent the major Commanders in Chief, such as MacArthur, Nimitz, and Yamamoto. The emphasis of the entire design is on strategic and operational military strategy. Each turn the players must determine their military assets, strategic intelligence, and logistic infrastructure, and then implement their strategy for winning the war. As one playtester stated bluntly, "You're given guns and someone to point them at."

- 2 Another focal point of the design was playability. I am not using the word as it normally applies to complexity, but as a function of time to play. The game system increases in complexity as the size of the scenario increases. The Engagement Scenarios focus on one-sided encounters and are primarily solitaire learning experiences. The Battle Scenarios are famous naval battles, such as the Coral Sea, which use all rules concerning movement and use of military forces and are intended as competitive player encounters. The Campaign Scenarios bring all the rules concerning extended operations to bear and highlight famous struggles for parts of the Pacific, as in the Guadalcanal Scenario.

- 3 The Strategic Scenarios are the "war" itself, bringing the strategic level decisions into play, such as the US submarine and strategic bombing campaigns, as well as introducing control over reinforcements, replacements, and pilot training. Although I know there are players who will play the Strategic Scenarios, the emphasis in *Pacific War* is on numerous playable scenarios, more than half of which take two hours or less to play.

- 4 The game system itself centers on the Operation. One player becomes the Operation player, activating his combat units for a period of time based on logistic considerations (represented by Command Points availability) and moving to achieve his strategic objectives. The other player — the Reaction player — secretly establishes the current intelligence situation and, based on this situation, is allowed to react to a greater or lesser extent. Once opposing forces have moved to closure, the asymmetrical Battle Cycle is used to fight out the Operation to conclusion.

- 5 It should be stated for the record that the Japanese have almost no chance of winning the Strategic Scenario. Allied resources and the eventual appearance of the atomic bomb make a Japanese victory little more than the merest possibility. The Japanese player will, of course, use historical hindsight to avoid a disaster, such as occurred at Midway, and allow for early aggressive use of his powerful battleship forces. This will keep the Japanese player competitive later into the war, particularly if China or India (with its British forces) can be knocked out. In most cases, though, the paucity of air replacements, the preponderance of Allied resources, and the possibility of a Midway-like ambush situation arising make Japanese victory a long shot.

This long-term imbalance was part of the motivation to include many scenarios, with an emphasis on famous battles and campaigns during 1942 and 1943, when both sides had an even chance of victory during any given operation. As with all wargames, the fun is to design your own strategy and implement it. To conduct a game's worth of operations in this manner is to re-write your own history of the Pacific war. **Mark Herman**

Scenario Types

There are 21 Scenarios in *Pacific War*, all described in the separate Scenario Booklet. Each Scenario is a complete game, taking anywhere from 20 minutes to many hours to play to completion. The Scenarios are divided into four types: Engagement, Battle, Campaign, and Strategic. The Engagement Scenarios are the simplest and quickest to play, and the Strategic Scenarios are the most complex and time-consuming; the Battle and Campaign Scenarios fall between these extremes.

The rules are divided into two major sections, the first of which deals with the rules necessary to play the Engagement and Battle Scenarios, while the second adds the rules required to play the Campaign and Strategic Scenarios. Each of these two sections begins with its own introduction, and features its own Sequence of Play.

Quick Start

The Engagement Scenarios are solitaire "hands-on" learning devices to help you become familiar with small pieces of the rules before wading into the complete game itself. Engagement Scenario 2, entitled "Savo Island," recreates one of the most disastrous naval defeats inflicted upon the US navy during the war. In order to play this Scenario you will need the Operation Display (specifically the Naval Combat Display portion), the Air/Naval Combat Results table (located on either player screen), and an understanding of the rules sections for Naval Combat, and Strength and Damage. This information plus the appropriate unit counters will enable you to play this Scenario.

Engagement Scenario 1 (Pearl Harbor) recreates the Japanese surprise attack on the US naval base on the island of Oahu on 7 December 1941. To play this Scenario you will need the map, Japanese player screen, Japanese Display Sheet, and an understanding of the rules for Air Missions, Advantage Determination, Strength and Damage, and the Battle Sequence of Play. Major portions of the Sequence of Play will not be used for this Scenario, but this is a good time to read it through once.

Note: Even though the Pearl Harbor Scenario instructions refer to the limited range of Allied search, it is irrelevant for this Scenario since the Japanese are outside of this range during the Scenario — unless you move them closer — and all Installation hexes (Oahu) are automatically detected for Air Mission purposes.

For Engagement Scenario 3, read through the rules up to the Strategic Sequence of play. This Scenario incorporates all major components of the rules required to play the Battle Scenarios, which are complete competitive games. The eight Battle Scenarios focus on the core of the game: the Operation. Each Battle Scenario is a single Operation played to completion, using more rules sections than the Engagement Scenarios, but fewer rules than the larger Campaign and Strategic Scenarios.

The Campaign Scenarios are, in effect, two or more Operations conducted sequentially to create a portion of the war, whereas the Strategic Scenarios are the war itself, fought in its en-

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 tirety. Campaign and Strategic Scenarios use the same rules sections in their entirety, with the Strategic Scenarios having additional rules sections used to simulate some of the higher level decisions associated with fighting the entire war. Campaign and Strategic Scenarios surpass the complexity of Battle Scenarios by adding rules for such concepts as Command Links (supply lines), Command Points (supply), and Activation (Command and Supply integration).

- 1 **Note:** As a general rule, all units in Battle Scenarios are always Linked (in supply) and Activated (been given their orders and supplies).

Although Intelligence is an important aspect of this game during Battle Scenarios, players are not required to determine their Intelligence levels in the Battle Scenarios; this information is simply stated in the Scenario Instructions. Also, due to the short duration of Battle Scenarios, the concepts of Reinforcements, Replacements, Construction, Repair and Strategic Movement are not utilized.

- 2 The Campaign Scenarios use most of the rules, and the Strategic Scenarios use *all* of the rules. The only major difference between these types of Scenarios is that the Campaigns state the number of Command Points (supply) available each Month, whereas the Strategic Scenarios have game mechanisms which vary the amount of Command Points available based on the level of conquest achieved, the current Strategic Initiative, the progress of the Allied submarine effort against Japanese merchant shipping, and the intensity of the Strategic Bombing offensives.

4 Engagement and Battle Scenario Introduction

- 5 The following rules sections (up to the Campaign and Strategic Scenario Introduction) provides all of the information necessary to play the Engagement and Battle Scenarios. The descriptions of the Playing Pieces and the Maps include information only on those pieces and features required in the shorter Scenarios. Additional playing pieces and details on map features are covered in the Campaign and Strategic portion of the rules.

- 6 The Sequence of Play used for Engagement and Battle Scenarios (called the Battle Sequence of Play) is considerably shorter than that required for the longer Scenarios. Note that there are certain Phases in the Battle Sequence that are omitted when playing the Engagement Scenarios; these omitted Phases are indicated both in the rules and on the Phase Track, located on your Player Display Sheets.

Advanced Concepts

- 7 Throughout the Engagement and Battle rules, certain terms are used that are not meaningful until the Campaign and Strategic rules are used.

- 8 **Activation.** In the Campaign and Strategic Scenarios, the players must Activate units in order to do almost anything. In the Engagement and Battle Scenarios, *all* units are considered Activated at the beginning of the Scenario. Thus, the stipulations in many rules (Movement, for instance) that a unit be Activated can be ignored for the most part. Note, however, that the Battle Scenario instructions usually call for units to be *Deactivated* by the end of the Scenario. A brief description of how to Deactivate is included in the Engagement and Battle portion of the rules. Once Deactivated, a unit cannot perform the functions allowed only to Activated units.

- 9 **Linked.** The concepts of Command are not used in the Engagement and Battle Scenarios, but they are vital to the advanced Scenarios. All units are always considered Linked (to a Command source) in the Engagement and Battle Scenarios. Any rule in this portion of the rules that states a unit must be Linked to perform a function can be ignored.

Headquarters and Offensive Support Bases. These two types of playing pieces are used in the Campaign and Strategic Scenarios only. Any mention of these counter types in this portion of the rules can be ignored.

Playing Pieces

Note: The playing pieces provided in the countermix are an absolute limit in the game. Players cannot make up more counters, except the following: Torpedos Expended markers, Interdiction markers, Operations Complete markers, Siege markers, Broken markers, Entry Arrow markers, and Hit markers.

There are three basic types of playing pieces in *Pacific War*: combat units; installations; and markers. Combat units are color-coded by nationality (see Displays). Installations are color-coded simply as Japanese or Allied. Markers are either neutral (used by both sides) or color-coded as Japanese or Allied.

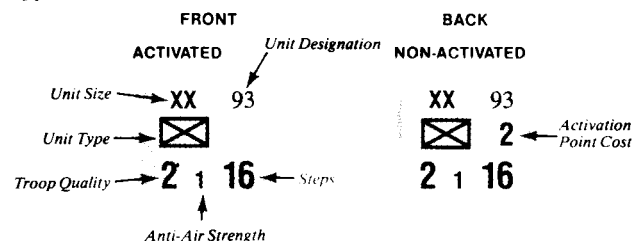
COMBAT UNITS

There are four types of combat units, each of which is subject to distinctive rules for movement and combat: ground units; air units; naval units; and submarine units.

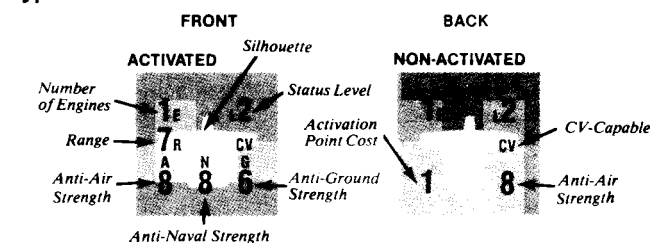
Note: Because submarines act quite differently from surface ships, they are treated as a separate category throughout the rules, although the submarine playing pieces are similar to naval unit counters. The term "Naval Unit" refers specifically to non-submarine ship units.

Each category of combat unit shares similar characteristics, summarized in the following diagrams and explanations.

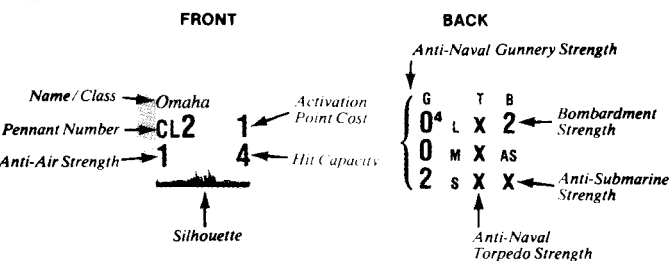
Typical Ground Unit



Typical Air Unit



Typical Naval Unit



GROUND UNITS

All ground unit counters are printed with the following items of information:

Activation Point Cost. This cost is the number of Command Points that must be spent to Activate the unit (Campaign and Strategic Scenarios only). In some Operations, this cost must be doubled or tripled.

Note: A ground or air unit counter with its back showing is *non-Activated*. An Activated ground or air unit is flipped to its front.

Anti-Air Strength. A ground unit can use its Anti-Air Strength to conduct Flak Combat.

Steps. The number of men in a ground unit is indicated by the number of Steps printed on the counter. As a unit takes losses, it loses Steps, indicated by the use of Hit markers. The number of

- 0 Steps in a ground unit is important to Ground Combat, Strategic Transport, Amphibious Transport, and Paratroop. Also, there can never be more than 48 ground unit Steps in a single hex.

Troop Quality. A unit's Troop Quality is a rating of the unit's efficiency, experience, and performance level. Troop Quality is important in Ground Combat, Retreat, Pursuit, Rally, Demolition, and various other game functions. Players are often required to make Troop Quality Checks by rolling the die and comparing the die roll to the unit's Troop Quality; if the roll is equal to or less than the unit's TQ, the unit passes and, if the roll is greater, the unit fails.

Note: When a unit is Broken (as a result of combat) or conducting an amphibious assault alone, or conducting a paratroop, its printed Troop Quality is halved (rounding up).

- 2 **Unit Designation.** A ground unit's designation is simply its name — usually a number, together with one or more letter abbreviations. Units are usually referred to by their size, type, and designation. The following abbreviations have been used in some designations. US: A (Americal); M (Marine); C (Cavalry); Rs (Reserve); NL (North Luzon); SL (South Luzon); M without Marine symbol (Mindanao); V (Vizayan). BRITISH: Sng (Singapore); I (Indian); HK (Hong Kong); Pj (Punjab); B (Burmese); Rgn (Rangoon); AR (King's African Rifles). AUSTRALIAN: SF (Sparrow Force); GF (Gull Force). FRENCH: NC (New Caledonia). JAPANESE: G (Guards); K (Karafuto); RG (Raiding Group).

- 4 **Unit Size.** There are six ground unit sizes in the game: battalion (II); regiment (III); brigade (X); division (XX); corps (XXX); and army (XXXX). Corps units appear only among the US and Red (Communist) Chinese; army units appear only among the Nationalist Chinese. The division (XX) is the basic unit of the game. For reference in rules where a division "or equivalent" is mentioned, 3 regiments and/or brigades equal 1 division; 3 battalions equal 1 regiment or brigade; and 9 battalions equal 1 division.
- 5 Unit size is important various types of Transport and in Breakdown and Recombination.

Unit Type. There are six ground unit types in the game: infantry; marine; engineer; special forces; airborne; and armor. All unit types are treated alike except when one type or another is specified in a rule.

- 6
- | | | |
|---|---|---|
|  |  |  |
| Infantry | Marine | Special Forces |
|  |  |  |
| Engineer | Airborne | Armor |

AIR UNITS

- 7 All air unit counters are printed with the following items of information:

Activation Point Cost. See Ground Units.

Anti-Air Strength. An air unit can use its Anti-Air Strength to conduct Air Combat and Strafe Combat. An air unit counter has its Anti-Air Strength printed on both sides of its counter because it can use the Strength whether it is Activated or not (see CAP).

- 8 **Anti-Ground Strength.** An air unit can use its Anti-Ground Strength to conduct Strike Combat against ground units or against installations.

Anti-Naval Strength. An air unit can use its Anti-Naval Strength to conduct Strike Combat against naval units. For some air units, this Strength includes torpedoes.

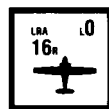
Number of Engines. Air units have either one engine (1E), two engines (2E), or four engines (4E). The number of engines an air unit has is important to certain Air Mission types and to the Replacement rules. Air units are usually referred to by their Number of Engines, Status Level, number of Steps, and — in some cases — whether it is carrier-capable (CV).

Example: A reference to a (5)1E-CV-L1 air unit means a five-Step, single-engine unit, carrier-capable, with a Status Level of 1.

Range. This is the number of hexes the air unit can travel in one move. Note that this number is *not* the number of hexes the unit can fly out, and then repeat the same number of hexes again in a return trip; it is the *total* number of hexes the unit can move before it falls into the sea!

Silhouette. The silhouettes used to adorn the air units are actual aircraft types (Zeroes, B-17's, etc.), but we have not attempted to distinguish among the multitude of types in the actual war.

Status Level. An air unit's Status Level indicates its performance level, in much the same way as a ground unit's Troop Quality. Status Level is based on both pilot training and aircraft technology. Status Level is important in Replacement, Air Combat, and various other game functions. There are three Status Levels: L0 (zero, the worst); L1; and L2 (the best).



LRA (Long Range Aircraft) Units

Most air units are combat units, used to engage enemy units in battle. Air units are also extremely important to each player's ability to Search for enemy Task Forces. LRA (Long Range Aircraft) units are used *exclusively* for Search. As an examination of the LRA counters will reveal, they have no Combat Strengths. Each LRA unit consists of 1 Step of Status Level L0, for all purposes.

Note: Although LRA's cannot fire, they can certainly be attacked by enemy Air Strike Missions.

NAVAL UNITS

All naval unit counters are printed with the following items of information:

Activation Point Cost. See Ground Units.

Anti-Air Strength. A naval unit can use its Anti-Air Strength to conduct Flak Combat.

Anti-Submarine Strength. A naval unit can use its Anti-Submarine Strength to conduct Anti-Submarine Combat.

Bombardment (Anti-Ground) Strength. A naval unit can use its Bombardment Strength to conduct Bombardment Combat against ground units or installations.

Gunnery (Anti-Naval) Strength. A naval unit can use its Gunnery Strength to conduct Naval Combat. During Naval Combat, players determine the Range at which the combat occurs and, once the Range (Short, Medium, Long) is determined, the appropriate (S, M, L) Gunnery Strength is used.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 **Hit Capacity.** The number of Hits a naval unit can suffer before it sinks varies from unit to unit, as specified by an individual unit's Hit Capacity. A naval unit with a **c** next to its Hit Capacity is capable of being Crippled.

Naval Unit Type Abbreviations

- 1 The following are Capital Ships, and each unit represents a single ship: CV (aircraft carrier); CVL (light carrier); CVS (seaplane carrier); BB (battleship); BC (battle cruiser). The following non-Capital naval unit counters each represent two ships (with some exceptions, listed in Naval Repairs): CVE (escort carrier); CA (cruiser); CL (light cruiser). The following naval unit counters each represent six ships, when at full Strength: DD (destroyer); DE (destroyer escort); APD (destroyer transport); AA (amphibious transport); ST (seaplane tender); SS (submarine).

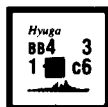
▲ Cripple



Cripples

- Naval units whose Hit Capacity is preceded by a **c** are considered crippled when the number of Hits received is one less than the Hit Capacity. Crippled naval units have the following restrictions: (1) During Movement Phases, they can move 0 or 1 hex, but not 2 hexes. (2) During Naval Combat, they cannot bid withdraw unless they are Activated and have another Activated non-crippled naval unit with a Gunnery Strength (other than x) present. (3) The instant a naval unit becomes crippled, a once-per-Operation submarine attack procedure is initiated. (4) Whenever crippled naval units move during the Strategic Transport Phase, a submarine attack procedure is initiated. (5) Crippled aircraft carriers cannot launch air units.

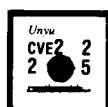
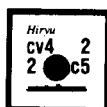
■ Spotter



Spotters

Certain naval units have spotter aircraft built into them. These naval units can conduct Searches beyond the hex they occupy (see Search Chart).

● Launch Capacity



Aircraft Carriers

- Aircraft carriers are considered airbases and are capable of launching Air Missions. Each aircraft carrier (CV, CVL, CVE) has an additional value affixed: its Launch Capacity. This number is the maximum number of air Steps (CV-capable only) that the unit can carry; no aircraft carrier can ever carry more air Steps than its Launch Capacity allows; see Airbases for details.

Note: Airfields also have Launch Capacities, but the Launch Capacity of an airfield simply limits the number of air Steps that be Alerted or sent on a Mission; any number of air Steps can occupy an airfield.

SUBMARINE UNITS

- Submarines are similar to naval units in most ways (when playing the Engagement and Battle Scenarios). Note that the only Combat Value on a submarine, however, is a Short Range Torpedo value. Submarines also behave somewhat differently during Contact and Movement Phases than do naval units. The essential distinctions are as follow:

- During a friendly Movement Phase, a submarine unit can move only 1 hex, not 2.
- Submarine Combat can occur during the Contact Phase (it is the only combat allowed during a Contact Phase).

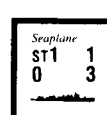
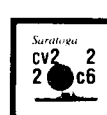
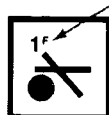
• The Submarine Combat procedure is different from that for naval units (which is why Submarine Combat is featured as a separate section in these rules).

• Submarine units can attempt to attack cripples in a unique once per Operation (or per Scenario) manner, which is described under Submarine Combat.

The rules for submarines in the Campaign and Strategic Scenarios section add a role for Allied submarines in Japanese Merchant Shipping Attrition (see that section for details), requiring that the Allied player divide his submarine forces between the abstract Merchant Shipping role and the on-map, fleet attack role.

Note: There are also special optional rules dealing with the specialized Japanese STO and KRS submarine units.

Flak



● Launch Capacity

AIRBASES

Air units must be based on a friendly airbase in order to be in play and conduct air missions. There are three types of airbases: airfields, aircraft carriers and seaplane bases. Airfields are installations that either begin a scenario on the map or are built during Campaign and Strategic Scenarios. Aircraft Carriers are any CV, CVL, or CVE naval unit. Seaplane bases are temporary airbases that can be established during the course of play by CVS and ST naval units. All types of air units can land on and operate out of airfields. Only CV-capable 1E air units can land on and operate off of aircraft carriers. Only LRA units can land on and operate out of seaplane bases.

Airfields come in two sizes: small and large. Both sizes can have an unlimited number of air units containing any number of air steps on them at any time. The amount of air steps that an airfield can launch for a particular air mission or alert at any time is known as its Launch Capacity. Each size has a different Launch Capacity associated with it (shown as a 6 or 18 on the counter followed by the letter "c"). At no time may an airfield launch more air steps than its printed launch capacity. Due to enemy air missions, naval bombardment, ground combat or demolition an airfield may become interdicted. A successful demolition automatically interdicts an airfield of any size. It takes a combination of hits (5 hits for a small airfield and 10 hits for a large airfield) from air missions and naval bombardment to successfully interdict an airfield. During each Airfield Repair Phase all Linked airfields have all accumulated hits removed.

Note: During Engagement and Battle Scenarios all airfields are automatically considered Linked.

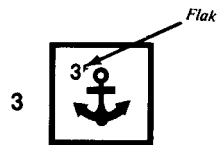
If, due to land combat, friendly land units in a hex containing a friendly airfield receives a mandatory retreat result, the airfield is automatically considered Interdicted until repaired, whether a retreat occurs or not. Whenever an airfield receives a hit from either an air mission or a naval bombardment, one Step of unalerted air units present is also eliminated. Each hit on an airfield has no effect on its launch capacity unless it is interdicted, in which case the launch is reduced to zero until it is repaired. Unalerted air units on airfields can also be directly attacked due to strafing, which does not damage the airfield. An airfield can be constructed in any type of hex in which a ground unit can legally enter through movement. Construction of airfields is covered in the Engineering rules. Atoll hexes may have small airfields constructed on them, no large airfields are permitted. An airfield in an enemy occupied hex can function normally unless interdicted.

Aircraft Carriers (CV, CVL and CVE) are naval units that can launch CV-capable 1E air units. The Launch Capacity of each aircraft carrier is printed on the counter. The amount of total CV capable air steps that may be embarked on an aircraft carrier is the same as its Launch Capacity. Each time an aircraft carrier receives a hit its Launch Capacity is reduced by one. If



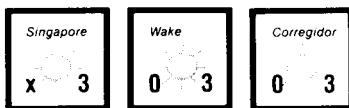
- 0 due to damage more air Steps are present than is the current Launch Capacity, excess air Steps are immediately eliminated. Whenever an aircraft carrier receives a hit, one Step of unalerted air units present is eliminated for each hit. An aircraft carrier must reorganize its air units according to the rules of reorganization in a manner identical to an airfield.

- 1 Seaplane Bases are established whenever an activated CVS or ST naval unit remains in a Coastal or Restricted Water hex without moving during any particular Battle Cycle. During the next Battle Cycle during an Air Mission Phase one LRA air unit may land on and launch from that Seaplane Base. The Seaplane Base remains established as long as the CVS refrains from moving. No more than one Seaplane Base may be in a hex. If the Seaplane Base is attacked, its Launch Capacity is unaffected unless the CVS is eliminated. Each hit on a CVS which has established a Seaplane Base has no effect on the LRA unit present. An LRA air unit located on a Seaplane Base can be attacked through Strafing.



PORTS

- Ports have numerous functions in *Pacific War*, most of them specific to activities in the Campaign and Strategic Scenarios. For the Engagement and Battle Scenarios, ports are important as legal points for Deactivation, and as counters capable of firing Flak. Unlike airfields, ports have no intrinsic capacity.



FORTIFICATIONS

- There are three fortifications in *Pacific War*: Singapore (British); Wake Island, and Corregidor (both US). All three fortifications act substantially as naval units in a hex. An amphibious assault against a fortification hex is treated as an assault in a hex occupied by an enemy naval unit (see Amphibious Assault), so long as the fortification is not eliminated. Fortifications can be engaged only by Bombardment (vs. Installation) by naval units, or attacked by Air Strikes (vs. Installation). Each fortification takes 3 Hits to eliminate.

- Singapore can be entered by a land hex, in which case the fortification has no effect. Corregidor is an island, adjacent to the Manila hex, and it must be amphibiously assaulted, as must Wake Island.

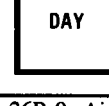
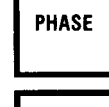
- 7 A unit stacked with a fortification ignores all retreat results. It can be removed only by elimination. Fortifications do not count toward stacking.

- Once it has taken a Hit, a fortification cannot be repaired. Once eliminated, fortifications are permanently removed from the map.

GAME MARKERS

- Only the following markers are needed to play the Engagement and Battle Scenarios. The particular uses of each marker type are covered in the applicable rules.

FRONT

Torpedoes Remaining
(1 or 0)

Hits

Force/Control

Task Force
Undetected/Detected

Interdiction/Operation Complete

Siege

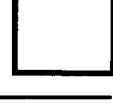
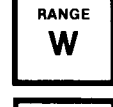
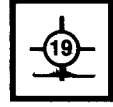
Air Mission Target
Air Strike/Air SupremacyEntry Hexside
Japanese/AlliedBroken
Japanese/AlliedRange
Long/Withdrawal
Short/MediumSurprise
Japanese/Allied

Month







Phase

Day

BACK



Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0		Operation Naval Movement	
1		Reaction Naval Movement	
2		Lighting Condition	

The Map

The game map is an equal area projection of the Pacific Theater of operations with each hex equalling 100 miles. There are six Land terrain types (Clear, Jungle/Hill, Mixed, Mountain, Transport Route and Atoll), three Water terrain types Open, Coastal, and Restricted Water) and seven terrain features (Homeland Resource, Co-Prosperity Sphere Resource, Sino-Soviet Border, Chinese City, Indian City, Named Location). Certain hexes contain both Land and Water terrain types which are called Shoreline hexes in the rules. Some hexes contain two distinct shorelines separated by the same land mass. These are known as Double Shoreline hexes. Naval units may only enter all water and shoreline hexes. Naval units may never move across a body of land which resides within a Double Shoreline hex but may only exit the hex by moving across a contiguous all or partial water hexside. Ground units may only enter all land or shoreline hexes. Ground units may never cross an all water hexside unless it is utilizing amphibious or strategic transport. Air units may enter all types of hexes across any type of hexside.

Map Definitions

Atoll. An atoll hex is any hex surrounded by the atoll terrain symbol (see terrain key). Atolls are treated like clear terrain hex for all combat purposes.

One-Hex Island. One or more non-atoll land masses surrounded by all water hexsides.

Named Location. Any hex with a black dot in it, or a named city star, is considered a named location.

Multi-Hex Island. Several contiguous all land and or shoreline hexes surrounded by all water hexsides.

Anchorage. Any hex containing a Port (interdicted or not), restricted water hex or atoll.

Land Terrain Types. These types of hexes have varying movement point costs applicable to Ground unit movement and when calculating the Land portion of a Command Links. Certain Land terrain type also have an effect on Ground Combat adjudication.

Water Terrain Types. The type of water hex is used for determining range bidding guidelines during Naval combat. Restricted water hexes are also anchorages.

Terrain Features. The two types of Resource hexes are used when calculating Japanese Command points during Strategic Scenarios. The Sino-Soviet Border is used for determining the location of the Japanese Manchurian Garrison during Strategic Scenarios. The three types of cities are used for determining surrender conditions and set up parameters during Strategic Scenarios. Named locations are the only type of non shoreline hexes that Offensive Support Bases may be built on. For all game purposes cities are also considered named locations.

Map Clarification: Due to a printing inaccuracy the named location of Buin, which is correctly listed in the Scenario Booklet as Hex 1432, has its black dot appear on the hexside between hexes 1431 and 1432.

Map Assembly

Whenever a Scenario indicates the use of Map A or B, no assembly is required. Whenever an indication is made for Map A extension, take Map A and place it over Map B, so that the only portion of Map B visible is the small section of map beyond the East map edge. Whenever both maps are to be used place the East edge of Map A over the West edge of Map B.

Play Aids

Most of the charts, tables, tracks, and summaries of some rules sections are included on the various Displays.

Chart Screens

Each player has his own chart Screen, that includes the Merchant Shipping Attrition Table (used only in the Strategic Scenarios), Air/Naval Combat Results Table, Ground Combat Results Table, and Search Chart. Note that the three Tables are identical on both the Japanese and Allied Screens; the Search Charts are different, however, for each side. When playing solitaire, you will need to refer to both Search Charts. We recommend that you use the Screens to hide your Force Displays and Player Display from your opponent.

Note: The die rolls for virtually every action in the game — including those resolved using the charts and tables on the Screens — include a zero (0) die roll as a possibility; do not read a 0 as a 10, as is done in some other games.

Operation Display

There is only one Operation Display in the game, used by both players in all Scenarios. Players will need virtually all of the information on this Display, including the Day Track, Lighting Condition Display, Naval Movement Track, Naval Combat Display, Operational Intelligence, and Range Bid Chart. Only the Strategic Initiative Track is omitted from most Scenarios (it is used only in the Strategic Scenarios).

Player Displays

Each player has his own Player Display. The Phase Track and Air Mission Procedure Diagram should be useful in any Scenario. The Month Track, General Record Track, and various holding boxes and summaries are largely used only in the more advanced Scenarios. The Playing Piece Nationality Color Codes section of the Display is provided to remind the Allied player of his various units; the Japanese player also has a Color Codes section, more to satisfy his curiosity than anything else, since all Japanese units have the same color combinations.

Force Displays

Each player has four Force Displays. One is a combination Force and Task Force Display, which is all either player should need to play smaller Scenarios. Each player also has two Force Displays that include no Task Forces, and one Display that is solely Task Forces. Add these to play as you need them, depending on how many Forces and Task Forces you have in play at the time. Note also that the Japanese Merchant Shipping Points Track is included on his Task Force Display. This Track is used only in the Strategic Scenarios.

Limited Intelligence and Force Markers

For the most part, *Pacific War* is played with a minimal number of counters actually on the map. Airfields, ports, informational markers, and submarines in a fleet role are all the counters that must be on the map. All other combat units will be kept on the players' Force Displays, represented on the map by Force (or, for Activated naval units, Task Force) markers. Note that the use of these Force markers is not mandatory. A player can place some or all of his units on the map if he wishes. To do so, however, is to give your opponent an edge in determining where your strengths and weaknesses lie. In the event that you do place your units on

- 0 the map, the general rule is that your opponent is not permitted to examine your units until he has performed a successful reconnaissance or has engaged your units; for the most part, only the top unit in such a stack will be visible.

Note: *Because the Force and Task Force markers merely represent units, throughout the rules, the terms "Force" and "Task Force" are used as virtual synonyms for "units" or "naval units." Thus, unless stated specifically otherwise in a particular rule, any reference to a Task Force (for instance) is equally applicable to an individual naval unit.*

Force Markers

A single Force marker can represent any combination of ground, air, and non-Activated naval units. More than one friendly Force marker can occupy a hex, along with any combat units the player may wish to place on the map.

Note: *However, each Force marker or unit over one in a hex makes enemy reconnaissance of the hex easier.*

The Force marker is the only indication on the map that you have units in a given hex, and the composition of that Force is hidden from your opponent until he is entitled to learn its composition.

- 3 You place a numbered Force marker in a hex, and place the units it represents on your Force Display, in the space numbered the same as the marker. Note that, except when using certain optional rules, a Force marker cannot be deployed on the map unless there is at least one unit represented.

Example: *As the Allied player, you have in hex 3819 (Manila) one large airfield with 18 Steps of air units; one Unactivated destroyer units; and one 12-Step division. You place the Force marker numbered 8 in hex 3819, and place the units represented by the marker in the 8 box of your Force Displays.*

When individual ground units represented by the Force marker leave the hex containing the marker, use a new Force marker to represent the moving ground units.

- 5 **Example:** *The 12-Step division moves from hex 3819 to 3920. Force marker number 8 can remain in hex 3819, and you move new Force marker 16 into hex 3920, where it now represents the 12-Step division.*

When individual air units represented by the Force marker leave the hex containing the marker, they simply fly on their mission and, upon landing, either become part of an existing Force or become a new Force.

Task Force Markers

When individual naval units represented by the Force marker leave the hex containing the marker, they are represented by a Task Force marker. This Task Force marker is put into play the moment the naval units are Activated. A Task Force marker can represent as few naval units as 1, or a maximum of 6 capital ships and 4 non-capital ships. Units represented by a Task Force marker are placed on the Task Force Display, divided between Core and Screen units. Only 4 Screen units or 2 Core units can conduct Flak Combat against enemy Air Strikes directed at the Task Force. Units within a Task Force can be exchanged between the Screen and Core at any time, but the core must always contain at least as many units as the screen.

- 8 At the beginning of a friendly Movement Phase, two or more friendly Task Forces in a hex can be freely reorganized, exchanging units from one to another. At the conclusion of Naval Combat (when opposing Task Forces no longer occupy the same hex), Task Forces can also be re-organized.

Strength and Damage

All combat units in *Pacific War* have various Strengths, as denoted in the Combat Units Summary, and various Step levels. As units take damage, their Strengths and Step levels are reduced. Whenever a unit of any kind receives a Hit, as designated on the Air/Naval or Ground Combat Results Table, place a Hit marker beneath the unit, reflecting the number of Hits the unit has taken to date, and the number of Steps the unit has lost.

Example: *A naval unit that takes two Hits has a 2 Hit marker placed beneath it. Should the naval unit take another Hit, the 2 Hit marker is replaced with a 3 Hit marker.*

The number of Hits on a unit has various effects (usually involving a loss of Strength), according to the type of unit, as described below.

Note: *Any time the rules indicate that a Strength must be halved, always round fractions up.*

Naval Units

Each Step of a naval unit (reflected in the unit's Hit Capacity) represents the amount of damage the unit can take before it sinks. For each Hit on a naval unit, reduce each of the following Strengths and Values by 1:

- Anti-Air Strength
- Gunnery Strengths (all Ranges)
- Torpedo Strengths (all Ranges)
- Bombardment Strength
- Anti-Submarine Strength
- Air Step Capacity (for aircraft carriers)
- Do not reduce the unit's Activation Cost.

