PACIFIC VICTORY™
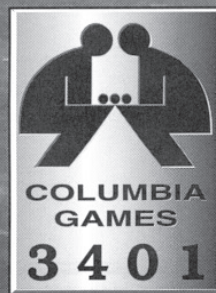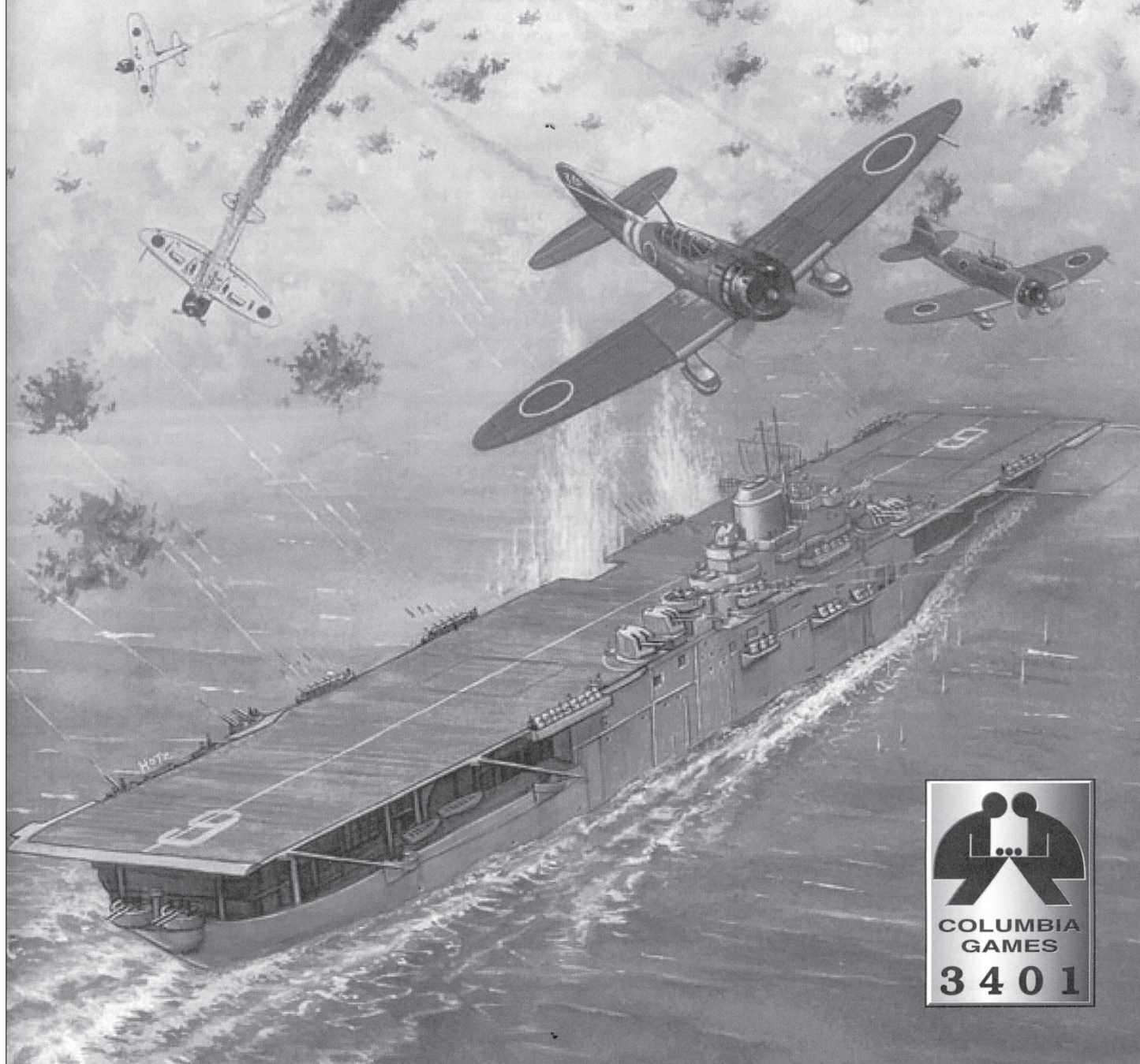
WAR IN THE PACIFIC 1941-45

INTRODUCTION

Pacific Victory is an exciting, fast-paced wargame simulating the Pacific Theater of WWII. Although based on our game VICTORY, there are many rule differences to accommodate game scale and history.

Map & Units

The map covers roughly one third of the Earth, from North America to India, and Alaska to New Zealand. The vastness of the Pacific Theater is remarkable; on this scale, New York to Paris is four hexes!

Military units are represented by blocks which provide elegant mechanics for *Fog of War* and *Step Reduction*. A self-adhesive label must be attached to each block, *Japanese* labels on the orange blocks and *Allies* on the blue blocks.

Scenarios & Victory

Players have the option to play one of three games: **1941, 1942,** or **1943.** Historical locations and unit strengths are given for each game-year, although these can be adjusted with a *Free Deployment* option.

Each scenario has the *same* victory conditions. The game is played until one side wins a *Decisive Victory,* or until the **Jun/45** turn is played when Victory Points determine a winner.

Game Turns

Pacific Victory is played in Game Turns that simulate three (3) months of war. To start each Game Turn, an initiative dice roll is made. The winner can choose to play *first* or *second*. **Player 1** moves any/all blocks, then **Player 2** does the same, except units that have been attacked are pinned and may not be able to move.

Units that enter an enemy occupied hex are attacking. Combat is resolved in a unique interactive system. After all battles have been resolved, units check supply and reinforcements are added. This ends the game turn.

Supply & Production

The last step in a Game Turn is a *Logistics Phase* when the supply status of units is determined, and replacements are received. Replacements do not arrive on a rigid historical schedule; players can, within limits, build as they wish.

GAME TURNS

Each Game Turn has five phases:

[1] Initiative

Both players roll two (2) dice. The player with the *higher* total wins the Initiative and has the *option* to play First <u>or</u> Second. Allied player wins ties.

[2] First Player Move

Player 1 moves friendly units. There are three possible types of movement: Strategic Moves, Rebase Moves, and Operational Moves which must be completed in that order.

[3] Second Player Move

Player 2 repeats Step [2]. Units can make any legal move such as reinforcing a battle or starting a new battle. In Battle Hexes, some defending units (equal to the number of attacking units) are pinned and cannot move; excess units can move out of a Battle Hex. See 4.4.

IMPORTANT: Player 2 has some restrictions on Strategic Attacks (4.9) and cannot Rebase to a Battle Hex.

[4] Combat Phase

Combat occurs when either player moves units into an enemy occupied hex. Battles are now resolved, one by one, in any sequence desired by **Player 1**.

[5] Logistics Phase

Both players, simultaneously:

(A) Check supply status of units. Unsupplied units cannot receive replacements and take supply attrition.

(B) Determine available Production Points (PP) and build new units or add steps to existing units.

A new *Game Turn* now begins with an Initiative dice-roll.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, and suggestions to help you understand and enjoy *Pacific Victory*.

The sidebars also contain a number of **Optional Rules,** each identified with a checkbox ☐ symbol. It is best to ignore all optional rules until you are familiar with the game.

Game Scale

Ground units are *Corps* (Allies) or *Armies* (Japan), but each step for both is *roughly* a Division. Air units are *Airforces* (Allies) or Air Divisions (Japan), each step representing 50-100 planes. Naval units are Divisions, each step representing one capital ship or two to four light ships. All surface ships are assumed to have an escort of about four destroyers per step. Map scale is 600 miles per hex. Game turns are 3 months long.

Fog of War

Fog of War is one of the most exciting aspects of *Pacific Victory.* Except when fighting a battle, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never certain of the strength or identity of an enemy unit. Just like all successful generals and admirals, you must be bold and decisive in an atmosphere of doubt and deception.

Initiative

Because initiative is randomly determined your opponent may get two turns in a row. That is, the player moving second in a Game Turn may move first in the *next* Game Turn. You can never be assured that an opponent will patiently await your attack; he may attack first, or move away and frustrate your plans.

Allied Code Breaking

The Allies had superior code-breaking techniques to the Japanese. To reflect this, the Allied player wins ties for Initiative, a significant advantage.

2.0 THE MAP

The map has a hexagonal grid (hexes) to regulate movement and the location of units. Terrain features in hexes affect stacking, movement, and combat. *Hexsides* often have different terrain to that of a hex, an important distinction for movement into combat. Two types of terrain may appear in the same hex or hexside, but one type dominates; if ambiguous assume the most restrictive terrain.

