

# “Remember Pearl Harbor” Political Variant

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The aim of this variant is to allow all campaign games to continue through Turn 12, while ensuring balance and eliminating disproportionate benefits from certain types of ahistorical play.

## War Progress and Victory Hexes

War Progress is quantified in terms of Allied and Japanese victories each turn. Victories are recorded on the map with an appropriate number of rotated control markers. If a hex containing victory markers is subsequently captured by the opponent in the same turn, all friendly victories in the hex are lost (and opposing markers are placed, if eligible).<sup>1</sup>

Capture of an enemy port during an offensive (by any means) is one victory. Capture of an enemy-controlled named location by Amphibious Assault or ground battle (but not in the National Status Segment, or due to special effects of an event) is one victory (thus, if the hex is also a port, two victory markers would be placed). Defeat of an enemy Amphibious Assault (in air/naval or ground combat) or ground attack on a friendly named location is one victory. If one or more US divisions or corps are eliminated during an Allied offensive, none of the hexes captured are marked as victories.

During the National Status Segment, count the net number (Allied – Japanese) of victory markers on the map, and mark it on the Strategic Record Track using an appropriate chit. Victory markers in hexes that cannot trace a normal supply path to a friendly HQ of any nationality during the National Status Segment are ignored. Allied-controlled hexes that start Turn 4 out of supply do not qualify as Japanese victories when captured (even if ports or battle hexes) unless reinforced by the Allies in the interim.

Successful submarine warfare and strategic bombing attacks also contribute to Allied War Progress. During the Strategic Warfare Phase, use the “Strategic Bombing” marker provided with the game to record the total number of successful B-29 attacks on Japan this turn (if any) and add one if submarine warfare was successful.

Instead of the automatic Political Will penalties for US casualties and failing to capture a fixed number of hexes, a War Progress die roll is made at the end of each Political Will Segment starting with Turn 4. The Allies add US Political Will to the net victory marker total and strategic warfare victories (as currently recorded on the appropriate tracks) to get a Political Value. Roll a d10, add the current War in Europe level, and compare the result to this value. If the modified die roll is greater, the Allies have failed to make sufficient War Progress and US Political Will is reduced by one. If the modified roll is less than the Political Value, the Allies have succeeded. They receive a bonus card, and the *Tojo Resigns* card must be played as an event (if drawn), during the next turn. If the modified die roll is equal to the Political Value, there is no effect (no Political Will penalty, no bonus card, and *Tojo Resigns* may be played as an event, as OC, or discarded in the next turn). Mark the most recent War Progress die roll result by rotating the US Political Will marker up (success), down (failure) or sideways (tie)<sup>2</sup>



## Allied Hand Size

Starting with the Strategic Warfare Phase of Turn 5, the Allied hand size is variable. Determine the Allied Political Value by adding the current US Political Will, the net victory marker total recorded in the previous National Status Segment, and the number of Strategic Warfare victories for the current turn. This is the base Allied hand size. It may not be less than 4 cards or greater than 7 cards. Then add one bonus card (up to the maximum of 7) if the most recent War Progress roll was successful. The Allied hand size is not reduced (apart from Political Will effects) for surrender of Australia, India or China.

## Political Will

Starting Political Will is bid to determine sides (16.49B); +8 should be about right.

Political Will losses for conquest of the Dutch East Indies, Burma, the Philippines and Malaya, occupation of Alaska or Hawaii, and Strategic Naval Situation are reversible - during a Political Will Segment when the condition in question is no longer applicable, lost Political Will is restored. Political Will losses for War Progress rolls, political events and surrender of India, Australia or China are permanent. Successful strategic bombing attacks do not increase US Political Will directly, but do add to Allied victory totals.<sup>3</sup>

Occupation of Hawaii and Alaska may occur any number of times and there is no delay for Alaska. The maximum penalty that may apply at any time is a 1-point reduction of Political Will for each area, when Japanese-occupied during a Political Phase.