Certain naval units can be crippled (those marked with a **C** next to their Hit Capacity). Special rules apply to such units once they have taken a number of Hits that is one less than their Hit Capacity. Many naval units can regain lost Strength through Repair, Recombination, or Reinforcement, according to the type of unit; see Naval Repair. When a naval unit has taken a number of Hits equal to or exceeding its Hit Capacity, it sinks and is permanently removed from the game.

Air Units

Each Step of a combat air unit represents 15 aircraft. (Note that LRA — Long Range Aircraft — are not combat aircraft, and they contain only one Step each). Any combat air unit that has no Hit markers beneath it is considered to contain 6 Steps (the maximum) of aircraft. Each Hit on an air unit represents the loss of one Step. For each Hit on an air unit, reduce each of the following Strengths and Values by 1:

- Anti-Air Strength
- Anti-Naval Strength
- Anti-Ground Strength
- Do not reduce the unit's Activation Cost or Range.

During Air Mission Phases, air units are reorganized into 6-Step units as much as possible. During Replacement Phases, air units can be created or receive replacements up to a maximum of 6 Steps again. When an air unit takes a number of Hits equal to or exceeding its number of Steps, it is eliminated (although it can be recreated, if Replacement Steps are available). A mission air unit that takes 2 or more Hits in the course of a mission is forced to Abort.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 Ground Units

Each Step of a ground unit represents approximately a battalion. Any ground unit that has no Hit markers beneath it is considered to contain the number of Steps indicated on its counter. Each Hit on a ground unit represents the loss of a battalion (or equivalent). During Replacement Phases, ground units can use ground Replacement Steps to build up their Strength, and some ground units can be recreated after elimination. When a ground unit takes a number of hits equal to or exceeding its number of Steps, it is eliminated.

Note: The maximum number of ground Steps that can ever occupy a single hex is 48 per side.

2 Strength Less than Zero

Some Strengths on some naval units is represented as 0⁺. This indicates that the unit's Strength for that particular function is less than 0. When using the Air/Naval Combat Results Table to determine whether or not a unit with such a Strength inflicts damage, you must roll a 0, and then roll again; the second die roll must be a 4 or less. If successful, refer to the 0⁺ column of the Air/Naval Combat Results Table and find the combat result normally; if you fail either to roll a 0 initially, or to roll a 4 or less subsequently, the attack has no effect. As air and naval units take Step losses, resulting in the reduction of their Strengths, their Strengths may be reduced to less than 0. In such cases, the Strength in question is treated as 0⁺.

Example: A naval unit with an printed Medium Range Gunnery Strength of 1 takes 2 Hits (reducing its Strength to less than 0). As long as the unit still has 2 or more Hits (until it sinks), its Medium Range Gunnery Strength will be resolved as though it were 0⁺.

Note that this rule has no application to Air Step Capacity for aircraft carrier units. An Air Step Capacity of 0 or less means that no aircraft can be based on the unit.

A Strength of x on a counter indicates that the unit cannot use that Strength at all.

INSTALLATIONS AND INTERDICTION

Airfield and port installations both have Hit Capacities, like naval units. When an airfield or port has accumulated a number of Hits equal to or greater than its Hit Capacity, it is immediately Interdicted (place an Interdiction marker on it).

Note: Ports and airfields can never be eliminated, even by the owning player. They can suffer Hits, be Interdicted, and be captured.

Airfields

A small airfield is Interdicted when it accumulates 5 Hits; a large airfield is Interdicted when it has 10 Hits (airfields can also be Interdicted as a result of Overrun or — in the Campaign and Strategic Scenarios — Demolition). An Interdicted airfield cannot Search, launch Air Missions, or Alert air Steps. Hits and Interdiction markers can be removed from airfields during the Airfield Repair Phase (and, in advanced Scenarios, Engineering Phase).

Note: If an airfield has not accumulated the necessary number of Hits to Interdict before its Hits are removed, the airfield is not Interdicted. It can be Interdicted only by having the required number of Hits on it at one time.

Each time an airfield suffers a Hit as a result of Strike or Bombardment, one Unalerted air Step (attacking player's choice) is eliminated. If a Strike or Bombardment results in the Interdiction of the airfield, one additional air Step is eliminated (attacking player's choice).

Note: Hits on airfields, short of Interdiction, do not reduce the airfield's Launch Capacity.

Ports

A port is Interdicted when it has accumulated 15 Hits. An Interdicted port has little impact on Engagement or Battle Scenarios, but can be catastrophic in Campaign and Strategic Scenarios (see Command, Activation).

Battle Scenario Sequence of Play

This Sequence of Play is used for all Engagement and Battle Scenarios. Note, however, that several Phases are omitted when playing an Engagement Scenario. Players must complete each Phase, in order, before beginning the next Phase, repeating the Sequence of Play — or portions of it — at specified by the Scenario instructions until the game is over.

Operation Player Contact Phase (Battle Scenarios only)

The Operation player moves his air, ground, naval, and submarine units. Both players conduct Searches for one another's units. The Reaction player may be able to force the Operation player to end the Phase at some point, depending on the Operational Intelligence Condition. Submarine combat can occur in this Phase, but no other combat is allowed. Throughout the Phase, the Operation player must keep record of how many days have passed by adjusting the Operation Naval Movement marker and the Day marker.

Reaction Player Contact Phase (Battle Scenarios only)

The Reaction player moves his air, ground, naval, and submarine units. Both player's conduct Searches for one another's units. The Reaction player can move his units only a limited distance, determined by the Operational Intelligence Condition and the distance moved by the Operation player's Task Forces. Submarine combat can occur throughout this Phase, but no other combat is allowed.

BATTLE CYCLE

All of the following Phases (Lighting through Day Marker Adjustment) constitute the Battle Cycle. Once a Scenario has begun, players continue to play through the Battle Cycle repeatedly, in order, until the Scenario has ended.

Lighting Phase

Players determine the Lighting Condition that will be in effect for the entire Battle Cycle. Lighting will affect air missions and naval combat in particular.

Advantage Determination Phase

Players determine who will be the Advantage player and who the Disadvantage player for the entire Cycle. Advantage enables one player to move his units before his opponent.

Advantage Movement Phase

Once the Advantage player is determined, he can move his ground, naval, and submarine units; he does not move his air units in this Phase (except those moving with aircraft carriers). Submarine combat can occur during this Phase, but no other combat is allowed. Both players can conduct searches.

Advantage Air Mission Phase

The Advantage player can launch air missions, and the Disadvantage player can attempt to interfere with those missions. All forms of air combat can occur during this Phase.

NAVAL COMBAT CYCLE

Naval combat is conducted in a series of Phases that are played through once for each hex in which naval combat occurs. Once all naval combat situations are resolved, players end the Naval Combat Cycle and go on to the next Phase (Bombardment).

Naval Combat Determination Phase

Players determine whether naval combat will occur and, if it will, which player (if either) will have Surprise.

Naval Combat Phases 1 through 3

Both players use their naval units to conduct naval combat. In each of the three Phases, more naval units can be brought to bear on the enemy. Submarines are not used in this Phase.

0 Bombardment Phase

Eligible naval units can be used to attack ground units and installations in shoreline hexes.

Ground Combat Phase

Opposing ground units occupying the same hex can engage in ground combat.

1

Airfield Repair Phase

All airfields that have taken Hits or been Interdicted can have that damage removed during this Phase.

Rally Phase

All Broken ground units that are not in an enemy-occupied hex have an opportunity to Rally during this Phase.

2

Disadvantage Movement Phase

The Disadvantage player can move his ground, naval, and submarine units; he does not move his air units in this Phase (except those moving with aircraft carriers). Submarine combat can occur during this Phase, but no other combat is allowed. Both players can conduct Searches.

3

Disadvantage Air Mission Phase

The Disadvantage player can launch air missions, and the Advantage player can attempt to interfere with those missions. All forms of air combat can occur in this Phase.

4

Joint Activation/Deactivation Phase (Battle Scenarios only)

During this Phase, both players have an opportunity to Deactivate units. Note that there is no Activation in Battle or Engagement Scenarios.

Detection Removal Phase

5

All eligible Task Forces with their Detected side up can be inverted to their Undetected side.

Day Marker Adjustment Phase (Battle Scenarios only)

At the conclusion of each Battle Cycle, the Day marker is advanced 2 Days on the Day Track.

6

Comprehensive Example of Play

INITIAL SET-UP

Place the following Force, Task Force (Undetected), Airfield, and Port markers in the hexes specified, and place the counters listed for each Task Force and Force on the Force Displays.

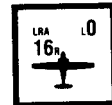
7

Japanese. Task Force 1 (Hex 2432); Task Force 2 (Hex 1332); Task Force 3 (Hex 1630); Task Force 4 (Hex 1630); Force 1 (Hex 1332); Force 2 (Hex 1630); Force 3 (Hex 1626); 2 Ports (Hexes 1630, 2432); 1 Large Airfield (Hex 1630); 4 Small Airfields (Hexes 1626, 1628, 1830, 2432).

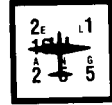
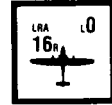
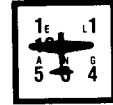
8

Allies. Task Force 1 (Hex 0135); Task Force 2 (Hex 0722); Force 1 (Hex 0135); Force 2 (Hex 0722); Force 3 (Hex 1426); 4 Ports (Hexes 0135; 0722; 0922; 1426); 1 Large Airfield (Hex 0722); 4 Small Airfields (Hexes 0135; 0922; 1426; 1523).

JAPANESE FORCE 1



JAPANESE FORCE 2



JAPANESE FORCE 3



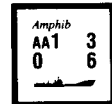
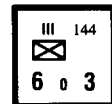
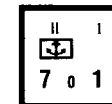
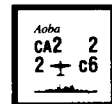
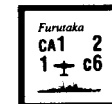
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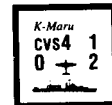
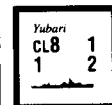
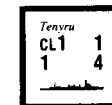
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JAPANESE TF 3



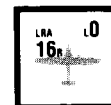
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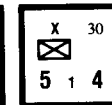
ALLIED FORCE 1



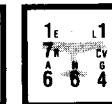
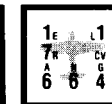
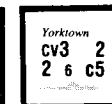
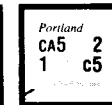
ALLIED FORCE 2



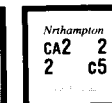
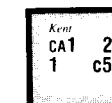
ALLIED FORCE 3



ALLIED TF 1



ALLIED TF 2



Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

9

- 0 The Japanese player now has only his air units to move. These units can move twice in this Phase, moving from one friendly airbase to another, and then once more to yet another friendly airbase. The Japanese player skips air unit movement — because he is happy having his air units where they are — and the Operation Player Contact Phase is over.

- 1 In the Reaction Contact Phase, the Allied player now conducts his Contact movement. Note that, if the Operational Intelligence Condition were Surprise Attack, he would not have been able to stop the Japanese movement (because he made no successful Searches), and there would be no Reaction Player Contact Phase, and play would proceed directly to the Battle Cycle. But, since the Condition is actually Intercept, the Allied player can conduct his Phase.

- 2 Since the only Allied ground unit in the Scenario (at Port Moresby) is prohibited from moving by a special Scenario rule, there is no ground movement. The Allied player decides to move none of his air units (he likes them where they are), leaving only his naval movement to be conducted. The Allied Task Forces move three hexes from their respective starting positions, moving the Reaction Naval Movement marker three spaces along the Naval Movement Track as well. After each Task Force has moved a fourth hex, Task Force 1 is within Search range of the Japanese LRA unit on the seaplane base at Shortland, and Task Force 2 is within range of the air unit at the Lae airfield. Both Search attempts fail (they have only a 10 percent chance of success). If either attempt had been successful, the Japanese player could have halted any further Allied naval movement. The Allied Task Forces move a fifth hex, with both Japanese Searches proving fruitless once again. Allied Task Force 1, in turn, conducts a Search attempt against Japanese Task Force 4 (in the Guadalcanal hex); the attempt fails.

Note: The order in which Searches are conducted is based on the circumstances of movement and position during the play of the game. They occur when the prerequisites for Search are all met.

- 5 After moving a sixth hex, the Allied Task Forces can move no further, since this is the distance moved by the Japanese Task Forces. The Japanese player again conducts Search attempts with his two air units, and again both attempts fail — no one knows where anyone is yet. The Allied player conducts another Search of the Guadalcanal hex and — lo and behold — successfully Detects the Japanese Task Force with a die roll of 0 (indicating a Level 1 reconnaissance information level). The Japanese player states that Task Force 4 contains 6 surface units (which is 50 percent greater than the 4 actually in the Task Force) and the Task Force 4 marker is flipped to its Detected side. This ends the Reaction Player Contact Phase, with Japanese Task Force 4 the only sighted Task Force on the map.

- 6 **Note:** All Force — as distinct from Task Force — markers are always considered Detected, although the opposing player is not entitled to know their composition until he Searches them successfully, or engages them in combat.
- 7

PANEL 2

It is now the beginning of the Scenario's first Battle Cycle. The Battle Cycle is conducted repeatedly until the Scenario is concluded. During the Lighting Phase, the die is rolled (consult the Lighting Condition Display on the Operation Display Sheet) and the Lighting Condition is determined to be Day, P.M.

- 8

Note: Since the Operational Intelligence Condition is Intercept, the Japanese player — as the Operation player — has an option to place the Lighting Condition marker wherever he wishes at the outset of the first Battle Cycle. In this instance, the Japanese player has declined to exercise his option at this time.

In the Advantage Determination Phase, both players roll the same number, so the Japanese player becomes the Advantage player for this Battle Cycle, because the Operation player gets the benefit of ties. During the Advantage Movement Phase, the Japanese player elects to move his ground units first, with the engineer unit in the Guadalcanal hex conducting an unopposed amphibious landing that overruns the island. Next, the Japanese player conducts naval movement, moving Task Forces 1 and 3, one at a time, into the Green Island hex and conducting unsuccessful Searches as he goes.

Note: These Task Forces cannot reorganize at this time, since reorganization during a friendly Movement Phase can occur only prior to any naval movement. It should be noted, however, that these two separate Task Forces do conduct CAP jointly.

During the Advantage Air Mission Phase, the Japanese player launches an Air Strike mission from Rabaul and Lae against Port Moresby, using the 2E air unit at Rabaul and the 1E air unit at Lae (see example in Air Mission rules). An attempt to Coordinate the mission fails, so the mission proceeds Uncoordinated. The 2E unit from Japanese Force 2 is placed on the map and flies (tracing a path of hexes) to the Lae airfield, where the 1E air unit from Force 3 joins it on the map. The two air units continue together to Port Moresby. Upon entering the Moresby hex, the Allied player attempts to Detect the Air Mission and fails, which means that the Allied player will be unable to Alert his air units in the hex or send up CAP to engage the attacking air units.

The Air Strike mission achieves 2 Hits against the airfield with the 2E air unit, while the 1E air unit conducts Strafe Combat instead of Strike Combat; the strafing inflicts another Hit on the Allied air unit. The net result is that the airfield has suffered 2 Hits (which is short of the number necessary to Interdict it) and the air unit suffers 3 Hits (which eliminates it, since it had only 3 Steps). During the ensuing Flak Combat, 1 Hit is inflicted, and the Allied player assigns the Hit to the 2E unit.

Note: Had the Air Strike mission been Detected, the Flak Combat would have occurred prior to the Strike and Strafe Combat.

The Japanese air units return to base, following the same path with the 1E unit landing at Lae and the 2E unit returning to Rabaul. No other Air Strikes can be directed at Port Moresby in this Phase, since only one Air Mission of a given type can occur in a given hex in an Air Mission Phase. The Advantage Air Mission Phase is over, since all air units have flown missions or do not have available targets (Port Moresby cannot be attacked again this Phase).

During the Naval Combat Determination Phase, it is evident that there will be no naval combat, since no hex contains opposing naval units. The entire Naval Combat Cycle is therefore skipped. Likewise, there are no Bombardment, Demolition, or Ground Combat Phases. During the Airfield Repair Phase, the Allied player removes the 2 Hits from his Port Moresby airfield. The Rally Phase is skipped, because there is no one to Rally.

Note: Hereafter, a Phase will be discussed only if there is something to do during it. Follow along with the Battle Scenario Sequence of Play.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 During the Disadvantage Movement Phase, the Allied player moves each of his Task Forces two hexes. The Japanese player waits until this movement is complete before conducting any Searches, although he could conduct Searches before the Allied Task Forces moved at all, or after they had moved only one hex. This time, two Japanese Search attempts are successful. The Search conducted by the air unit at Lae yields an Information Level of 2 about Task Force 2 (it contains 2 non-capital ships and no aircraft carriers), and the Task Force 2 marker is flipped to its Detected side. The Search conducted by the LRA at Shortland yields an Information Level of 3 about Task Force 1 (it contains 2 aircraft carriers, a cruiser, and a destroyer unit), and the Task Force 1 marker is flipped to its Detected side. The Allied player conducts a Search of his own against the Guadalcanal hex and succeeds with an Information Level 1 result; he learns no more than he already knew about Japanese Task Force 4, which remains on its Detected side. Since the Allied ground unit is prohibited from moving in this Scenario, the Disadvantage Movement Phase is over.
- 2

- 3 During the Disadvantage Air Mission Phase, the Allied player conducts 4 Air Missions. The aircraft carriers in Task Force 1 attack Japanese Task Force 4 in the Guadalcanal hex (see example in Air Mission rules). The Japanese player Detects the Air Strike and seizes the opportunity to conduct Flak Combat, inflicting no Hits. The air units then pick the CVS4 naval unit as their primary target and CL8 as the secondary target and score 3 Hits, sinking the CVS without further ado, and scoring 1 Hit on the CL unit.

- 4 **Strategy Note:** If the Allied player had been the Advantage player, he would have had an opportunity to attack the APD before it had disembarked its troops. If such an attack were successful, the amphibious assault on Guadalcanal would not have occurred, since the engineer regiment would have been eliminated at sea.

The Allied 4E air unit at Townsville conducts an Air Strike mission against Rabaul (see example in Air Mission rules). The mission is automatically Coordinated (because only one unit is participating). The 4E unit is Detected at Rabaul and all of the Japanese air units there are Alerted. The Japanese 1E unit conducts CAP against the 4E unit and scores 1 Hit, while the 4E unit scores a Hit in return; Flak Combat then inflicts 1 Hit on the 4E unit. Since the 4E unit has taken 2 Hits, it is forced to Abort its mission immediately. No Air Strike is conducted, and the 4E unit limps back, thoroughly chastised for flying without escort, to Townsville.

The 2E unit at Townsville conducts an Air Strike mission against the Japanese airfield at Lae. The Japanese fail to Detect the Air Mission, and the 2E unit scores 1 Hit against the airfield, destroying 1 Step of the 1E air unit there in the process. Flak from the airfield scores no Hits on the 2E unit, and the Allied air unit goes on to land at Port Moresby. The LRA air unit at Townsville conducts a Ferry mission to Port Moresby to get closer to the action, concluding the Disadvantage Air Mission Phase.

The Deactivation Phase is skipped, since neither player is ready to Deactivate any of his units (although all units will have to be Deactivated by the end of the Scenario). During the Detection Removal Phase, each Detected Task Force in a hex not containing an enemy naval unit is flipped back to its Undetected side. Japanese Task Force 4, and both Allied Task Forces, take advantage of this Phase. Finally, during the Day Marker Adjustment Phase, the players advance the Day Marker 2 Days along the Day Track.

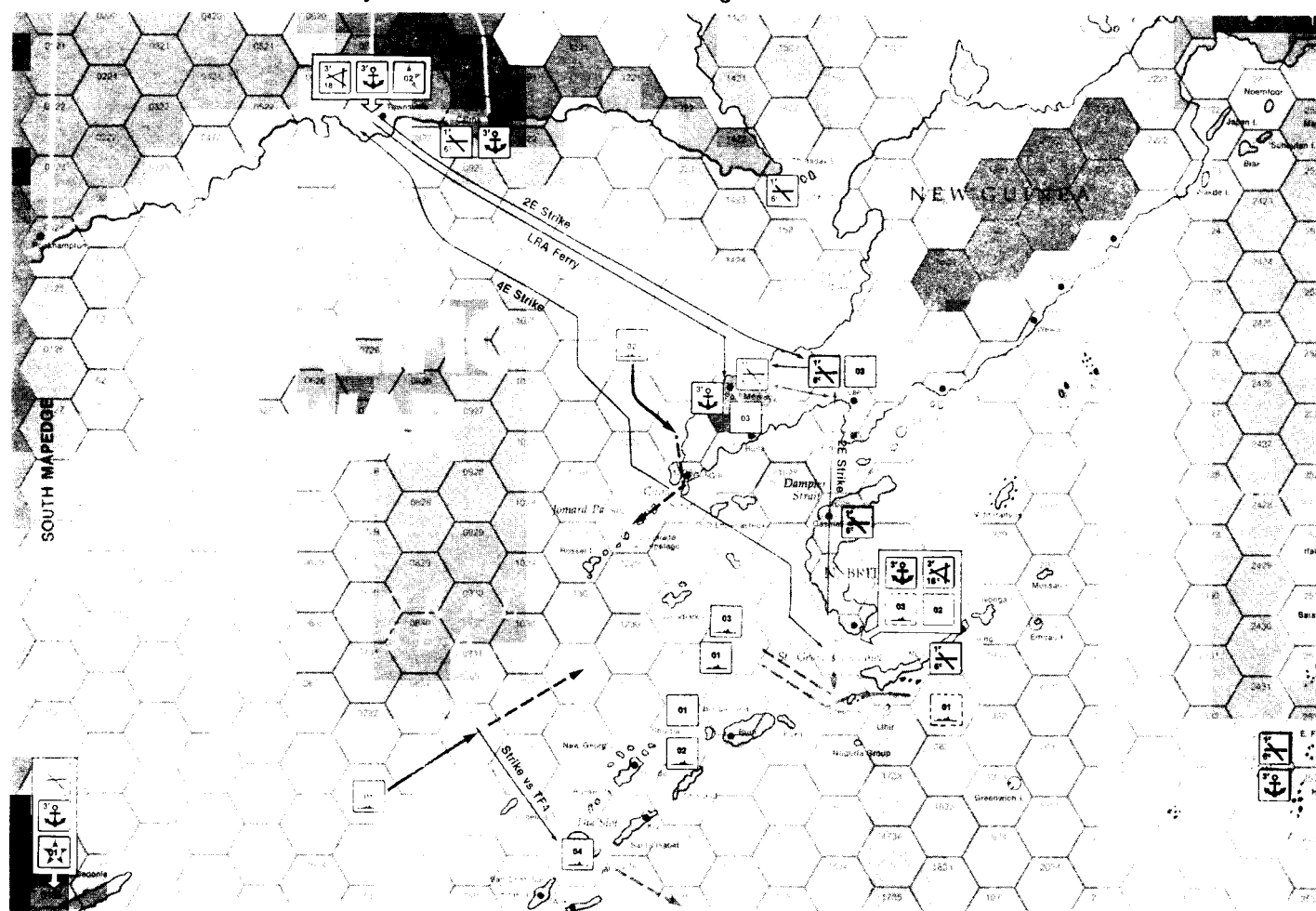
Note: The Day marker was advanced 2 spaces during the Operation Player Contact Phase, and is now advanced 2 more spaces, so it is now in the 4 space.

PANEL 2

BATTLE CYCLE 1 Day P.M.

BATTLE CYCLE 2 Night

BATTLE CYCLE 1 AIR MISSION



- 0 During the Lighting Phase of the second Battle Cycle, the Japanese player exercises his option as Operation player to advance the Lighting Condition marker 2 spaces, making the Lighting Condition Night for the upcoming Battle Cycle. The Japanese player then rolls a higher die roll than the Allied player during the Advantage Determination Phase to become the Advantage player once again.

- 1 During the Advantage Movement Phase, the Japanese player elects not to reorganize Task Forces 1 and 3 (which are in the same hex at the beginning of the Phase, and are therefore eligible for reorganization), and he moves them instead. Task Force 4 skedaddles from Guadalcanal to safety.

Note: This Task Force will continue to move back to Rabaul, where it will ultimately Deactivate and will not be mentioned further during this narrative, although its position on the map will be denoted in the diagrams.

- 2 Throughout this movement, all Searches are unsuccessful. Since the Lighting Condition is Night, there are no Air Missions conducted during the Advantage Air Mission Phase.

Note: Certain types of L2 air units can conduct certain types of Air Missions at night, but they don't here (see Air Mission rules, Lighting Effects, for details).

- 3 During the Disadvantage Movement Phase, Allied Task Forces 1 and 2 both move. All Searches conducted during this movement are unsuccessful. The Allied player is similarly restricted, because of the Night condition, from launching Air Missions. Since nothing exciting has happened, there is no need to conduct the remaining Phases in the Battle Cycle, so play proceeds to the Day Marker Adjustment Phase and the Day marker is advanced 2 spaces on the Day Track.

Note: Although this is not the most thrilling of all possible Battle Cycles, the Japanese player — by selecting a Night Lighting Condition — has shrewdly given his Task Force 4 an easy way to escape from the action to come.

5 PANEL 3

- The Lighting Condition marker is moved from the Night space to the Day A.M. space, and the Allied player becomes the Advantage player due to a higher die roll. During the Advantage Movement Phase, Allied Task Force 1 does not move, but it conducts a Search for Japanese Task Forces 1 and 3 successfully (aided by the fact that two Task Forces in a single hex are easier to find than one). The Japanese LRA at Shortland conducts a successful Search for Allied Task Force 1. Allied Task Force 2 moves one hex and is Detected by Japanese Task Force 1, using an air unit on CV5.

- 7 The Allied player, during the Advantage Air Mission Phase, conducts two Air Missions. The first is conducted as an Air Strike against Japanese Task Forces 1 and 3, using the two 1E air units from the Allied aircraft carriers (see example in Air Mission rules). The Japanese player Detects the mission, which is Coordinated, and declares a Simultaneous Strike against Allied Task Force 1.

Note: A Simultaneous Strike can be declared in this case because both the Air Mission and the point of origin have been Detected.

- 8 The Allied player decides to concentrate the entire Air Strike against Japanese Task Force 1. The Air Combat resulting from Japanese CAP scores 1 Hit against the Air Strike, and the return fire scores 1 Hit against the CAP unit. The Japanese Flak scores 1 Hit, which is allotted by the Japanese player to the same mission

air unit that took the Hit from Air Combat, forcing that unit to Abort. The remaining Allied air unit then declares the CV6 unit as its only target, and scores 2 Hits. Both Allied air units return to their carriers, with the three Alerted Japanese air units following back to Allied Task Force 1 and are placed on Allied Task Force 1 (because of the Simultaneous Strike declaration).

The second Allied Air Mission is conducted as an Air Strike by the 4E air unit at Townsville and the 2E air unit at Port Moresby against the Japanese airfield at Lae. The mission is Uncoordinated, and the Japanese player Detects the mission. The Japanese CAP unit scores one hit against the 4E air unit, which in turn does no damage in returning fire. The Air Strike scores 2 Hits against the airfield, which does not Interdict it. The Allied air units return to the bases from which they started. The damage to the Japanese airfield at Lae is repaired during the ensuing Airfield Repair Phase.

During the Disadvantage Movement Phase, Japanese Task Forces 1 and 3 move. During the Disadvantage Air Mission Phase, the Japanese conduct the Simultaneous Strike declared during the Advantage Air Mission Phase. The Allied player Detects the Japanese Air Mission and conducts Air Combat with a CAP air unit, inflicting 1 Hit; return fire from the mission air units inflicts 1 Hit on the CAP unit. Allied Flak inflicts 1 Hit, forcing one Japanese air unit to Abort. The two remaining Japanese air units both attack CV1. One unit scores nothing, and the other inflicts 3 Hits and a Critical Hit, which yields an additional 2 Hits that sink the carrier. The Japanese air units return to Task Forces 1 and 3 in their new location, ending the air mission. The Allied units both land on CV3. These air units reorganize into one unit at the conclusion of the Phase.

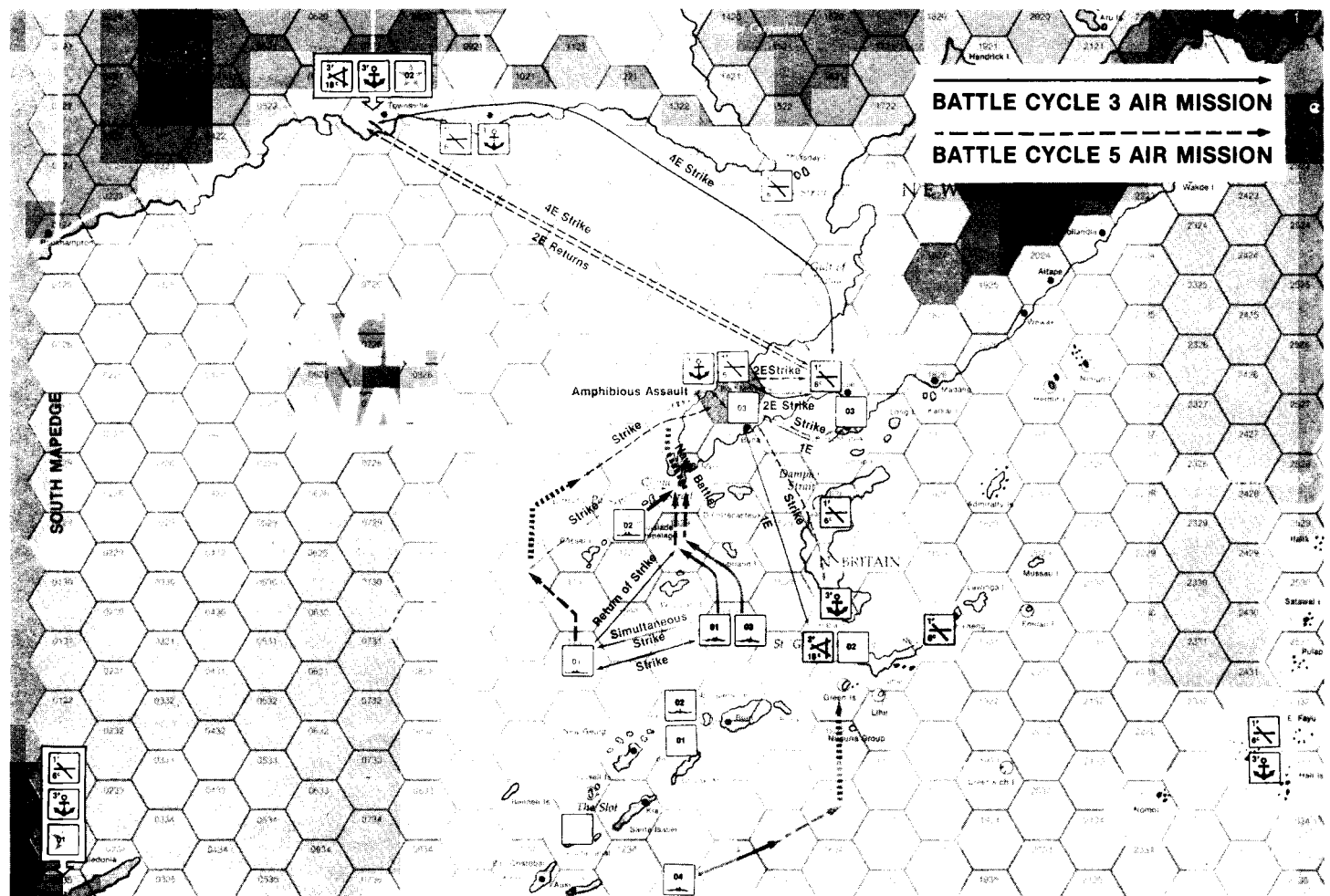
The Japanese then conduct an Air Supremacy mission (Air Supremacy missions are automatically Coordinated) against Port Moresby, using two 1E air units (one from Lae and one from Rabaul). The Allied player Detects the mission and Alerts the 2E unit. The LRA is not Alerted, because a small airfield can Alert only 6 Steps of air units. The Japanese air units inflict 1 Hit on the Allied 2E unit and suffer no Hits in return. The ensuing Strafe Combat against the airfield eliminates the LRA unit on the ground, and the Japanese air units return to their airfields, ending the Phase.

The remainder of the Battle Cycle passes uneventfully, as all Detected Task Forces become Undetected and the Day marker is advanced 2 spaces on the Day Track.

At the beginning of the fourth Battle Cycle, the Lighting Condition is determined by random die roll to be Night. The Japanese player becomes the Advantage player, and the Advantage Movement Phase begins with the Japanese player moving Task Forces 1 and 3 into the China Strait hex that contains Allied Task Force 2. The Japanese must cease their movement in this hex, and at the instant they enter the hex, both sides conduct a Search. In this instance, both players conduct successful Searches, Detecting one another's Task Forces in the hex. Because of the Night Condition, there are no Air Missions during the Advantage Air Mission Phase.

Since opposing Task Forces occupy the same hex during the Naval Combat Determination Phase, we finally have an opportunity for naval combat (see example in Naval Combat rules). Since both sides have Detected one another, neither side achieves Surprise over the other.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.



- 0 and placing them into Forces, while Deactivation of ground and air units entails flipping them to their Deactivated sides and placing them in the Deactivated portion of their respective Force Displays. At the conclusion of Battle Cycle 9, the Scenario is concluded, with the following consequences:

- Japanese lost two capital ships (CVL4 and CVS4).
 - Allies lost one capital ship (CV1).
- 1 • Japanese have captured Guadalcanal, but not Port Moresby.
- The results, according to the victory conditions, are a Draw.

Operational Intelligence

- 2 During Campaign and Strategic Scenarios, players must determine the Operational Intelligence Condition for the Operation to follow. In Engagement Scenarios, the Condition is not relevant; in Battle Scenarios, the Condition is given in the Scenario instructions, so players will know how to conduct their Contact Phases (see Movement).