2.1 Terrain Types

Terrain types are identified on map.

Clear: Hexside Limit 2

Desert: Hexside Limit 1.

Jungle: Defense D2. Hexside Limit 1. One jungle hex in southern New Guinea is *impassable* to Ground units.

Mountain: Defense D2. Hexside Limit is 1 along a rail line, but otherwise *impassable* to Ground units.

Coastal: Coastal and island hexes with a stacking limit of six (6) naval units. Ground and Air stacking depends on base size.

Sea: Open sea hexes also with a stacking limit of six (6) naval units. Ground and Air units can not occupy them.

Rivers: No effect on play.

2.2 Bases

All settlements on the map are *bases*, color-coded for *original* ownership:

Orange:	Japanese
Yellow:	Chinese (unplayable)
Blue:	Allies *American*
Red:	Allies *British/India/Anzac*
Green:	Allies *Dutch*

Dutch bases are British controlled. Allied bases are *friendly* to all Allied units.

2.21 Major Bases

Bases with hexagonal symbols are *Major*.

2.22 Minor Bases

Bases with a round symbol are *Minor*.

Base size has a crucial effect on game-play. Major bases provide *double defense* to Ground units, have higher stacking limits, and are essential to form supply chains.

2.22 Economic Centers

Major or minor bases containing a number. These indicate significant production facilities and war resources such as nickel, oil, rice, rubber, timber, and tin. The total value of all centers on the map is 49PP.

2.23 Home Bases

Home Bases are Major bases in the home country. New units **must** be built in Home Bases, and steps are built in them for normal cost. They are also the ultimate Supply Source(s) for each country.

Japan: *Kure, Tokyo, Hakodate.*

USA: *Seattle, San Francisco, San Diego, Panama.*

Britain: *South Africa.*

NOTE: Reference points like Marcus Island and French Frigate Shoals are **not** bases. Air and Ground units cannot occupy these hexes.

2.3 Map Boxes

The Allies have two Map Boxes, *Panama* and *South Africa*, that represent off-board areas. They are *Economic Centers* and *Home Bases* which **cannot** be attacked or blockaded by Japanese units. Map boxes have unlimited stacking. Movement to/from a Map Box requires Strategic Movement (4.81).

Panama represents the eastern USA and is one of four Home Bases for American units. **New** American *Naval* units **must** be built at *Panama*.

South Africa is the Home Base for all British units, including Anzac and Indian units.

NOTE: USA units may trace supply to South Africa, and British units may trace supply to Panama. However, units dependent on this "cross-supply" cost more to build (7.15).

2.4 RAIL LINES

Rail lines are shown in red on the map. Rail Lines are used to trace supply (avoiding step losses) if sea supply is blockaded, and allow units to move through mountain hexsides.

China & Manchuria Front

The Japanese controlled Korea, Manchuria (Manchuko), and the Peking and Shanghai hexes throughout the war. The China front has been omitted from the game because the map scale cannot reflect this sluggish war.

All hexes in China, Mongolia, Tibet, and the USSR are unplayable for Air and Ground units. Players may move naval units and trace sea supply along this coast but units may not end their move there. Note: the hexes with Formosa, Hainan, and Harbin are fully playable.

Hainan and Formosa

Units occupying the island bases of Hainan and Formosa are also deemed to be occupying the mainland and can move to adjacent hexes by land.

Siam Coasts

The Siam hex has two coasts which are not directly connected. Naval units located in this hex are deemed to be on the south (Bangkok) coast unless otherwise stated. All naval activity such as Sea Invasions, Shore Bombardments, and Blockades against the west coast must be clearly defined and these may ignore defending naval units on the other (south) coast.

Supply lines for Naval units cannot be traced across the land portion of the hex.

Mountain Hexes

The following hexes are mountain: *Attu, Dutch Harbor, Juneau, Prince Rupert, Seattle, San Francisco, Hakodate, Tokyo, Kure,* and *Christchurch*. Other mountain hexes, such as *Tibet*, are unplayable.

New Guinea

The New Guinea hex marked **Impassable** is an inhospitable environment for Ground operations. Naval units can occupy or pass through this hex

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3.0 UNIT TYPES

Military units are represented by blocks which provide game mechanics for *Fog of War* and *Step Reduction*. Units have one to four strength levels. *Current* strength is shown by the number on the *top edge* when a block is standing **upright** facing the owning player. The enemy player cannot tell a unit's type or strength.

3.1 Air Units

Air units assume a mix of fighters and bombers. Each step is 50-100 aircraft. Air units can attack all target groups and activate first in combat.

Naval Air (NA)
L*and-based* Naval aircraft, used only by the Japanese. NA move one (1) hex and have firepowers of A2, N3, G1. Cost is 3PP per step.
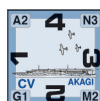
Army Air (AF)
L*and-based* Army aircraft. AF move one (1) hex and have A2, N2, G2 firepowers. Cost is 2PP per step.

3.2 NAVAL UNITS

Each type of naval unit (except submarines) *includes* an escort of about four Destroyers per step. *Battleship* and *Carrier* blocks have named classes.

Carrier (CV)
Each step is 1 fleet carrier, or 2-3 light carriers. They move 2 hexes and have **intrinsic air** strength of A2, N3, and G1 firepowers against enemy units in the *same* hex. *Elite* CVs have higher firepowers. CVs cost 5PP per step.

Submarine (SS)
Each step represents 8 submarines. They move 2 hexes and have the ability to move, retreat, and trace supply **through** enemy controlled hexes and enemy units. SS cost 3PP per step.

IMPORTANT: *Allied submarines have firepower **0-1-0** until Sep43.*
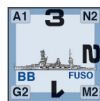
Battleship (BB)
Each step is one battleship. BBs move 2, and fire A1 (flak), N2 (naval combat), or G2 (shore bombardment). *Elite* BBs have higher firepowers. BBs cost 4PP per step.

Cruiser (CA)
Cruisers move two (2) hexes and fire N1 or G1. They cost 2PP per step.

3.3 GROUND UNITS

Each Ground unit represents a Japanese Army or an Allied Corps, but in both cases each step is a division. Ground units outrank Air and Naval units for hex control of land and coastal hexes. There are two types: *Marines* and *Infantry*.

Marines (MA)
Marines move 2 hexes (at sea) and 1 hex on land. Unlike infantry, they conduct *Sea Invasions* as a normal move but cannot remain at sea from turn to turn. They fire before Infantry in combat and cost 3PP per step.

US Marines have G3 firepower, reflecting *Marine Air* attached to their divisions.

Japanese marines, more properly called *Special Naval Landing Forces,* have a maximum strength of 1CV or 2CV.

Infantry (IN)
Infantry can occupy and move through base hexes, but can only move across Sea hexsides using a *Strategic Move (4.8)*. Infantry cannot end any move on a Sea hex.

Infantry steps cost 1PP. The Japanese have *seven* one step infantry **Garrisons** (GA) that cost 1PP each. Garrisons move and fight like normal infantry.

IMPORTANT: *Indian Infantry are restricted to India, Andamans, Ceylon, Burma, Indochina, Siam, and Malaya.*

Strategic Headquarters (SHQ)

Each side has one (1) *Strategic Headquarters (SHQ)* which must be activated to obtain Strategic Movement. SHQs cannot move, do **not** count for stacking, have no firepower, and do not take hits in combat and can still activate if pinned. The Japanese SHQ is eliminated if *Tokyo* is captured by the Allies. SHQs cost 5PP per step.

EXCEPTION: *An SHQ is not eliminated when it uses its last step (it remains at 1cv).*

Unit Data Chart

UNIT	MOVE	A–N–G	COST
Naval Air	1	2–3–1	3PP
Army Air	1	2–2–2	2PP
Carriers[1]	2	2–3–1	5PP
Submarines[2]	2	0–2–0	3PP
Battleships[3]	2	1–2–2	4PP
Cruisers	2	0–1–1	2PP
Marines	2	1–0–3	3PP
Infantry[4]	1	1–0–2	1PP

[1] Elite carriers *(Essex)* have firepower **3-3-2**, but these cannot be built until 1943. Cost is unchanged.
[2] *Allied* submarines have firepower **0-1-0** until Sep43.
[3] *Elite BBs* have firepower **2-3-3** (*Yamato* is **2-4-3**). Cost is unchanged.
[4] Japanese Marines (SNLF) fire 1-0-2.
[5] Japanese Infantry Garrisons also cost 1PP.