Australia is isolated if Australia has not surrendered and Oahu is Allied-controlled, but the Allies cannot trace a valid supply path of any length from an Australian port, or Noumea, to Oahu. If Australia is isolated during a Political Will Segment, US Political Will is reduced by one (reversibly, as for occupation of Alaska and Hawaii).

Isolation of Australia and occupation of Hawaii or Alaska after the *Tojo Resigns* event are ignored. If isolated/occupied when *Tojo Resigns*, the effects continue until reversed.

There is no automatic Japanese victory if US Political Will falls to zero; instead:

- The US Political Will level affects the Allies ability to meet their War Progress requirement each turn.
- The US Political Will level affects the Allied hand size each turn, during the Strategic Warfare Phase.
- US Political Will must be greater than zero at the end of the game (along with other requirements) for the Allies to win without controlling every hex of Honshu.

## War in Europe<sup>4</sup>

War in Europe levels delay or divert Allied reinforcements and ASPs normally, but effects on Political Will and the Allied hand size are replaced by War Progress die rolls. A pro-Axis War in Europe level makes it harder for the Allies to meet their War Progress requirement each turn. The War in Europe level must be zero to play the “red” *Soviets Invade Manchuria* event. It must also be 0 at the end of Turn 12 (along with other requirements) for the Allies to win without controlling every hex of Honshu.<sup>5</sup>



## **Tojo Resigns**

If held, *Tojo Resigns* must be played as an event if Japan drew a minimum hand for the present turn, OR if the most recent Allied War Progress die roll was successful. If neither condition which forces play of *Tojo Resigns* is met, it may be played as an event, or it may be used as OC or discarded (triggering a reshuffle).

## **Soviets Invade Manchuria**

If held, the “red text” event must be played if the War in Europe level is zero AND *Tojo Resigns* has occurred. If the conditions which force play of *Soviets Invade Manchuria* are not met, the card may only be played as the “black text” event, as OC, or discarded (triggering a reshuffle). In addition to the effects listed on the card and in the rules, the “red text” event reduces US Political Will by 2 and eliminates all Japanese ground units in Korea.<sup>6</sup>

## **Victory Conditions**

The Allied player wins an automatic victory by controlling every hex of Honshu by the end of Turn 12 and forcing Japanese surrender. There is no “blockade” victory.

If the Allied player does not win an automatic victory by the end of Turn 12, he wins if ALL the following conditions are met at the end of the game:

- The *Tojo Resigns* event has been played.
- The “red text” *Soviets Invade Manchuria* event has been played.
- Japan cannot trace a valid supply path of any length from a Home Islands port to a Japanese-controlled resource hex.
- A B-29 unit ends the game in a supplied airbase within eight hexes of Tokyo.
- The War in Europe level is zero.<sup>7</sup>
- US Political Will is greater than zero after the final Political Will Segment.<sup>8</sup>

The Japanese player wins if the Allied player does not satisfy either victory condition.

## **Acknowledgements**

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<sup>1</sup> A number of victory markers may reside in a single hex, like Guadalcanal, by the end of a turn.

<sup>2</sup> Making War Progress variable prevents manipulation of an arbitrary threshold. The more the Allies take (or Japan holds), the better they do, but neither side knows exactly how many victories are “enough”.

<sup>3</sup> Throw-away invasions of Alaska and Hawaii have disproportionate impact under the standard rules. This change also makes it important to reconquer/hold the Philippines, Burma, Malaya and Dutch East Indies.

<sup>4</sup> All references to “War in Europe level” mean the “macro” level, running from 0 to 4.

<sup>5</sup> In the standard rules, there is little incentive to worry about the WiE level (unless extremely pro-Axis). Now there are penalties if Germany is not defeated in a historical time-frame.

<sup>6</sup> Soviet intervention makes the US more amenable to ending the war quickly, before Soviet influence spreads to Japan, or further into mainland Asia. It also makes the Japanese more desperate to offer terms.

<sup>7</sup> If Germany were not defeated, the limited supply of atomic bombs would have been used in Europe.

<sup>8</sup> A normal War Progress die roll is made at the end of Turn 12. The Allies might back down from their unconditional surrender demands at the last minute.