- 3 There are four possible Operational Intelligence Conditions: Surprise Attack; Intercept; Ambush; and Ambush-CV. The effects of the first three are summarized in the Movement rules. The Ambush-CV Condition, however, uses the following rules during the Advantage Air Mission Phase of the first Battle Cycle *only* (in addition to those normally used for an Ambush Condition):

- All Activated Operation CV, CVL, and CVE naval units that have at least one air Step embarked and are attacked have all Hits inflicted doubled — even those attributed to Critical Hits.
 - All Flak Combat from Task Forces occurs *after* an Air Mission is completed rather than before, regardless of whether or not the Mission was Detected.
 - If any Alerted air units from an aircraft carrier are present in an Air Combat, only one air unit conducts CAP, without any Strength modifiers pertaining to other 1E air units present. Anti-Air Strength modifiers due to Hits are still applied.
- 5 • Simultaneous Strikes cannot be declared.

Movement

- 6 Only combat units can be moved from one hex to another in *Pacific War*. Combat units include air, naval, and ground units and submarines. The rules and restrictions for moving each type of unit in each of the 7 Phases that permit movement vary, as described below.

GROUND UNIT MOVEMENT

- 7 A ground unit can move only from land hex to contiguous land hex (except when moving by Amphibious Transport). Only an Activated ground unit can move. Each ground unit has a Movement Point Allowance of 6. Each time a ground unit moves, it spends a portion of its Movement Point Allowance. A ground unit can never exceed its Movement Point Allowance in one Phase, although it can spend its entire Allowance in each Phase in which it is eligible to move. The Movement Point costs for ground units (other than armored units) are as follows:

- Enter a Clear hex from another land hex: 2 MPs.
 - Enter a Jungle/Hill hex from another land hex: 3 MPs.
 - Enter a Mixed hex from another land hex: 6 MPs.
 - Enter any land hex from another land hex by crossing a Transport Route hexside: 2 MPs.
 - Embark on amphibious transport (AA) unit: 6 MPs.
 - Debark from amphibious transport (AA) unit: 6 MPs.
- 9 Armored units pay the same costs, but can they move *only* through Transport Route hexsides (into any kind of hex), or into Clear hexes.

Note: Movement by amphibious transport costs a ground unit no Movement Points; only embarkation and debarkation costs are borne by the ground unit. Armored units can debark and embark only in hexes containing Clear terrain or a hex containing a Transport Route.

Entering an Enemy-Occupied Hex

The instant a ground unit enters a hex occupied by an enemy ground unit, place an Entry Arrow marker on the map.

Note: If a friendly or enemy Entry Arrow marker is already in place, pointing to the same hexside, do not place another. If an enemy or friendly Entry Arrow marker is in place, pointing to a different hexside, place another friendly marker on top of the first, pointing to the new hexside.

The marker is placed in the hex from which the ground unit moved to enter the enemy-occupied hex, with the arrow pointing toward the hex entered (use the blue side of the marker for an Allied unit, and the red side for a Japanese unit). This marker remains in place as long as opposing units occupy the same hex, and is removed *at the instant* that opposing units no longer occupy the hex. Once a ground unit enters a hex occupied by enemy ground units, the moving unit's movement ends for that Phase.

Overrun

At the instant a ground unit occupies a hex containing any of the following, but containing *no* enemy ground unit, the hex is considered Overrun. Overrun has numerous effects, depending on what is in the hex.

Co-Prosperity Sphere or Homeland Resource Hex. An Overrun Co-Prosperity Sphere hex instantly comes under the control of the overrunning player, who can place a Control marker on the hex. If the hex had an enemy Control marker on it, that marker is removed. At the instant you place a Control marker on a Co-Prosperity Sphere hex, move the Strategic Initiative marker 1 space in your favor (Strategic Scenarios only).

Enemy Airfield. An Overrun enemy Airfield instantly loses all of its air units. The overrunning player can replace the Airfield counter with one of his own of the same size, at his option, but he cannot remove the enemy Airfield without replacing it. The overrunning player can use the airfield for his own aircraft only if he has replaced it with an airfield marker of his own.

Enemy Port. An Overrun enemy Port is instantly inverted to the color of the overrunning player. Any enemy naval units or submarines in the Port at the end of the Operation are eliminated.

Enemy Offensive Support Base. An Overrun enemy Offensive Support Base is instantly eliminated.

Enemy Anchorage. Any enemy naval units or submarines occupying an Overrun anchorage at the end of the Operation are eliminated.

Stacking Limitations

Each side can have a maximum of 48 Steps of ground units in a given hex at any time (for a theoretical maximum of 96 opposing Steps). If a ground unit would exceed this limitation by moving into a hex by any means — including Retreat, Pursuit, or Withdrawal — it cannot enter the hex.

AIR UNIT MOVEMENT

An air unit moves from hex to contiguous hex, tracing a flight path that is no longer than its Range. Only an Activated air unit can move. Each air unit has a Range printed on its counter. An air unit must always begin and end a move at a friendly airbase. During a move, an air unit can never move through more hexes than its Range. If an air unit exceeds its Range by a hex, it is immediately eliminated. Terrain has no effect on the movement of air units.

Note: The Range of an air unit includes all the hexes through which the unit moves, not just the hexes in one direction on a round trip. For instance, an air unit with a Range of 8 can fly a maximum of 4 hexes out and 4 hexes back to land at the same airbase, or it can fly a maximum of 8 hexes out to land at another airbase.

An air unit cannot move within 2 hexes of an enemy air unit during its movement during a Contact Phase. Since the non-moving player's air units are not on the map (but are represented by Force or Task Force markers), the non-moving player must tell the moving player if he has inadvertently come within 2 hexes of

- 0 an air unit. In such a case, the moving air unit is immediately returned to its airbase and is considered to have completed *one* move for the Phase.

NAVAL UNIT AND SUBMARINE MOVEMENT

- 1 Only an Activated naval or submarine unit can move. Each naval or submarine unit can move an indefinite number of Water hexes during a Contact Phase; a naval unit can move up to two hexes — and a submarine unit can move one hex — in a Battle Phase, according to numerous restrictions listed, by Phase, below.

MOVEMENT DURING THE OPERATION PLAYER CONTACT PHASE

- 2 During the Operation Player Contact Phase, the Operation player can move his Activated units. He can move his units in any order, but he must move all of one type of unit (air, ground, or naval and submarines) before moving another type.

Air Unit Movement

- 3 Each Activated air unit can move from one friendly airbase to another, and can then move again, for a total of two complete moves. The air units cannot move within 2 hexes of an enemy air unit at any time during this movement.

Ground Unit Movement

- 4 Each Activated ground unit that is not in a hex occupied by enemy ground units can move once, up to the limit of its Movement Point Allowance. These units cannot move into a hex occupied by any enemy ground unit during this movement.

Naval Unit Movement (including Submarines)

- 5 Each Activated Task Force and submarine can be moved a variable number of hexes, depending on the Operational Intelligence Condition and the decision of the Reaction player. The Operation player begins by placing the Operation Naval Movement marker in the zero space of the Naval Movement Track. Both players then have an opportunity to Search for one another. He then moves each Task Force that he wishes to move one hex, advancing the Naval Movement marker one space (into the tinted 1 space) and advancing the Day marker one space on the Day Track. Players again have an opportunity to Search for one another, as they do each time the Naval Movement marker is advanced (see Search). The Operation player continues to move his Task Forces, one hex at a time, advancing the Naval Movement marker for each hex moved, advancing the Day marker whenever the Naval Movement marker enters a tinted space of the Naval Movement Track, and pausing while both players conduct Searches. The Operation player ceases his naval movement in one of three ways:

- He can declare his naval movement completed at any time.
- 7 • He can Deactivate all of his units (naval, air, and ground). If the Operation player does so, the Reaction player automatically becomes the Operation player in the next Operation Determination Phase, if he wishes, without having to bid.
- 8 • The Reaction player can halt the Operation player's naval movement at some point, depending on the Operational Intelligence Condition. Until the Reaction player halts the Operation player's naval movement, only the Reaction player knows what the Operational Intelligence Condition is; upon stopping the Operation player's naval movement, the Reaction player

reveals the Condition marker, turning it face-up in the Operational Intelligence Condition Box. The Reaction player can stop the Operation player's movement according to the appropriate Operational Intelligence Condition as follows:

Surprise Attack. If the Condition is Surprise Attack, the Reaction player can halt the Operation player's naval movement at the instant the Reaction player Detects one of the Operation player's Task Forces. If the Reaction player Detects a Task Force and declines to halt the movement, he must make another successful Detection in order to halt the movement.

Intercept. If the Condition is Intercept, the Reaction player can halt the Operation player's naval movement at any time after the Naval Movement marker has entered or passed the 2 space, whether he has Detected a Task Force or not.

Ambush (or Ambush CV). If the Condition is Ambush, the Reaction player can halt the Operation player's naval movement at any time, even if the Naval Movement marker is still in the zero space of the Naval Movement Track, whether he has Detected a Task Force or not.

Note: If the Operation player's naval movement is stopped by the Reaction player, but the Operation player has not yet moved his ground and/or air units, he does move those units normally before proceeding to the Reaction Player Activation Phase.

MOVEMENT DURING THE REACTION PLAYER CONTACT PHASE

During the Reaction Player Contact Phase, the Reaction player can move his Activated units. He can move his units in any order, but he must move all of one type of unit (air, ground, or naval and submarines) before moving another type. The distance he can move his units is determined by the Operational Intelligence Condition as follows:

Surprise Attack

If the Condition is Surprise Attack, the Reaction Player Contact Phase is omitted entirely. The Reaction player has no opportunity to move his units, and neither player has an opportunity to Search during the Phase.

Intercept

If the Condition is Intercept, the Reaction player can move his units as follows:

Air Units. Each Activated air unit can move from one friendly airbase to another, once. The air units cannot move within 2 hexes of an enemy air unit at any time during this movement.

Ground Units. Each Activated ground unit that is not in a hex occupied by enemy ground units can move 1 hex, or embark for amphibious transport. Units cannot move into a hex occupied by any enemy ground unit, or into any hex they would normally be prohibited from entering, during movement in this Phase.

Naval Units. Each Activated Task Force and submarine unit can be moved a maximum number of hexes equal to the number of hexes moved by the Operation player's Task Forces (as recorded on the Naval Movement Track). The Reaction player begins by placing the Reaction Naval Movement marker in the zero space of the Naval Movement Track. Both players then have an opportunity to Search for one another. He then moves each Task Force that he wishes to move one hex, advancing his Naval Movement marker one space (into the 1 space). Players again have an oppor-

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 tunity to Search for one another, as they do each time the Naval Movement marker is advanced (see Search).

Note: *The Day marker is never advanced during the Reaction Player Contact Phase.*

- 1 The Reaction player continues moving his Task Forces, one hex at a time, advancing the Reaction Naval Movement marker for each hex moved and pausing while both players conduct Searches. The Reaction player ceases his naval movement in one of three ways:

- He can declare his naval movement completed at any time before he has moved as far as the Operation player Task Forces.
- At the moment his Task Forces have moved as many hexes as the Operation player's, the Reaction player must end his naval movement.
- 2 • The Operation player can halt the Reaction player's naval movement at the instant the Operation player Detects one of the Reaction player's Task Forces. If the Operation player Detects a Task Force and declines to halt the movement, he must make another successful Detection in order to halt the movement.

3 **Ambush (or Ambush CV)**

- If the Condition is Ambush (or Ambush CV), the Reaction player can move his units as follows:

- Air Units.** Each Activated air unit can move from one friendly airbase to another, and can then move again. The air units cannot move within 2 hexes of an enemy air unit at any time during this movement.

- 4 **Ground Units.** Each Activated ground unit that is not in a hex occupied by enemy ground units can move once, up to the limit of its Movement Point Allowance. These units cannot move into a hex occupied by any enemy ground unit during this movement.

- Naval Units.** Each Activated Task Force and submarine can be moved a maximum number of hexes equal to twice the number of hexes moved by the Operation player's Task Forces (as recorded on the Naval Movement Track). The Reaction player begins by placing the Reaction Naval Movement marker in the zero space of the Naval Movement Track. Both players then have an opportunity to Search for one another. He then moves each Task Force that he wishes to move one hex, advancing his Naval Movement marker one space (into the 1 space). Players again have an opportunity to Search for one another, as they do each time the Naval Movement marker is advanced (see Search).

- 6 **Note:** *The Day marker is never advanced during the Reaction Player Contact Phase.*

- The Reaction player continues moving his Task Forces, one hex at a time, advancing the Reaction Naval Movement marker for each hex moved and pausing while both players conduct Searches. The Reaction player ceases his naval movement in one of three ways:

- 7 • He can declare his naval movement completed at any time before he has moved twice as far as the Operation player Task Forces.
- At the moment his Task Forces have moved twice as many hexes as the Operation player's, the Reaction player must end his naval movement.
- 8 • The Operation player can halt the Reaction player's naval movement at the instant the Operation player Detects one of the Reaction player's Task Forces. If the Operation player Detects a Task Force and declines to halt the movement, he must make another successful Detection in order to halt the movement.

9 **MOVEMENT DURING A MOVEMENT PHASE**

- During the Advantage or Disadvantage Movement Phase, the Advantage or Disadvantage player, respectively, can move his Activated ground, naval, and submarine units. He can move his units in any order, but he must move all of one type of unit (ground or naval and submarine) before moving the other type.

Ground Unit Movement

Each Activated ground unit that is not in a hex occupied by enemy ground units can move once, up to the limit of its Movement Point Allowance. Ground units can enter hexes occupied by enemy ground units during a Movement Phase, but must end their movement for the Phase in the enemy-occupied hex.

Note: *A ground unit can never leave a hex occupied by enemy ground units except through ground combat or Deactivation.*

Naval Unit Movement (including Submarines)

Each friendly Task Force can move 0, 1, or 2 hexes, and each friendly Activated submarine can move 0 or 1 hex, during a friendly Movement Phase. A Task Force must end its movement for the Phase at the instant it enters a Coastal or Restricted Water hex that contains an enemy Task Force (a Task Force entering an enemy-occupied Open Water hex, or any hex containing only enemy submarines, is not obligated to end its movement). The player whose Phase is in progress conducts any Searches he wishes to conduct (while the non-Phasing player does likewise) before moving any naval units. He then moves all the Task Forces he wishes to move 1 hex, and both players conduct Searches again; and then he moves his Task Forces another hex, and both players Search again.

MOVEMENT DURING AN AIR MISSION PHASE

During an Air Mission Phase, non-Activated air units cannot move, but they may be Alerted or perform CAP if enemy air units enter their hex. Activated air units can move during a friendly Air Mission Phase to perform Air Strike, Air Supremacy, Paratroop, or Ferry missions.

During an Air Mission, all air units from the same hex participating in the same Mission must move together (unless a unit is forced to Abort). Air units are moved hex by hex until they reach the Target hex. In the event of an Interception, CAP combat occurs the instant the CAP player announces the Interception. Units from different hexes can move together on an Air Mission only by overflying and adding overflown air units to the stack. Otherwise, each stack of Mission air units, originating from a different hex, must complete its movement alone to the target hex before another stack of Mission air units can begin to move. After an Air Mission is completed and the units are returning to base, each stack of air units going to a different landing hex must complete its movement before another stack of Mission air units can begin to move. Units going to different hexes can move together by overflying hexes and dropping air units from the stack.

EXITING THE MAP

Allied naval units (including AA and APD units carrying ground units) can exit the map through any Open Water hex on the South, East, or West mapedge. Allied ground units can exit any West or South mapedge land hex, using ground movement, that they would normally be allowed to enter. Allied air units can never exit the map (unless they are aboard an aircraft carrier).

Japanese ground units can exit the mapedge through the hex-row 5801-5812 using ground movement, *provided* the hex through which they exit is Linked. Japanese naval and air units cannot exit the map.

Any Allied unit that enters the map is placed in the appropriate Mapedge Holding Box. Each Naval Repair Phase (even if the unit is a ground unit), it advances one box along the Holding Box Track until it is eligible to return to the map. Once it is eligible to return, it becomes available as a Reinforcement in the next Reinforcement Phase. Japanese ground units that exit the map can never re-enter the map.

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AMPHIBIOUS TRANSPORT

A ground unit can embark on an amphibious transport (AA) naval unit when they occupy the same hex during any friendly Contact or Battle Cycle Movement Phase. Embarkation is considered the ground unit's movement, not the naval unit's. A ground unit can disembark from an AA in any friendly Movement Phase in a shoreline hex, even if the AA has moved, provided there is no enemy naval unit (excluding submarines) in the hex. A ground unit can disembark from an AA in any friendly Movement Phase in a shoreline hex if there are enemy naval units in the hex, provided the AA has not moved in the current Phase. Each AA unit, regardless of the number of Steps, can carry up to one division of ground units (1 division is the equivalent of 3 regiments or brigades, or 9 battalions).

Note: Armor units can be amphibiously transported only by AA units (not by DD or APD units, as described below), and they can disembark only in Clear hexes or hexes containing Transport Routes.

Each time an AA unit takes a Hit (short of elimination), 2 Hits are inflicted on the total Steps being transported (not 2 Hits on each ground unit carried). When an AA unit is eliminated, all ground units being transported are also eliminated.

DD's and APD's

Allied APD's and Japanese APD's and DD's can also be used as transports, identical to AA's in all respects, except as follows:

- An APD or Japanese DD, regardless of the number of Steps it has, can carry only 1 regiment or brigade (equivalent to 3 battalions).
- If the naval unit takes a Hit (short of elimination), only 1 Hit is inflicted on the units being transported. If the naval unit is eliminated, whatever it is carrying is also eliminated.
- All of the naval unit's Combat Strengths — except Anti-Air — are halved until the ground unit(s) disembark.

Amphibious Assault

When a combat unit disembarks into a hex occupied by an enemy ground unit, the disembarking player must initiate combat (amphibious assault) whether he is the Operation player or not. If the Advantage player conducts the assault, he must initiate combat in the ensuing Ground Combat Phase. If the Disadvantage player conducts the assault, he must initiate combat in the Ground Combat Phase of the next Battle Cycle (he cannot Deactivate his assaulting units until the assault is resolved).

During this combat, the unit conducting the assault has its Troop Quality halved (round up) for the combat ratio determination only, unless a friendly ground unit already occupies the assault hex, or the assault hex is being simultaneously attacked by friendly ground units from another hex. If a unit performing amphibious assault suffers a mandatory retreat result, and *does* retreat, it takes double the losses specified on the Combat Results Table, embarks, and immediately Deactivates. If the assaulted hex is not occupied by enemy ground units, the assaulting unit still can move no further. A unit performing amphibious assault cannot pursue.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

Search

Designer's Notes: During naval operations, one of the more significant factors in the outcome of engagements was "who saw who first." Air search was a problematical affair in which the number of accurate detections was small in comparison to the number of sightings claimed. As a naval unit approached the origin of the search, the probability of detection increased, because the loiter time for search aircraft increased the chance of an accurate position report.

The reason that a search unit can search only a limited number of times per Phase (or that a target unit can be sought only a limited number of times) lies in the historical search patterns flown during the war. Each air unit would be responsible for a search arc limited to a given number of degrees. Numerous individual aircraft (all represented within the same air unit in the game) would be required to fly one of these search arcs in order to cover a full 360 degree search from a given location.

Another important aspect of search is that it allows the players to play a hidden movement game without the difficulties attendant in many "simultaneous pre-plotted movement" games. Although the players can see enemy Task Force markers on the map, their units cannot react to the presence of the enemy without a successful detection as a prerequisite for combat.

In order to attack anything in *Pacific War*, you must Detect it. In order to find out what enemy units occupy a given hex, you must conduct a successful Reconnaissance. Both Detection and Reconnaissance come under the heading of Search.

Detection

Technically, according to the game rules, nothing can be attacked unless it is Detected. In fact, all Force markers (and everything they represent), airfields, ports, Offensive Support Bases, Headquarters, Resource hexes, terrain features, and virtually anything else on the map are *always* automatically and permanently considered Detected. The only targets that you must actually Search for in order to Detect (and attack) are Task Force markers and moving air units. Once a successful Search is carried out against one of these, they remain Detected as follows:

- A Detected Task Force marker is flipped from its Undetected side to its Detected side, and it remains Detected until the Detection Removal Phase. It does not matter which enemy unit Detected the Task Force; any enemy unit can attack it while it is Detected.

- A Detected air unit remains Detected until it lands (or is destroyed). When any unit on an Air Mission is Detected, every unit on the Air Mission is Detected. Thus, for instance, if one air unit is forced to Abort before reaching the target hex, and it returns to its airfield, it is considered Detected until it lands, as are the air units that continue the mission.

Reconnaissance

Every successful Search will result in the target being Detected; but the Reconnaissance information gained from a successful Search can vary. The results listed on the Search Chart indicate three successful Search results that offer different degrees of accuracy in their reporting. The target player is obliged to reveal no more about his situation in the target hex than is required by the Search result called for by the chart.

Note: When one of your ground units enters a hex, you are entitled to know about every enemy piece in the hex. Entering a hex with a ground unit is, in effect, a Level 3 Reconnaissance result.

0 Search Procedure

Any combat unit, port, airfield, Offensive Support Base, or Headquarters can conduct Search in the hex they occupy (whether Activated or not), but only air units can Search outside the hex they occupy (whether Activated or not). Search involves no movement whatsoever on the part of the searching unit. To conduct a Search, simply select the unit that will Search, count the number of hexes from the hex the searching unit occupies to the target of the Search, and refer to the Search Chart. Roll one die and refer to the portion of the Chart appropriate to the Lighting Condition, type of searching unit, and range. If the number rolled on the die is listed in the appropriate portion of the Chart, you have Detected the target; the color of the number refers to the Chart's Reconnaissance Level key, which indicates how much information you receive about the target.

When Search Is Performed

Players can attempt to Search only during the following Phases:

- Operation Player Contact Phase
- Reaction Player Contact Phase
- Advantage Movement Phase
- Advantage Air Mission Phase
- Disadvantage Movement Phase
- Disadvantage Air Mission Phase

In a Contact Phase, both players are entitled to conduct Searches with all of their combat units, with the following restrictions:

- No submarines can conduct Search.
- A unit can conduct only one Search in any one Naval Movement increment.
- A hex can be the target of a Search only once in any one Naval Movement increment.

Example: The Allied player has two LRA units, A and B. During the Operation (Japanese) Contact Phase, before the Japanese player has moved a Task Force (the Naval Movement marker is still in the zero space), the Allied player conducts a Search of Task Force X with LRA A, and the Search fails. He cannot attempt to Search Task Force X with LRA B, because he has already searched the hex it occupies during this Naval Movement increment. Once the Japanese player moves his Task Forces (moving the Naval Movement marker into space 1), the Allied player can Search for Task Force X again (even if Task Force X itself did not move), because it is now a new Naval Movement increment.

In a Movement Phase (Advantage or Disadvantage), both players are entitled to conduct Searches with all of their combat units, with the following restrictions:

- Submarines can Search only for Task Forces.

Note: A submarine unit need not Search to attack a Task Force. However, it can Search during a Movement Phase, and a Detection results in the Task Force being Detected normally, just as though it had been Detected by an air or naval unit.

- A unit can conduct only one Search attempt during the Phase.
- A hex can be Searched only once during the Phase.
- A Task Force can be Searched for only once during the Phase.

In an Air Mission Phase (Advantage or Disadvantage), both players are entitled to conduct Searches with all of their combat units, with the following restrictions:

- Submarines cannot Search.
- Only Mission air units can be the target of Search, and they can be Searched for only once each time they enter a hex (only by units in the hex).

Submarine Combat

Whenever a submarine unit and an enemy Task Force occupy the same hex during a Contact or Movement Phase, the submarine unit can conduct Submarine Combat, without Searching.

Exception: A submarine unit can never attack Deactivated naval units in a Port.

To conduct Submarine Combat, roll the die. If the number rolled is equal to or less than the number of submarine Steps in the hex, one submarine unit (regardless of how many Steps it contains) can make that number of attacks using its Torpedo Strength. If the number rolled is zero, or if it exceeds the number of submarine Steps in the hex, there is no Submarine Combat.

Example: Two Japanese submarine units (one of 2 Steps, one of 4 Steps) occupy a hex that is entered by an Allied Task Force. The Japanese player rolls the die, and the result is a 3 (which is less than the number of Japanese submarine Steps in the hex). The Japanese player is therefore entitled to make 3 attacks against the Allied Task Force, but he can use only one of his submarine units to do so. He chooses the 4-Step unit.

To resolve each individual submarine attack, determine the submarine unit's Torpedo Strength, roll the die, and refer to the Air/Naval Combat Results Table. Each attack is made in succession, and each attack must be made against a different naval unit. If there are more attacks permitted than there are naval unit targets, the excess attacks do not occur. Hits are applied immediately, before another attack is resolved.

Anti-Submarine Combat

Immediately following the final submarine attack in the hex, any surviving naval units in the hex — whether they were specifically attacked or not — can conduct Anti-Submarine Combat. To conduct Anti-Submarine Combat, add the Anti-Submarine Strengths of all naval units in the hex into one total, roll the die, and refer to the Air/Naval Combat Results Table. Immediately inflict the specified number of hits on the submarine unit that actually attacked. If the Combat Results Table calls for more Hits than there are submarines in the attacking submarine unit, excess Hits are not inflicted on other submarine units in the hex.

Note: If no submarine attacks actually take place, there is no Anti-Submarine Combat.

Cripples

All naval units designated with a **c** next to their Hit Capacity are considered Crippled when they have taken all but one Hit necessary to eliminate them. Once per Operation (or Scenario) per Cripple, all opposing submarine units within 10 hexes can be added together; for each multiple of 12 submarine Steps, the submarine player has a 1-in-10 chance to sink the Cripple immediately.

Example: A Cripple is within 10 hexes of 32 opposing submarine Steps, scattered throughout the area. The opposing player has 2 chance in 10 to sink the Cripple (if he rolls a 0 or a 1).

During the Strategic Transport Phase (in Campaign and Strategic Scenarios), if a Cripple is moving, the opposing player can stop the Cripple's movement in any hex (outside a port) and conduct this same procedure once per Cripple per Phase. The same submarine units can be used against more than one Cripple in the Strategic Transport Phase. A Hit, as in Naval Combat, results in the elimination of the Cripple.

Lighting Conditions

Designer's Note: The time of day during which a successful search was made was often problematical. An enemy force could be sighted during daylight, dusk, or night. The effect of timing on battle was often crucial. During the Battle of the Philippine Sea, the US forces sighted the Japanese fleet at dusk, and the decision was made at that time not to launch an air strike and face night landings, although the next day presented the same situation, and the strikes were launched — yielding a 75 percent loss of landing air strike aircraft.

Another factor concerns the deliberate arrival of forces at the operation objective at night to conduct a landing or reinforcement without aerial interference or to conduct a night surface engagement such as occurred during the Guadalcanal Campaign. The vast majority of surface engagements that occurred during the war in the Pacific were conducted at night.

- 0 At the beginning of each Battle Cycle, the players determine what Lighting Conditions will be in effect for the entire Cycle. The Lighting Condition will affect Air Missions, Naval Combat Phase, and Search.

In the first Lighting Phase of an Operation:

- 1 •If the Operational Intelligence Condition is Ambush (or Ambush-CV), the Reaction player places the Lighting Condition marker in any section of the Lighting Condition Display, at his discretion.
- If the Operational Intelligence Condition is Intercept or Surprise Attack, the Operation player can, if he wishes, place the Lighting Condition marker in any section of the Lighting Condition Display, at his discretion.

- 2 **Note:** *The Operation can preserve this option to use at a later time, if he wishes. He is not obligated to use it in the first Battle Cycle of the Operation.*

•If neither player selects a Lighting Condition, roll one die and refer to the Random Determination portion of the Lighting Condition Display, roll the die, and place the Lighting Condition marker in the portion specified.

- 3 **In the second and subsequent Lighting Phases of an Operation:**

•If the Operation player has not yet used his once-per-Operation option, he can move the Lighting Condition marker 2 spaces clockwise on the Lighting Condition Display.

•If the Operation player has used his option — or chooses not to use it at this time — move the Lighting Condition marker 1 space clockwise on the Lighting Condition Display.

- 4 Any time the Lighting Condition marker enters the Random Determination portion of the Lighting Condition Display (even if the Operation player uses his option to place it there), immediately roll the die and place the marker in the portion specified by the die roll.

Lighting Effects on Air Missions

- 5 Day Lighting Conditions (either A.M. or P.M.) have no effect on the game in any way. Dusk and Night Lighting Conditions have the following effects on Air Missions:

•Dusk Lighting Conditions require that all units flying Air Missions (*not* CAP) must conduct a Dusk Landing Procedure at the conclusion of the Air Mission. This procedure requires that for each air unit, individually, the owning player roll the die. If the die roll is more than 3 times the Status Level of the unit, the unit loses one Step; if the die roll is exactly 3 times the Status Level or less, there is no effect on the unit.

- 6 •Night Lighting Conditions *prohibit* any Air Missions *except* that Japanese 2E-L2 units can conduct Air Strikes against Task Forces (only); US (*not* other Allied) 1E-L2 units can be Alerted and conduct CAP against such a Japanese Strike in the Target hex (no interception). In both of these cases, the Anti-Naval Strength of the Japanese units, and the Anti-Air Strength of the Allied units, are halved when resolving combat.

Lighting Condition Effects on Flak Combat

All Anti-Air Strengths used in conducting Flak Combat are halved when the Lighting Condition is Night. Day and Dusk Lighting Conditions have no effect on Flak Combat.

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Lighting Condition Effects on Naval Combat

When determining the Range at the beginning of a Naval Com-

bat Cycle, use the Day/Dusk or Night column of the Range Determine Table (see Operation Display). In subsequent Naval Combat Phases, using the Range Bid Chart, note that Long Range can never be bid during Night Lighting Conditions.

Lighting Condition Effects on Search

When conducting a Search during Day, Dusk, or a Contact Phase, use the Day portion of the Search Chart. Use the Night portion of the Search Chart only when conducting a Search during Night Lighting Conditions.

Advantage Determination

During the Advantage Determination Phase, players determine which of them will be the Advantage player and which will be the Disadvantage player for the entire Battle Cycle. The Advantage player has the benefit of performing various actions before the Disadvantage player can do so.

In the first Advantage Determination Phase of an Operation:

•If the Operational Intelligence Condition is Ambush (or Ambush-CV), the Reaction player is automatically the Advantage player.

•If the Operational Intelligence Condition is Surprise Attack, the Operation player is automatically the Advantage player.

•If the Operational Intelligence Condition is Intercept, each player rolls the die. The player with the higher die roll is the Advantage player. If both players roll the same number, the Operation player is the Advantage player.

In the second and subsequent Advantage Determination Phases of an Operation, each player rolls the die and applies the following modifications to the die rolls:

•If the Operational Intelligence Condition is Ambush (or Ambush-CV), the Reaction player adds 2 to his die roll.

•If the Operational Intelligence Condition is Surprise Attack, the Operation player adds 2 to his die roll.

The player with the higher modified die roll is the Advantage player. If both players roll the same number (after applying modification), the Operation player is the Advantage player.

Air Missions

Designer's Notes: *Each air unit represents an air group of various types of aircraft. The three combat air unit types are single, two-engine, and four-engine aircraft. All fighters are included as single-engine types. Each air Step represents 15 aircraft. Each air unit has a particular Status Level that represents both pilot and aircraft quality. In the Strategic Scenario, the Allied player has a shortened training cycle in which to deploy his elite (Level 2) air units later in the war, to reflect the improved airframes that eventually came off US production lines (such as the Hellcats). The Japanese aircraft types did not dramatically change during most of the war and, of the few improved types that were developed, few ever became available.*

The rules on night air combat reflect the creation of the Japanese night torpedo bomber units and the introduction of night fighters for US carriers beginning at the middle of the war. There were other night air operations during the war, but all were of little significance.

The air replacement rules reflect the problems the Japanese faced due to the declining quality of their replacement pilots. Players, through more judicious use of Japanese airpower, can improve the quality and quantity of what was historically available.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 The only time air units can be used to perform any of the four possible types of Air Missions is during a friendly Air Mission Phase. While an Air Mission is in progress, it may be subject to Flak, CAP, and Interception from enemy units. The general characteristics of each type of Air Mission are as follows:

Air Strike. The general purpose of an Air Strike Mission is to attack enemy naval or ground units, or enemy installations. Any type of air units except LRA units can participate in Air Strike Missions.

- 1 **Air Supremacy.** Air Supremacy Missions are conducted in order to engage enemy air units in Air Combat. Only 1E air units with a Status Level of 1 or 2 can participate in Air Supremacy Missions.

- 2 **Ferry.** An air unit conducting a Ferry Mission simply moves from one friendly airbase to another during an Air Mission Phase. Any type of air unit can conduct a Ferry Mission.

Paradrop. In conducting a Paradrop mission, an air unit transports an airborne ground unit to a designated land hex, where the ground unit "jumps." Only 2E and 4E air units can perform Paradrop Missions, and they can perform such missions only during the Advantage Mission Phase.

- 3 The following characteristics are common to each of the four Air Mission types:

- Only Activated air units can perform an Air Mission.
- The airbase from which the air units depart must be non-Interdicted and (in Campaign and Strategic Scenarios) Linked.
- No hex can be designated as the target of an Air Mission more than once in a single Air Mission Phase.
- 4 • "Suicide" mission, in which an air unit has insufficient Range to reach its target and land again, are not allowed (except Kamikazes).

GENERAL COURSE OF AN AIR MISSION

- Essentially, each Air Mission involves one or more air units flying from their airbase to a target hex and performing a task there. On the way to the target, over the target, and on the way back to a friendly airbase, the air units performing the Air Mission may be subject to Interception, Flak, and CAP. The order in which the various procedures that make up an Air Mission occur can vary according to circumstances. The Air Mission Procedure Schematic Diagram, shown below and reproduced on each player's Display Sheet, illustrates the order in which events occur in an Air Strike, Air Supremacy, and Paradrop Mission.

- 6 **Note:** To conduct a Ferry Mission, simply refer to the Ferry Procedure, below.

Air Mission Preliminary Procedure

To begin any Air Mission other than Ferry, perform the following Steps:

1. Place the Target marker in the Target hex (wherever you intend to perform your Mission), with the Supremacy side up for an Air Supremacy Mission, or the Strike side up for an Air Strike or Paradrop Mission.
2. Place all air units that will participate in the Mission (the Mission air units) in their airbase hex(es).
3. Determine whether or not the Mission is Coordinated (see the Coordination Procedure).