Firepowers (A–N–G)

Units can have rated firepowers for Air (A), Naval (N), and Ground (G) combat. Firepower and Move ratings are noted at the four corners of each unit label:

AIR Firepower — **NAVAL** Firepower — **GROUND** Firepower — **MOVE** (Hexes)
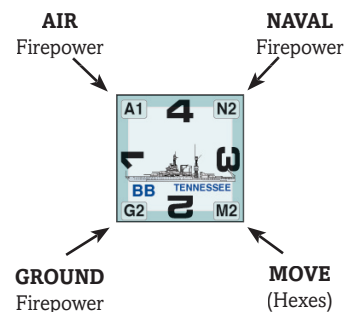
Combat Value (CV)

CV is a measure of a unit's strength. Units fire by rolling dice equal to their current CV, meaning a 3CV unit fires 3 dice. The current CV of a block is the number on the **top** edge of the block label from the owner's point of view. Do not confuse this term with the abbreviation for a Carrier which is also CV.

Step Reduction

The strength of a block can vary between 1CV and 4CV; some units have a lower maximum strength. For each hit taken in combat, strength is reduced by rotating the block 90 degrees *counter-clockwise*. The diagram below shows the *same* BB unit at 4CV, 3CV, and 2CV.

4cv 3cv 2cv

4.0 MOVEMENT

Players can move any/all friendly units. Each unit has an operational movement rate of one or two hexes per turn. Half-hexes are fully playable. Each unit can move only *once* per turn.

4.1 Stacking Limits

Stacking is the maximum number of blocks you may have in a hex (their actual strength is **not** relevant). Base size, major or minor, controls stacking.

Stacking applies *after* all movement is completed; you may overstack during movement. In Battle Hexes stacking limits apply to **each** player.

Air Stacking

Minor Base: 1 unit.
Major Base: 2 units.
These limits apply to air units on the Ground. The stacking limit for air units in *combat* is always two (2) units.

Naval Stacking

Naval Stacking is six (6) units in any coastal or sea hex.

Ground Stacking

Minor Base: 1 unit.
Major Base: 2 units.

IMPORTANT: *Ground units cannot occupy a non-base hex.*

4.2 Hexside Limits

The Hexside Limit is the *maximum* number of **Ground** units that may cross a hexside **into a battle.** The limit is *ignored* for non-combat movement. The limit is either 1–2 Ground units depending on *hexside* terrain. Hexside Limits apply only to Ground units moving by land. **Air/Naval units ignore** them, as do Ground units moving amphibiously.

The limit is *two (2)* units per *Clear* hexside, and *one (1)* unit per *Jungle* or *Desert* hexside. *Mountain* hexsides are **impassable** except along a railway (limit of one unit).

4.3 Hex Control

Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled. All units *control* the hex they occupy.

EXCEPTION: *Submarines never control the **land** portion of a coastal hex. They cannot capture or control an enemy base.*

Vacant sea hexes are neutral, as are hexes without a base. Neutral hexes do not affect movement or supply.

Movement *through* hexes does NOT change control.

4.31 Base Control

Bases are friendly to their original owner, even if vacant. A base is **immediately** captured when occupied solely by enemy Ground or Naval units (except Submarines). Captured bases **revert** to enemy control if vacated. Bases are **never** neutral.

Supply **cannot** be traced *through* enemy bases, even if vacant (except by Submarines). Movement (Operational, Rebase, or Strategic) is permitted **through** a vacant enemy base, but only Operational Moves can **stop** there.

4.32 Hex Control Priority

Air units cannot *change* control of hexes, thus they cannot land on enemy controlled bases. **Air** units can *maintain* control of Land/Coastal hexes, but must retreat from an attacking enemy **Ground** unit after a battle.

Naval units control Sea Hexes, and Coastal hexes if **no** enemy units are present. If enemy Air or Ground units are present, Naval units may Blockade (5.8).

Ground units control Land/Coastal hexes only. They force enemy Air to retreat, and enemy Naval to Retreat or Blockade, after a battle.

4.4 Pinning

Attacking units prevent an equal number of defending units (all types) from **moving**. This is called *Pinning*. The defending player chooses which units are pinned. The "unpinned" units may leave the hex and move (operationally, strategically, or rebase) and may attack elsewhere.

4.5 Air Movement

Air units fly one hex, engage in combat, and must land on a friendly base within one hex. Air units may instead Rebase up to four (4) hexes to a *friendly (unengaged) supplied* base. They ignore terrain and Hexside Limits, and may fly over enemy units or bases.

4.51 Airbase Stacking

Air units must always end their turn at a friendly base. A *Minor* base can hold **one (1)** air unit; a *Major* base can hold **two (2)** air units.

Air units in combat must land **immediately** after their battle is resolved. They may land at any friendly base, *including one that is captured this turn.* Air units which cannot land are eliminated.

Movement Types

In *Pacific Victory* there are three broad types of movement. **Operational Movement is 1-2 hexes** and allows combat.

Rebase Movement is for Air and Naval (including Marines) only. Rebase moves can be up to **4 hexes** to a Friendly base.

Strategic Moves (and Strategic Attacks) require the activation of the SHQ. Strategic moves allow all units to move by sea **any** distance to a Friendly base. Strategic moves are required to enter or leave Panama or South Africa. There are also several types of Strategic Attacks (4.9).

Movement Example

The example below shows an amphibious attack against Saipan where four Japanese units are defending. The Allied player wins the initiative and opts to move first:

Player 1 (US) moves six units (SS2, CV3, CV3, BB4, CA4, MA3) from Wake to Saipan, held by four (NA2, SS2, CA3, IN3) Japanese units.

Player 2 (Japan) elects to add two more units to the battle, a NA3 from Iwo Jima and a BB3 from Tokyo.

This Battle of Saipan, unlike the historical battle fought in Jun44, is unlikely to be a "Turkey Shoot" for the American forces.

Hex Control

Hex control affects Strategic Movement, Production, Supply, and Victory. Each hex is either Friendly, Neutral, or Enemy controlled.

Captured bases revert to enemy control if you vacate that hex. In short, enemy bases must always be garrisoned with at least one unit (no Submarines) to remain under your control.

Naval units can Blockade (5.8) a Ground/Air unit if there are no enemy Naval units present.

A base is **immediately** captured when occupied solely by enemy Ground or Naval units.

Zones of Control

Units do not control adjacent hexes; there are no Zones of Control (ZOC) in this game.

Vacant Bases

Vacant bases are friendly to their original owner for all purposes. Enemy units may traverse a vacant base but, unless other units take control of the base (operational move required), supply cannot be traced *through* the bypassed hex.

Pinning Example

Two units attack five. At least two defenders are pinned, but up to three (defender choice) may move. Pinned units may **not** be exchanged for other units. The units that leave may attack another hex.

4.52 Combat Air Patrol (CAP)

Air units may fly one (1) hex range to a hex without any enemy units present for Combat Air Patrol (CAP) mission with the intention of hindering enemy movement and retreat routes. Enemy units may move to the hex and engage CAP missions. CAP missions must return to any friendly base in range at the end of the combat phase.

4.6 Naval Movement

Naval units and Marines move two (2) hexes operationally. They must **stop** when they enter an enemy-occupied hex, but may traverse a vacant enemy base, or a hex blockaded by friendly units.

EXCEPTION: Submarines may move, retreat, and trace supply through enemy controlled hexes and units.

Naval units and Marines may Rebase up to four (4) hexes to a *friendly (unengaged) supplied* base. Vacant enemy bases may be traversed (but not occupied) when moving this way.

4.7 Ground Movement

Ground units move one (1) hex but **cannot** cross a **Sea** hexside by normal movement. They can only move at sea with Strategic Moves.

4.8 Strategic Movement

Strategic moves of any type must be declared and the type of move must be specified. Strategic Movement is controlled by the Headquarters unit (SHQ). During the movement phase a player **may** activate (reveal) their SHQ to obtain strategic movement. The number of strategic moves received is equal to the current SHQ strength meaning a SHQ3 gives three (3) strategic moves. After movement the SHQ is reduced one (1) step and turned upright. SHQ steps are replaced during the Logistics Phase. Strategic HQs can only be activated once per movement phase.

EXCEPTION: Activating a SHQ 1 does not eliminate it. This means a player always has at least one (1) strategic move.

4.81 Strategic Movement

Strategic movement costs **one (1)** Strategic move per unit. The unit can move **any distance** to a **friendly base** (provided the route is not blocked by enemy units). Strategic moves are handy to move units to a Home Base for cheaper rebuilding, and are **mandatory** for Allied units to enter or leave Panama or South Africa.

IMPORTANT: Strategic movement is not permitted to enemy, battle or blockade hexes or to unsupplied bases. Vacant enemy bases may be traversed (but not occupied) when moving this way.