Coordination Procedure

All Air Supremacy missions, and all Air Strike missions consisting of only one air unit, are automatically Coordinated. All Ferry and Paradrop mission are automatically Uncoordinated. Air Strike missions consisting of more than one unit may or may not be Coordinated. To attempt to Coordinate a multi-unit Air Strike mission, roll one die. The die roll must be equal to or less than 3 times the lowest Status Level represented among the Mission air units (i.e., if there are only L2 units, you must roll a 6 or less; if there are L1 and L2 units — or only L1 units — you must roll a 3 or less; if there are any L0 units, you must roll a 0). If the die roll exceeds the required results, the Air Strike is considered Uncoordinated for the entire Mission. Use the Uncoordinated line on the Air/Naval CRT for each Air Combat the Mission air units are involved in. If Coordinated, use the Coordinated line of the CRT.

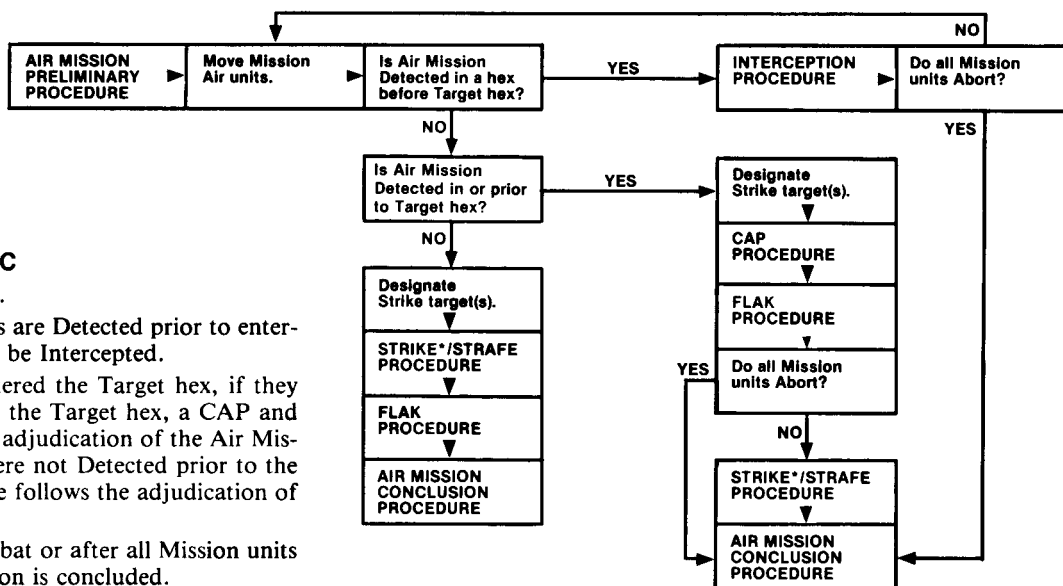
Air Unit Movement Procedure

An air unit moves from hex to contiguous hex, tracing a flight path that is no longer than its Range. Only an Activated air unit can move. Each air unit has a Range printed on its counter. An air unit must always begin and end its movement at a friendly airbase. During a move, an air unit can never move through more hexes than its Range. If an air unit exceeds its Range by a hex, it is immediately eliminated. Terrain has no effect on the movement of air units.

Note: The Range of an air unit includes all the hexes through which the unit moves, not just the hexes in one direction on a round trip. For instance, an air unit with a Range of 8 can fly a maximum of 4 hexes out and 4 hexes back to land at the same airbase, or it can fly a maximum of 8 hexes out to land at another airbase.

AIR MISSION PROCEDURE SCHEMATIC DIAGRAM

For use in Air Strike, Air Supremacy, and Paradrop Missions



AIR MISSION SCHEMATIC

- Move the Mission air units.
- Each time the Mission units are Detected prior to entering the Target hex, they can be Intercepted.
- Once all air units have entered the Target hex, if they were Detected prior to or in the Target hex, a CAP and Flak procedure precedes the adjudication of the Air Mission. If the Mission units were not Detected prior to the Target hex, a Flak procedure follows the adjudication of the Air Mission.

At the conclusion of all combat or after all Mission units have Aborted, the Air Mission is concluded.

0 Search Procedure

Any time an Undetected Mission air unit enters a hex containing an enemy ground unit, naval unit, airfield, port, Offensive Support Base, or Headquarters, the enemy player can attempt to Detect the air unit. At the instant any air unit participating in the Mission is Detected, *the entire Mission* is considered Detected, for all purposes, until the conclusion of the Air Mission. An air unit (or stack of air units) can be searched for only once each time it enters a hex.

Alert Procedure

Any time a Detected air unit enters a hex occupied by enemy air units, the enemy player can Alert a number of air Steps (whether Activated or not) up to the Launch Capacity of the non-Interdicted airbases in the hex, provided the airbase is not Interdicted.

Example: A hex containing a small airfield can place no more than 6 air Steps on Alert. A hex containing both a small airfield and a CV naval unit (capacity of 5) could Alert 11 Steps.

Alerted air Steps are never subject to Strafe Combat, and they do not suffer damage from Air Strikes against their airbases (although they may suffer damage from air combat). Once Alerted, a 1E air unit may be used for CAP and engage mission air units in air combat; all other Alerted 1E air units in the same hex can be used to modify the CAP unit's Anti-Air Strength for Air Combat (see modifications on Air/Naval Combat Results Table).

Interception Procedure

Any time an Air Mission enters a hex, other than the Mission Target hex, containing enemy air units, perform the following procedure.

1. The non-Mission player can Alert 1E air units in the Interception hex and designate one of those units to conduct Air Combat against the Mission air unit(s) in the hex (see Alert Procedure).

2. Resolve the Intercepting air unit's Air Combat attack against the Air Mission unit(s), using the CAP vs Coordinated or CAP vs Uncoordinated line of the Air/Naval Combat Results Table (see Air Combat Procedure).

Note: In an Interception, the Mission player does not resolve Air Combat against the Intercepting air units. Note also that Mission air units can be forced to Abort due to Interception (see Abort Procedure).

Air Combat Procedure

Air Combat can occur in three ways:

•CAP unit against Escort unit (and vice versa). To resolve CAP vs Escort, take the Anti-Air Strength of the CAP unit, modify it for any other Alerted 1E non-Mission units (see Air/Naval Combat Results Tables, Modifications), and refer to the Air/Naval CRT to determine how many Hits are inflicted on the Escort unit. Then take the Anti-Air Strength of the Escort unit and follow the same procedure.

Note: Hits are applied to units simultaneously, after both have had an opportunity to fire.

•Intercepting unit against Mission air units. Follow the same procedure as above, but no Mission air unit can fire at the Intercepting unit.

•Escort unit against Alerted units when there is no CAP unit. Follow the same procedure as above, but no Alerted air unit can fire at the Escort unit.

Abort Procedure

Any Mission air unit that takes 2 or more Hits during a single Air Mission, and is not completely eliminated, must Abort. An Aborted air unit can use none of its Combat Strengths for the remainder of the Air Mission. The specific details of an Abort vary according to where the Abort occurs.

Note: Kamikaze air units never Abort.

Aborting in a Target Hex. An air unit that Aborts due to Flak or CAP in a Target hex must remain in the Target hex until all combat in that hex is completed by both sides.

Example: An air unit takes 2 Hits from CAP in a Target hex. The unit must remain in the Target hex to take further possible damage from Flak, despite the fact that the air unit cannot use its Combat Strengths to participate in the Air Mission.

Aborting as a Result of Interception. An air unit that Aborts due to Interception before reaching the Target hex must immediately move to a friendly airbase and land. The Aborted air unit moves normally, and can be subjected to further Interception. Once the Aborted air unit lands or is eliminated, the remaining air units on the Air Mission can continue (at the owner's option) their movement to the Target hex.

CAP Procedure

Any time a Detected Air Mission enters a hex containing at least one enemy air unit, perform the following procedure.

1. The non-Mission player *must* Alert air units in the hex, up to the airbase Launch Capacity (see Alert Procedure).

2. The non-Mission player can, at his option, designate one Alerted 1E unit as his CAP unit. If he has no Alerted 1E air unit, he can designate no CAP unit.

3. Determine whether or not the Mission player designates an Escort unit. (A) If the non-Mission player has designated a CAP unit, the Mission player *must* designate one Mission unit as an Escort unit. The Escort unit must be a 1E unit if one is available; otherwise, any 2E or 4E unit is designated. (B) If the non-Mission player designated no CAP unit, the Mission player can, at his option, designate one Mission 1E unit as his Escort unit (if he has no Mission 1E unit, he can designate no Escort unit in this case).

4. Determine whether or not Air Combat is conducted. (A) If there is a designated CAP unit, conduct Air Combat between the CAP unit and the Escort unit (see Air Combat Procedure). (B) If there is no CAP unit, but there is a designated Escort unit, conduct Air Combat between the Escort unit and Alerted non-Mission units (see Air Combat Procedure). (C) If there is neither a CAP nor Escort unit designated, there is no Air Combat.

Flak Procedure

Any time an Air Mission enters a Target hex (only) containing ground units, naval units, airfields, or ports, conduct the following procedure, according to the type of Air Mission:

1. Determine which units in the Target hex can conduct Flak Combat.

•Air Supremacy Mission: All ground units and any airfield and/or port can conduct Flak Combat.

•Paradrop Mission: All ground units and any airfield and/or port can conduct Flak Combat.

•Air Strike Mission (with no Activated or non-Activated naval targets): All ground units and any airfield and/or port can conduct Flak Combat.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7. 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 •Air Strike Mission (including or exclusively non-Activated naval targets): All ground units, up to 4 non-Activated naval units, and any airfield and/or port can conduct Flak Combat.
- Air Strike Mission (with one or more Task Force targets): Each Task Force in which at least one unit is attacked can conduct Flak Combat. Each such Task Force conducts Flak Combat individually, using either 4 screening units or 2 core units.
- 1 2. Determine the Anti-Air Strength of units conducting Flak Combat, and refer to the Air/Naval CRT. Use the Improved Flak line for the Allies beginning in February 1943 and in Battle Scenarios 7 and 8; in all other cases, use the Normal Flak line.
- In any case except an Air Strike against Task Forces, add together the Anti-Air Strengths of all participating units into a single combined Anti-Air Strength and refer to the Air/Naval Combat Results Table.
- 2 •In an Air Strike against one or more Task Forces, resolve Flak Combat for one attacked Task Force at a time, adding together the Anti-Air Strengths of either 4 screening or 2 core units from that Task Force and referring to the Air/Naval Combat Results Table. Repeat this process for other TF's attacked by the same Air Strike.
- 3 **Note:** Never add Anti-Air Strengths of 0 to Anti-Air Strength totals. A 0 is used as a Strength only if no unit participating in Flak Combat has an Anti-Air Strength of 1 or more.

Strike Procedure

1. The Mission player designates the target of his Strike. His target can be either enemy Task Forces, or all other units in the hex. For instance, if a target hex contains an enemy Task Force,
- 4 an enemy Force marker, and an airfield, the Mission player must designate either (1) the Task Force(s), or (2) everything in the hex except the Task Force(s).
2. The Mission player announces which Mission units will attack which Target units. Aborted units cannot attack, but must remain in the Target hex until the end of the Air Mission. Once an individual air unit's target(s) is designated, it cannot be changed,
- 5 even if the target is destroyed before the air unit attacks.
- Note:** Even if all air units Abort, they must designate a Target for determining Flak.
3. Each Mission air unit individually attacks one Target piece or group of targets, using its Anti-Ground or Anti-Naval Strength. Refer to the Air/Naval Combat Results Table for each attack.
- 6 **Note:** When one air unit attacks a group of targets, they must be designated by their priority: primary, secondary, etc. When a group of targets is attacked, each target must receive one Hit before another can receive a second Hit.
- To resolve an individual attack by an air unit, find the air unit's Anti-Naval Strength (if attacking Task Forces or non-Activated naval units) or Anti-Ground Strength (if attacking anything else), and use the Air/Naval Combat Results Table normally.
- 7 Note that each type of attacking air unit (1E, 2E, 4E) has a separate line on the CRT for attacking naval targets, and there are also separate lines for attacking ground units or installations. Note that a ground unit never makes more than one Troop Quality Check per Air Mission Phase.

The following examples come from the Comprehensive Example:

- 8 **Detected Air Strike vs a Target Hex with CAP: 1st Battle Cycle, Disadvantage Air Mission Phase.** The 4E air unit leaves Townsville and is detected when it reaches the Rabaul hex due to a successful search. The three Japanese air units present totalling 5 steps alert, which consist of (2)1E-L-L1, (2)2E-L-L1, and a LRA (equal to 1 step). Since an alerted 1E air unit is present in the target hex, a CAP vs Escort procedure occurs. The air mission consists of no 1E air units, therefore the 4E air unit directly participates in the air combat. The combat is simultaneous, so it doesn't matter which side adjudicates first. The CAP air unit has a printed strength of 5 which is reduced to 1 (Anti-Air rating of 5 minus 4 hits). The die roll is 1, scoring 1 hit on the 4E air unit using the CAP versus Coordinated Mission line (air strike missions with only one air unit are always coordinated) on the Air/Naval CRT. The 4E air unit's return fire has a printed strength of 2 which is not reduced since the unit is at full strength (6 steps). The
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die roll is 2 on the Coordinated Strike versus CAP line on the Air/Naval CRT, yielding a result of 1 hit on the CAP air unit. The 4 engine air unit then declares that the installations are the target of the strike. Based on this information the Flak fires at the 4E air unit with a Flak value of 6, calculated in the following manner Port (3) plus Large airfield (3) for a total of 6. The die roll is 5, on the unimproved Flak versus Air line of the Air/Naval CRT, resulting in a 1 hit result. Since the 4E air unit has taken 2 hits, it immediately aborts and does not conduct its strike mission and returns to the Townsville airfield.

Air Strike Mission vs Unalerted Air Unit: 1st Battle Cycle, Advantage Air Mission Phase. A Japanese 2E air unit moves from Rabaul to Port Moresby via Lae airfield, where it is joined by a 1E air unit. The Japanese pass their Coordination die roll, so the mission is considered coordinated. Upon entering the Port Moresby hex, a search is conducted which fails; therefore the Allied 1E air unit cannot alert and is grounded during the attack. The Flak will occur after the strike has been adjudicated. The 2E air unit attacks the airfield with a printed Anti-Ground Strength of 5 which is reduced to a modified strength of 2 (5 minus 3 hits). The die roll is 1, which upon examining the Air versus Installation line of the Air/Naval CRT, shows a 2 hit result. The 1E air unit strafes the Unalerted air unit with a printed Anti-Air rating of 7 which is reduced to 3 (7 minus 4 hits). The die roll is 3, which yields 1 hit on the Air versus Unalerted (Grounded) Air line of the Air/Naval CRT. The airfield takes 2 hits and the Allied 1E air unit takes 3 hits (2 for the hits inflicted on the airfield and 1 from the strafing) which eliminates it. The Flak strength of the hex is Port (3) plus Airfield (1) plus Ground unit (0), for a total of 4. The die roll is 4 on the Unimproved Flak versus air line on the Air/Naval CRT, resulting in 1 hit, taken by the Allied player against the 2 engine air unit (The 3 hit marker is replaced with a 4 hit marker). The Japanese air units return from whence they came.

Air Strike vs Naval Task Force without CAP: 1st Battle Cycle, Disadvantage Air Mission Phase. The two carrier air units (both are (4)1E-CV-L1) in Allied Task Force 1 attack Japanese Task Force 4 in the Guadalcanal hex. The Allied air units fail their coordination die roll, but since there is no CAP in the hex they are attacking it has little meaning. Japanese Task Force 4, consists of CL1, CL8, APD5, CVS4. The Japanese detect the air strike. Since there is no CAP available, no air combat occurs. Flak combat (due to the successful detection) occurs before the strike is adjudicated. The Japanese player places CL1 and CVS4 in the core with CL8 and APD5 in the screen. The Flak value can be determined in one of two ways, but the most advantageous is using the two screen naval units yielding a Flak value of 3. The die roll is 4 which yields no hits. The best that could have been achieved would have been 1 hit. The air units designate CVS4 as the primary target and CL8 as the secondary target. The Anti-Naval strength of both units is 4 (Anti-Naval strength of 6 minus 2 hits). The first die roll is 1 which yields 2 hits. Each of the targets receives one hit. The second die roll is 2, which yields 1 hit; since the CVS4 is the primary target it receives the next hit and sinks (its hit capacity is 2 Hits). The air units return to their carriers.

Carrier Strike Mission vs Enemy Naval Taskforces: 3rd Battle Cycle, Advantage Air Mission Phase. The US carrier force launches a coordinated strike (coordination die roll of 2) against an open water hex containing two Japanese Task Forces. Since the Japanese had already detected the US Task Forces from whence the strike is originating from and successfully detect the air mission when it enters their hex, the Japanese player has the option to immediately declare a simultaneous strike (can only be done during an Advantage Air Mission Phase). All three Japanese air units (two from Task Force 1 and one from Task Force 3), are alerted and conduct CAP versus Escort combat. Combat is simultaneous. The Japanese CAP uses one of the 1E-CV-L2 air units. Its printed Anti-Air strength is 7 which is modified to a 6 (7 Anti-Air minus 2 hits, plus 1 for 3 steps of alerted L2 air unit steps present). The die roll is 4 on the CAP versus Coordinated Mission line yielding a 1 hit result on the Air/Naval CRT. The US Escort uses one of the two identical air units. Its printed Anti-Air value is 6 which is reduced to 4 (6 Anti-Air minus 2 hits). The die roll is 4 on the Coordinated Strike versus CAP line, yielding a 1 hit result on the Air/Naval CRT. The Allied player then declares that both air units will attack Task Force 1. Since Task Force 3 is not being attacked it does not fire Flak, but Task Force 1 does with a Flak value of 4 (both CV's are in the Core and the CA and DD in the Screen; using either combination the Flak value is 4). The die roll is 4 on the Unimproved Flak versus Air line resulting in 1 hit which the Japanese player places against the Escort air unit giving it a second hit and causing it to abort. The remaining US air unit which has not

- 0 received any damage declares that CV6 is its sole target for its strike. The printed Anti-Naval strength is 6 which is reduced to 4 (6 Anti-Naval minus 2 hits). The die roll is 1 on the 1-Engine versus Naval line yielding 2 hits, both of which are applied against CV6. Then both Allied air units return to their carriers. Since in the Japanese player at the beginning of the strike declared a simultaneous strike, the three Japanese air units in Task Forces 1 and 3 also fly to the US Task Force 1 to conduct a similar strike mission procedure which will be adjudicated during the ensuing Disadvantage Air Mission Phase.

4E	0
26	11
2	1
5	12

Strafe Procedure

Any time there are un-Alerted air units at a Target hex airfield, Mission 1E air units in the Target hex can perform Strafe Combat. To do so, each Mission air unit, individually, uses its Anti-Air Strength to attack the un-Alerted air units (not the airfield), using the Strafe vs Unalerted (Grounded) Air line of the Air/Naval Combat Results Table. All Mission air units make their attacks before Hits are allotted, at the Mission player's discretion, among the target air units.

- 2
- 3 During an Advantage Air Mission Phase (not during a Disadvantage Air Mission Phase), any Air Strike Mission against a Task Force that includes aircraft carriers with air units can trigger a Simultaneous Strike. The Disadvantage player can announce a Simultaneous Strike provided that (1) all Disadvantage air units on Target aircraft carriers are Alerted; (2) if the Air Strike originated from an aircraft carrier, the Task Force containing the carrier has already been Detected; and (3) the current Operational Intelligence Condition is not Ambush-CV during the first Battle Cycle only.

When performing a Simultaneous Strike, conduct the initial Air Strike normally, including CAP, Flak, and Strike Combat. The Alerted Disadvantage air units do not, however, return to their carriers; instead, move them (during the Advantage Phase) to the hex from which the Advantage player's Air Strike originated. During the ensuing Disadvantage Air Mission Phase, the air units can conduct an Air Strike Mission in that hex, and then return to a friendly airbase with their remaining Range.

- 5
- Note: Disadvantage air units using Simultaneous Strike do not Reorganize at the conclusion of the Advantage Air Strike Mission, even if they performed CAP. Instead, they Reorganize at the conclusion of the Disadvantage Air Mission Phase.

Paradrop Procedure

Only 2E and 4E air units can be used for a Paradrop mission, and the mission can be conducted only during an Advantage Air Mission Phase. At the beginning of the Phase, one or more airborne ground units must occupy the same hex as the air units, and the Advantage player must use one eligible air Step for each Step of airborne units. Announce the Mission type, place the Mission air units and airborne units on their airfield hex, move then hex by hex to any non-Mountain land Target hex. At the Target hex, the Advantage player simply places the airborne units (or the Force marker representing them) and returns the air units to their airfield (or to another friendly airfield). In the event the Paradrop Mission is attacked, it is considered Uncoordinated; air units on a Paradrop Mission cannot initiate combat of any kind. Each air Step eliminated also eliminates one airborne ground unit Step.

- 7
- 8

Airborne units dropped into an enemy-occupied hex must initiate combat in the following Ground Combat Phase in the same manner as Amphibious Assault. Paratropped units use half their Troop Quality in the Phase in which they attack (unless other friendly ground units already occupy the hex). Airborne units paratropped onto a one-hex island cannot retreat (re-embark) as amphibious assault units can. The paratropped unit can move no further in the Phase in which it is dropped.

Submarine	1
SS1	6
x	

Air/Sea Rescue Procedure

When an Allied Air Mission is conducted against a hex containing an Activated Allied submarine unit, that unit automatically conducts air/sea rescue. The losses taken by the Air Mission in the hex are automatically reduced by 1 (Allied player's choice), and that 1 Step is received by the Allied player as a Replacement Step of the same type during the Replacement Phase.

Note: A rescued Air Step does not allow an air unit that has taken 2 or more Hits to avoid Aborting.

Ferry Procedure

Any number of Activated air units from a single airbase can perform a Ferry Mission. Announce the type of Mission, place the Mission air units on their airbase hex, move them hex by hex to a target friendly airbase hex (which need not be disclosed to the enemy player until landing). In the event the Ferry Mission is Intercepted, it is automatically considered Uncoordinated. Units on a Ferry Mission cannot initiate combat of any kind.

Note: Air units on a Ferry Mission cannot be forced to Abort, regardless of how many Hits they may suffer.

Air Mission Conclusion Procedure

At the conclusion of an Air Mission, all surviving Mission air units simply move to a friendly airbase and land, conducting any Interceptions as they occur along their route.

Air Unit Reorganization

At the conclusion of an Air Mission, all air units in the Target hex must reorganize. At the conclusion of a friendly Air Mission Phase, all air units must reorganize at each friendly airbase. To reorganize, the owning player combines air units of the exact same type and Status Level into the largest possible units so that no airbase contains more than one air unit of the same type and Status Level with fewer than 6 Steps.

Example: At the conclusion of the Allied player's Air Mission Phase, one Allied large airfield (capacity of 18 Steps) is occupied by the following air units: (3)1E-L1; (4)1E-L1; (2)1E-L0; (6)1E-L0; (3)2E-L1. The Allied player must reorganize these air units to the following configuration: (6)1E-L1; (1)1E-L1; (2)1E-L0; (6)1E-L0; (3)2E-L1. Note that, when reorganizing, CV-capable air units cannot recombine with non-CV-capable air units.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 KAMIKAZES

In Strategic Scenarios, the Japanese player can begin to build Kamikaze air units any time after the Strategic Initiative reaches Level 2 in favor of the Allies. Kamikazes are always 1E-L0 air units, and they can contain up to 6 Steps (see Replacements). Kamikazes are treated as normal air units, except for the following:

- 1 •A Kamikaze can perform no Mission other than Air Strike against Task Forces.
- A Kamikaze cannot perform CAP (since it has no Anti-Air Strength).
- Kamikazes *never* Abort.
- A Kamikaze can expend its entire Range to reach a Target unit (it does not return to a friendly airfield).
- 2 •After resolving a Kamikaze's Air Strike, the Kamikaze is immediately eliminated, regardless of the outcome of the attack.
- Kamikazes use the 1E vs Naval line of the Air/Naval Combat Results Table.

LIGHTING EFFECTS ON AIR MISSIONS

- 3 •Day Lighting Conditions have no effect on Air Missions.
- Dusk Lighting Conditions require that all air units flying Air Missions (*not* CAP) must conduct a Dusk Landing Procedure at the conclusion of the Air Mission. This procedure requires that for each air unit, individually, the owning player roll the die. If the die roll is more than 3 times the Status Level of the unit, the unit loses one Step; if the die roll is exactly 3 times the Status Level or less, there is no effect on the unit.
- 4 •Night Lighting Conditions *prohibit* any Air Missions *except* that Japanese 2E-L2 units can conduct Air Strikes against Task Forces (only); US (*not* other Allied) 1E-L2 units can be Alerted and conduct CAP against such a Japanese Strike in the Target hex (no interception). In both of these cases, the Anti-Naval Strength of the Japanese units, and the Anti-Air Strength of the Allied units, are halved when resolving combat. Note that Flak Strengths are also halved at night (see Lighting).
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Kongo BB7 2 2 ± c5	Nachi CA4 2 2 ± c6	Fubuki DD2 1 2 6	Amphib AA2 3 0 6
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Naval Combat

Designer's Notes: The naval units in the game represent either individual capital ships, cruiser divisions (2 ships of a class), or miscellaneous squadrons/groups of small naval combatants. Strong emphasis is placed on ranged combat, as the effectiveness and tactical nature of the war in the Pacific was most important during naval actions. The effects of lighting on range bidding contribute to the decisive nature of night actions.

As the war was predominantly a naval war, any strategy in the game must be based upon the proper use of aircraft carriers and surface combatants.

- 7
- 8 The Naval Combat Cycle comprises four Phases: Naval Combat Determination; Naval Combat 1; Naval Combat 2; and Naval Combat 3. This Cycle is played to completion for each naval combat situation that exists on the map.

Naval Combat Determination Phase

When opposing Task Forces occupy the same hex (and they are not separated from one another by land), determine during this Phase whether or not those units engage in naval combat. This determination is made based on the type of water in the hex (Open, Coastal, or Restricted) and on whether either, both, or neither of the opposing Task Forces is Detected.

Note: The term "Task Forces" used below applies as well to non-Activated naval units that are part of a Force. Remember that non-Activated naval units can still Search and participate in combat, although they cannot initiate combat.

Players then determine Surprise, as follows:

- If the opposing naval units have Detected one another in any type of water, begin Naval Combat Phase 1 with neither side achieving Surprise.
- If the opposing naval units have both failed to Detect one another in Open Water, skip all three Naval Combat Phases (in that hex) for that Battle Cycle.
- If the opposing naval units have both failed to Detect one another in Coastal or Restricted Water, immediately invert both Task Forces to their Detected side, and begin Naval Combat Phase 1 with neither side achieving Surprise.
- If one naval unit has Detected its opponent, and is not Detected itself, in any type of water, begin Naval Combat Phase 1 with the Undetected side achieving Surprise.

If either side has achieved Surprise, place the Surprise marker (with the appropriate — Allied or Japanese — side up) in the box provided on the Naval Combat Display as a reminder.

Naval Combat Phase 1

Once it is determined that a naval combat will take place in a hex, begin Naval Combat Phase 1. Each player places 4 naval units from his engaged Task Force on the Naval Combat Display (on the Operation Display Sheet). If a player has fewer than four naval units in his Task Force, he places all he has. Next, players determine the current Range, by referring to the Range Determination Procedure, and combat is then resolved.

Note: There is no bidding for Range in Naval Combat Phase 1, and, consequently, neither side has an opportunity to withdraw.

If either player has Surprise, only that player can fire in this Segment; if neither player has Surprise, both can fire. Each naval unit fires individually at a target, with gunnery and/or torpedoes, using the Strength on his counter appropriate to the Range. The same enemy naval unit can be the target of more than one friendly firing unit. If a unit fires guns and torpedoes, it must declare which it is firing first, and both attacks must be directed at the same unit; the second firing cannot be withheld in the event that the first firing eliminates the target.

Note: Allied units that have Torpedo Strength can fire only once per Operation. Japanese units with Torpedo Strengths can fire only twice per Operation. Place a 0 Torpedoes marker on an Allied naval unit that has fired torpedoes once or a Japanese naval unit that has fired twice in an Operation; Place a 1 Torpedo marker on a Japanese naval unit that has fired once in an Operation.

To resolve fire, determine which Strength is being used (Gunnery or Torpedo, at Short, Medium, or Long Range) and refer to the Air/Naval Combat Results Table. Cross-reference the appropriate Combat Strength of the firing unit with a die roll, and read down to the appropriate combat type (gunnery or torpedo) and range (gunnery). All Hits are applied simultaneously at the conclusion of each Combat Phase. Once all combat is resolved, go to Naval Combat Round 2.

Naval Combat Phase 2

If neither player bids Withdraw, each player places 4 more naval units from his Task Force on the Naval Combat Display. Players bid for Range, using the Range Determination Procedure. Note that either player can bid to Withdraw at this time (see Withdrawal for restrictions). If one player has Surprise, only that player can fire. After resolving combat, just as it is resolved in Phase 1, go to Naval Combat Phase 3.

Naval Combat Phase 3

If neither player bids Withdraw, each player places all remaining naval units from his Task Force on the Naval Combat Display. Players then bid for Range, using the Range Determination Procedure. Note that either player can bid to Withdraw (see Withdrawal for restrictions). Regardless of whether either player has Surprise, both players can fire with all of their units.

- 0 At the conclusion of Naval Combat Phase 3, the Advantage player has the option to Withdraw. If he declines the option, the Disadvantage player can Withdraw. If the opposing Task Force remains in the hex and neither Withdraws, neither can move during an ensuing Movement Phase; both must continue the combat in the next Naval Combat Cycle, beginning automatically at Short Range. All Naval Combat Phases in a continuing naval combat are conducted as Phase 3, and no Naval Combat Determination Phase is conducted. Any new Task Forces arriving in the hex can participate in the continuing Naval Combat Phases as though they had been there from the beginning. Once one side or the other has either been totally eliminated or has Withdrawn, all surviving Task Forces can re-organize.

2 Range Determination Procedure

During Naval Combat Phases, players must determine the Range at which their Task Forces engage, so they know which gunnery and torpedo Strengths (Long, Medium, or Short) to use in resolving their combat. During Phase 1, the Range is automatically determined according to the type of water and the Lighting Condition:

3 WATER TYPE	DAY/DUSK	NIGHT
Open	Long	Medium
Coastal	Medium	Short
Restricted	Short	Short

Beginning in Naval Combat Phase 2, prior to resolving any combat, players bid for a new Range by each selecting a Range Bid marker and revealing them simultaneously. The bids, in conjunction with the current Range, determine the new Range during Phase 2, using the Range Bid Chart on the Operation Display.

Example: Naval Combat Phase 1 occurred, during Day Lighting, in Coastal Water; thus, Phase 1 was automatically conducted at Medium Range. In Phase 2, the Japanese player bids for Medium Range, and the Allied player bids for Short Range. Referring to the Range Bid Chart, the result is that Phase 2 combat is conducted at Short Range.

- 5 Note that the following restrictions apply to bids according to type of Water hex in which the naval combat occurs:

- Long Range can be bid only in Open Water, and only if the Lighting Condition is Day or Dusk.

- Medium Range can be bid only in Open or Coastal Water, in any Lighting Condition.

- 6 • Short Range can be bid in any type of Water, in any Lighting Condition.

- Withdraw can be bid only in Phase 2 or 3, and only by a Task Force (see Withdrawal for restrictions).

Note: Task Forces may also be able to Withdraw at the conclusion of Phase 3 (see Withdrawal).

7 Withdrawal Procedure

Any time players are eligible to bid for Range, either can bid to Withdraw (except as noted below). When one side Withdraws, that player does not place any naval units on the Naval Combat Display for that Phase. Instead, he immediately moves all of his naval units in the hex into any adjacent Water hex that contains no enemy naval units or dummies. If no such adjacent hex exists, the Task Force cannot Withdraw. As the Task Force Withdraws, the non-Withdrawing Task Force can fire one last time; the Withdrawing Task Force cannot return fire.

Example: During Naval Combat Phase 3 of a Naval Combat Cycle, the Allied player bids Withdraw, and the Japanese player bids Short Range. The Range in Phase 2 was Medium so the Range remains Medium for Phase 3 (as indicated on the Range Bid Chart). The Allied player moves his Task Force one hex, and the Japanese player, as the Allied player Withdraws, conducts one final fire at Medium Range.

If both players bid Withdraw at the same time, the Operation player Withdraws, and the Reaction player remains in the hex; the Reaction player does not, in this case, have an opportunity for a final fire.

After Naval Combat Phase 3, the Advantage player has an option to Withdraw, without being fired upon. If he declines the option, the Disadvantage player can Withdraw without being fired on. If the opposing Task Forces remain in the hex and neither Withdraws, the naval combat must continue in the next Battle Cycle (see Naval Combat Phase 3). The following units can never Withdraw:

- Cripples, unless accompanied by at least one non-Crippled naval unit with a Gunnery Strength (other than x).

- Amphibious Transports (does not include DD's and APD's used for transport) unless accompanied by at least one non-Crippled naval unit with a Gunnery Strength (other than x).

Note: A naval force that includes both Task Force(s) and non-Activated naval units cannot Withdraw.