4.9 Strategic Attacks

Strategic Moves can be expended to conduct *Strategic Attacks*. Each of these allow special or long-range combat. Strategic attacks are resolved at the same time as other attacks. Strategic Attacks are not allowed into vacant hexes.

*IMPORTANT: Player 2 cannot use any of these attacks to respond to battles started by Player 1. However, Player 2 may use any of them to start **new** battles.*

4.91 Infantry Sea Invasion

Infantry *Sea Invasions (5.7)* cost **two (2)** Strategic Moves per unit. Invasion Range is **two (2)** hexes. The invading unit must begin its move in a base; it **cannot** remain at sea from turn to turn.

Invading units can only retreat to the base they invaded from and are immediately eliminated if forced to retreat elsewhere.

4.92 Carrier Raid

Carrier Raids cost **two (2)** Strategic Moves per **carrier task force,** defined as one CV and one escort (CA or BB) unit. The force must begin in a **major** base, move up to six (6) hexes, engage in combat for **one** round, but must then return to its starting base. Carrier Raids can participate in a battle for the **first** combat round, subject to stacking limits.

4.93 Submarine Patrol

Submarine Patrols cost **one (1)** Strategic Move per SS unit. The unit must begin in a **major** base, can move up to six (6) hexes (even *through* enemy controlled hexes and units), engage in combat for **one** round, but must then return to its starting base. SS Patrols can participate in a battle for the **first** combat round, subject to stacking limits.

4.94 Strategic Bombing

Strategic Bombing costs **one (1)** Strategic Move per Air unit. Each unit can fly two (2) hexes, engage in combat for **one** round, but must then return to its starting base. Air units employing this move have **AØ** combat meaning they cannot target enemy air units, but can be targeted by them. Strategic Bombers can participate in a battle for the **first** combat round, subject to air stacking limits.

☐ Overrunning Enemy Units

Players have the option to move Naval units (and invading marines/infantry) **through** enemy units provided the blocking units are engaged by an equal or greater number of friendly units. Unit type is not relevant for the blocking units since the moving player cannot see them, he must engage them 1 for 1.

NOTE: Either player can overrun.

Example: American units occupy Midway, Wake, and Kwajalein. Japanese units occupy Saipan and have two units in the Sea hex between Saipan and Kwajalein. The Allied player moves one naval unit from Midway, and one Air unit from Wake to engage the two Japanese units in the Sea hex. Six naval units may now move from Kwajalein **through** the Sea hex to attack Saipan. Keep in mind that failure to defeat the blocking Japanese units could lead to supply and retreat problems for the Allied fleet attacking Saipan.

Strategic Attack Retreats

After one round of combat units that attacked strategically are **immediately** withdrawn from the battle and returned directly to their starting base. They may bypass enemy units if needed.

If the starting base is now enemy controlled, move those units directly to Panama (US), South Africa (British), or Tokyo (Japanese).

5.0 COMBAT

Both players must complete their respective Movement Phases before starting Combat.

5.1 Battle Hexes

Combat occurs when opposing units occupy the *same* hex. All battles **must** be resolved. Battles in several hexes are likely, and each is resolved in a sequence chosen by **Player 1.** Combat in any Battle Hex must be entirely resolved before proceeding to the next. Units are not revealed until their battle is resolved.

5.11 Combat Stacking

Base stacking limits do **NOT** apply to battle hexes. A maximum of two (2) Air, six (6) Naval, and two (2) Ground units **(per side)** can fight in any battle.

NOTE: Carriers count towards naval stacking, not Air Stacking. Marine units and Infantry conducting Sea Invasions count as naval units until they land, then they count toward Ground stacking.

5.2 Combat Rounds

Battles are fought for a *maximum* of three (3) combat rounds. A Combat Round involves firing (or retreating) **each** unit in a Battle Hex in the Combat Sequence. After each unit has fired **once**, repeat the Combat Sequence for the second and third rounds as necessary. If, at the end of the third combat round, the attacking units have not defeated the defending forces, they must retreat, except as noted under *Blockade* (5.8).

5.21 Combat Turns

During each *Combat Round,* all units have a *Combat Turn.* This is the order in which units *Fire* (5.3) **OR** *Retreat* (5.5).

Air Units:	1.	Naval Air
	2.	Army Air
Naval Units:	3.	Carrier
	4.	Submarine
	5.	Battleship
	6.	Cruiser
Ground Units:	7.	Marine
	8.	Infantry

With **like** units the *Defender* fires (or retreats) first. Hence, defending Carriers fire (or retreat) before attacking Carriers.

5.3 Firing Units

To fire a unit, roll dice equal to its cv (a 3cv unit rolls 3 dice). A hit is scored for **each** die roll **equal to or lower** than the unit's Firepower.

5.31 Combat Value (CV)

CV is a measure of a unit's strength. The current CV of a unit is the number on the **top** edge of the label from the owner's point of view.

5.32 Firepower

Units can be rated for "A" (Air), "N" (Naval), and "G" (Ground) firepowers:

A1/N1/G1: 1's are hits
A2/N2/G2: 1's & 2's are hits
A3/N3/G3: 1's, 2's & 3's are hits

EXAMPLE: *to fire a 3cv Infantry, roll 3 dice. Infantry, rated G2, score hits on rolls of "1" or "2". Other numbers are misses.*

5.4 Target Groups

Enemy units cannot be targeted individually. Firing is done on one *declared* target group. There are three target groups: Air, Naval, or Ground units.

Some units have only one firepower type and can only fire on the same target group. For example, a Submarine can only fire on naval units.

Some units can fire at two or three target groups, however they still fire only once per combat round. Naval Air, for example, can fire at Air units (A2), or at Naval units (N3), or at Ground units (G1). Such units must declare their target group before firing, but this can change from unit to unit and round to round. If no declaration is made, the target group is assumed to be their own type, meaning an Air unit always targets enemy Air units (if present) unless it declares otherwise.

A single unit can never *divide* its fire between two or more target groups. For example, a Battleship 3 **cannot** fire 2cv at Naval units, and 1cv at Air units.

5.43 Air to Surface combat

Air units use their **"G"** firepower to attack Ground units, or their **"N"** firepower to attack Naval units. Air to Surface combat may occur even when enemy Air units are present.

5.44 Surface to Air (Flak)

Naval and Ground units use their Air Firepower to "flak" air units, but *only* if their target group has been attacked from the air in that *combat round.* That is, if enemy air fires on naval targets, then naval flak is allowed - otherwise not.

EXCEPTION: *Carriers have attached aircraft, not just AA guns. They can elect to fire on any available target type even if they are not attacked by that type.*

Battle Stacking

Regardless of base size, maximum battle stacking for attacking is ten (10) units, namely 2 Air, 6 Naval, and 2 Ground per player. Note that a player, limited to one Air and one Ground unit defending a minor base, can be attacked by two Air and two Ground units. Ground units cannot occupy a non-base hex.

Battle Defender

The defender in any battle is the player who *controlled* the hex at the *beginning* of the Game Turn, or if the hex was Neutral, then the Defender is Player 1.

Any unit defending a hex at the start of the turn grants the status of *Defender* to ALL friendly forces entering this hex to contest an enemy attack. An optional Air Search routine can modify this status.

☐ Air Search Combat

First strike for **like** units in *Naval Combat* can be determined randomly, modified by Air strength. Both players roll two dice (2d6) and add 1 for each AIR step in the Battle Hex, including Carriers (also include CV from Strategic Attacks). For example, a player with AF3 and CV2 in a battle rolls 2d6+5. The player with the highest total discovers the enemy fleet first, and gains the advantage of first strike with **like** units for the entire battle. That is, if the Attacker wins the Search Roll, attacking Carriers fire before defending carriers.

NOTE: Air Search does not affect the status of Defender in the hex. Only Naval combat including submarines changes, not Air or Ground combat.

☐ ASW Combat

If this option is used Submarines become their own target group. Submarines can be attacked only by Anti-Submarine Warfare (ASW) combat. Allied naval units (except CV) have ASW firepower of N2 and the Japanese have N1. The firepowers of Air units, Carriers and Submarines are unchanged.

☐ Banzai

During Ground combat the *Japanese* player may choose to make a Banzai attack with Infantry or Marine units. The unit acquires G3 firepower for one fire against a designated target unit, but is then eliminated unless it eliminates the target unit. Unsupplied units cannot make a Banzai attack.

☐ Fanatic Defense

Japanese Infantry and Marines have D2 defending any terrain, but cannot retreat.

☐ Combat Round 4

A fourth Combat Round is played which functions as a pursuit round. In this round the Defender can fire, but the Attacker **must** retreat in the normal combat sequence. Because of the combat sequence, only "faster" defending units will have the chance to fire.

5.45 Shore Bombardment

Naval units use their **"G"** firepower (if any) to attack Ground units in the same Battle Hex. Shore Bombardment **cannot** be done if **any** enemy naval units are defending the Battle Hex at the instant of fire. That is, a player must have Sea Control (which may only have been gained earlier in the same combat round) before shore bombardment is allowed.

5.46 Hit Allocation

Hits are distributed among all units of the target group, **strongest** units first. That is, when firing against Naval units, hits are distributed among all enemy Naval units. When two or more target units share the highest strength, the owner chooses which to reduce. Excess hits on a *target group* are wasted. For this reason, units should be fired individually.

Infantry and Marine units cannot be *eliminated* by Air or Naval fire. They can be reduced to 1CV (not 1/2 cv), but are immune to further loss except from Ground units.

EXCEPTION: Infantry and Marines at sea in a pending invasion are naval targets and can be eliminated by Air or Naval fire.

5.47 Double Defense (D2)

Ground units have D2 defending **Jungle** or **Mountain** terrain, or any **Major Base**. Units with D2 lose one step for every two (2) hits from attacking forces. Record one hit with a one eighth rotation, but firepower is not affected until the second hit is taken. A unit with a "half-hit" must take the next hit received by that target type. Half-hits are recovered when a battle ends, or if the affected unit retreats.

5.5 Retreats

Units can retreat (instead of firing) in the 1st, 2nd or 3rd Combat Rounds. Hexside Limits apply to **each** Combat Round which allows a gradual retreat. After the 3rd Combat Round, the battle ends with the following procedure:

1. Attacking Ground units Retreat from Defending Ground units.

2. Attacking Air units Retreat from any Defending units.

3. Attacking Naval units Retreat from enemy Naval units, but may Blockade (5.8) defending Air or Ground units.

Retreating units **must obey** Stacking and Hexside Limits. Units that cannot retreat when the battle ends are eliminated.

5.51 Retreat Hexes

Units retreat their normal Operational Movement rate with priority below:
    (a) Friendly hex
    (b) Neutral hex

That is, units must retreat to a Friendly hex, if possible, or to a Neutral hex if no Friendly hex is available. Retreating to Battle Hexes or Enemy hexes is not permitted. Naval units **can** retreat to hex which other **friendly** units are blockading.

5.6 Regrouping

When a battle ends, the *Victor* (only) may REGROUP, meaning he can (at the instant of victory only) *Retreat* **any/all** units normally from the victory hex, and/or Reinforce that hex with **any/all** *adjacent* units. Hexside Limits are ignored for Regrouping, but Stacking Limits do apply. Infantry **cannot** regroup by sea. Regrouping units may **not** attack or occupy enemy bases.

IMPORTANT: *The Victor in a battle must control **both** the land and sea portions of a hex to Regroup (ie. establishing a blockade is not enough).*

5.7 Sea Invasions

Sea Invasions are attacks by Marines or Infantry (4.91) into an enemy hex via a sea hexside. They may invade any coastal hex, provided they do not exceed a move of two hexes. Ground units cannot remain at sea from turn to turn.

NOTE: A vacant base may be captured by a naval unit (except a Submarine); an invasion is not required.

5.71 Invasion Landings

Invading units **cannot** land until **all enemy Naval units** in the Battle Hex have retreated or been eliminated. Invading units may then move ashore in the **landing phase** and initiate Ground combat. The landing phase occurs **after** cruisers fire each round. Invading units may choose to postpone a landing until the landing phase in rounds 2 or 3 if desired.

Invading units fire in the same round they land. Marines, whether attacking or defending, always fire before Infantry.

Until they move ashore, invading units are naval targets and may **not** fire. After landing, invading units are Ground targets.

IMPORTANT: Marine units and Infantry conducting Sea Invasions count toward stacking as naval units until they land, then they count toward Ground stacking.

COMBAT EXAMPLE

In the Guadalcanal hex, three American units are defending: MA1, CA3, and CV2. Four Japanese units are attacking from Rabaul: CV2, CA2, NA3, and IN2. Note that the units are shown with their current strengths oriented towards the enemy units.
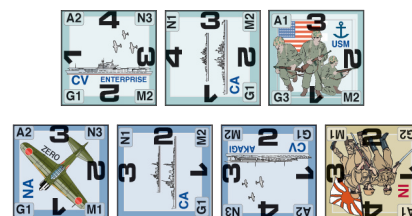
Round 1: The Japanese Naval Air (first combat turn) fires at **N3** and scores one hit which is applied to the 3CV Cruiser (largest naval unit) reducing it to 2CV. The American Carrier fires at **N3** and scores one hit which is applied to the Japanese Cruiser (Japanese player may choose which naval unit takes the hit since they are all equal strength). The Japanese Carrier fires at **N3** and scores a hit which is applied to the Cruiser. The American Cruiser fires at **N1** and misses. The Japanese Cruiser fires at **N1** and scores one hit which must be applied to the American Carrier (now 1CV). The Japanese Infantry cannot land since enemy naval units are present. The American marine unit cannot fire (no target).

Round 2: The Japanese Naval Air fires at **N3** and scores one hit which eliminates the 1CV Cruiser. The American Carrier chooses to retreat from the hex. The Japanese Carrier and Cruiser cannot fire (Ground targets cannot be reduced below 1CV). The Japanese Infantry lands. The American Marine unit fire at **G3** but misses. The Japanese Infantry fires at **G2** and scores one hit which is applied as a half-hit (jungle) to the marine.

Round 3: None of the Japanese Air/Naval assets affect the battle since the American Marine is 1CV (or less). The Marine fires at **G3** and scores a hit. The 1CV Japanese Infantry which remains fires **G2** but misses.

This ends the battle. The Japanese Infantry must retreat and returns to Rabaul. The Naval Air unit also returns to Rabaul. The Japanese Carrier and Cruiser remain face-up to blockade the hex.

The American Marine has a half-hit but is restored to 1CV. Although unsupplied the Marine is not eliminated (last step immune to supply attrition) but it may not be built. The blockading naval units are not buildable.

5.8 Blockades

Attacking naval units can declare a naval *Blockade* of an enemy base (instead of retreating) provided no enemy **Naval** units are present to contest the hex. Blockading units must remain face-up.

- *Unsupplied* units cannot initiate or maintain a Blockade.

- *Blockading* units have Sea Control. This means that enemy sea movement and Sea Supply into or through that hex are prohibited. Conversely, friendly naval movement and supply into or through a blockaded hex is allowed.

- A *Blockaded* player controls the land area of a hex. This means blockaded Ground units can enter or leave the hex by Ground movement, and enemy Air units can land in a blockaded hex.

- Units dependent on a base for supply become unsupplied if that base is blockaded. The effect can be deadly! Blockaded units are NOT unsupplied if they have a Rail Supply line.

- Production Points in a blockaded base are neutralized and cannot be used or counted by either player even if Rail Supply is available.

- **Air** units **can** Move or Retreat, but NOT *Rebase* to a blockaded hex. Air units landing at a blockaded hex will be unsupplied and subject to attrition.

- Naval units **cannot** Retreat or Rebase to a blockaded hex. Either player can move operationally to a blockade hex.

- Combat is not mandatory in Blockade Hexes, unless the blockaded player moves a naval unit into the hex. Every *Combat Phase* either player may initiate normal combat with the units present and/or with new units added to the hex. The **blockading** units are considered the attackers in the battle regardless of which player opted for combat.

- Blockading units pin an equal number of defending units.

- In Jungle Hexes, blockades can be maintained but not established during the Monsoon Season (likewise in the North Pacific during winter and in Typhoon hexes).

- The blockading player can end a blockade simply by moving his units away during the movement phase.

6.0 WEATHER

6.1 Monsoons

Monsoon weather affects the **JUN** turn in all hexes with *Jungle* terrain. Units can enter, leave, or move within these Monsoon hexes, but cannot engage in combat or capture enemy bases. Rebase and Strategic moves are allowed.

*NOTE: Units which begin their turn in a Monsoon hex **cannot** attack even if they leave the monsoon region.*

6.2 North Pacific

The region north of the blue dashed line is notorious for storms in winter and dense fogs in late spring. In **DEC** and **MAR** turns, units can enter, leave, or move within the zone, but cannot engage in combat or capture enemy bases. Rebase and Strategic moves are allowed.