The following example comes from the Comprehensive Example:

Naval Combat: 4th Battle Cycle, Naval Combat Cycle. The Japanese Task Forces 1 and 3 enter the China Strait, which contains Allied Task Force 2, during the Advantage Movement Phase. During any Naval Combat Determination Phase that opposing Naval units occupy the same Restricted water hex Naval combat will occur. As already indicated in the Coral Sea example explanation, both sides detect each other when the Japanese enter the hex and the lighting condition is night. The range for the first round of naval combat is automatically short range and both sides are obligated to place four naval units on the Surface Combat Display. Since combat is simultaneous it does not matter which side adjudicates first. All naval units use their (S) short range gunnery (G) and torpedo (T) strengths on the back of the counter. All gunnery combat will be conducted on the Short Range versus Naval line of the Air/Naval CRT, with the Torpedo combat being conducted on the same CRT using the Submarine or Naval versus Naval line. Their are also no modifiers for the printed values unless the optional Night Combat rule is in use (it is not in use in this example). The Japanese fire first, with CA1 firing at Allied CA2; the die roll is 3, resulting in 1 hit. CA2 fires at Allied CA2; the die roll is 7, resulting in no hits. CA3 fires at Allied CA2; the die roll is 2, resulting in 2 hits, for a total of 3 hits against Allied CA2. All three of these units were capable of also firing their torpedoes but elected not to do so. DD1 fires at Allied CA1 with both its gunnery and torpedo strengths. The die roll for the gunnery combat is 5 which yields no hits, but the torpedo die roll is a zero which results in 4 hits plus a critical hit. The critical hit die roll is 6, which yields an additional hit, totalling 5 hits versus CA1 (place a 1 torpedo marker on top of DD1). The total results are Allied CA1 receives 5 hits and CA2 receives 3 hits. The Allied return fire has both naval units fire at Japanese CA1. Allied CA1 uses its gunnery and torpedo strengths; the die roll for the gunnery combat is a zero, resulting in 3 hits and a critical hit. The critical hit die roll is a 2 which results in zero additional hits. The die roll for the torpedo combat yields a zero also, resulting in one hit, but the subsequent critical hit die roll is 4 with no additional hits (place a 0 torpedo marker on top of CA1). Allied CA2 conducts its gunnery combat (it has no torpedo value) which results in a die roll of 2, resulting in 2 hits. Japanese CA1 takes a total of 6 hits which sinks it. The hits inflicted on the Allied naval units are now applied; Allied CA1 receives 5 hits (eliminating it)

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-0. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 and CA2 takes 3 hits (a 3-hit marker is placed under the counter. At the beginning of Naval Combat Phase 2, both sides bid for range or withdrawal. Both players bid short (in restricted water the only other bid would be withdrawal); the Japanese player places another 4 naval units on the surface combat display (which are all those remaining). The Allied CA2 only needs an additional 2 hits to be eliminated (which will not be elaborated on). The return fire from the Allied CA2 is against the AA1 carrying the all-important Japanese ground units.
- 1 The gunnery strength of Allied CA2 is 5 minus 3 (for the 3-hit marker from the previous Phase) for a total strength of 2. The die roll is 2 which results in 1 hit on AA1; since AA1 is carrying ground units, the result inflicts a total of 2 hits between the two ground units. The Japanese player decides to eliminate both steps from the 144th Infantry Regiment. Since there are no remaining Allied naval forces, there is no Naval Combat Phase 3, and the Naval combat is concluded. The Japanese Task Forces are reorganized at the Japanese player's discretion.
- 2

Bombardment

- During the Bombardment Phase, players can perform Bombardment with any Task Force occupying a shoreline hex that contains no enemy naval unit (other than submarines). Bombardment can be used against any ground unit, airfield, or port in the hex. To perform Bombardment, the player reveals whatever naval units he plans to use (that have Bombardment Strengths on their counters), and the target player reveals whatever ground units he has in the hex. The bombarding player fires each of his units, individually, at any target he wishes. He can fire at a target more than once, but no ground unit can be forced to make more than one Troop Quality Check per Bombardment Phase. Refer to the Air/Naval Combat Results Table, using the firing unit's Bombardment Strength and either the Bombardment versus Installation (for airfield or port) or Bombardment versus Ground Unit line, whichever is appropriate.
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Ground Combat

- 6 **Designer's Notes:** The conflict on land during the war in the Pacific was, to say the least, diverse. The major land campaigns, such as those occurring in Malaya and Burma, were quite different from those waged in the central Pacific. The war also saw the amphibious assault raised to a science. Even in the assault on various islands, diversity was great. The land combat in the Solomons and New Guinea was drawn out and bloody, whereas the battles for the atolls — while just as bloody — tended to end quickly.
- 7 The casualties taken by the US during an amphibious assault were usually around one-half to two-thirds of those taken by the Japanese defenders, except that nearly all of the Japanese casualties were KIA's (Killed in Action).
- 8 The land combat in China, for the most part, occurred late in the war, as both sides conducted a long "sitzkrieg." The land combat in Malaya, and Philippines, and Burma early in the war was initially quite mobile, as the new Japanese battle doctrine overwhelmed its opponents in those areas.
- 9 The land combat system, in conjunction with the game's central operational theme, is designed to cover this wide diversity through simple mechanics. It is the strategic and operational nature of the conflict that is important, not the tactical aspects. The combat system is designed to allow fairly large advances over the course of a Month, but a successful defense will shut an offensive effort down. When US/Allied units are cornered and forced to retreat, they surrender as they did during the beginning of the war in large numbers. The Japanese forces, when similarly cornered, exact a stiff toll on the attacker, as the Allies are forced to dislodge their opponents from every spiderhole and cave.
- What you will discover is that an amphibious assault that involves enough troops and prevents enemy naval intervention will succeed, but the cost will be high. During the war, only one amphibious assault was ever stopped — the first Japanese assault on Wake Island — which boded ill for the Japanese concept of "perimeter defense."

During the Ground Combat Phase, both players examine, one by one, each hex that contains both Allied and Japanese ground units. The Operation player determines the order in which the hexes are examined, and the following rules are applied:

- If there are no Activated units on either side in the hex, there is no ground combat in the hex.
- If there are Activated Operation player units, the Operation player immediately states that he will or will not attack. If he will attack, resolve a combat according to the procedure below. If the Operation player declines to attack, he immediately Deactivates his ground units in the hex. If the Reaction player has no Activated units in the hex, there is no combat. If the Reaction player has Activated units in the hex, he immediately states that he will or will not attack. If he will attack, resolve a combat according to the procedure below. If the Reaction player declines to attack, there is no combat in the hex (but the Reaction does *not* Deactivate his ground units in the hex).
- If there are no Activated Operation player units, but there are Activated Reaction player units, the Reaction player immediately states that he will or will not attack. If he will attack, resolve a combat according to the procedure below. If the Reaction player declines to attack, there is no combat in the hex (but the Reaction player does *not* Deactivate his ground units in the hex).
- If either side is conducting an amphibious assault in a hex, that player's units must attack — regardless of whether the assaulting units belong to the Operation or Reaction player.

Ground Combat Resolution

A player who initiates combat in a given hex is the attacker, and his opponent is the defender. To resolve a ground combat, refer to the Ground Combat Results Table Column Determination Chart. Cross-reference the attacker and defender Troop Qualities (using the Troop Quality of only one unit from each side, chosen by the owning players). Find the column on the main body of the Table, determined by the relative Troop Qualities, and apply any appropriate column shifts. Roll the die (applying any necessary modifications to the die roll), and read across on the line appropriate to the number of Steps involved in the combat to find the result. The combat result specifies how many Steps each player must remove from his force if neither side retreats. If either player is forced to retreat — or chooses to retreat — follow the Retreat Procedure, below.

Note: A Broken ground unit can initiate combat, but its Troop Quality is halved (round up).

RETREAT PROCEDURE

The Ground Combat Results Table will provide one of two possible retreat results for each ground combat: Optional Retreat; or Mandatory Retreat (specified for Attacker or Defender).

Optional Retreat Result

When the ground CRT specifies an optional retreat, the Operation player has the option to retreat one hex. If the Operation player chooses not to retreat, the Reaction player has the option to retreat one hex. If the Reaction player also chooses not to retreat, both forces remain in the hex, and each force loses the number of Steps specified for it on the CRT.

If the Operation player does choose to retreat, he immediately refers to the Mandatory Retreat Result section (below) and follows the procedure. The Reaction player cannot retreat if the Operation player chooses to retreat.

If the Reaction player chooses to retreat (following the Operation player's decision not to retreat), he immediately refers to the Mandatory Retreat Result section (below) and follows the procedure. The Operation player cannot retreat once he passed his option to the Reaction player, whether the Reaction player chooses to retreat or not.

Mandatory Retreat Result

When the Ground CRT specifies a mandatory retreat, either the Attacker or Defender (whichever is indicated in the combat result) may be *forced* to retreat one hex. The other player's force cannot retreat, but it may be able to pursue. When retreating (by

- 0 either optional or mandatory retreat result), the following priorities and conditions must be adhered to.

• A unit that is already Broken (previous to retreating) *must* retreat one hex when receiving a mandatory retreat result. The unit loses as many Steps as called for by the CRT (round up), plus 1 additional Step. After retreating, the unit immediately Deactivates. The non-retreating player's unit can attempt to pursue.

- 1 **Note:** A Broken unit that chooses to retreat as a result of an optional retreat result loses Steps and Deactivates identically.

• A unit that is not Broken (previous to retreating) *must* make a Troop Quality Check, using the Troop Quality of the same unit that was used to calculate the combat in the first place. If the unit *fails* its Check, it must immediately retreat one hex, lose as many Steps as called for by the CRT, Deactivate, and become Broken; the non-retreating player's unit can attempt to pursue. If the unit *passes* its Check, it can do either of the following: (A) Retreat one hex, lose *half* as many Steps as called for by the CRT, and Deactivate (the non-retreating player's unit can attempt to pursue); or (B) Remain in the hex, lose as many Steps as called for by the CRT, and *not* Deactivate.

- 2 Only after any optional or mandatory retreat and pursuit have been performed do the players allot Hits to their units.

Note: If a unit occupying a friendly airfield receives a mandatory Retreat result, passes its Troop Quality Check and does not Retreat — the airfield is Interdicted. See Airbases.

Blocked Retreat

A unit cannot retreat into a hex...

- 4 • Occupied by an enemy ground unit.
• With terrain through which the unit could not normally move.
• Where it would exceed the stacking limit of 48 Steps.
• By crossing an enemy Entry hexside.

A unit cannot *choose* to retreat if there is no hex into which it can legally retreat. If a unit is *forced* to retreat and has no legal hex into which to retreat, apply the following rules:

- 5 • If the unit is Allied, it is removed from play (it has surrendered). The Japanese take *no* losses, and there is no pursuit.
• If the unit (or units) is Japanese and the Allied unit (or units) has a total Step strength *equal to or less than* the Japanese Step strength in the hex, both sides take the full number of losses called for by the CRT, both remain in the hex, and *neither* Deactivates. There is no pursuit.
- 6 • If the unit (or units) is Japanese and the Allied unit (or units) has a total Step strength *greater than* the Japanese Step strength in that hex, the Japanese unit is eliminated, and the Allied unit loses a number of Steps equal to half (round up) the Japanese Steps removed (ignore the CRT result); the Allied unit remains in the hex, and does not Deactivate. There is no pursuit.

7 Pursuit

Whenever one side retreats (whether by choice or force), the other side can attempt to pursue. If the non-retreating unit chooses *not* to pursue the retreating unit, the non-retreating unit loses a number of Steps equal to half (round up), the Japanese Steps removed (ignore the CRT result); the Allied unit remains in the hex, and does not Deactivate. There is no pursuit.

- 8 place. If the unit *fails* the Check, it loses the full number of Steps called for by the CRT, remains in the hex, and Deactivates. If the

unit *passes* the Check, it moves into the retreating unit's hex, loses the full number of Steps called for by the CRT, and does *not* Deactivate. If all enemy units are eliminated, there is no Pursuit.

Note: A Broken unit can pursue, using half its Troop Quality. A non-Activated unit cannot pursue.

TROOP QUALITY CHECK

Whenever a Troop Quality Check is called for (for Demolition, Rally, Retreat, etc.), roll the die and compare the die result with the Troop Quality of the selected ground unit. If the die roll is equal to or less than the unit's Troop Quality, the unit passes the Check. If the die roll is greater, the unit fails.

Note: When making a Troop Quality Check for a Broken unit, halve the unit's printed Troop Quality before rolling the die (round up).

When the Ground Combat Results Table calls for a Troop Quality Check (a T result), make the TQ Check normally. If the unit making the Check is not already Broken, and it fails the Check, it is immediately Broken; if it passes the Check, there is no effect. If the unit making the Check is already Broken *and* has 2 or more Steps in it, and it fails the Check, it immediately loses 1 Step and remains Broken; if it passes the Check or has only 1 Step in it, there is no effect (it remains Broken).

STEP LOSS PROCEDURE

Once it is determined how many Steps a player's units must lose as a result of a ground combat, Hits are scored against those units as follows. One Step *must* be lost by the unit whose Troop Quality was used to calculate the combat in the first place, even if this Step loss will eliminate the unit. That same unit must lose all other Steps called for, until either (A) all Step losses have been taken, or (B) the unit has only one Step remaining. If the unit has only one Step remaining, the owning player can — rather than eliminate the unit — assign Step losses to any other friendly ground units in the hex, until all Step losses have been taken. *However*, if any friendly units *must* be eliminated, the unit whose Troop Quality was used must be eliminated first.

Example: Following a catastrophic attack, the Allied player has three units that, between them, must lose 5 Steps. One of units — the one whose Troop Quality was used to calculate the combat — has 3 Steps in it; each of the others has 2 Steps. Step 1 is removed from the first unit (leaving it with 2 Steps); Step 2 is also removed from the first unit (leaving it with 1 Step). The Allied player must now remove Steps 3-5, and he cannot do it without eliminating at least one unit; he must, therefore, eliminate the first unit (Step 3) and either eliminate one of the other units (for two Steps) or remove one Step from each of the other two units.

SIEGE

If a ground unit begins an Operation stacked with an enemy unit in a hex other than a one-hex island, the Operation player can declare a siege if he has at least a 2-to-1 advantage in ground unit Steps at the time of siege declaration. Place a Siege marker in the hex. A unit under siege has, by definition, *no valid retreat hex*. If, at any time, the Operation player's units retreat (voluntarily or otherwise) or their advantage is reduced below 2-to-1, the Siege marker is automatically removed, and the siege situation ends immediately.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

The following example comes from the Comprehensive Example:

- 0 **Ground Combat (Amphibious Assault).** The Japanese player attempts an Amphibious Assault to capture the Port Moresby hex. The Japanese are attacking with a Marine Battalion (Troop Quality of 7) and an Infantry Regiment with 2 hits (Troop Quality of 6). The Allied player is defending the hex with an Infantry Brigade (Troop Quality of 5). The combat is adjudicated during the Ground Combat Phase even though the Japanese forces entered the hex during the previous Movement Phase. Comparing the Japanese Troop Quality of the Marine Battalion versus the Allied Ground unit is done as follows.
- 1 The Japanese are conducting an Amphibious Assault which halves their Troop Quality (round up), resulting in a Japanese Troop Quality of 4 versus the Allied Troop Quality of 5. Comparing these on the Troop Quality Matrix results in the 9 column being used initially for the Combat calculation. Since the hex being assaulted is a Mountain hex there is a 3-column shift (in the defender's favor) moving the combat resolution into the 6 column. The Japanese are attacking with 2 steps of ground forces versus four Allied ground steps, yielding a force ratio of .50 (2 divided by 4). This ratio requires no die roll modification. The die roll is 6, which is a 3:0 result with a mandatory attacker retreat. The Japanese attempt to pass their troop quality check, but they fail with a die roll of 8. Since this is an amphibious assault, with a retreat the attacker losses would be doubled — which is more than sufficient to eliminate the Japanese units. The Allied ground unit receives no damage.
- 2
- 3

Airfield Repair

During the Airfield Repair Phase, each player can remove all Hits and Interdiction markers from each of his airfields. A player can choose to leave damage on an airfield if he wishes.

4 Rally

All Broken units in a hex containing no enemy ground units during the Rally Phase can attempt to Rally, simply by passing a Troop Quality Check. As in calculating Ground Combat, only one Broken unit's Troop Quality is used for all Broken ground units in the hex.

- 5 **Note:** The Broken unit whose Troop Quality is used for the Check has its Troop Quality halved (round up), as always when a Broken unit must make a Troop Quality Check.

A player can attempt to Rally units in any number of eligible hexes each Rally Phase, but no more than one Rally attempt per Phase can be made in a given hex. If the Rally succeeds, remove the Broken marker; if the Rally fails, leave the Broken marker where it is and Deactivate the unit.

6

Deactivation

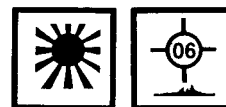
During the last Joint Activation/Deactivation Phase of most Battle Scenarios (except Nrs. 7 and 8), a Task Force in a friendly port or anchorage (Atoll or Restricted Water hex that contains no enemy naval units) is Deactivated. Air and ground units can be Deactivated in any land hex. Deactivation is not required for units in Engagement Scenarios.

7

Note: See Activation for details on both Activation and Deactivation in Campaign and Strategic Scenarios.

Ground Unit Withdrawal

As an exception to the rule that ground unit's cannot exit an enemy-occupied hex, ground units can do so by Deactivating (rendering them unable to move or initiate combat). A ground unit can leave a hex occupied by an enemy ground unit by Withdrawal during the Joint Activation/Deactivation Phase. When a ground unit Deactivates, if it is in an enemy-occupied hex it can be re-embarked on Amphibious Transports or moved one hex (not into another enemy-occupied hex) that does not contain an Entry Hexside marker pointed in the opposite direction. All units in a hex which withdraw during the same Phase must enter the same hex. Each time one or more units withdraws, each is immediately Deactivated and the group loses one ground Step (if all units are un-Broken) or three ground Steps (if any unit in the group is Broken). All units in a hex need not withdraw at once, but each time one or more units exit a hex, the losses are assessed again.



Detection Removal

During the Detection Removal Phase of each Battle Cycle, all Task Forces on their Detected side that occupy hexes containing no enemy air, naval, or ground units, (not installations) are flipped to their Undetected side. Successful Detections that occur during an Operation or Reaction Player Contact Phase cannot be removed until the Detection Removal Phase of the first Battle Cycle. At the end of an Operation, all Task Force markers are removed, as the naval units they contain are Deactivated.

Calendar Time

The passage of time has no bearing on Engagement Scenarios, but the Battle Scenarios all last a specified number of "Days." To account for the passing of Days, at the beginning of a Battle Scenario, place the Day marker in the zero (Month Begin) space of the Day Track. The Day marker is moved, during the Phases listed below only, until the number of Days specified in the Scenario instructions have passed:

- During the Operation Player Contact Phase, each time the Operation Naval Movement marker is advanced into a tinted space on the Naval Movement Track, advance the Day marker one Day on the Day Track.

- During each Day Marker Adjustment Phase, advance the Day marker two spaces on the Day Track.

Note: In most Battle Scenarios, players must Deactivate their units by the end of the game, so it is important to leave yourself sufficient time to return naval units to ports or anchorages.

0 Campaign and Strategic Scenario Introduction

The following rules sections provide all of the additional information necessary to play the Campaign and Strategic Scenarios. The rules, the descriptions of additional playing pieces, and so forth, are all to be read in *addition* to the rules in the Engagement and Battle Scenario sections.

- 1 The Sequence of Play used for Campaign and Strategic Scenarios (called the Strategic Sequence of Play) is substantially different from that used in the more basic Scenarios. There are also certain distinctions between the specific Sequences used for Campaign and Strategic Scenarios, primarily due to the omission of Merchant Shipping Attrition and Strategic Bombing from the former Scenario type. As with the basic Scenarios, the specific Phase Sequences for Campaign and Strategic Scenarios is indicated on the Phase Track, located on your Player Display Sheets.

Advanced Concepts

The concepts of Activation, Command Links, Headquarters, Offensive Support Bases, and so forth, that you were instructed to ignore in the Engagement and Battle Scenarios section must now be re-introduced. The rules included in the following sections for Activation and Command Links summarize their effects, but it would certainly be worth your while to review the basic sections on Movement, Combat, and Search — with Activation and Command in mind — before continuing.

4 Additional Playing Pieces

The Campaign and Strategic Scenarios require the use of additional playing pieces, notably Offensive Support Bases, Headquarters, and numerous markers.

5



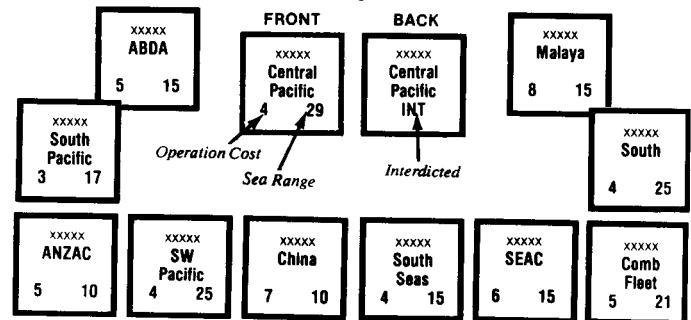
OFFENSIVE SUPPORT BASES

- 6 Offensive Support Bases (OSB) are used as an integral part of Command Links. OSB's may be acquired in one of two ways. (1) During an Engineering Phase they may be built for the expenditure of Command Points at the rate of one per Linked Headquarters present from whence the Command Points must be expended. They may be built in one of two types of locations: any Linked Port or any Linked named location. (2) Whenever a player becomes the Operation player for an Operation, he receives a free OSB (if one is available). This free OSB may be placed into any shoreline named location at the conclusion of an amphibious assault combat in which the assaulting units do not retreat. If the free OSB has not been utilized by the conclusion of the Operation, it is removed from play. There may never be more OSB's of a particular side in play at any time.
- 8 An OSB can be voluntarily removed during any Engineering Phase. OSB's can be removed due to enemy actions. If an OSB receives a combination of Hits (total of 5) during a Month due to air strike or naval bombardment, it is immediately removed from

play. Each Engineering Phase, all Linked OSB's that have four or less Hits have all Hits automatically removed. An OSB can not move or retreat; if an enemy ground unit is in a hex with an OSB without the presence of a friendly ground unit, the OSB is overrun and immediately removed from play. A successful demolition immediately eliminates an OSB.

If for any reason an OSB becomes un-Linked, it is not removed from play. An OSB in a linked Port has a water Command Link range of 20 hexes. A Linked OSB in a named location has an overland range of 12 Movement Points.

Note: By combining water and overland Links, a chain of OSB's can be created to reach remote inland regions.



HEADQUARTERS

During the Command Point Phase, the Command Points allotted to each player are in turn allocated to his Headquarters units that are on the map (or to Future Operations). Command Points are considered resident in those Headquarters for the remainder of the Month, and can be drawn by units that are Linked to the Headquarters, providing the Headquarters are in turn Linked.

During the Engineering Phase, each Linked, non-Interdicted Headquarters can designate one friendly Linked, non-Interdicted port or Named Location (as identified on the map Terrain Key) as an Offensive Support Base. A Headquarters can establish more than one OSB over the course of the game, up to the restrictions imposed by the countermix.

Headquarters are *not* combat units, and they cannot be attacked by enemy combat units of any kind. They cannot move, either as ground units or using Strategic Transport. They can be placed only in Linked, non-Interdicted ports (see Command Links). The port containing a Headquarters can be attacked, and if the port is thereby Interdicted, the Headquarters is Interdicted as well (invert the HQ to its Interdicted side). If a Headquarters occupies a hex in which enemy ground units are located, but no friendly ground units, the Headquarters is Involuntarily Disbanded and removed to the Involuntary Disband box of the player's Display Sheet. It may be removed from the box and placed on the Month Track, at a cost of 20 Command Points, in a space three Months later as a reinforcement, during a Command Point Phase. A Headquarters can be Voluntarily Disbanded, and removed to the Voluntary Disband box of the player's Display Sheet. It can be removed from the box and placed on the Month Track one Month later as a reinforcement, at a cost of 10 Command Points, during the Command Point Phase. A disbanded Headquarters can be left in the Involuntary or Voluntary Disband box for as long as the owning player wishes.

Note: The surrender of India, Malaya, and the Dutch East Indies by the Allies result in the permanent loss of the SEAC, Malaya, and ABDA Headquarters.

- Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 ADDITIONAL GAME MARKERS

The following markers are used in addition to those introduced in the Engagement and Battle Scenarios. In cases where there are several markers of a given kind, only a typical marker is shown.

FRONT		BACK	
1			
	Construction (Phase 1/Phase 2)		Strategic Initiative
2			
	HQ Points		Strategic Bombing Points (Allied only)
3			
	Merchant Shipping Points (Japanese only)		Doolittle (Allied only)
4			
	Strategic Intelligence		P-51: Optional Rule (Allied only)
5			
	Individual Hex Homeland Resource Points (Japanese only)		Operational Intelligence Condition
6			
	Total Homeland Resource Points (Japanese only)		Operation Time Begin
7			
	Total Co-Prosperity Sphere Resource Points (Japanese only)		Operation Time End: False
8			
	Future Operation: Month		Operation Time End: Actual
9			
	Future Operation: Points		Reaction Time End
10			
	Tokyo Express (Japanese only)		Penalty Time End
11			
	Air Transport Route (Allied only)		Demolished
12			
	Escort Points (Japanese only)		
13			
	Anti-Merchant Shipping Submarine Priority (Allied only)		
14			
	Anti-Merchant Shipping Submarine Allocation (Allied only)		

Additional Map Information

The following items of information dealing with the game map are relevant to the play of the Campaign and Strategic Scenarios.

RESOURCE HEXES

In the Strategic Scenarios, the Japanese player relies on his Homeland and Co-Prosperity Sphere Resource hexes to maintain his flow of Command Points.

Co-Prosperity Sphere Resource Hexes

At the beginning of a Strategic Scenario, place Control markers on each of the 16 Co-Prosperity Sphere Resource hexes, as listed in the Scenario Instructions. At the instant a Japanese unit overruns an Allied-controlled Co-Prosperity Sphere hex, replace the Allied Control marker with a Japanese Control marker, and move the Strategic Initiative marker one space to the right (Japanese favor).

- 0 At the instant an Allied ground unit overruns a Japanese-controlled Co-Prosperity Sphere hex, replace the Japanese Control marker with an Allied Control marker, and move the Strategic Initiative marker one space to the left (Allied favor).

At the instant a Co-Prosperity Sphere hex is demolished, place a Demolished marker on the hex.

- 1 **Note:** *Allied control of a Resource hex does not have the same effect as Demolition.*

The Japanese player can use the Resource Points from a Co-Prosperity Sphere hex only if the hex is Japanese-controlled and does not have a Demolished marker on it. Note that demolished Co-Prosperity Sphere hexes can be repaired during the Engineering Phase.

2 Japanese Homeland Resource Hexes

At the beginning of a Strategic Scenario, each of the 5 Japanese Homeland Resource hexes is under Japanese control. At the instant an Allied ground unit overruns a Japanese-controlled Homeland Resource hex, place an Allied Control marker in the hex, and move the Strategic Initiative marker one space to the right (Allied favor).

- 3 At the instant a Japanese ground unit overruns an Allied-controlled Homeland Resource hex, remove the Allied Control marker, and move the Strategic Initiative marker one space to the right (Japanese favor).

Each time a Hit is inflicted on a Homeland Resource hex from Strategic Bombing, deduct 1 from the hex's total on the Japanese General Record Track. These hits can never be removed. Once all Resource Points have been destroyed in a Homeland Resource hex, remove the marker from the General Record Track, invert it to its destroyed side, and place it on the map in the appropriate Homeland Resource hex.

- 4 The Japanese player can use a Homeland Resource Hex as an Ultimate Command Source only if the hex is Japanese-controlled and there is at least one Resource Point remaining in the hex.

5 USSR

Any Allied unit that enters the USSR (by crossing from China, across the Sino-Soviet border) is interned and permanently removed from play. Japanese units can never enter the USSR.

- 6 The USSR entered the war in August of 1945. Since there is no August 1945 in the game, the following rules deal with the Japanese need to maintain a garrison to offset Soviet forces that posed a constant threat to Manchuria. The Japanese must maintain a garrison of ground and air units within 4 hexes of a Sino-Soviet border hexside. The number of division-size formations and air Steps that must garrison Manchuria is based on the current Month. Each division or 6 air Step increment below the specified garrison size reduces the number of Command Points available to the Japanese player by 3. For purposes of this rule, every 15 Steps of non-division ground units equals 1 division and, for a division unit to be counted for garrison purposes, it may have no more than 5 Hits on it. The minimum garrison sizes, by Month, are as follows:

- Dec 1941 through Dec 1942: 12 Divisions/30 Air Steps
- Jan 1943 through Dec 1943: 15 Divisions/30 Air Steps
- Jan 1944 through Dec 1944: 20 Divisions/30 Air Steps
- Jan 1945 through Jul 1945: 34 Divisions/30 Air Steps

Note: *These requirements are listed on the Japanese Display Sheet, on the Month Track.*

DUTCH EAST INDIES

The Dutch East Indies is defined as the multi-hex island of Java. Whenever the Japanese capture all hexes of Java and there are no Allied ground or air units on Java, the Dutch East Indies immediately surrenders. When the Dutch East Indies surrenders, permanently remove the Allied ABDA Headquarters from play.

INDIA

India is defined as the ten hexes containing Indian cities (blue stars). If the Japanese can capture all ten cities and exit 80 Steps of ground units off the mapedge hexrow 5801-5812, then India immediately surrenders. If India surrenders, all existing and future British replacements are immediately lost for the remainder of the game. All British units remaining in play may continue to operate normally. Immediately upon surrender, the British SEAC Headquarters is permanently removed from play.

CHINA

China is defined as all hexes within two contiguous land hexes of a Chinese city (red stars). All Activation Costs for Japanese units in China are tripled at all times (this is done prior to calculating the cost of time multiples). All operation costs incurred by Japanese units in China must be paid for by the China Headquarters unit. If the Japanese capture all of the Chinese cities on the map then China immediately surrenders. When China surrenders all Chinese units (Nationalist and Red) that cannot trace a Command Link (excluding Emergency Command Link) are immediately and permanently removed from play. All Chinese Replacement Steps are lost as are all future Replacement Steps. If a Chinese city is subsequently recaptured by the Allied player none of these effects are rescinded. Once China has surrendered, the Japanese do not have to garrison China in any manner, although this has no effect on the Manchurian garrison. Any Chinese units that were not removed from play due to the surrender are treated as any other Allied unit for the remainder of the game; the surrender removal is a one time effect. Such units cannot, however, receive any other type of Allied Replacement Step, and there will be no new Chinese Replacement Steps forthcoming. There are two types of Chinese units (Nationalist and Red); these types of Chinese units may never stack with each other. If the only hex available for retreat would cause this to occur, then the retreating unit has no eligible retreat hex.

MALAYA

Malaya is defined as all contiguous land hexes within 4 hexes of hex 3908 (Singapore). Whenever hex 3908 is captured by the Japanese, Malaya immediately surrenders and the British Malaya Headquarters is permanently removed from play.

Strategic Initiative

Designer's Notes: *The war in the Pacific saw an ebb and flow of Strategic Initiative. This concept accounts for the intangible benefit of momentum to the decision making process of the side with initiative. Early in the war, the Japanese, by virtue of starting the war and succeeding beyond even their own expectations, quickly and assertively gained the strategic initiative. The Allied forces were capable only of reacting to the Japanese "Iai" plan, and then only in a feeble fashion. As the war progressed, the US began to react more*

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 to Japanese operations, culminating in the dual battles of Coral Sea and Midway, where the strategic initiative was neutralized. During the subsequent operations around Guadalcanal, the US seized the initiative and held onto it for the remainder of the war. The Strategic Initiative Track is used to reflect the relative advantage conferred by successful offensive operations bidding to reflect this momentum.
- Various other game functions are keyed to the Strategic Initiative levels, such as the building of Kamikazes, to reflect the types of decisions possible when the war had reached a certain level of desperation or advantage.
- 1

In Strategic Scenarios only, the Strategic Initiative level is recorded, throughout the game, on the Strategic Initiative Track, printed on the Operation Display. Players can move the Strategic Initiative marker on the Track by inflicting damage on enemy naval units, capturing certain hexes, and performing various other activities as specified below. Whenever the Strategic Initiative marker is in the Japanese area of the Track, the Japanese player has Strategic Initiative of a level corresponding to the number in the box the marker occupies. Whenever the Strategic Initiative marker is in the Allied area of the Track, the Allied player has Strategic Initiative of a level corresponding to the number in the box the marker occupies. When the marker is in the neutral area in the center of the Track, neither player has any level of Strategic Initiative. To move the Strategic marker in favor of the Japanese player, move the marker to the right; to move it in favor of the Allied player, move it to the left.

4 How to Affect the Strategic Initiative Level

- At the instant a player overruns a Co-Prosperity Sphere Resource hex, he moves the Strategic Initiative marker 1 space in his favor. Note that a hex can change hands repeatedly in this fashion, with the marker moving in the appropriate direction for each successive overrun.
- At the instant that India surrenders, move the marker 3 spaces to the right (Japanese favor).
- At the instant that China surrenders, move the marker 3 spaces to the right (Japanese favor).
- At the instant that Bangkok is captured by the Japanese, move the marker 1 space to the right (Japanese favor).
- At the instant that an Allied ground unit overruns a Japanese airfield (large or small), move the marker 1 space to the left (Allied favor). This award can occur only once per Scenario per airfield; subsequent overruns are ignored.
- At the instant that an Allied ground unit overruns a Japanese port, move the marker 2 spaces to the left (Allied favor). This award can occur only once per Scenario per port; subsequent overruns are ignored.
- At the instant that the Allied player launches the Doolittle Raid, regardless of the outcome, move the marker 3 spaces to the left (Allied favor).
- At the instant the Japanese Homeland Resource Point level is reduced by 10 percent of its original (that is, when it reaches 90, 80, etc.), move the marker 1 space to the left (Allied favor).

8 Naval Losses

At the conclusion of each Operation, players compare the damage inflicted throughout the Operation on one another's naval units. Naval unit damage is then translated into "ship points" for purposes of making shifts in Strategic Initiative. Ship points are accumulated according to the following schedule:

- 9 2 Points: At the instant that an enemy CV sinks.
- 1 Point: At the instant that an enemy BB, BC, CVL, or CVS sinks.
- 1 Point: For the Allied player for every 10 Hits inflicted on Japanese naval units of any kind (ignore fractions).
- 1 Point: For the Japanese player for every 15 Hits inflicted on Allied naval units of any kind (ignore fractions).

Strategic Initiative shifts based on naval damage are then calculated as follows (if neither player has an advantage in damage as listed below, there is no Strategic Initiative shift for naval losses):

- If one player has at least 7 more Ship Points than the other, he moves the Strategic Initiative marker 3 spaces in his favor.
- If one player has 4, 5, or 6 more Ship Points than the other, he moves the Strategic Initiative marker 2 spaces in his favor.
- If one player has 2 or 3 more Ship Points than the other, he moves the Strategic Initiative marker 1 space in his favor.

Effects of Strategic Initiative

During the Command Point Bidding Phase, a player who has a Strategic Initiative level can, at his option, add 5 times his Strategic Initiative level to his bid.

Example: If the Japanese player has a Strategic Initiative level of 3, he can add 15 to his Command Points bid.

These additional Points are not spent during the Operation; they simply allow a player to win the bid.

During the Command Point Determination Phase, the Allied player adds the Strategic Initiative level to his Command Point Determination die roll if the Initiative level is in his favor; he subtracts the Strategic Initiative level from his Command Point Determination die roll if the Initiative level is in the Japanese player's favor. There is no effect on the die roll if the Strategic Initiative is in the neutral area of the Track.

During any Replacement Phase in which the Strategic Initiative is 2 or more in the Allied player's favor, the Japanese player can create Kamikaze air Steps, at the maximum rate of 3×Allied Strategic Initiative level.

Time

Designer's Notes: The time increments in *Pacific War* are variable amounts of time which reflect an average month's worth of activity, assuming one or both players are willing to conduct an operation.

It may seem odd at first that a ground unit in clear terrain should apparently be able to move farther than a naval unit during a Battle Cycle. This discrepancy is illusory, however, since a ground unit can become Deactivated as a result of combat, while a naval unit cannot be Deactivated except by choice. The result is that, over the course of an operation, a naval unit will move (or, at least, be capable of moving) much farther than a ground unit. This difference reflects a design decision to abstract time even within a Battle Cycle for playability purposes.

Although the term "day" is used throughout the rules, it does not literally translate into a time increment equal to one day. Certain time increments, based on actions in the game, can be worth more than one day (ships do not usually steam at full speed), and others equal to less than a day when combat is continuous. This distinction reflects the tempo of operations increasing as units converge, and decreasing when they are far apart.

Players must keep track of time throughout the game in two ways: Calendar Time and Operation Time. Both types of time are measured in increments roughly equal to Days. A Month comprises 30 Days in the game. An Operation can comprise virtually any number of Days. It is up to the Operation player to "buy" the Operation Time he will require to complete his Operation. Should the Days he has purchased run out before he has completed his Operation, he may be forced to buy extra Operation Days or, if he is unable to purchase sufficient time, lose units (either temporarily or permanently).

Calendar Time

At the beginning of a Scenario, the Day marker is placed in the zero (Month Begin) space of the Day Track. The Day marker is moved, during the Phases listed below only, to reflect the passage of Calendar Days.

- During the Operation Player Contact Phase, each time the Operation Naval Movement marker is advanced into a tinted space on the Naval Movement Track, advance the Day marker one Day on the Day Track.

- 0 •During each Day Marker Adjustment Phase, advance the Day marker two spaces on the Day Track.

Whenever the Day marker enters or passes the Month Begins (zero) space of the Day Track, the Month immediately ends, and players return to the beginning of the Month sequence.

Operation Time

- 1 At the beginning of an Operation, during the Operation Player Activation Phase, the Operation player places the Operation Begins marker beneath the Day marker. He then secretly decides how many Days of Operation Time he will purchase for his Operation (either 14, 21, or 28). There are three Operation Ends markers, two of which are blank on the back, and one of which is printed with "Op Ends." The Operation player secretly places the backprinted marker on the proper Day Track space (either 14, 21, or 28 Days ahead of the Operation Begins marker) and places the other two Operation Ends markers in the other two possible Day spaces (the 14, 21, and 28 Day periods are calculated in the Operation End Space numbers appearing in each space of the Day Track).
- 2

Example: On Calendar Day 7, the Operation Player begins an Operation. He places the Operation Begins marker in the 7 space. He chooses to conduct a 21-Day Operation, so he places the backprinted Operation Ends marker in the 28 space (21 Days ahead of the Operation Begins marker). The other two Operation Ends markers are placed in the 21 space and 4 space (14 and 28 Days ahead of the Operation Begins marker, respectively). Only the Operation player, at this point, knows when the Operation is actually scheduled to end.

- 3
- 4 At the moment the Calendar Day marker enters or passes a space containing an Operation Ends marker, that Operation Ends marker is inverted. If the back is blank, it is simply removed from the Track. If the back is printed with "Op Ends," the Operation player must either immediately end his Operation or pay for Penalty Time. Note that the only way for the Operation player to end his Operation is to have no Activated units on the map.

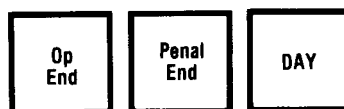
- 5 **Note:** With proper planning — and a minimum of bad luck — the Operation player should have no need to go into Penalty time. He should be able to Deactivate his units prior to the completion of his Operation Time.

6

Penalty Time

At the moment the Calendar Day marker enters or passes the space containing the actual Operation Ends marker, the Operation player must immediately pay the total Activation Point cost of all of his units that are currently Activated. If he has insufficient Command Points to pay the entire Activation Point cost, he must Deactivate units according to the following priorities:

- 7
- He must Deactivate air units (note that this does not include air units on aircraft carriers) until the total Activation cost is within his available Command Point total. If, after Deactivating all Activated air units, he still has insufficient Command Points for his ground and naval units...
 - 8 •He must Deactivate ground units until the total Activation Point cost is within his available Command Point total. If, after Deactivating all Activated ground units, he still has insufficient Command Points for his naval units...



•He must Deactivate naval units in anchorages until the total Activation Point cost is within his available Command Point total. If, after Deactivating all Activated naval units in anchorages, he still has insufficient Command Points for his naval units not in anchorages...

•He must Deactivate and remove naval units not in anchorages and not in range of enemy naval or air combat units until the total Activation Point cost is within his available Command Point total. Naval units removed in this manner are placed on the player's Month Track, three Months beyond the Month currently in progress. They are available during the Reinforcement Phase of the Month whose space they occupy. If, after Deactivating all Activated naval units not in anchorages but beyond the range of Activated and non-Activated enemy air and naval combat units, he still has insufficient Command Points for his naval units not in anchorages and in range of enemy air and naval combat units...

•He must permanently eliminate naval units not in anchorages but within 2 hexes of Activated and non-Activated enemy air units, or in the same hex as enemy naval units, until the total Activation Point cost is within his available Command Point total.

If the Operation player pays for Penalty Time, he immediately places the Penalty Time marker on the Day Track 7 spaces beyond the actual Operation Ends marker, and then removes all Operation Ends markers from the Day Track. The Penalty Time marker acts identically to the actual Operation Ends marker, once it is placed on the Day Track. Any time the Calendar Day marker enters or passes the space occupied by the Penalty Time marker, the Operation player must again refer to the priorities listed above. There is no limit to the number of times the Operation player can purchase Penalty Time, except the limit on his Command Points available for purchasing the additional Days. The Operation player cannot, however, voluntarily Deactivate any unit during the Day Marker Adjustment Phase; he must pay the Activation Point cost of all possible units.

In Penalty Time, Operation player units cannot initiate combat, except submarines.

Reac
End

Reaction Player Time

During the Reaction Player Activation Phase, if the Reaction player Activates any units, he immediately places the Reaction Time Ends marker 14 spaces beyond the Operation Begins marker. As long as the Operation continues, the Reaction player can purchase 7 additional Operation Days each time the Calendar Day marker enters or passes the space occupied by the Reaction Time Ends marker by paying the Activation Costs of currently Activated units.

Example: If the Operation Begins marker is in the 7 space, the Reaction player can Activate units during the Reaction Player Activation Phase by immediately paying the Activation costs for all units Activated and placing the Reaction Time Ends marker in the 21 space (14 Days beyond the current position of the Calendar Day marker). When the Calendar Day marker moves into the 21 space, if the Operation is still in progress, the Reaction player can again spend the Activation cost of all currently Activated units and move the Reaction time marker 7 spaces beyond its previous position, to the 28 space.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 When the Operation player ends his Operation by Deactivating his last unit, the Reaction player has a maximum of 5 Battle Cycles to Deactivate his own units. In the first of these 5 additional Cycles, he can initiate combat; in the ensuing 4 Cycles, he cannot initiate combat, although he can perform all other functions allowable within the Cycle. Note that the Reaction player may have to buy additional time in order to use all 5 Cycles available to him. Units that are not Deactivated at the end of this period *must* use the Penalty Time Deactivation procedure, above.

2 Strategic Scenario Sequence of Play

This Sequence of Play is used for all Campaign and Strategic Scenarios. Note, however, that several Phases are omitted when playing a Campaign Scenario.

Weather Phase (Optional)

- 3 Players determine the weather conditions in each of the four Weather Zones on the map. Clear weather has no effect on the game, but foul weather will impose restrictions on search, movement, and air missions.

Strategic Intelligence Phase

- 4 Each player's Strategic Intelligence level is a measure of how much information he has about the enemy's general disposition and intentions. During this phase, each player determines his own Strategic Intelligence level secretly. Strategic Intelligence levels will directly affect the outcome of the Merchant Shipping Attrition and Operational Intelligence Phases.

Strategic Bombing Phase (Strategic Scenarios only)

- 5 The Allied player can affect the Japanese Homeland Resource Point level throughout the game by use of Strategic Bombing.

Japanese Escort Phase (Strategic Scenarios only)

- 6 In an effort to protect his Merchant Shipping (which in turn affects his Command Point allotments), the Japanese player can allocate escort naval units to his merchant shipping. The number of escorts allocated will affect the outcome of the Merchant Shipping Attrition Phase.

Allied Submarine Priority Phase (Strategic Scenarios only)

- 7 In order to limit the Japanese supply of Command Points, the Allied player allocates submarines to an anti-merchant shipping role during the Reinforcement Phase. In the Priority Phase, the Allied player must decide whether the primary target of his anti-merchant submarines will be the Japanese merchant shipping itself or the Japanese escorts.

Merchant Shipping Attrition Phase (Strategic Scenarios only)

- 8 Based on the number of escorts allocated by the Japanese (in the Japanese Escort Phase), on the number of submarines allocated by the Allies (in the previous Reinforcement Phase), and on the priority assigned by the Allies (in the Allied Submarine Priority Phase), the players determine in this Phase how many Merchant Shipping Points, escorts, and submarines will be lost. The outcome of this Phase is also affected by the Allied Strategic Intelligence level.

Command Point Phase

- 9 First, both players eliminate all Command Points on their General Record Tracks left over from the previous Month (except those in a Future Operation Pool), and determine how many Command Points they will receive for the current Month, by referring to their individual Command Point Tables. Then each player allocates his Command Points to his Headquarters and, if eligible, to a Future Operation Pool.

Isolation Phase

Combat units that do not have a proper Command Link suffer the consequences of lack of command.

Strategic Transport Phase

In this Phase, players are permitted to move a limited number of ground and air units around in rear areas, out of harm's way. Crippled naval units can also be moved in this Phase, subject to enemy submarine attack.

Reinforcement Phase

Each scenario specifies which reinforcing units are available to each side each Month. These reinforcements include submarines, Strategic Bombing Points (for the Allies), Merchant Shipping Points (for the Japanese), ground, and naval units. During this Phase, players may also be eligible to bring repaired naval units, disbanded Headquarters, and stranded naval units into play. The Allied player allocates his submarines to the map or to an anti-merchant shipping role in this Phase. Both players establish and pay maintenance costs for Emergency Command Links already in play.

Naval Repair Phase

Japanese naval units that begin this Phase in a Homeland Resource hex may be eligible for repairs. Allied naval unit in specified repair yards, or in off-map Holding Boxes, may be eligible for repair. Repair allows a player to remove Hits from a naval unit, one per Repair Phase, within certain restrictions. Players can also recombine certain naval unit types, and upgrade the strength of amphibious transport (AA) naval units in this Phase.

Replacement Phase

Air unit Steps and ground unit Steps become available to players in this Phase, according to the schedule listed in the Scenario. These Steps can be introduced into existing units or formed into new units, subject to certain restrictions. Ground units can also break down or recombine in this Phase, and air units can be disbanded to upgrade the Status Level of air units.

Engineering Phase

During this Phase, players can construct and repair their airfields, ports, and Co-Prosperity Sphere Resource hexes, and deploy Offensive Support Bases.

Operation Player Determination Phase

Both players have an opportunity to bid Command Points in order to become the Operation Player. The winner of the bid must spend precisely the number of Points bid to conduct an Operation. If neither player bids in this Phase, the Month immediately ends, and play returns to the Weather Phase.

Operation Player Activation Phase

Once his identity is determined, the Operation player must spend the number of Command Points he bid to launch an Operation. He will spend Points to Activate combat units, pay any Time multiples for an extended Operation, and pay the Operation cost of a Headquarters if he Activates more than 10 Activation Points worth of combat units.

Operational Intelligence Phase

The Reaction player, by referring to his own Strategic Intelligence level, determines the Operational Intelligence Condition for the current Operation. Only the Reaction player will know the Condition until he reveals it during the Operation Player Contact Phase.

Operation Player Contact Phase

The Operation player moves his air, ground, naval, and submarine units. Both players conduct Searches for one another's units. The Reaction player may be able to force the Operation player to end the Phase at some point, depending on the Opera-

- 0 tional Intelligence Condition. Submarine combat can occur in this Phase, but no other combat is allowed. Throughout the Phase, the Operation player must keep record of how many days have passed by adjusting the Operation Naval Movement marker and the Day marker.

Reaction Player Activation Phase

- 1 The Reaction player spends Command Points, within certain restrictions determined by the Operational Intelligence Condition and the Operation Level conducted by the Operation player, to Activate combat units and to pay the Operation cost of a Headquarters if he Activates more than 10 Activation Points worth of combat units. The Reaction player does *not* pay for Time Multiples.

2 Reaction Player Contact Phase

The Reaction player moves his air, ground, naval, and submarine units. Both player's conduct Searches for one another's units. The Reaction player can move his units only a limited distance, determined by the Operational Intelligence Condition and the distance moved by the Operation player's Task Forces. Submarine combat can occur throughout this Phase, but no other combat is allowed.

BATTLE CYCLE

All of the following Phases (Lighting through Day Marker Adjustment) constitute the Battle Cycle. Once a Operation has begun, players continue to play through the Battle Cycle repeatedly, in order, until the Operation has ended.

4 Lighting Phase

Players determine the Lighting Condition that will be in effect for the entire Battle Cycle. Lighting will affect air missions and naval combat in particular.

Advantage Determination Phase

- 5 Players determine who will be the Advantage player and who the Disadvantage player for the entire Cycle. Advantage enables one player to move his units before his opponent.

Advantage Movement Phase

- 6 Once the Advantage player is determined, he can move his ground, naval, and submarine units; he does not move his air units in this Phase (except those moving with aircraft carriers). Submarine combat can occur during this Phase, but no other combat is allowed. Both players can conduct searches.

Advantage Air Mission Phase

- 7 The Advantage player can launch air missions, and the Disadvantage player can attempt to interfere with those missions. All forms of air combat can occur during this Phase.



NAVAL COMBAT CYCLE

- 8 Naval combat is conducted in a series of Phases that are played through once for each hex in which naval combat occurs. Once all naval combat situations are resolved, players end the Naval Combat Cycle and go on to the next Phase (Bombardment).

Naval Combat Determination Phase

Players determine whether naval combat will occur and, if it will, which player (if either) will have Surprise. Surprise confers an enormous tactical advantage on a player.

Naval Combat Phases 1 through 3

Both players use their naval units to conduct naval combat. In each of the three Phases, more naval units can be brought to bear on the enemy. Submarines are not used in this Phase.

Bombardment Phase

Eligible naval units can be used to attack ground units and installations in shoreline hexes.



Demolition Phase

Eligible ground units can be used to interdict airfields and ports, or to demolish Resource hexes.

Ground Combat Phase

Opposing ground units occupying the same hex can engage in ground combat.

Airfield Repair Phase

All eligible airfields that have taken Hits or been Interdicted can have that damage removed during this Phase.



Rally Phase

All eligible ground units that were Broken as a result of any type of combat have an opportunity to Rally during this Phase.

Disadvantage Movement Phase

The Disadvantage player can move his ground, naval, and submarine units; he does not move his air units in this Phase (except those moving with aircraft carriers). Submarine combat can occur during this Phase, but no other combat is allowed. Both players can conduct searches.

Disadvantage Air Mission Phase

The Disadvantage player can launch air missions, and the Advantage player can attempt to interfere with those missions. All forms of air combat can occur in this Phase.

Joint Activation/Deactivation Phase

During this Phase, both players first have an opportunity to Deactivate units. Both players then have an opportunity to Activate units.

Detection Removal Phase

All eligible Task Forces with their Detected side up can be inverted to their Undetected side.

Day Marker Adjustment Phase

At the conclusion of each Battle Cycle, the Day marker is advanced 2 Days on the Day Track.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 OPERATION END PROCEDURE

At the instant there are no Activated units on either side, an Operation ends. At the conclusion of an Operation, both players must refer to their notes on damage inflicted on enemy naval units for purposes of adjusting Strategic Initiative. Play then resumes with one Phase or another, depending on the Time situation at the conclusion of the Operation.

- 1 • If the Month ends on the same Day as the Operation ends, play reverts to the Weather Phase.

• If there are Days remaining in the Month at the conclusion of the Operation, play reverts to the Operation Player Determination Phase.

- 2 If the Operation just concluded is the final Operation of the Scenario, play immediately ends and players refer to the Scenario's Victory Conditions.

MONTH END PROCEDURE

A Month ends at the instant that the Day marker enters the Month Begin space of the Day Track, during an Operation Player Contact Phase or Day Marker Adjustment Phase; or at the instant that the Day marker passes through the Month Begin space of the Day Track into the 1 space, during a Day Marker Adjustment Phase, or during an Operation Player Determination Phase, if neither player bids.

- 3 **Note:** Since the Day marker is advanced 2 spaces during a Day Marker Adjustment Phase, it is possible to end a Month in the 1 space (if the marker begins the Phase in the 30 space). In such a situation, the marker is advanced into the 1 space before the Month officially ends. In effect, the following Month will be one day short.

At the instant that a Month ends, any Operation that is currently in progress is immediately suspended. Players immediately advance the Month marker one space on the Month Track, return all submarines still at sea to the closest friendly Port, and return to the beginning of the Sequence of Play, playing through the Engineering Phase. The Operation is resumed in one of several Phases, depending on the situation when the Month ended.

- 4 • If the Month ended in the Operation player Contact Phase, and the Operation player still has units Activated, the Operation resumes with the Operation Player Contact Phase.
- 5 • If the Month ended in the Operation player Contact Phase, and the Operation player has no units Activated, play resumes with the Operation Player Determination Phase (the previous Operation is over). In this case, the Reaction player can automatically become the new Operation player.
- 6 • If the Month ended in the Day Marker Adjustment Phase, and there are any units still Activated, play resumes with the Lighting Phase.
- 7 • If the Month ended in the Day Marker Adjustment Phase, and there are no units still Activated, play resumes with the Operation Player Determination Phase (the previous Operation is over).

If the Month just ended is the last Month of the Scenario being played, the game is over, and players refer to the Scenario Victory Conditions rather than returning to the beginning of the Sequence of Play.

8

Weather

- 9 **Note:** Use of the Weather Phase is completely optional, subject to the discretion of the players. If the Weather Phase is used, all of the rules in this section must be used for the entire Scenario. If the Weather Phase is omitted from the game, there are no weather effects in the game whatsoever.

The map is divided into four Weather Zones: Southeast Asia; Mainland Asia; North Pacific; and South Pacific. The precise boundaries of these zones are indicated on the Weather Zone map inset, beneath the Terrain Chart on Map A. When the weather rules are used in the game, roll the die once during each Weather Phase for each Weather Zone. Refer to the Weather

Zone Condition Table and cross-index the current Month with the die roll to determine the weather in each zone. Place a Weather marker on the Table — beneath the appropriate Weather Condition for that Zone — as a reminder for the rest of the Month of the Weather Condition in that Zone.

Clear Weather Condition Effects

There are no effects for Clear weather.

Squall Weather Condition Effects

- Add 2 to the die roll when searching for enemy naval units.

Fog Weather Condition Effects

- Use the procedure for Random Air Mission Cancellation.
- No air mission can be undertaken in Dusk or Night Lighting.
- Add 3 to the die roll when searching for enemy naval units.

Rain Weather Condition Effects

- Use the procedure for Random Air Mission Cancellation.
- No air missions can be undertaken in Dusk or Night Lighting.
- Add 2 to the die roll when searching for enemy naval units.
- Add 1 to the die roll when the Japanese player searches for Allied air units.
- A ground unit that begins a Phase (Contact or Movement) in a Rain hex can move no more than one hex in that Phase.

Monsoon Weather Condition Effects

- Use the procedure for Random Air Mission Cancellation.
- No air mission can be undertaken in Dusk or Night Lighting.
- Add 3 to the die roll when searching for enemy naval units.
- Add 1 to the die roll when the Japanese player searches for Allied air units.
- A ground unit that begins a Phase (Contact or Movement) in a Monsoon hex can move no more than one hex in that Phase.
- A ground unit cannot, during its Contact or Movement Phase, enter a Mountain or Mixed hex (even by a Transport Route), except by amphibious transport.
- A ground unit can retreat, but cannot pursue, into a Mountain or Mixed hex during the Ground Combat Phase.

Random Air Mission Cancellation

Each Fog, Rain, or Monsoon hex containing air units designated to participate in an air mission is subject to Random Air Mission Cancellation. Roll the die once for each affected hex; if the die roll is greater than three times the lowest Status Level of designated units in the hex, those units do not fly the air mission. Other Activated air units can still attempt to perform a mission from the same hex by successfully performing this procedure.

LEVEL	LEVEL	LEVEL
1	2	3

Strategic Intelligence

Designer's Notes: World War II saw the maturing of electronic intelligence, developed since its infancy in World War I into a strategic weapon of significant proportions. The term "electronic intelligence" is being used here in the broad sense, to encompass traffic analysis (Level 2 in the game), signals intelligence (Level 3), and cryptoanalysis (or code-breaking, Level 4). Traffic analysis is the process whereby the volume of messages sent, in addition to other tactical intelligence means (Level 1), are used to predict when the enemy is ready to launch an operation. Signal intelligence (SIGINT) is based on knowing the call signals of various units and headquarters, allowing the intercepting side to identify the origin and destination of a message as well as the type of code being used. Cryptoanalysis is the process whereby a message's cipher and the code in which the message is sent actually deciphered, allowing anywhere from 15 to 85 percent of its information to be understood by the intercepting side.

- 0 Midway was perhaps the ultimate instance in the war where the breaking of the Japanese code (up to 85 percent was being read), in conjunction with a bold and fortuitously executed counter-operation, led to a decisive Allied victory. Although many other victories were abetted by code-breaking intelligence, Midway remains the outstanding example.

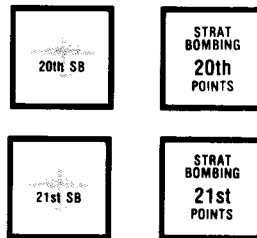
Players cannot have more control over this portion of the game than was available historically, as the Japanese player would otherwise take advantage of the system to achieve results that, historically, were not possible. During the war, the Japanese questioned on several occasions whether or not the Allies were breaking their ciphers and codes, but they always decided that such was not the case.

- 1 Another area strongly affected by Strategic Intelligence is the effectiveness of the submarine campaign against Japanese merchant shipping. By knowing the timing and location of convoys, the Allies were able to position submarines in ambush positions, thereby significantly increasing their effectiveness. Although the game system acknowledges four distinct levels of Strategic Intelligence, in reality all four levels contributed constantly to the intelligence picture. Even when the Japanese JN25 code was not being broken, due to cipher changes, many lower level codes were being consistently broken throughout the war. The game system uses the different levels to denote the major intelligence contributor during each Month.
- 2

- 3 Each player's Strategic Intelligence Level represents his capability for intercepting, decoding, and reacting to enemy communications. Throughout the game, Strategic Intelligence Levels will affect Operational Intelligence Conditions, Japanese merchant shipping attrition, and — indirectly — the tactical outcome of naval combat.

- 4 During the Strategic Intelligence Determination Phase, each player refers to his own Month Track and secretly rolls the die. Cross-reference the Month with the die roll to determine your own Strategic Intelligence Level for the Month, and place the appropriate Strategic Intelligence Level marker on the Operation Display, face-down in your Strategic Intelligence box.

5



6 Strategic Bombing

Designer's Notes: Strategic Bombing was perhaps the most decisive element in the Allied arsenal during the war. The B-29 campaign against Japanese industrial targets was relatively ineffectual at the outset as a result of high altitude bombing doctrine. When General LeMay took over the direction of the campaign, his bold analysis changed the doctrine to the fire bombing raid. This approach, customized to the type of construction prevalent in Japanese cities, allowed the US Air Force to literally torch all of the major industrial centers. By the time the atom bomb was available, the bombing and submarine campaigns had already won the war. The mushroom clouds over Hiroshima and Nagasaki provided the missing psychological element which ended the war short of an actual invasion.

- 7 During the Strategic Scenario, if the Allies can begin the Strategic Bombing campaign in June 1944 — and they are permitted to continue without interruption — the war for all practical purposes is over. This designer ends the war on 31 July 1945. If a Strategic Bomber is available, the opening of the nuclear era is assumed to begin six days later.
- 8

The only means at the Allied player's disposal for the reduction of Japanese Homeland Resource Points is Strategic Bombing. Beginning in the Reinforcement Phase of May 1944, the Allies begin to receive Strategic Bombing Points. In the Reinforcement Phase of May 1944, the Allies also receive one Strategic Bomber marker (the 20th Group); and in the Reinforcement Phase of November 1944, they receive another Strategic Bomber marker (the 21st Group). The Strategic Bomber markers are placed on the Allied Force Displays (according to the restrictions detailed below). The Strategic Bombing Points are recorded, as they accumulate, on the Allied General Record Track. During each Strategic Bombing Phase, the Allied player can use his Strategic Bomber markers to attack Japanese Homeland Resource hexes; the strength of his attacks is based on the number of Strategic Bombing Points he can bring to bear.

Strategic Bombing Points

Each time the Allied player receives a Strategic Bombing Point, he records it on his General Record Track using one of the Strategic Bombing Point markers provided.

Note: In May and June 1944, the Points he receives must be assigned to the 20th Group marker, since the 21st Group marker is not yet in play. In November 1944, the Points he receives must be assigned to the 21st Group marker. Each Point received subsequently can be assigned to either Group.

Strategic Bombing Points are never expended; each Point can be used once per Strategic Bombing Phase for the remainder of the game or until it is eliminated (see below). Once assigned to either the 20th or 21st Group, a Strategic Bombing Point can never be transferred to the other Group.

Strategic Bomber Markers

Once the Allied player has received a Strategic Bomber marker as a Reinforcement, he can deploy it during any Reinforcement Phase on one of his Force Displays in any Allied large airfield that is Linked, non-Interdicted, and within 15 hexes of at least one Japanese Homeland Resource hex. Until the Allied player has such an airfield, he cannot deploy a Strategic Bomber marker; there is a box provided on the Allied Display Sheet for available Strategic Bomber markers that are not currently deployed on the Force Displays. Once deployed, if the airfield is Interdicted or Isolated, the marker is not removed.

At the instant an airfield containing a Strategic Bomber marker is overrun by Japanese ground units, the Strategic Bomber marker is removed and placed on the Allied player's Display Sheet (no Strategic Bombing Points are lost). During the ensuing Reinforcement Phase, the marker can be redeployed (provided there is an eligible airfield).

The Allied player can voluntarily remove a Strategic Bomber marker from an airfield during any Reinforcement Phase (but only during a Reinforcement Phase), regardless of the current condition of the airfield (Interdicted, Linked, etc.). To do so, he simply removes the marker from its Force Display and places it on his Display Sheet in the Available Box. During the ensuing Reinforcement Phase, the marker can be redeployed (provided there is an eligible airfield).

Note: Any time a Strategic Bomber marker is removed, it will miss a Strategic Bombing Phase.

When an airfield occupied by a Strategic Bomber marker is attacked by Japanese air units, the Japanese player can inflict a

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 maximum of 1 Hit on the marker (or one on each marker, if both are at the same airfield). When an airfield occupied by a Strategic Bomber marker is attacked by Japanese naval units in a Bombardment Phase, the Japanese player can inflict as many Hits as the combat result will allow. Each Hit suffered by a Strategic Bomber marker results in the permanent elimination of 1 Strategic Bombing marker from that Group's pool on the General Record Track. There is no effect on the Bomber marker itself. Strategic Bomber markers with no Strategic Bombing Points can remain in play.

Note: Strategic Bomber markers do not count toward airfield capacity. Both markers can be based at the same airfield.

2 Strategic Bombing Raid

Each Strategic Bombing Phase, the Allied player can conduct one Strategic Bombing Raid, using one or both Strategic Bomber markers. To use either Group during a Strategic Bombing Phase, the Group's Bomber marker must be deployed, its airfield must be Linked and non-Interdicted, and there must be at least one Point in the Group's pool on the General Record Track. Only one raid can be conducted during a Strategic Bombing Phase, using either or both Groups.

The target of the raid can be any Japanese Homeland Resource hex or hexes. All hexes attacked must be within 15 hexes of the Bomber marker(s) used for the raid.

Example: The 20th Group marker is 15 hexes from Sasebo, but more than 15 hexes from all other Homeland Resource hexes. The 21st Group marker is within 15 hexes of all five Homeland Resource hexes. Both Groups have Points to use, and both occupy Linked, non-Interdicted airfields. The Allied player can stage his raid in any one of three ways: (1) Combine both Groups to raid Sasebo (which is the only Resource hex both Groups can reach); (2) Use the 21st Group alone to raid all five Resource hexes; (3) Use the 20th Group alone to raid only Sasebo.

- Once the Allied player decides whether one or both Groups will raid, he decides how many Strategic Bombing Points can be used. Each Group can use only the Points in its own pool on the General Record Track. For each Point he uses, the Allied player must pay 2 Command Points, drawn through the Headquarters to which the individual Group is Linked.

Example: In the preceding example, 20th Group has 5 Bombing Points, and 21st Group has 3 Bombing Points. The Allied player has decided to use both Groups in an attack on Sasebo. The Headquarters that Links the 20th Group has 12 Command Points remaining, and the Allied player decides to use all 5 Bombing Points (deducting 10 Command Points from the Headquarters to do so). The Headquarters Linking the 21st Group has only 5 Command Points remaining, and the Allied player decides to spend 4 so he can use 2 of the 21st's available Bombing Points. The Allied player is now ready to raid Sasebo with a total of 7 Strategic Bombing Points.

- 7 To resolve the raid, the Allied player simply totals his raiding strength, rolls the die, and refers to the Air/Naval Combat Results Table (using either the Normal or Fire Bombing line, as directed below). The result listed is the number of Resource Points permanently lost by the Homeland Resource hex; adjust the Japanese Homeland Resource Point marker accordingly.

- 8 For the first 10 times that the Allied player conducts a raid with at least 1 Strategic Bombing Point (not including the Doolittle Raid; see below), he uses the Normal Bombing line of the Table. Beginning with the 11th raid, he automatically begins to use the Fire Bombing line. The Allied player must keep track of how many raids he has conducted to determine when he can begin to use the Fire Bombing line.

- 9 **Note:** Any time the Allied player rolls a 9 to resolve a Strategic Bombing raid, he may lose a Strategic Bombing Point to Japanese air defense (see below).

Multi-Target Raids

When more than one Japanese Homeland Resource hex is the target of a Strategic Bombing raid, the Allied player can assign Hits among the target cities in whatever combination he wishes.

Example: Both the 20th and 21st Groups are within range of both Sasebo and Kure, attacking with a combined strength of 7. The Allied player rolls a 1, which results in 2 Hits. He could inflict both Hits on either hex, or one Hit on each, at his discretion.



Destruction of Japanese Homeland Resource Hexes

Each Hit on a Homeland Resource Hex from Strategic Bombing results in the permanent loss of one Resource Point from that hex. The Japanese player adjusts the Homeland Resource hex Point marker to reflect each loss as it occurs. At the instant a hex loses its last Resource Point, the Japanese player removes the Point marker for that hex from his General Record Track and places the marker, inverted, on the actual hex on the map, indicating that the hex is annihilated. There is no way for the Japanese player to repair Hits on a Homeland Resource hex.

Note: The Japanese player is under no obligation to tell the Allied player how many Points are left in a particular hex. Once the Allied player announces how many Hits he will inflict on a particular hex, he cannot change his mind, even if he inflicts more Hits than are necessary to destroy the hex. It is therefore in the Allied player's best interest to keep track himself of how many Hits he has inflicted on each hex.

Elimination of Strategic Bombing Points

Strategic Bombing Points are never expended, but they can be eliminated by Japanese attacks on Allied airfields (see above) or by Japanese air defense over Homeland Resource hexes. The Allied player loses 1 Strategic Bombing Point during a raid if all three of the following conditions apply:

1. Any target hex is occupied by a Japanese 1E-L1 or 1E-L2 air unit.
2. The Allied player rolls a 9 in resolving the raid, and,
3. The Allied player has no Linked, non-Interdicted airfield within 7 hexes of any of the target Homeland Resource hexes (this does not have to be the airfield at which the Strategic Bomber Group is based).

The Strategic Bombing Point is lost after the raid is resolved, and must be taken from the Group that actually participated in the raid.

Effect of Strategic Bombing on Strategic Initiative

Each time the Japanese Homeland Resource level is reduced by 10 percent of its original (that is, when it reaches 90, 80, etc.), move the Strategic Initiative marker one space to the left.



Doolittle Raid

During April 1942, the Allied player receives the Doolittle air unit as a reinforcement with the CV *Hornet*. If the *Hornet* can move to within 7 hexes of a Homeland Resource hex, the Allied player can immediately, during whatever Phase is in progress, make a Strategic Bombing raid with a strength of 1 Point. After resolving the raid, remove the Doolittle piece permanently and, regardless of the result, shift the Strategic Initiative 3 spaces to the left.

Atom Bomb

There is no atom bomb in the game. If, however, an Allied Strategic Bomber marker is within 15 hexes of a Homeland Resource hex, and it has at least 1 Strategic Bombing Point, at the conclusion of July 1945 (in addition to other conditions listed in the Strategic Scenario instructions), the game immediately ends in an Allied historical victory.