6.3 Typhoons

There are six typhoon hexes marked on the map. During each **SEP** game turn the player who *loses* the Initiative rolls one die. The number rolled indicates the center of a particularly destructive typhoon. All units in that hex, and in each **adjacent** hex, are affected by the storm. Units within the typhoon zone cannot move, not even to leave the zone, nor can units move into or through the zone.

7.0 LOGISTICS

Each Game Turn ends with a **Logistics Phase** during which Supply and Replacements are determined.

7.1 Supply

The supply of all units is determined during the *Logistics Phase*. Unsupplied units cannot build steps this phase and are subject to immediate supply attrition.

IMPORTANT: No unit can cut enemy supply when it is itself out of supply.

7.11 Supply Sources

Supply Sources are *supplied* Major Bases. Units are *supplied* when they are located on a *supplied* Major Base, or are one (1) or two (2) hexes from a supplied Major Base. Supply cannot be traced through *enemy* hexes (except by submarines) or *impassable* hexsides.

*IMPORTANT: Supply cannot be traced through a **vacant** enemy controlled Base.*

Blockades

Blockade hexes are unique; one player controls the land, one the water, but the player controlling the land has ultimate control of the hex and is the *defender* in battles.

Hence, a Battleship after three rounds of combat blockades an enemy infantry unit. The Battleship does not control the hex (the infantry unit does) but it does interdict all enemy Sea Movement and Sea Supply.

Since control of the *land* does not change with a blockade, the blockaded player can land aircraft in such hexes. However, these Air units will, unless they have Rail Supply, be unsupplied and subject to supply attrition.

Blockades can be deadly because they may isolate a Major base and thereby collapse a Supply Chain. An entire fleet may find itself unsupplied because one enemy cruiser blockades a Major Base some distance away. Remember, however, that an *unsupplied* naval unit cannot initiate or maintain a blockade.

Submarines are particularly deadly because they can move through, and trace supply through, an enemy controlled hex.

Typhoons

Named from the Chinese *tai-fung,* meaning "great wind", typhoons are the Pacific equivalent of hurricanes. Wind speeds can exceed 150 knots. There are typically 12-18 typhoons every season, some worse than others, but all bad for local shipping. A major storm 300 miles east of the Philippines sank three US destroyers in Dec/44, and another in Oct/45 caused great damage to the US fleet moored in Okinawa (where the planned invasion of Japan in Nov/45 would have been assembling had the war not ended in Aug/45).

7.12 Supply Chains

A Major Base is supplied when it can trace a continuous *Supply Chain* of *friendly* Major Bases, each no more than **three (3)** hexes apart, terminating in a friendly *Home Base*. Supply Chains may enter or traverse a *Neutral* hex, but NOT an *Enemy* or a *Blockaded* hex.

Map Boxes have special links that may be longer than three hexes. These are the only supply routes from the box.

South Africa: *Bombay, Ceylon, Batavia,* or *Perth.*

Panama: *San Diego, Hawaii, Samoa,* or *Tahiti.*

7.13 Rail Supply

Railways allow a Supply Line to be traced to a friendly base. A Rail Supply Line cannot exceed two (2) hexes. Rail and sea supply lines may be combined.

EXAMPLE: Calcutta is blockaded by Japanese naval units. Normally, enemy units in a blockaded base are unsupplied, but Calcutta has a Rail Line to Bombay and therefore remains supplied. Naturally, if Bombay is also blockaded or captured by the Japanese, both bases are unsupplied.

7.14 Unsupplied Effects

All unsupplied units are subject to loss of **one** step in the *Logistics Phase.* Unsupplied Infantry and Marines are reduced to G1 firepower.

EXCEPTION: Infantry and Marine units at 1cv are immune to supply attrition.

Unsupplied units cannot receive replacements.

7.15 Allied Cross-Supply

Allied bases and units can trace supply to **either** *Panama* or *South Africa.* British units tracing to *Panama* avoid attrition, but rebuilding costs are tripled. The same applies to USA units tracing to S. Africa.

7.2 Replacements

After the supply and attrition of units is determined, players simultaneously receive and deploy replacements.

REMEMBER: Unsupplied units cannot receive replacements.

7.21 Production Points (PP)

Both players have a number of Production Points (PPs) that vary with control of economic centers on the map. Players expend their PPs to build new units or add steps to existing units.

7.22 Economic Centers

The *Japanese* begin the game (Dec 41) with economic centers worth 8PP, while the *Allies* have 41PP. Captured bases **do** count toward PP totals but they must be garrisoned or control reverts back to the **original** owner (Dutch PPs are British).

American and British PPs are counted and spent separately on their respective units. Japanese PPs captured by the Allies may be allocated to either total.

7.23 Economic Supply

Economic Centers must be in *Sea Supply* to provide PPs. Like units, they must be able to trace one or two hexes to a *supplied Major Base* and then have a valid Supply Chain back to a Home Base (cross-supply OK). Blockaded bases and/or bases without *Sea Supply* provide no PPs.

7.24 Unit Costs

Each unit has a cost **per step** as noted on the *Unit Data Table.*

Units can only be built-up at *friendly bases* with *Sea Supply.* Their cost is normal at *Home Bases,* but **double** elsewhere (see also 7.15). Hence, building a US Marine in Seattle costs 3PP per step, but doing so in Hawaii or Guadalcanal costs 6PP per step.

The Allied SHQ may be built from **either** the British or American PP total.

Multiple steps **can** be added to the same unit in one turn.

Unspent PPs are forfeit.

7.25 Indian Forces

Indian forces are five infantry corps. These units **must** be built at a *Sea-supplied* Major Base in India (including Ceylon); they cannot be built in South Africa. Steps may be added in India for 1PP, and 2PP elsewhere.

7.26 Anzac Forces

Anzac forces are three (3) infantry corps, one Royal Australian Air Force (RAAF) and one Royal Australian Navy (RAN) cruiser. These units have special replacement costs.

New Anzac infantry units **must** be built at a *Sea-supplied* Major Base in Australia. They cannot be built in New Zealand or South Africa. Additional Infantry steps cost 1PP in Australia, and 2PP elsewhere.

Anzac Air and Naval units can be built in *Sydney* or *Melbourne* for a cost of 2PP, or 4PP elsewhere.

SUPPLY CHAINS

A Major Base must be *supplied* to function as a Supply Source for units, meaning it can trace an unbroken chain of friendly *Major Bases* to a Home Base. Each link in the supply chain can be no more than three hexes apart (except for the last link to a map box (see 7.12). Example Allied supply chains are given.

[1] FIJI – Tahiti – Panama.

[2] FIJI – Samoa – Panama.

[3] FIJI – Auckland – Melbourne – Perth – South Africa.

[4] SAIPAN – Kwajalein – Hawaii – San Diego.

[5] MANILA – Darwin – New Caledonia – Samoa – Panama.

[6] MANILA – Batavia – South Africa.

EXAMPLE **1:** if *Samoa* is occupied by the Japanese, and *Tahiti* is also occupied (or **Blockaded**) then supply chains [1] and [2] are cut. Fiji would still be in supply provided it has a supply link to South Africa such as [3].

EXAMPLE **2:** Supply chain [4] requires that Saipan and Kwajalein, being Japanese bases, remain controlled by Allied units. This means **both** land and sea control. A Blockade is not sufficient to establish a supply link, although it is sufficient to break an enemy one.

EXAMPLE **3:** Supply Chains to Panama [5] and South Africa [6] are shown. If the Panama link is cut, the Manila 1PP cannot be counted by the Allies, and American units dependent on Panama for supply cannot be built. If these units are supplied to South Africa, they cost triple

Sea Supply vs Rail Supply

Rail Supply prevents supply attrition for units but is not sufficient to rebuild units or to generate PPs at an Economic Center (Sea Supply is required).

The Death Railway

The railroad running from Bangkok to Rangoon, the infamous "death railway", was not completed until late 1943, but there was a good road connection. To reflect this, count this link as being two hexes in a Rail Supply line. Hence, tracing Rail Supply from Rangoon to Saigon (or Singapore) is not allowed.

The Burma Road

The "railroad" from Kunming to Burma represents the *Burma Road*. Since China is not in play, this has no game effect.

7.27 Replacement Pool

All units not deployed on the map can be built, as desired, with available PPs during *Logistics Phases*. It is best if offboard units are also kept upright to maintain fog of war re build choices.

EXCEPTION: four USA units have a date "43" in their upper right corner. These cannot be included in the Production Pool until the Mar43 Turn.