0 Merchant Shipping Attrition

Designer's Notes: One of the major problems that confronted the Japanese industrial infrastructure was their inability to transport the raw materials from their conquests back to the Japanese homeland. At the beginning of the war, Japanese merchant shipping tonnage was automatically reduced some 40 percent due to the loss of Western hulls to carry their materials. Even the approximately 1.2 million tons of shipping captured in the early months of the war failed to improve the Japanese situation significantly. As the war progressed, and Allied intelligence broke the relevant Japanese codes, US submarines continued to climb in effectiveness, especially after the US torpedo defects were corrected in 1943. Since convoy escort duty was seen as being beneath them, Japanese destroyer units did all they could to avoid such duty. As a consequence, ASW (anti-submarine warfare) units tended to be among the worst in the Imperial Japanese Navy. It was not until the shipping losses had reached devastating proportions that the convoy escorts were beefed up. As the Japanese began to institute this change in their doctrine, the effects of their earlier destroyer losses were being felt. The US naval command was cognizant of this fact and, for a period of time, the destroyers were made a priority target for submarines over the merchant ships that they escorted, further exacerbating Japanese escort problems. Capital ships, however, always remained the highest Allied submarine priority.

The Allied player attempts to reduce the Japanese Command Point allotments by using submarines for merchant shipping attrition. This attrition is resolved over three Phases.

4 Japanese Escort Allocation

The Japanese player can remove Linked destroyer (DD) and destroyed escort (DE) units or Steps from his Force Displays and place them in his Escort Box on his Display Sheet, or he can remove DD and DE units from his Escort Box and place them on his Force Displays (in Linked Forces). He cannot do both in the same Phase.

5 The Japanese player adjusts the Escort Allocation marker on his General Record Track to indicate how many Steps of escorts he has on escort duty.

Allied Submarine Priority Assignment

6 The Allied player inverts his Submarine Priority marker to either the Escort Priority of Merchant Priority side in his Anti-Merchant Shipping box.

Note: The Allied player does not allocate his submarines to the fleet or anti-merchant shipping role in this Phase. He allocates during his Reinforcement Phase only.

7 Merchant Shipping Attrition

8 Refer to the Merchant Shipping Attrition Table and roll the die. Calculate the ratio of Japanese escorts in the Japanese Escort box divided by the number of submarines in the Allied Anti-Merchant Shipping Box. Cross-reference the Allied Strategic Intelligence Level (in the row corresponding to the die roll) with the ratio to determine a letter code. Then find the correct letter code row on the second half of the chart, and cross-reference (on either the Escort Priority or Merchant Priority line, whichever

priority the Allied player has assigned) with the column corresponding to the number of Allied submarines in the Allied Anti-Merchant Shipping Box (using the appropriate dateline at the top of the chart). The result is the number of Merchant Shipping Points immediately and permanently lost from the Japanese General Record Track, and the number of escort Steps the Japanese player must choose to lose from the Japanese Escort Allocation box (if there are no escorts allocated, none are lost). The Submarines Lost line indicates the number of Allied submarine Steps immediately removed from the Allied player's General Record Track. If there are no submarines allocated, there is no attrition; if there are no escorts, use the 0.25 ratio.

Example: The Allied Strategic Intelligence Level is 3; the Allied player has 30 submarines assigned to anti-merchant shipping, and the Japanese player has 15 escorts assigned (for a ratio of 0.50). The Allied player rolls the die and gets a 6. Reading down the "3" (Strategic Intelligence Level) portion of the "6" (die roll) column to "0.50" row (ratio of escorts to subs), the result is a "C." Referring then to row C of the second portion of the chart, the Allied player looks to the 19-38 column (it is December 1943), and reads down to Row C. The Allied Priority marker reads "Merchant Priority," so the Allied player reads the Merchant Priority portion of the line. The result: 5 Merchant Shipping Points lost; 1 Japanese Escort Step, of the Japanese player's choice, lost; 1 Allied Submarine Step lost.

Command

Designer's Notes: The role of the players in the game is that of Commander in Chief of the various major "Strategic Directions" within the Pacific Theater (CinCPac under Nimitz, CinCSOPac under Halsey or the short-lived ABDA command under Wavell). The Headquarters in the game represent these major HQ's. Headquarters represent the staffs controlling all of the command, logistic, and intelligence functions, whereas the lower level command functions are incorporated into the combat units actually performing the operations. All logistic, national resource, and activation functions are equated into Command Points, which are created during the Command Point Determination Phase and are an expression of the amount of current activity a given side is capable of undertaking at any given time. The number of Command Points allotted to a side depends on strategic decisions taken by the players and on the current situation in the game.

Command Points represent the orders and materials required to Activate a combat unit and maintain its effectiveness. In the Strategic Scenarios, the number of Japanese Command Points available in a given Month is a product of Merchant Shipping Points and the current level of the Japanese Homeland and Co-Prosperity Sphere Resource hexes; Allied Command Points are made available in varying amounts according to the current Month. In the Campaign Scenarios, the Command Points available to each player are listed for each Month in the Scenario instructions.

In order to use Command Points, combat units and installations must be able to trace a Command Link to their hexes from a friendly Ultimate Command Source. At any time during the game that a player cannot trace a Command Link from an Ultimate Command Source to a hex, the hex — and any friendly pieces in the hex — is considered Isolated. At any time during the game that a player can trace a Command Link to a hex, the hex — and any friendly pieces in the hex — is considered Linked.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 Determining Japanese Command Points

During the Command Point Phase (Strategic Scenarios only) the Japanese player first eliminates all Command Points on his General Record Track (except those allocated to a Future Operation) by reducing his Headquarters markers to zero. He then refers to his General Record Track to find the current Resource level for the Japanese Homeland and the Japanese Co-Prosperity Sphere. The Japanese player notes which of those two levels is lower. He then finds, on his General Record Track, his current Merchant Shipping Point level. He secretly refers to the Japanese Command Point Table, cross-referencing the lower Resource Point level (Homeland or Co-Prosperity Sphere) with the Merchant Shipping Point level to determine the number of Command Points that become available this Month, and write the number down.

Note (Japanese Strategic Reserves): During the Months December 1941 through June 1942, the Japanese player automatically uses the 100 column of his Command Points Table, regardless of the Resource Point level of his Homeland or Co-Prosperity Sphere hexes. Beginning with July 1942, he determines his Command Points normally, as described above.

3 Determining Allied Command Points

During the Command Point Phase (Strategic Scenarios only), the Allied player first eliminates any Command Points remaining on his General Record Track (except those allocated to a Future Operation) by reducing all of his Headquarters markers to zero. He then refers to the Allied Command Point Table and rolls the die, cross-referencing the die roll with the current Month to determine the number of Command Points that become available this Month, and write the number down.

Note: The Allied die roll can be affected by the current Strategic Initiative level.

Command Point Allocation

After determining the number of Command Points available, each player allocates as many available Command Points as he wishes to each of his Headquarters to which he has a Communication Link. To allocate Command Points, place the Headquarters marker that corresponds to the Headquarters counter on the map on the General Record Track in the appropriately numbered space.

6

MONTH	POINTS
Fut	Fut
Op	Op

Future Operation Command Point Pool

Each player can allocate a maximum of 50 Command Points per Command Point Phase to a Future Operation Pool. To establish a Pool, secretly place the Future Operation Month marker on your Month Track up to four Months beyond the current Month (for instance, if the current Month is March 1943, you can place the marker in April, May, June, or July 1943). Place the Future Operation Pool marker on the General Record Track, reflecting the number of Command Points allocated to it.

In each Month until the Future Operation occurs, you can add another 50 (maximum) Command Points. Once committed to a Future Operation, Command Points cannot be removed or used for any purpose until the Month specified. Upon reaching the Month when the Future Operation is to occur, all of the Command Points in the Pool must be allocated to a single Headquarters (in addition to any other Command Points that may be allocated to that HQ). During the first Command Point Bidding Phase of the Future Operation Month, the player must bid at least as many Command Points as there were in the Pool. If the player is outbid, there are no restrictions on the use of the Points for the remainder of the Month.

Note: A player cannot have more than one Future Operation Pool in progress at one time, and he cannot begin a new Future Operation Pool in the same month that a previous Pool expires.

COMMAND LINKS

In order to function to their full capacity, combat units and installations must be able to trace a Command Link to their hexes from a friendly Ultimate Command Source. At any time during the game that a player cannot trace a Command Link from an Ultimate Supply Source to a hex, the hex — and any friendly pieces in the hex — is considered Isolated. At any time during the game that a player can trace a Command Link to a hex, the hex — and any friendly pieces in the hex — is considered Linked.

Ultimate Command Sources.

Any Japanese-controlled Homeland Resource hex with Resource Points remaining in it is a Japanese Ultimate Command Source.

Any Water hex (Open, Coastal, or Restricted) that contains no Japanese naval unit (excluding submarines) or within 2 hexes of an enemy air unit — unless that hex is also within 2 hexes of a friendly 1E air unit — on the East, South, or West mapedge is an Allied Ultimate Command Source.

Headquarters

A Headquarters on the map must always occupy a friendly port hex. In order to be Linked, a Headquarters must be non-Interdicted (occupying a non-Interdicted port) and must trace a continuous path of any number of Water hexes from the port hex it occupies to any friendly Ultimate Command Source.

In order to be Linked, any non-Headquarters piece must occupy a hex that is either occupied by a Linked Headquarters, or must be able to trace a Command Link to a friendly Linked Headquarters.

Note: Only Headquarters can trace Command Links directly to Ultimate Command Sources. All non-Headquarters pieces must trace Water and/or Land Command Links to a Linked Headquarters in order to be Linked themselves.

Offensive Support Bases

An Offensive Support Base can be built in any Linked hex that contains either a Named Location or a friendly non-Interdicted Port.

Water Command Links

Any shoreline hex within Sea Range of a Linked Headquarters is Linked. Each Headquarter's Sea Range is printed on the non-Interdicted side of the Headquarters counter.

Any shoreline hex within 20 Water hexes of a friendly Linked Offensive Support Base occupying a non-Interdicted friendly port is Linked.

Land Command Links

Any Land hex within 12 Movement Points (over land only) of a friendly non-Interdicted Linked port is Linked.

Any Land hex within 12 Movement Points (over land only) of a friendly Offensive Support Base is Linked.

Blocked Command Links

A Command Link can be traced *into* but not *through* a hex that is within 2 hexes of an enemy air units, *unless* that hex is also within 2 hexes of a friendly 1E air unit. A Command Link can be traced *into* but not *through* a hex that contains an enemy naval unit, *unless* that hex also contains a friendly naval unit.

EMERGENCY COMMAND LINKS

The Japanese player has two Tokyo Express counters, marked Start and End. During a Reinforcement Phase, the Japanese player can pay 5 Command Points to establish the Tokyo Express. To do so, he places the Start marker in any friendly Linked port that contains at least 6 Steps of non-Activated DD units, and he places the End marker in any shoreline hex that is within 8 Water hexes of the Start marker. This Emergency Command Link cannot be blocked by Allied units in any way.

The Allied player has two sets of Air Transport counters, each distinguished by their color. One counter in each set is marked Start and one is marked End. During a Reinforcement

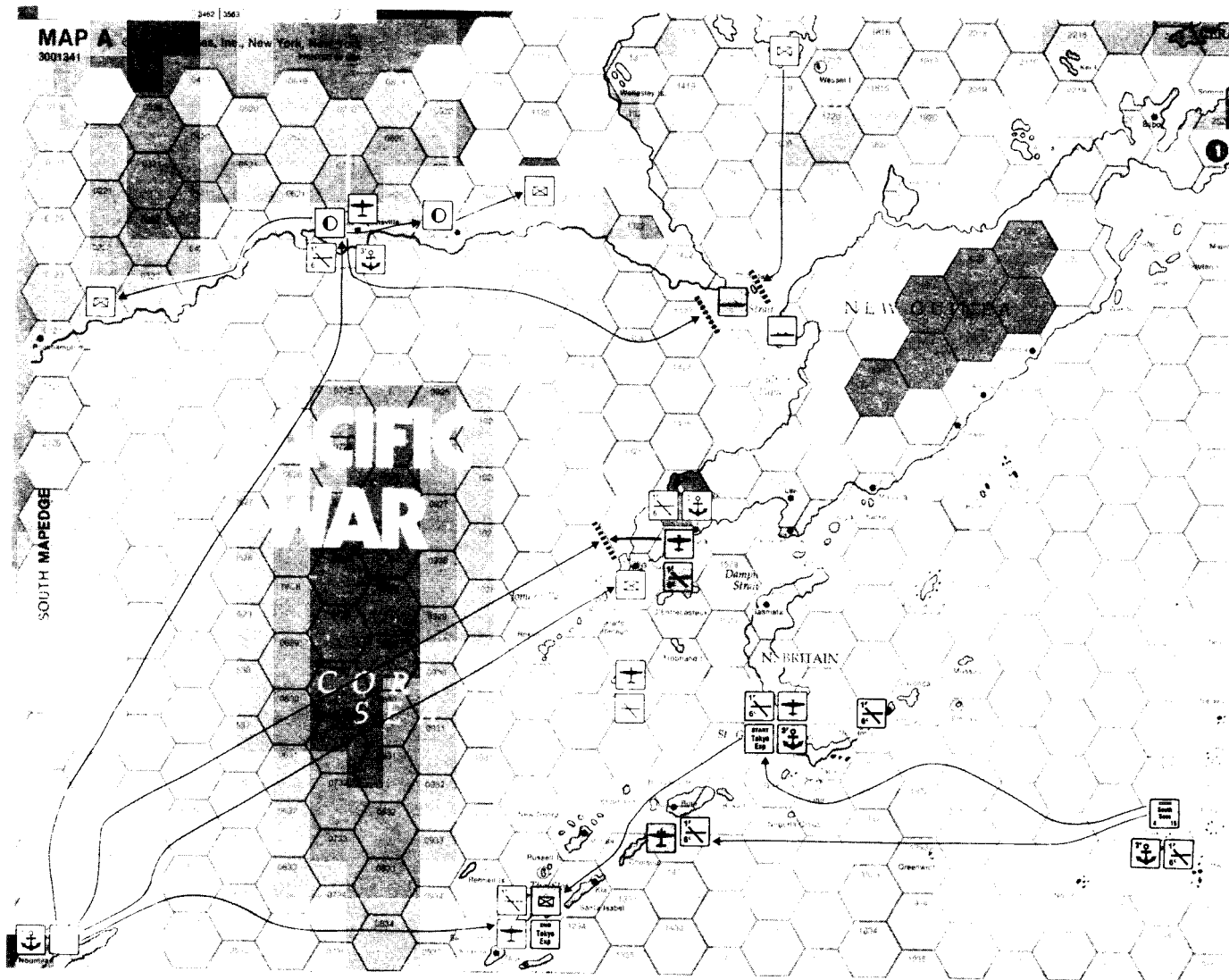
- 0 Phase, the Allied player can pay 5 Command Points to establish either Emergency Command Link (or 10 Command Points to establish both). To do so for one route, he places the Start marker in any Linked non-Interdicted airfield (large or small), and he places the End marker in any friendly non-Interdicted airfield within 8 hexes that is not within 2 hexes of any enemy 1E air unit. Any Allied piece that can trace through 6 Movement Points to the End marker is considered Linked, as is the airfield containing the End marker. This Emergency Command Link can be blocked according to the normal Blocked Command Link rules.
- 1

Note: The Allied player cannot place both Air Transport Route Start markers in the same hex, or both End markers in the same hex. He can, however, place an End and Start marker from different sets in the same hex, thereby extending the effective range of the Emergency Command Links.

2

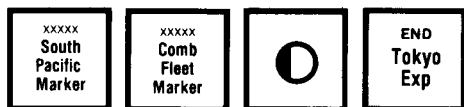
In each Reinforcement Phase after an Emergency Command Link is established, the owning player must pay 2 Command Points to maintain the Link. If the Points are not paid, the Link is immediately removed from the map. Each time a Command Point is used by a unit or installation that is drawing on an Emergency Command Link, an additional Command Point must be spent.

Example: An Allied ground unit using an Air Transport Route for Linking has an Activation Cost of 2. To spend 2 Command Points to Activate the unit, the Allied player must spend an additional 2 Command Points.



Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7. 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

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COMMAND LINK EXAMPLE

Allied. The Allied South Pacific Headquarters (with a Command Range of 17 hexes) in hex 0135 is Linked to an Ultimate Command Source. It is in a non-Interdicted port with an unblocked path of hexes to the South mapedge. All units are Linked in hexes 0722, 1134, and 1348 because they are all within 17 hexes of the South Pacific Headquarters and occupy shoreline hexes.

•The path of hexes to 1134 is unblocked.

•The path of hexes to 1328 is unblocked because, although the path of hexes passes through hex 1228 (which is within two hexes of the Japanese air unit in hex 1427), that hex is also within two hexes of a friendly 1E air unit in hex 1330.

•The path of hexes to 0722 is unblocked and contains a non-Interdicted port and an Offensive Support Base. The Allied ground unit in hex 0223 is Linked because it is within 12 Movement Points of a Linked port. The Offensive Support Base in hex 0922 is also Linked directly from the Headquarters in hex 0135, but it cannot be part of an over-water Command Link in this manner because it is not in a non-Interdicted port. It is part of an overland Command Link via the Offensive Support Base in hex 0722, which is Linked and within 12 Movement Points of it, or directly from the Headquarters. In turn the Offensive Support Base in 0922 supplies a Command Link to the ground unit in hex 1121, which is more than 12 Movement Points of the OSB in 0922, or directly from the Headquarters. The OSB in hex 0722 is also a potential Command Link for the ground unit in hex 1618, since it is within 20 Water hexes and occupies a shoreline hex; but this Command Link path must trace through (not into) either hex 1523 or 1623, both of which contain Japanese naval units that block the potential Command Link.

•The Command Link from the Headquarters to hex 1426 is blocked by the Japanese 1E air unit within two hexes (in 1427), because there is no offsetting Allied 1E air unit within two hexes of hex 1426.

Japanese. The Japanese South Seas Headquarters in hex 2432 can trace a Command Link to an Ultimate Command Source (any Homeland Resource hex with at least one point remaining). It in turn Links hexes 1630 and 1432. The 2E air unit in hex 1432 cannot cancel the effect of the Allied air unit in hex 1330 and 1134. Therefore, no Command Link can exist between the Japanese Headquarters and hex 1134, except through the use of an Emergency Command Link (Tokyo Express). The Japanese player establishes the Emergency Command Link between hexes 1630 (Start) and 1134 (End). Nothing can block the over-Water path of hexes, up to 8 Water hexes in length. In this manner, the Japanese ground unit in hex 1134 is Linked.

ISOLATION

At any time during the game, a unit that cannot trace a Command Link is considered Isolated. Isolated units cannot be Activated, and any ground or air unit that is Isolated during the Isolation Phase is liable to a penalty.

Effect of Isolation on Air Units

Each air unit of 2 or more Steps that is Isolated during the Isolation Penalty Phase loses 1 Step.

An air unit that is Isolated during the Replacement Phase can receive no Replacements.

Effect of Isolation on Broken Ground Units

Each Broken ground unit of 2 or more Steps that is Isolated during the Isolation Penalty Phase must make a Troop Quality Check. Each Broken unit that fails the Check loses 1 Step.

A Broken ground unit that is Isolated during a Rally Phase cannot attempt to Rally.

A Broken ground unit that is Isolated during the Replacement Phase can receive no Replacements.

Effect of Isolation on Unbroken Ground Units

Each Unbroken ground unit that is Isolated during the Isolation Penalty Phase must make a Troop Quality Check. Each Unbroken unit that fails the Check immediately becomes Broken.

An Unbroken ground unit that is Isolated during the Replacement Phase can receive no Replacements.

Effect of Isolation on Naval Units

A naval unit that is Isolated during the Naval Repair Phase can have no Hits repaired.

Note: By definition, no Isolated unit can ever be Activated, since an Isolated unit has no Command Link to receive Command Points.

COMMAND POINT COSTS

The complete list of Command Point costs for Activation, construction and repair, Emergency Command Links, and so forth, is provided on each player's Display Sheet.

Strategic Transport

During the Strategic Transport Phase, players can re-deploy ground and air units, moving them from Linked port to Linked port. To move a ground or air unit, the unit must begin the Phase in a Linked, non-Interdicted friendly port. The unit can move through a path of Water hexes of any length, that does not come within 2 hexes of any enemy air unit or pass through a hex containing either enemy naval or submarine units, and be placed in any other Linked, non-Interdicted friendly port along that path of Water hexes. The Allied player can move a total of 3 divisions (or equivalents) per Phase, and the Japanese player can move a total of 1 division (or equivalent) per Phase. For purposes of this rule, 6 air Steps, 3 brigades or regiments, or 9 battalions each equal 1 division; 1 air Step equals 1 brigade or regiment. Different units using Strategic Transport can originate in and go to different hexes.

Crippled naval units can also be moved during this Phase, from port to port, as above. If a crippled ship moving during this Phase passes within 10 hexes of an enemy submarine unit, the submarine unit can attack (see Submarine Combat).

Note: Headquarters cannot move using Strategic Transport.

Reinforcements

Both sides receive Reinforcements (in some Scenarios) during the Reinforcement Phase. Different unit types are treated in different ways, as follows.

Japanese Submarines

Japanese submarines receive as Reinforcements are immediately placed in Linked, non-Interdicted Japanese ports or shoreline Offensive Support Bases. Submarine Reinforcements can be added to existing submarine units, or they can be formed into new units of any size (up to 6 Steps). Japanese submarine Reinforcements that cannot be placed in existing or new units (for any reason, including counter limitations) are permanently lost.

Allied Submarines

During the Reinforcement Phase, the Allied player not only receives new submarines as Reinforcements, but also has the opportunity to re-deploy submarines that are already in play. The Allied player can select any one of the three following options for incorporating submarine Reinforcements and re-deploying.

•He can place some Reinforcements in an anti-merchant shipping role (adding them to his General Record Track) and others to a fleet role. Allied submarines placed in a fleet role are immediately placed in Allied Linked, non-Interdicted ports or shoreline Offensive Support Bases. Submarine Reinforcements in the fleet role can be added to existing submarine units, or they can be formed into new units of any size (up to 6 Steps).

•He can place all Reinforcements in an anti-merchant shipping role, in which case he can also re-deploy any number of Linked submarines already in a fleet role to the anti-merchant shipping role.

•He can place all Reinforcements in a fleet role, in which case he can also re-deploy any number of submarines already in an anti-merchant shipping role to a fleet role.

- 0 **Note:** If the Allied player wishes to place all Reinforcement in a fleet role, but lacks the submarines counters to do so, he must place leftover Reinforcements in an anti-merchant shipping role; he cannot re-deploy any existing submarines in this case.

Strategic Bombing Points (Allied Only)

- 1 Strategic Bombing Points that become available as Reinforcements are immediately placed on the Allied player's General Record Track, using the marker for the Strategic Bombing Group specified in the Reinforcement Schedule or, when no Group is specified, placing them in either Group.

Strategic Bomber Markers (Allied Only)

- 2 During any Reinforcement Phase in which the Allied player has a large airfield within 15 hexes of any Japanese Homeland Resource Hex and he either receives a Strategic Bomber marker, or has one in the Available Box on his Display Sheet, he can deploy the Strategic Bomber marker(s) in any eligible airfield, or remove them from airfields and place them in the holding box on his Display Sheet for re-deployment next Reinforcement Phase.

Merchant Shipping Points (Japanese Only)

- 3 Merchant Shipping Points that become available as Reinforcements can be purchased for 3 Command Points each. Purchased Merchant Shipping Points are immediately placed on the Japanese Merchant Shipping Points Track (on Japanese Force Display 4). MSP's that are not purchased in the Month they become available are lost forever.

Ground Units

- 4 Ground unit Reinforcements can be placed in any hex containing a Linked, non-Interdicted friendly Headquarters. Ground unit can never, however, exceed the stacking limitation of 48 Steps per hex.

Naval Units

- 5 Naval unit Reinforcements can be placed in any hex containing a Linked, non-Interdicted friendly Headquarters.

Air Units

Air units are never received as Reinforcements. Air units are, in some Scenarios, available as Replacement Steps.

- 6 **Note:** Naval units eligible to return from Repair, naval units that were previously stranded and are now eligible to return, and disbanded Headquarters now eligible to return can also enter during the Reinforcement Phase.

Naval Repairs

- 7 Almost all damaged naval units can be brought back to full — or at least partial — strength by either Repair, Recombination, or Reinforcement, as described below. Note that Repair and Recombination occur only during the Naval Repair Phase, while Reinforcement takes place only during the Reinforcement Phase.

Repair Yards

- 8 All Repairs (not Recombination or Reinforcement) must take place in a Repair Yard. The Repair Yard sites for each player, together with the number of Hits each Yard can Repair in one Phase, are listed as follows:

• Japanese Repair Yards are located in each Homeland Resource Hex that has at least one Resource Point remaining. Each Japanese Repair Yard can repair a maximum of 2 Hits per Naval Repair Phase.

Note: Also see optional rule for CVS/CVL conversion.

• Allied Repair Yards are located on the map in Oahu (2860), Manila (3819), Trincomalee (5402), and Colombo (5502). There are also Allied Repair Yards located off the East, North, and South mapedges, which must be reached by exiting the map (see Movement).

Note: The repair capabilities of the Allied Repair Yards vary widely, and are summarized on the Allied Display Sheet, Allied Repair Yard Capacities.

In order to remove 1 Hit from a naval unit, the unit must begin the Naval Repair Phase in the Repair Yard.

Note: Captured Repair Yard hexes can never be used by the enemy player. Only the Allies can use Allied Repair Yards, and only the Japanese can use Japanese Repair Yards.

If the Port is on the map (as opposed to Allied Off-Map Repair Yards), the Repair Yard hex must contain a Linked, non-Interdicted Port. A maximum of 1 Hit can be removed from each naval unit in the Repair Yard per Repair Phase, up to the limit of the Repair Yard's capacity. Allied off-map Repair Yards are always functional. The details on using these off-map Yards are specified on Map A.

Example: The Repair Yard at Oahu (Pearl Harbor) could remove 1 Hit from each of 3 naval units in a Repair Phase.

Some naval units can be Repaired completely (provided they have not been eliminated), while others can be Repaired only partially, as described below.

Full Repair

The following naval unit types can be Repaired completely, removing all Hits, provided they have not been eliminated: CV, CVL, CVS, BB, and BC. In addition, the following nine specific units can be Repaired completely: US CA9 *Houston*; US CA10 *Wichita*; British CA4 *Exeter*; Australian CL2 *Perth*; Dutch CA1 *DeRuyter*; Dutch CL1 *Tromp*; Japanese CL4 *Kuma*; Japanese CL8 *Yubari*; Japanese CL15 *Oyodo*.

Partial Repair

The following naval unit types can be Repaired completely, removing all Hits, provided they have suffered less than half their Hit Capacity; if they have suffered half or more of their Hit Capacity, they can never be Repaired to better than half their Hit Capacity again: CVE, CA, and CL.

Example: The US CVE8 (*Casablanca*) unit has suffered 3 Hits, and its Hit Capacity is 4. The unit can be Repaired partially by eliminating the 1 Hit, but no more Hits can ever be removed from the unit. The reason for this rule is that the CVE, CA, and CL units represent two ships each, and an accumulation of half the unit's Hit Capacity actually indicates the elimination of one of the unit's component ships.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 Recombination

The following naval unit types cannot be Repaired, but they can be Recombined: DD, DE, APD, and ST. In order to recombine, the units must occupy a friendly non-Interdicted, Linked Port (not necessarily a Repair Yard). Two (or more) units of the same type (DD, DE, etc.) occupying the same Port hex can exchange Steps to reduce damage from one of the units and increase damage to another, or even to completely absorb one unit into another unit of the same type up to a maximum of 6 Steps. The unit receiving the Steps must have a Short Range Gunnery, Short Range Torpedo, and ASW Strength equal to or less than the unit that is donating the Steps. Reduce the Hits on the receiving unit by one for each Step it receives, and increase the Hits on the donating unit(s) accordingly.

- 1 **Note:** Any naval unit that is totally depleted through Recombination is lost permanently.

Reinforcement

The following naval unit types can receive Steps as Reinforcements only: AA and SS. The stipulations for submarine (SS) Reinforcements are covered in the Reinforcement rules.

- 2 **Note:** As indicated in the Reinforcement rules, submarine units can receive Reinforcements only during the Reinforcement Phase — never during the Replacement Phase.

Amphibious Transport (AA) units can receive Replacement Steps during the Replacement Phase as though they were Reinforcements. The catch is that, unlike submarine Reinforcements (which arrive according to the Reinforcement Schedules in the Scenarios), AA Steps must be purchased, during the Replacement Phase.

- 3 • To purchase a Japanese AA Replacement Step, the Japanese player must deduct 1 Merchant Shipping Point permanently from his Merchant Shipping Track and deduct 3 Command Points permanently from his General Record Track. He can then immediately place the newly purchased AA Step in any AA unit occupying a Linked, non-Interdicted Japanese Port. There is no limit to the number of AA Steps the Japanese player can purchase in a Phase, except that he can never have more than 6 Steps in one unit, and he can never have more units than the counter-mix allows.

- 4 • To purchase an Allied AA Replacement Step, the Allied player must deduct 3 Command Points permanently from his General Record Track, from any Headquarters (but not from Future Operations). He can then immediately place the newly purchased AA Step in any AA unit occupying a Linked, non-Interdicted Allied Port. The Allied player can purchase no more than 3 AA Steps in a Phase; he can never have more than 6 Steps in one unit, and he can never have more units than the counter-mix allows.

7 STO and KRS Units

The special Japanese submarine units — STO and KRS — can never be Repaired, Recombined, or Reinforced.

Replacements

- 8 During the Replacement Phase of Campaign and Strategic Scenarios, players receive Ground and Air Replacement Steps, which they record on their Replacement Record Sheets. Also during this Phase, players can take Ground and Air Replacement Steps that have accumulated on their Replacement Record Sheets and use them to increase the number of Steps in existing units, or to form new units.

- 9 **Note:** Ground Replacement Steps, or units, cannot be placed in a hex in excess of the 48-Step stacking limit.

Ground Replacements

An existing ground unit can receive Replacement Steps up to the number of Steps printed on the unit counter, provided it meets the following requirements.

• A Ground Replacement Step of the proper nationality must be available on the player's Replacement Record Sheet (note that this applies only to the Allied player). There are no distinctions among types of Steps (infantry, armor, engineer, etc.); a Ground Replacement Step can be used in any type of ground unit.

• The unit cannot be Broken.

• The unit cannot occupy a hex containing an enemy ground unit.

• The unit must be Linked.

If the ground unit meets these requirements, and occupies a friendly non-Interdicted port with an Offensive Support Base or Headquarters (or, if a Japanese unit, if it occupies a Japanese Homeland Resource hex), the unit can receive up to 3 Replacement Steps. If the ground unit meets the requirements above, but does not occupy such a hex, it can receive no more than one Replacement Step.

Ground Unit Reconstitution

Ground Replacement Steps can also be used to reconstitute any eliminated ground unit with a printed Troop Quality of 4 or less. To do so, up to 3 Ground Replacement Steps from the Replacement Record Sheet (of the appropriate nationality for the Allies) are used, up to the limit of the number of Steps printed on the counter. The newly reconstituted unit must immediately be placed in any friendly Linked, non-Interdicted port with an Offensive Support Base or Headquarters (or, if it is a Japanese unit, in a Japanese Homeland Resource hex).

Air Replacements

Designer's Notes: One of the major factors contributing to the momentum of Allied offensives beginning in 1942 was the declining quality of Japanese pilot replacements and high quality of their US counterparts. The pre-war system of training Japanese pilots, especially the naval units, led to elite formations without reliable backups. This fragile elite was severely eroded by normal operational attrition and, more dramatically, by such decisive defeats as Midway. Under the pressure of a war-in-progress, the training process could not give sufficient time and logistics support to replacement pilots before they were committed to combat. The resulting decline in Japanese pilot quality increased their attrition rate still further, as witnessed in the Battle of the Philippine Sea (also known as the Great Marianas Turkey Shoot). Ultimately, the Japanese solution was the creation of the Kamikaze units at the end of the war. The US replacement situation, meanwhile, was one of continuing excellence. The US system made many veterans of the early war days into flight instructors, creating a large training system that eventually overwhelmed the Japanese with well-trained air crews — not to mention improved machines.

The US went to greater lengths to retrieve downed pilots during the war, a practice which is reflected in the return of a certain number of air Step losses as replacements in instances where submarines are on hand where air mission losses occur. A Japanese pilot usually died when his plane hit the sea, thus requiring another replacement. Over the long haul, many experienced Japanese pilots met this fate instead of being sent back to Japan to serve as instructors.

The air unit Status Levels represents the dual combination of aircraft quality as well as the quality of the pilots flying the Zeroes, Wildcats, and other aircraft. The replacement system allows both players to determine the quality of their replacement crews and new air units. If the Japanese player can hold his losses down and disperse elite (Status Level 2) air Steps among formations at opportune times, while giving replacement pilots extensive training, the historical Japanese war record can be improved upon. The Allied player will feel serious problems only if his early losses require using his replacements at a rate substantially higher than that experienced during the war.

Although Pacific War purposely does not have a production system (which, to many designers, seems very nearly mandatory), this is the one area in which players can determine the type and quality of their own air units (at least, in the Strategic Scenario).

Air Replacement Steps are used to create new air units and to bring existing, damaged air units back to full strength (6 Steps). Air Replacement Steps in Campaign Scenarios are given as either a number of Air Steps of a particular Status Level, or they are specified by both air unit type and Status Level.

- 0 **Note:** *Strategic Scenarios use the rules for creation and training of air Replacement Steps.*

During the Replacement Phase, existing air units (on airfields or carriers) in hexes containing Linked Headquarters or Offensive Support Bases, or Homeland Resource hexes, can receive from 1 to 5 air Replacement Steps. Also during this Phase, new air units can be created on airfields or carriers in hexes containing Linked

- 1 Headquarters and Offensive Support Bases or Homeland Resource hexes, with from 1 to 6 air Replacement Steps. If the Replacement Steps available in the Scenario instructions are not specified as a specific air unit type, the player can freely choose what type of air unit to create with the Replacement Steps.