7.3 Merging

Units of **EXACTLY** the *same type*, located in the *same hex,* may be freely merged (but not divided) during the Logistics Phase. Units eliminated by merging can be rebuilt in the same turn. Merging is prohibited at any other time.

*EXAMPLE: two USA Infantry units each at 2CV **may** be merged into a 4CV unit or transferred into 3CV and 1CV units.*

8.0 SCENARIOS

Players have the option to play one of three scenarios:

1941: *Rising Sun*   *4 hours*

1942: *High Noon*   *3 hours*

1943: *Setting Sun*   *2 hours*

Each game has the *same* victory conditions, but starts at a later point of the war. Gameplay times for experienced players are given.

8.1 Victory Levels

Pacific Victory is played until one player gains a *Decisive Victory,* or until completion of the **Jun/45** Turn. At this time, the *Japanese* player totals Victory Points (VPs) and consults the table below:

VPs	Victory Level	TPs
20+	Japanese Decisive	3
15–19	Japanese Marginal	2
10–14	Stalemate	1/1
5-9	Allied Marginal	2
0-4	Allied Decisive	3

Victory Points are equal to **supplied** Production Points.

Tourney Points (TPs) can be used to compare game results.

8.11 Decisive Victory

The game ends **immediately** if a player holds a *Decisive Victory* after any Game Turn.

8.12 Indian Surrender

India surrenders if the three major bases (Bombay, Ceylon, and Calcutta) are Japanese **occupied** (not just blockaded). All surviving *Allied* units (including US units) within India are eliminated. Indian infantry cannot be rebuilt until a major base in India is liberated. Other Allied units that surrender can be built normally. All Indian bases must still be garrisoned or they revert to Allied control.

8.13 Australian Surrender

Australia surrenders if the five major bases (Darwin, Perth, Brisbane, Sydney, and Melbourne) are Japanese **occupied** (not just blockaded). Any surviving Allied units (including US units) within Australia are eliminated. Anzac forces (Air, Naval, and Ground) cannot be rebuilt until Melbourne or Sydney are liberated. Other Allied units that surrender can be built normally.

8.2 Deploying Units

Each scenario gives the strength and location of starting forces. Place units in the hexes indicated, standing upright at their noted strength. Hence, BB3 indicates a Battleship at strength 3 and NA2 indicates a Naval Air at strength 2.

8.21 Free Deployment

Free deployment allows players to devise their own unique war-opening strategies and better reflects the fog of war of initial enemy deployments.

•Deploy units for any scenario.

•Switch units as desired from base to base, but keep all units at their *current* strength, and maintain the *same total* number of units at each deployment location.

EXCEPTION: In the 1941 scenario, the Allied player cannot adjust Pearl Harbor forces because anything significant deployed there would have been sunk or damaged in the raid.

EXAMPLE: Japanese Builds

The Japanese player has 14PP and elects to build two (2) new units and four (4) steps to three existing units:

UNIT	LOCATION	COST
GA1	HAKODATE (HOME)	1PP
AF2	TOKYO (HOME)	4PP
IN3	TOKYO (HOME)	3PP
CA1	SINGAPORE	4PP
IN1	SIAM	2PP
	TOTAL	**14PP**

EXAMPLE: Allied Builds

The Allied player with 23PP American and 12PP British makes the following builds:

UNIT	LOCATION	COST
HQ1	PANAMA (Home)	5PP
CV2	PANAMA (Home)	10PP
AF2	SEATTLE (Home)	4PP
IN2	HAWAII	4PP
	USA TOTAL	**23PP**
IN1	CALCUTTA (Home)	1PP
IN1	CEYLON (Home)	1PP
IN1	RANGOON	2PP
BB1	SOUTH AFRICA (Home)	4PP
IN2	BRISBANE (Home)	2PP
CA1	SYDNEY (Home)	2PP
	BRITISH TOTAL	**12PP**

JAPAN: 8PP

Tokyo: SHQ4, IN3, AF1, NA2, BB3 *Ise*, CV1 *Zuiho*.

Kure: IN2, MA1, BB3 *Nagato*, BB1 *Yamato*.

Hakodate: IN1, CA1.

Okinawa: IN1.

Formosa: IN2, IN1, NA3, AF2, SS2, CA2.

Hainan: IN3, CA3.

Saigon: IN2, NA3, AF3, BB2 *Fuso*, CA3.

Palau: GA1, MA1, CV1 *Hosho*, CA2.

Truk: IN2, SS3, CA2.

Saipan: IN1.

Kwajalein: IN1, MA1, NA2, SS3, CA2.

Air Fleet: CV2 *Shokaku*, CV4 *Akagi*, BB2 *Kongo*, CA1.
See: note below.

SPECIAL RULES

IJN Air Fleet
The game starts assuming the Japanese airstrike on *Pearl Harbor* has occurred. The *Air Fleet* is deployed in *Kure* or *Truk*, but cannot move in the opening turn.

Philippine Army
The infantry unit in Manila represents the Philippine Army and it cannot be withdrawn from this hex. Other units can flee the islands once the war starts. The Philippine Army can be built (cost 2PP per step) if Manila remains supplied. If eliminated, the unit may be rebuilt in a USA *Home* Base as an American Infantry.

Surprise Attack
The Japanese player always has the initiative in the first turn, and the Allies do not have *Double Defense* anywhere.

ALLIES: 41PP

UNITED STATES: 24PP

Dutch Harbor: CA2.

Anchorage: IN1, AF1.

Seattle: IN1, AF1.

San Francisco: IN2.

San Diego: IN1.

Panama: SHQ3, MA1, AF1, CV1 *Saratoga*, CA2, BB3 *New Mexico*.

Hawaii: IN2, AF2, SS2, CA3, BB1 *Tennessee*.

Midway: AF1.

Johnston Island: CV2 *Enterprise*, CA2, CA2.

Samoa: CA1.

Manila: IN2, AF2, SS2.

Davao: CA1.

Borneo: CA1.

BRITISH EMPIRE: 17PP

South Africa: CV1 *Illustrious*.

Bombay: IN1.

Ceylon: IN1, CA2.

Calcutta: IN2.

Rangoon: IN1.

Singapore: IN3, BB2 *King George V*, RAF1.

Sydney: IN1 (AU).

Brisbane: IN1 (AU), CA2 (RAN).

Port Moresby: IN1 (AU).

NOTE: Ship names are *classes*, not individual ships.

1941	JAPAN	ALLIES
SHQ	1/4cv	1/3cv
NA	4/10cv	•••
AF	3/6cv	7/9cv
CV	4/8cv	3/4cv
SS	3/8cv	2/4cv
BB	5/11cv	3/6cv
CA	8/16cv	10/18cv
MA	3/3cv	1/1cv
IN	12/20cv	14/20cv
Units	43	41
Steps	86cv	65cv
Cost	243PP	160PP

☐ Pearl Harbor Airstrike
Pearl Harbor is a difficult event to simulate in a grand strategic game. It can be replayed before the game begins as a **free** Strategic Attack by the Japanese Air Fleet against a defending Pearl Harbor force of IN2, AF3, SS2, BB8, CA3. However, because the attack accomplished total surprise, catching US planes on the ground and ships in port, the following special rules apply:

• Japanese carriers (CV6) fire **first** at N3 AND roll double dice (12). Losses are applied to the US BB units only. Japanese BB and CA (which escorted the carriers) cannot fire.

• Surviving US BBs are the **only** Allied units that can return fire (hits on 1 only). Hits are applied only to the Japanese CV (representing lost aircraft).

• There is only one combat round. The Japanese Air Fleet then retires to Kure or Truk.

☐ Star-Spangled Singapore
During Lend-Lease negotiations in 1940 Churchill offered Singapore as a base to the US Pacific Fleet. The offer was intended to discourage Japanese aggression or, if that failed, to ensure America would be directly involved in the war. The offer, although attractive, was rejected because it might embroil America in colonial politics. On the assumption that the offer was accepted, the American player may deploy up to three naval units at Singapore. One of these can be the BB1 from Hawaii at 4CV since it would have escaped the Pearl Harbor attack.

JAPAN: 14PP

Tokyo: SHQ4, IN3, AF2, BB3 *Ise*, BB3 *Nagato*, BB1 *Yamato*, CA3.

Kure: IN2, CV4 *Akagi*, BB2 *Kongo*, CA1.

Hakodate: IN1.

Kuriles: MA1, CV1 *Zuiho*, CA2.

Formosa: IN1.

Manila: IN2, AF2.

Davao: CV1 *Hosho*, CA2.

Palau: GA1.

Bangkok: AF3.

Rangoon: IN2.