- 2 During the Replacement Phase, existing Linked air units on airfields or carriers in hexes without Headquarters or Offensive Support Bases, and not in a Homeland Resource hex, can receive 1 air Replacement Step if an Airbridge exists between the air unit and a Linked Headquarters or Offensive Support Base or Homeland Resource Hex (See Airbridge). New air units cannot be created in non-Homeland hexes that do not contain a Headquarters or Offensive Support Base.

- 3 New air units must be established with air Replacement Steps of the same status level. Existing air units can receive air replacements of potentially different Status Levels. L2 air units can receive only L2 Replacement Steps. An L1 unit can receive Replacement Steps of any Status Level, but if it receives a number of L0 Steps greater than half its pre-Replacement size during any one Phase, the Status Level of the air unit is reduced from L1 to L0 (replace the air unit with a new counter). An L0 unit can receive air Replacement Steps of any Status Level, but its Status remains L0. The Status Level of an air unit may never increase due to air Replacement Steps of greater Status Level.

Strategic Scenario Air Replacements

- During Strategic Scenarios, air Replacement Steps are received according to a schedule given in the Scenario instructions. The Status Level of each air Replacement Step depends on the number of Months it has spent training on the Replacement Record Sheet without being used. A Step that has spent 12 or fewer Months on the sheet when it is used enters play as an L0 Step of any air unit type; a Step that spends 13 to 24 Months on the sheet enters play as an L1 Step of any air unit type; a Step that spends 25 or more Months on the sheet enters play as an L2 Step of any air unit type. All air Steps except Kamikazes must spend 3
- 6 Months on the Record Sheet before being used (i.e., a Step received in July 1942 cannot be used until October 1942).

- A player must use Steps with the most current training time before using another with less. To determine how long a Step has been on the Sheet, subtract the current Month number from the number of the Month in which the Step was received (e.g., it is now November 1942; an air Replacement Step that started training in December 1941 is used. December 1941 (44) minus November 1942 (33) equals 11 Months of training. The replacement step would be an L0).

Japanese Flight Instructors/Squadron Leaders

- During the Replacement Phase, the Japanese player has the option of eliminating one L2 air Replacement Step and receive two L0 air Replacement Steps (the two with the most training) as L1 air Replacement Steps of any type (that is, they could be a different air unit type than the L2 Step eliminated, and the L1 Steps

could also be of different air unit types). The L0 air Steps must still have at least 3 Months of training.

Allied High Technology Aircraft

From February 1943 through July 1945, all Allied air Replacement Steps received add 6 months to their training time to account for the superior quality of their aircraft (e.g., it is March 1945; an Allied air Replacement Step that began training in August 1942 is to be used. August 1942 (36) minus March 1945 (17) equals 19 plus 6 (High Technology) equals 25 months of training. The air replacement step would be L2 status).

Combat Experience

During any Air Mission, any air unit (either side) of L0 or L1 air status that rolls a zero during air combat procedure and does not Abort has its Status Level increased by one. Air units of L2 air status cannot increase in status. An air unit may not increase by more than one Level during the same Air Mission. If there are no air units of the same type available for the increased Status Level, the increase is forfeited. Air units which do not directly participate in air combat as either CAP or Escort are not increased.

Airbridge

In order for an air unit to receive an air Replacement Step in a hex which does not contain a Headquarters or Offensive Support Base with a Port, an Airbridge must exist between a Linked Headquarters/Offensive Support Base and the air unit that will receive the air replacement. An Airbridge is one or more airfields between the Headquarters/Offensive Support Base and the air unit which are never further apart than the range of the air unit. If an Airbridge does not exist, the air unit may not receive the Replacement Step.

Breakdown and Recombination

During the Replacement Phase, US (not Allied) and Japanese units of Troop Quality 6 or more have a limited capability to partially break down into regimental or battalion (Japanese only) size units. To break down, place the breakdown unit(s) in the hex with the parent unit and place a number of Hits on the parent unit equal to the hit capacity of the breakdown unit(s). To recombine, the breakdown unit(s) must be stacked in the same hex with the new parent unit (can be any eligible unit); remove the breakdown unit(s) and remove the number of Hits equal to the number of Steps available in the breakdown unit(s). If a breakdown unit is eliminated, it can be recreated using the breakdown procedure again. Replace these units on the appropriate spaces on the respective Player Displays. If a breakdown unit is in play when a Scenario calls for it to appear as a reinforcement, ignore the reference. If, as a function of breakdown, the parent unit has zero steps remaining, it is permanently removed from play.

Note: *It is intended that, after breakdown, the parent unit may remove the Hits it incurred from the process with ground Replacement Steps.*

The US 1, 2, and 3 Marine Divisions may break down into one or more of the available three Marine regiments (troop quality 8, with 3 steps). Any US infantry division of troop quality 6 or greater can break down into one or more of the available infantry regiments (Troop Quality 6 with 3 steps). The pictures of the counters appear on the Allied Display Sheet.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

- 0 Any Japanese Infantry division may break down into one or more of the available infantry regiments (Troop Quality 6 with 3 steps). Any Japanese infantry division may break down into one or more of the available infantry battalions (Troop Quality 7, with 1 step). The pictures of the counters appear on the Japanese Display Sheet.

1

Engineering

During the Engineering Phase, both players can build and repair ports and airfields, deploy Offensive Support Bases, and repair Co-Prosperity Sphere Resource hexes.

2

Engineer Units

In all instances, where the presence of an Engineer unit is required to perform any of the functions listed below, the following restrictions apply:

- 3 • At the outset of the Engineering Phase, the Engineer must be Linked and Unbroken.

• If a required Engineer unit, while still stacked with a Construction marker (that is, while construction is still underway) is involved in ground combat — as attacker or defender — or is Broken by any means, the Construction marker is removed, and construction must begin again to complete whatever is being built.

4

Airfield Repairs

At the beginning of the Engineering Phase, all Hits and Interdiction markers can be automatically removed from each Linked airfield, at the owning player's option.

5 Offensive Support Base Repairs

At the beginning of the Engineering Phase, all Hits can be automatically removed from each Linked Offensive Support Base, at the owning player's option.

Port Repairs

- 6 At the beginning of the Engineering Phase, all Hits and Interdiction markers can be removed from each port that contains an engineer unit, by spending 15 Command Points per port repaired. If the port was Interdicted, and contained an Interdicted Headquarters, the Headquarters has its Interdiction removed along with the port.

Co-Prosperity Sphere Hex Repairs

- 7 At the beginning of the Engineering Phase, Demolished markers can be removed from Co-Prosperity Sphere hexes that contain an engineer unit, by spending 2× the Resource Point value of the hex.

- 8 **Note:** It is unlikely that the Allied player would be disposed to take advantage of this option, since he probably went through great pains to Demolish the hex in the first place. This action is intended to help the Japanese player maintain his own supply of Command Points.

Building a Japanese Port

For the Japanese player to build a port, he must have an engineer unit in a shoreline hex at the beginning of an Engineering Phase. The hex must contain no enemy units and no previously established port.

- 9 The Japanese player spends 15 Command Points and places a Port marker and a Construction marker in the hex, 2-side up. Throughout the remainder of the month, the engineer unit cannot move or participate in ground combat until the following Engineering Phase, at which time the Japanese player spends another 15 Command Points and inverts the Construction marker to its 1-side. Throughout the remainder of the second month, the engineer unit cannot move or participate in ground

combat until the following Engineering Phase, at which time the Japanese player removes the Construction marker, revealing the completed Port marker. If the engineer unit moves or participates in ground combat while the Construction marker is in place, the Construction marker is immediately removed, and port construction must begin all over again.

Building an Allied Port

The procedure for building an Allied port is identical to that for a Japanese port, except that the Allied player takes only one Month to complete construction, placing the 1-side of the Construction marker up initially, and pays the 15 Command Points only once.

Building a Japanese Small Airfield

For the Japanese player to build a small airfield, he must have an engineer unit in a land hex at the beginning of an Engineering Phase. The hex must contain no enemy units and no previously established airfield.

The Japanese player spends 5 Command Points and places a Small Airfield marker and a Construction marker in the hex, 2-side up. Throughout the remainder of the Month, the engineer unit cannot move or participate in ground combat until the following Engineering Phase, at which time the Japanese player spends another 5 Command Points and inverts the Construction marker to its 1-side. Throughout the remainder of the second Month, the engineer unit cannot move or participate in ground combat until the following Engineering Phase, at which time the Japanese player removes the Construction marker, revealing the completed Small Airfield marker. If the engineer unit moves or participates in ground combat while the Construction marker is in place, the Construction marker is immediately removed, and airfield construction must begin all over again.

Building an Allied Small Airfield

The procedure for building an Allied small airfield is identical to that for a Japanese small airfield, except the Allied player takes only one Month to complete construction, placing the 1-side of the Construction marker up initially, and pays the 5 Command Points only once.

Upgrading a Japanese Small Airfield

For the Japanese player to upgrade a small airfield to a large airfield, he must have an engineer unit in a land hex during an Engineering Phase. The hex must contain no enemy units and must contain a non-Interdicted friendly small airfield.

The Japanese player spends 10 Command Points and places a Construction marker in the hex, 2-side up. Throughout the remainder of the month, the engineer unit cannot move or participate in ground combat until the following Engineering Phase, at which time the Japanese player spends another 10 Command Points and inverts the Construction marker to its 1-side. Throughout the remainder of the second Month, the engineer unit cannot move or participate in ground combat until the following Engineering Phase, at which time the Japanese player removes the Construction marker and inverts the Small Airfield marker to reveal the completed Large Airfield marker. If the engineer unit moves or participates in ground combat while the Construction marker is in place, the Construction marker is immediately removed, and airfield upgrading must begin all over again; the airfield can still be used as a small airfield until the upgrading is completed.

Upgrading an Allied Small Airfield

The procedure for upgrading an Allied small airfield to a large airfield is identical to that for a Japanese airfield upgrade, except that the Allied player takes only one Month to complete construction, placing the 1-side of the Construction marker up initially, and pays the 10 Command Points only once.

Note: Construction markers can be the object of Air Strike and Bombardment attacks. A Construction marker that accumulates 5 Hits in a Month is eliminated.

0 Operation Player Determination

Both players bid a number of Command Points by writing down a number secretly. If either player has Strategic Initiative (Strategic Scenarios only), he adds 5 times his Strategic Initiative Level to his bid.

Note: This addition for Strategic Initiative does not represent Command Points; it is merely a modifier. The player does not spend an additional "5 times his Strategic Initiative Level" worth of Command Points.

The higher bidder becomes the Operation player, and he is obligated to launch an Operation, spending the number of Command Points he has bid (not including bonus for Strategic Initiative) to Activate combat units (including Time Multiples) and pay any Headquarters Operation Cost incurred. If the bids are identical (following any Strategic Initiative modification), the player with Strategic Initiative becomes the Operation player (if neither player has Strategic Initiative, bid again).

Note: If the Operation player in the preceding Operation Deactivated all of his units during his Contact Phase — or if he never Activated any units — the Reaction player from the preceding Operation can, at his option, become the Operation player for the current Operation without bidding. If he takes this option, he can spend any number of Command Points; if he declines the option, bid normally.

If Future Operation Command Points are being used in this Month, the player's bid must be for at least the amount in the Future Operation Pool.

Note: If neither player bids, the Month immediately ends.

Activation

In order to function at full capacity, a combat unit must be Activated. Units that are not Activated are limited as follows:

Land Units

- Cannot initiate ground combat (although they can participate in ground combat if attacked).
- Cannot pursue (although they can retreat).

Note: Non-Activated ground units can conduct Searches and fire Flak normally.

Air Units

- Cannot perform missions.

Note: Non-Activated air units can conduct Searches, be Alerted, and be used for CAP normally.

Naval Units

- Cannot initiate naval combat (although they can participate in naval combat if attacked).
- Cannot bid Withdraw in naval combat.

Note: Non-Activated naval units can conduct Searches, conduct ASW in response to submarine attack, fire Flak, and participate in naval combat (although they cannot initiate combat) normally.

A combat unit must always be Linked in order to be Activated, and Command Points must be spent to Activate them, at the rate of one Command Point per unit Activation Point, regardless of the number of Steps in the unit. Once Deactivated, a unit can never be Activated again in the same Month. All units (except submarines) must be Deactivated in order to end an Operation.

When naval units are Activated, remove them from the Force box and place them in a Task Force box. Place the Task Force marker with the same number on the map in the hex in which the Task Force was formed. When ground and air units are Activated, move them from the Unactivated side of the Force box to the Activated side, and turn the counters to their Activated side. When submarines are Activated, remove them from their Force Displays and place them on the map in the hex represented by their Force marker.

Note: When an aircraft carrier is Activated, all air Steps on the carrier are also Activated.

ACTIVATION IN THE OPERATION PLAYER ACTIVATION PHASE

The Operation player is obligated to spend the number of Command Points he bid in the Operation Player Determination Phase (excluding any bonus for Strategic Initiative). He can spend no more; he can spend fewer, but the excess Command Points are lost. All units Activated in this Phase must trace a Command Link through the same Linked, non-Interdicted Headquarters.

Headquarters Operation Cost

Depending on the number of unit Activation Points the Operation player plans to spend (not counting submarines), he may have to pay a Headquarters Operation cost for the Headquarters he is using in the Phase.

Note: The following Operation Levels are based on the number of actual unit Activation Points that will be Activated (excluding submarines). Time Multiples (see below) are not used in this calculation.

10 or Fewer Activation Points: Level 0

If the Operation player will Activate 10 or fewer Activation Points, he is conducting a Level 0 Operation. There is no Headquarters Operation cost for a Level 0 Operation.

11 through 20 Activation Points: Level 1

If the Operation player will Activate 11 through 20 Activation Points, he is conducting a Level 1 Operation. There is a Headquarters Operation cost of 1× the Operation cost printed on the Headquarters counter.

21 through 30 Activation Points: Level 2

If the Operation player will Activate 21 through 30 Activation Points, he is conducting a Level 2 Operation. There is a Headquarters Operation cost of 2× the Operation cost printed on the Headquarters counter.

31 or More Activation Points: Level 3

If the Operation player will Activate 31 or more Activation Points, he is conducting a Level 3 Operation. There is a Headquarters Operation cost of 3× the Operation cost printed on the Headquarters counter.

Time Multiples

The Operation player can purchase 14, 21, or 28 Days in which to conduct his Operation. When purchasing a 14-Day Operation, he spends 1× the Activation Point cost of each unit Activated. When purchasing a 21-Day Operation, he spends 2× the Activation Point cost of each unit Activated. When purchasing a 28-Day Operation, he spends 3× the Activation Point cost of each unit Activated.

Note: These multiples are not used in calculating the Level of the Operation, or whether or not a Headquarters cost must be paid.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paradrop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 Submarines

Players never pay a Time Multiple for Activating submarines, and submarines are never used in calculating Operation Level. A submarine unit always costs 1 Command Point to Activate, and it always remains Activated for the remainder of the *Month* (not the remainder of the Operation, as other units).

1 ACTIVATION IN THE REACTION PLAYER ACTIVATION PHASE

The Reaction player can Activate units only if there are Operation player units still Activated. The Reaction player is not obligated to Activate any units. If the Reaction player does wish to Activate units, he is limited by the Operation Level selected by the Operation player and by the Operational Intelligence Condition. The maximum Operation Level the Reaction player can Activate is listed below:

OPERATIONAL INTELLIGENCE CONDITION	OPERATION LEVEL			
	0	1	2	3
Surprise Attack	0	0	0	1
Intercept	0	0	1	2
Ambush*	0	1	2	3

*Including Ambush-CV.

The Reaction player Activates units in exactly the same way as the Operation player, using the Command Points from a single Linked, non-Interdicted Headquarters, determining Operation Level, paying Headquarters Operation costs, and so forth. The Reaction player does *not*, however, pay any Time Multiple. The units Activated in the Reaction Player Activation Phase are always Activated for 14 Days.

5 ACTIVATION IN THE JOINT ACTIVATION/DEACTIVATION PHASE

Each player can spend a maximum of 10 Command Points during this Phase to Activate combat units. The Operation player must apply his Time Multiple for the length of Operation he is conducting to any units Activated in this Phase.

Example: If the Operation player is conducting a 21-Day Operation ($\times 2$ Time Multiple), he would have to spend 4 Command Points to Activate a ground unit with an Activation cost of 2. He would not be able to Activate three units with Activation costs of 2 each in this case, since that would cost 12 Command Points, which is over the maximum 10 allowed.

The Reaction player simply pays the Activation cost of any units he Activates. A player can use only one Headquarters to Activate units in any given Activation Phase.

7 DEACTIVATION

An Operation ends at the instant there are no Activated units remaining (except submarines); this is the *only* way an Operation can end. Players are restricted in when they may Deactivate.

Contact Phase Deactivation. The Operation player can, at his option, Deactivate all of his units *before* the Reaction player has terminated the Operation player movement. In order to do this, the Operation player must Deactivate *all* of his units. In this case, the Reaction player can automatically become the Operation player in the next Operation (see Movement).

Penalty Deactivation. If a player exceeds his legal Operation time, and goes into Penalty time, he must pay Activation costs for all of his units. Units for which he cannot pay may have to Deactivate (see Penalty Time for details).

Joint Activation/Deactivation. Most Deactivation occurs during the Joint Activation/Deactivation Phase. Both players are entitled to Deactivate any of their units during this Phase (exceptions, see Amphibious Assault, Paratroop).

Air and ground units can be Deactivated where they may be (again, see Amphibious Assault and Paratroop). Naval units must occupy a port or anchorage in order to Deactivate. For details on failure to Deactivate, see Time. To show that a unit is Deactivated, see instructions on Force Displays.

Note: Ground units using withdrawal during the Joint Activation Phase can exit enemy-occupied hexes or re-embark on transports and Deactivate at the same time.

Operational Intelligence

Designer's Notes: The war in the Pacific was a series of operations conducted across the breadth of the theater in pursuit of strategic goals. The players, in the positions of the various Commanders in Chief conduct operations within the restrictions imposed by unit and resource (Command Point) availability. When an operation is initiated, the opposing player conducts an intelligence die roll that represents the various radio detection, call signal analysis, and breaking of the Japanese JN25 code achieved by the Allies. The result of the intelligence die roll determines whether the operation will be launched into a Surprise Attack, Intercept, or Ambush situation.

Surprise Attack was achieved by the Japanese in the beginning of the war, and it resulted in such notable operations as Pearl Harbor and the invasion of the Philippines. Intercept represents the condition prevalent throughout the war, in which the initiation of an operation was known to be brewing based on increased radio traffic and small snippets of information gleaned from lower security codes. Operations occurring in an Intercept-type condition include those resulting in the Coral Sea and Eastern Solomons battles. The Ambush condition occurred when the Japanese main code was broken, or when effective radio direction-finding techniques were used, resulting in such situations as those at Midway and the Battle for the Philippine Sea, respectively. All of these intelligence conditions dictate the degree to which the opposing player can react to an operation. A successful reaction will result in the enemy forces being intercepted prior to reaching their objective.

Unlike the Engagement and Battle Scenarios, players must determine the Operational Intelligence Condition each Operation in Campaign and Strategic Scenarios. During the Operational Intelligence Phase, the Reaction player refers to the Operational Intelligence Table and rolls the die, cross-referencing the die roll with his own Strategic Intelligence Level for this Month. The resulting Operational Intelligence Condition is kept secret from the Operation player until the Operation player has completed the naval movement portion of his Contact Phase. The Reaction player, once he has determined the Operational Intelligence Condition, places the appropriate Operational Intelligence Condition marker face-down on the Operation Display.

Note: Refer to the Operational Intelligence Condition section under Engagement and Battle Scenarios for the effects of Ambush-CV.

Demolition

Any Linked, Unbroken ground unit can attempt Demolition against an airfield, port, or Co-Prosperity Sphere Resource hex during the Demolition Phase. The ground unit must begin the Phase in the hex and no enemy ground unit can occupy the hex. To attempt Demolition, the unit must pass a Troop Quality Check. If the unit passes the Check, the Demolition is successful; if the unit fails the Check, the Demolition has no effect. A successful Demolition against a port or airfield Interdicts the installation. A successful Demolition against a Co-Prosperity Sphere hex demolishes the hex; place a Demolished marker. Only one Demolition attempt can be made in a hex in a single Demolition Phase.

0 Optional Rules

The following rules can be used separately or in conjunction with one another. Most of the optional rules given here can be used in any of the scenario types, upon the agreement of both players.



1 JAPANESE KRS SUBMARINE

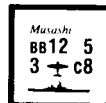
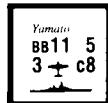
The Japanese have one KRS submarine, which has no combat capability, but acts as a special refueling point for Long Range Air units. One LRA unit can fly up to its full range (16 hexes) to a Coastal or Restricted water hex containing the KRS submarine unit and no enemy units of any type. The LRA can then search any one hex within 8 hexes of the KRS unit. Upon completing its Search attempt, the LRA returns to its original airfield.

Example: The KRS submarine unit is in hex 2956 (French Frigate Shoals) and an LRA unit is in hex 2942 (Wake Island). During a Movement Phase, the LRA flies 14 hexes to French Frigate Shoals and conducts a Search into hex 2860 (Oahu), which is 5 hexes from French Frigate Shoals. After completing its Search attempt, the LRA then flies 14 hexes back to Wake Island in the same Phase.



JAPANESE STO SUBMARINE

The Japanese have an STO submarine, which has a limited search capability due to the seaplanes it carries. In a Strategic Scenario in December 1941, if the STO unit is in any hex on the East Mapedge, the Japanese player can immediately declare that this unit is bombing the Panama Canal (off map). After declaring the attack, the Japanese player rolls the die twice. If he rolls 2 consecutive zeroes, the locks of the Panama Canal are considered damaged, and all US reinforcements scheduled to arrive from January through December 1942 are delayed one Month. All other results are a failure, and the STO unit is eliminated. This is the only time that this attack can be declared during the game.



YAMATO AND MUSASHI

Besides being the world's largest battleships, the *Yamato* and the *Musashi* were also the headquarters of the Combined Fleet during much of the war. Neither ship can be Activated unless the Combined Fleet Headquarters is used for Activation during that Phase; both can then be Activated.

DUMMY TASK FORCES

Upon the initial Activation of naval units (during the Operation or Reaction Activation Phase), a number of dummy Task Forces can be created. The total number of dummies depends on the level of the Operation:

- Level 0: 2 dummies
- Level 1: 4 dummies
- Level 2: 6 dummies
- Level 3: 8 dummies

The dummies can be placed in any friendly Linked, non-Interdicted port during the player's Activation Phase. Once Detected, a dummy is removed for the remainder of the Operation. No new dummies can be created during the Operation.

Note: Dummies cannot conduct Searches.

DEFENSIVE PILOT SKILL

If an air unit attacks an enemy air unit of superior Status Level, the difference in their respective Status is subtracted from the attacking unit's Air Combat Strength after all other modifiers have been applied.

Example: If an L0 air unit is attacking an L2 air unit, the L0 air unit subtracts 2 from its Air Combat Strength.

EXTENDED FIGHTER RANGE

Japanese 1E non-CV-capable air units with L2 Status Level can add 2 to their range when escorting or conducting Air Supremacy missions. Allied 1E non-CV-capable air units with L2 Status Level can add 4 to their range when escorting or conducting Air Supremacy missions. The term "escorting" in this context indicates that the 1E air unit extending its range can engage only in Air Combat or airfield strafing.



US FOUR-ENGINE BOMBER TOUGHNESS

All US 4E air units of Status Level L0 or L1 are treated as L2 units for target purposes only. When they attack using air combat, they are treated as their normal Status.

Note: This rule must be used in conjunction with the Defensive Pilot Skill optional rule.

ALLIED FOUR-ENGINE AIR UNIT SEARCH

An Activated Allied 4E air unit that does not fly on an air mission during a Battle Cycle can be used as an LRA for search purposes, but cannot utilize the LRA night attack option (see below).



LRA NIGHT ATTACK

If an Allied LRA Detects a Japanese naval unit, the LRA can launch a night naval strike. Only the actual target naval unit within the Task Force can fire flak. If the flak scores one or more Hits, the LRA is eliminated. If the flak scores no Hits, the attack is conducted on the 1-Engine Air vs. Naval line of the Air/Naval Combat Results Table, with an attacking Strength of zero.



STRATEGIC BOMBING FIGHTER ESCORT

In April 1945, the Allied player receives a special (6)1E-L2 air unit, the P-51. This unit can receive only L2 replacements. It can engage any Japanese 1E air unit in a hex attacked during the Strategic Bombing Phase. It is always considered Activated and it uses the Coordinated Strike vs. CAP column of the Air/Naval Combat Results Table. If no 1E enemy air unit is present in a hex, then a strafe attack is conducted against any Japanese airfield within range during the Strategic Bombing Phase. This air unit receives replacements normally, as any other air unit. During Air Missions Phases, this unit can be Alerted and conduct CAP, but can perform no Missions.

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.

0 NIGHT COMBAT

The Strength of naval units is modified, based on the current Strategic Initiative situation, during naval combat when the Lighting Condition is night or dusk, during Naval Combat Phases 2 and 3.

- Japanese add 1 to their Gunnery and Torpedo Strengths when the Japanese have Strategic Initiative or neither player has Strategic Initiative. For purposes of this rule, Strategic Initiative for non-Strategic Scenarios is as follows: ENGAGEMENT SCENARIOS 1-4 (Japanese Initiative); ENGAGEMENT SCENARIO 5 (Allied Initiative). BATTLE SCENARIOS 1-3 (Japanese Initiative); BATTLE SCENARIOS 4-6 (No Initiative); BATTLE SCENARIOS 7-8 (Allied Initiative). CAMPAIGN SCENARIOS 1-3 (Japanese Initiative). CAMPAIGN SCENARIOS 4-6 (No Initiative).
- Japanese add nothing to their Gunnery and Torpedo Strengths when the Allies have Strategic Initiative.
- Allies add 1 to their Gunnery and Torpedo Strengths when the Allies have Strategic Initiative.
- Allies add nothing to their Gunnery and Torpedo Strengths when neither player has Strategic Initiative.
- Allies subtract 1 from their Gunnery and Torpedo Strengths when the Japanese have Strategic Initiative.

RADAR AND IMPROVED AIRCRAFT INTERCEPT DOCTRINE

Subtract 2 from all Allied Search die rolls from January 1943 until the end of the game. Subtract 1 from all Japanese Search die rolls from January 1944 until the end of the game.

ALLIED FLOAT PLANE DOCTRINE

Allied naval units with spotter planes cannot conduct Searches beyond the hex they occupy until the Allies have Strategic Initiative of any level. Once they have attained Strategic Initiative, they can use spotters throughout the remainder of the game, even if the Initiative reverts to the Japanese again.

ALLIED ASW SWEEPS

From January 1943 on, US DD and DE units can conduct ASW sweeps. To do so, the DD/DE must enter a hex containing a Japanese submarine and no other Japanese unit, and the Japanese submarine unit must decline to attack. The ASW naval forces roll a die and, if the result is greater than zero and equal to or less than the number of submarines in the hex, that number of submarines can be attacked. The combat is conducted normally, using the Naval vs. Submarine line of the Air/Naval Combat Results Table. At the conclusion of the ASW attack, any surviving submarines that were attacked can attack the ASW naval units using the normal submarine attack procedure.

ARMOR ADVANTAGE

Throughout the game, a side in a ground combat situation that possesses armor may be eligible to shift the column used on the Ground Combat Results Table by one column. Excluding all US ground units, in any combat where one side has an armor unit and the other has none, the side with armor can shift the column; in situations where both sides have armor, there is no shift. US units are all considered to have armor for defensive purposes; no Japanese unit can ever shift in a combat against a US ground unit. This built-in US armor does *not* allow the US unit to shift; the US unit must actually have an armor unit (and the opposition must have none) to shift the combat.

FIGHTER PATROL

During the *Advantage* Air Mission Phase, Advantage air units can undertake Ferry missions to another hex that is not more than half their Range away, where it can conduct CAP during the Disadvantage Air Mission Phase. No more than one air unit per hex may fly Fighter Patrol in a hex, but other air units based in the hex can also perform CAP. Note that the Fighter Patrol unit need not be Alerted; it automatically conducts CAP whether an incoming enemy Air Mission is Detected or not.

JAPANESE BARGES/ALLIED PT BOATS

During Strategic Transport Phases, the Japanese can move one Division (or equivalent) from a shoreline hex across *one* hexside of water into another shoreline hex. This is not considered Amphibious Transport.

During each June, the Allies receive one "hex" of PT boats, which the Allied player secretly assigns to a friendly-occupied hex. Whenever a Japanese unit attempts to use barge movement (see above) into a hex containing PT boats, the Japanese unit loses one Step. The Allies can re-deploy their PT boat hexes each Reinforcement Phase.

MIDGET SUBMARINES

During the Strategic Scenarios, the Japanese player can declare a maximum of two Midget Submarine attacks against non-Activated Allied naval units in Port. To conduct a Midget Submarine attack, the Japanese player must have at least one submarine Step in an enemy Port hex. To resolve the attack, roll the die; if the Japanese player rolls a zero, one naval unit — of the Japanese player's choice — in the Port receives one Hit (not a Critical Hit). After the second Midget Submarine attack, there are no more.

SPECIAL FORCES RAIDERS

Special Forces ground units can be used as normal ground units, or they can be used as Raiders. When a Special Forces unit conducts a Raid (one-unit maximum), it can disembark in or enter an enemy-occupied hex to conduct combat (no Amphibious Assault Troop Quality penalty) and uses the 1-5 Steps line of any combat result, regardless of the forces present. After the combat, if the Special Forces unit survives, it is immediately embarked or exited from the hex. If the Special Force unit eliminates all enemy ground units in the hex, all installations and Co-Prosperity Sphere Resource Points in the hex automatically suffer the effects of Demolition.

TIRPITZ

During the January 1944 Reinforcement Phase, the Japanese receive the German battleship *Tirpitz*, provided they have Strategic Initiative.

CVS/CVL CONVERSION

Japanese CVS2 *Chitose* and CVS3 *Chiyoda* can be converted to CVL8 *Chitose* and CVL9 *Chiyoda*. To do so, the Japanese player must leave one or both of the CVS's in a functioning Japanese Repair Yard for 6 consecutive Months. If the unit is damaged prior to conversion, it must have all Hits repaired *before* beginning the 6-Month conversion process. If the conversion process is interrupted for any reason, it must begin again.

0 Solitaire Guidelines

To play *Pacific War* solitaire (other than the specifically solitaire-designed Engagement Scenarios), use the rules normally except as indicated otherwise below.

All Operation player movement during his Contact Phase should be pre-plotted. The Operation naval units can be forced to cease their movement prior to the conclusion of their movement plot only by a successful Reaction search, regardless of the Intelligence Condition.

In the Campaign and Strategic Scenarios, the Operational Intelligence Condition is determined only when a successful search is made against the Operation units.

To conduct Command Point bidding during the Operation Player Determination Phase, use the following Bidding Table. Compare the difference in Command Points available to each side, and use the highest applicable column that expresses the difference between the higher and lower totals.

Example: If the Allies have 284 and the Japanese have 140 Command Points, use the 2× column.

The side determined on the Table conducts the Operation at any amount of Command Points you wish.

3 SOLITAIRE BIDDING TABLE

COMPARISON OF HIGHER-TO-LOWER COMMAND POINT TOTALS

DIE	1 to 10	11 to 20	21 to 30	2×	3×	4×
0-4	H	H	H	H	H	H
5	L	H	H	H	H	H
6	L	L	H	H	H	H
7	L	L	L	L	H	H
8	L	L	L	L	L	H
9	L	L	L	L	L	L

H: Higher total conducts Operation. L: Lower total conducts Operation.

Miscellaneous Hits Chart

The following chart is provided as a reminder of how various types of damage affect miscellaneous targets (targets other than combat units).

TARGET TYPE	HIT CAPACITY	EFFECT
OSB	5	Eliminated
Construction	5	Eliminated
Small Airfield	5	Interdicted
Large Airfield	10	Interdicted
Port	15	Interdicted
Co-Prosperity	Demolition only	Demolished
Homeland Hex	Strategic Bombing	Reduction

Reference Index (see Contents, page 3, for primary rules pages). Abort, 26R-0. Airbases, 7R-3. Air Combat, 26L-6. Air Mission Conclusion, 28R-6. Air Mission Preliminary, 25R-0. Air Replacements, 49R-4. Air/Sea Rescue, 28R-2. Air Strike, 27L-3. Air Units, 6L-7. Air Unit Reorganization, 28R-7. Alert, 26L-1. Allied Submarine Priority, 44L-6. Amphibious Transport, 22L-0. Atom Bomb, 43R-9. CAP, 26R-3. China, 36R-2. Command Links, 45R-0. Coordination, 25R-2. Cripples, 23R-5. Deactivation, 33L-7, 53L-7. Detection, 22R-4. Doolittle Raid, 43R-8. Dutch East Indies, 36R-0. Emergency Command Links, 45R-8. Entry Hexside, 19R-0. Exiting the Map, 21R-7. Ferry, 28R-4. Flak, 26R-7. Force Markers, 10L-2. Fortifications, 8L-5. Future Operations, 45L-7. Ground Replacements, 49L-9. Ground Step Loss, 32R-4. Ground Units, 5R-8. Ground Unit Reconstitution, 49R-2. Ground Unit Withdrawal, 33R-0. Headquarters, 34R-3. Headquarters Operation Cost, 52R-3. India, 36R-1. Interception, 26L-4. Interdiction, 11L-5. Isolation, 47L-7. Japanese Escort, 44L-4. Kamikazes, 29L-0. Malaya, 36R-6. Map Definitions, 9L-5. Naval Combat Determination, 29L-9. Naval Units, 6R-6. Naval Withdrawal, 30L-7. Offensive Support Base, 34L-6. Overrun, 19R-2. Paratroop, 28L-6. Ports, 8L-3. Range Determination, 30L-2. Reconnaissance, 22R-7. Resource Hexes, 35R-8. Retreat, 31R-6. Siege, 32R-7. Simultaneous Strike, 28L-3. Stacking, 19R-6. Strafe, 28L-1. Submarine Units, 7L-8. Task Force Markers, 10L-6. Time Multiples, 52R-7. Troop Quality, 32R-1. USSR, 36L-5.