Singapore: IN2, BB2 *Fuso*, SS3.

Palembang: GA1.

Batavia: IN1.

Borneo: CA3.

Timor: NA2.

Manokwari: IN1.

Lae: IN1.

Rabaul: MA1, NA2, SS2, CA3.

Saipan: GA1, CA3.

Guam: GA1.

Wake: MA1.

Truk: IN2, NA2, CV2 *Shokaku*, CA3.

Kwajalein: IN1, NA2, SS3.

ALLIES: 35PP

UNITED STATES: 23PP

Anchorage: IN2, AF2.

Dutch Harbor: CA2.

Seattle: BB2 *Tennessee,* CA2.

San Francisco: IN1.

San Diego: CA2, CV2 *Saratoga*.

Panama: SHQ3, MA1, BB2 *South Dakota*.

Hawaii: IN3, AF3, CA3, CV3 *Enterprise*, BB3 *New Mexico*.

Midway: AF1, SS3.

Samoa: IN1.

Fiji: MA1, CA2.

New Hebrides: AF1.

New Caledonia: IN1, CA3.

BRITISH EMPIRE: 12PP

South Africa: CV1 *Illustrious*, BB2 *King George V*.

Bombay: IN2.

Ceylon: IN2, CA2.

Madras: IN1, RAF2.

Calcutta: IN3, AF2 (US).

Dhaka: IN2.

Darwin: IN1 (AU).

Perth: SS2 (US).

Sydney: IN2 (AU), AF1 (RAAF), CA2 (RAN).

Brisbane: IN2 (US), SS1 (US).

Townsville: AF1 (US).

Port Moresby: IN1 (AU).

NOTE: Ship names are *classes*, not individual ships.

1942	JAPAN	ALLIES
SHQ	1/4cv	1/3cv
NA	4/8cv	•••
AF	3/7cv	8/13cv
CV	4/8cv	3/6cv
SS	3/8cv	3/6cv
BB	5/11cv	4/9cv
CA	8/20cv	8/18cv
MA	3/3cv	2/2cv
IN	16/23cv	14/24cv
Units	47	43
Steps	92cv	81cv
Cost	251PP	207PP

SPECIAL RULES

Allied Naval Units
The Allied CV Essex and BB Iowa units cannot be built until the March/43 turn.

☐ **MacArthur's War**
The map is divided into two commands: CPAC (Central Pacific Area) commanded by Admiral Nimitz, and SWPA (Southwest Pacific Area) commanded by General MacArthur. India was a separate (British) command.

To support and supply MacArthur, the Americans **must** spend a *minimum* of 6PP every turn on *American* units located within MacArthur's SWPA command - remember all American steps cost **double** in this theater. In addition, the Allied 4PP for *Sydney, Melbourne, New Caledonia,* and *New Zealand must* be spent on Anzac forces. American 6PP or Anzac 4PP that cannot be used are wasted.

American Army and Air units that enter MacArthur's area can never leave it until *Manila* is liberated; naval units can enter and leave.

MacArthur's War also makes an excellent three player game. Divide the Allies into two players, one commanding SWPA and INDIA, the other commanding CPAC and Alaska. The rules above still apply, although any worthy MacArthur player is unlikely to be happy with a miserable 6PP support from home.

NOTE: MacArthur rules can also applied from the beginning of the game if desired.

JAPAN: 14PP

Tokyo: SHQ2, AF2, IN3, BB2 *Yamato*, CA2.

Hakodate: GA1.

Kure: IN2, CV3 *Zuiho*, BB3 *Ise*, BB1 *Nagato*, CA3.

Kuriles: GA1.

Formosa: IN2.

Manila: IN2.

Davao: GA1.

Rangoon: IN3, IN3.

Bangkok: AF2.

Singapore: IN2, CV2 *Hosho*, BB2 *Fuso*, CA2.

Andamans: GA1.

Palembang: GA1.

Batavia: IN2.

Borneo: GA1.

Timor: NA2.

Manokwari: IN2.

Hollandia: AF2.

Lae: IN3.

Rabaul: IN3, NA3, SS2, CA2.

Guam: GA1.

Saipan: CA1.

Wake: MA1, SS2.

Truk: IN4, NA3, CV3 *Shokaku*, BB1 *Kongo*, CA2.

Kwajalein: MA1, NA2, CA2, SS2.

Tarawa: MA1.

ALLIES: 35PP

UNITED STATES: 23PP

Anchorage: AF2.

Dutch Harbor: CA2.

Attu: IN2, CA2.

Seattle: AF2, BB3 *Tennessee*.

San Francisco: IN2.

San Diego: CV1 *Saratoga*, CA2.

Panama: SHQ4, CV2 *Essex*, CV1 *Essex*, BB1 *Iowa*, CA3.

Hawaii: IN3, AF2, SS2, CA3, CV2 *Enterprise*, BB2 *New Mexico*.

Midway: SS3.

Samoa: MA1.

Fiji: MA2.

New Hebrides: AF3.

New Caledonia: IN1, CA3, BB2 *South Dakota*.

Guadalcanal: IN2.

BRITISH EMPIRE: 12PP

South Africa: CV2 *Illustrious*, BB3 *King George V*, CA3.

Bombay: IN1.

Ceylon: IN1, RAF2.

Madras: IN2.

Calcutta: IN3.

Dhaka: IN3, AF3 (US).

Darwin: AF2 (RAAF), IN1 (AU).

Perth: SS3 (US).

Sydney: CA2 (RAN).

Brisbane: IN2 (AU), SS2 (US).

Port Moresby: IN3 (AU), IN2 (US), AF3 (US).

NOTE: Ship names are *classes*, not individual ships.

1943	JAPAN	ALLIES
SHQ	1/2cv	1/4cv
NA	4/10cv	•••
AF	3/6cv	8/19cv
CV	3/8cv	4/10cv
SS	3/6cv	5/8cv
BB	5/9cv	5/11cv
CA	7/14cv	8/20cv
MA	3/3cv	2/3cv
IN	19/38cv	14/28cv
Units	48	47
Steps	96cv	103cv
Cost	235PP	267PP

SPECIAL RULES

Allied Submarines
Beginning in SEP/43, all Allied submarines have N2 firepower to reflect their improved torpedoes.

Kamikaze
Starting this scenario the Japanese player has the option to declare, at the start of any battle, that one or more *Naval Air* unit(s) in this battle will be *Kamikaze*. Kamikaze have **N3** firepower as normal, but *target* an Allied **unit** (such as a CV or a Marine unit), fire, then self destruct. **All** hits apply to the target unit. The decision to become Kamikaze cannot be changed. Kamikaze units can never be rebuilt.

DESIGN CREDITS

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SEQUENCE OF PLAY

[1] INITIATIVE

Determine Initiative with 2d6 roll. Highest total has the option to play first <u>or</u> second. Allies win ties.

[2] PLAYER 1 MOVE

a) Strategic Moves & Attacks (attacks are not resolved until the combat phase)
b) Rebase moves (air/naval only)
c) Operational Moves

[3] PLAYER 2 MOVE

Repeat step [2] except pinned units **cannot** move.

[4] RESOLVE COMBAT

Resolve all battles in sequence determined by Player 1. See Combat Sequence.

[5] LOGISTICS

• Determine Supply. Unsupplied units lose 1 step (except Infantry/Marine Units are not reduced below 1cv).

• Determine Production Points (PPs). American and British PPs are counted and spent separately. SHQ can be built with either total.

• Steps can be added to existing units in *Supplied Bases*. Units cost **double** PP outside of Home Bases.

COMBAT SEQUENCE

	UNIT	MOVE	COMBAT A–N–G	STEP Cost
AIR	**NA** Naval Air	1	2–3–1	3PP
	AF Army Air	1	2–2–2	2PP
NAVAL	**CV** Carrier	2	2-3-1	5PP
	SS Submarine	2	0-2-0	3PP
	BB Battleship	2	1–2–2	4PP
	CA Cruiser	2	0–1–1	2PP
GROUND	**Landing Phase: invader may land only if there are no opposing naval units.**			
	MA Marines	2	1–0–3	3PP
	IN Infantry	1	1–0–2	1PP
	SHQ Headquarter	0	••••	5PP

NOTE: Firepowers vary for some units from the values listed above. Check the unit when firing.

STACKING CHART

Base	Air	Naval	Ground
Minor	1	6	1
Major	2	6	2
Sea	0	6	0[1]

1 Marine units *at sea* are naval units. Infantry units making a *Sea Invasion* also count for **naval** stacking and take hits as naval units until they land. Marines cannot remain at sea from turn to turn.