How to Read the Rules to USN
The rules to USN are quite long and detailed, as befits a game on this scale. To get the best effect out of the rules, it is recommended that the Players read them all in one sitting, to get a feeling for the general thrust of them. Then the Players should play all of the Mini-Games using the Sequence of Play as an operational check-list, to familiarize themselves with the flow of operations. Only then should any of the Campaign Games be attempted. Players will notice that the Mini-Games carry more interest than their small size might indicate, as they represent a true nexus of events that would rarely occur in the Campaign Games.

If problems arise in the game which the Players cannot resolve by reference to the rules, they are encouraged to solve them by the spirit and indication of the other rules, i.e., in a consistently logical pattern with the other rules. Problems should not be resolved by resorting to chance, but rather argument. The scope of the game USN is so large, and the number of possible events and interrelationships so great, that it is considered to be inevitable that problems will arise, even though hundreds of man-hours were spent in developing and testing the rules.

USN is a game on several levels. First, there are the Mini-games, the four of which are concerned with single operations, such as the Coral Sea operation. Then there are the Campaign Games, concerned with entire phases of the original war. These games share in common the Standard rules; these will be modified for various situations.

GAME EQUIPMENT
The Game MapSheet. The 22” by 28” map-sheet depicts the Pacific theatre of operations, over which the relevant campaigns took place. An hexagonal grid has been superimposed to regularize movement and position of Playing Pieces. (See Terrain rules.)

The Playing Pieces: two differently colored sets of die-cut counters (hereafter called units) are supplied. The units representative of the original forces in the campaign are chosen from those provided. The exact units to be used are given by the different games’ initial Order of Battle and the Reinforcement Chart. It is strongly recommended that the Players sort their units by type and color, and keep them segregated by storing them in separate, labelled envelopes, or in trays, etc. This greatly facilitates setting up the game. The Playing Pieces are distinguished by type, strengths, and mobility. There are a large number of units and different types of units. As such, these are here presented in some detail:

LAND UNITS

Ground Attack Strength

Defense Strength

Movement Allowance

Infantry

1

15

Defense Strength

Movement Allowance

Similar Types: Parachute, Marines, SNLF (Special Naval Landing Forces)

Size of Unit:

Battalion:

Regiment:

Brigade:

Division:

Coastal Defense Unit

Surface Attack Strength

Movement Allowance

Air Bases

Air Unit Capacity

(Also represents Anti-Aircraft Strength)

Naval Bases

All bases, including those printed on the map-sheet, have a Defense Strength of “ten”.

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NAVAL UNITS:

NON-CARRIER COMBAT UNITS:
Defense Strength Anti-Aircraft Strength
15 25
BB-3
34 5

Surface Attack Strength Movement Allowance
CARRIER UNITS
Defense Strength Anti-Aircraft Strength
1
15
CV
7
0
5
5
Movement Allowance
Air Unit Capacity

Carriers and Transports have a Surface Attack Strength of "0".

Unit Types
BB Battleship Divisions (BatDiv)
CA Heavy Cruiser Division (Hvy CruDiv)
CL Light Cruiser Division (Lt CruDiv)
DD Destroyer Squadrons (Desron)
CV Carrier
CVL Light Carrier
CVE Escort Carrier
OIL Oiler

TRANSPORT UNITS

UNIT TYPES:
Japanese Transport Groups: TR
Allied: Transport Group: TR
Assault Transport Group: AT

AIR

Air units come in denominations like money; reference to one Air Point means a unit with a "1" in the number-of-air-points space; like money, change may be made freely with no procedure needed.

Air-to-Air Strength:
At normal range/at extended range

Number of Air Points

Bombardment Strength Range Allowance: Normal/Extended

Unit types
Land Aircraft (LAC)
Naval Aircraft (NAC)
Long-range Bomber Aircraft (LBAC)

NAC type of air units are not represented as the other units, rather, there are other counters coded with a letter which is referenced to the NAC'Air Unit Strength Table. These coded air units may be placed on air bases or under carriers (which signifies that the particular group of units are on the carrier.) The number of air points that one of these coded units represents is indicated by placing a marker (pennies are good) on the appropriate level; all of the relevant strengths are indicated by level of Air Points.

DEFINITION OF TERMS

Surface Attack Strength refers to the offensive ability of units to fight on the surface of the sea; only certain naval units and Coastal Defense units have this ability.

Ground Attack Strength refers to the offensive ability of land units in land attacks.

Defense Strength refers to the general defensive ability of a unit to resist all types of attack.

Movement Allowance refers to the MAXIMUM number of hexes that a unit may move in a particular Movement Phase.

Transport Points refer to the amount of space that a particular land unit occupies in a Transport unit. Transport Point Capacity is the number of the above points that a Transport unit may carry.

Air Unit Capacity refers to the number of Air Points that a carrier or Air Base may contain.

Anti-aircraft Strength refers to a ground or naval unit's ability to shoot down aircraft; Air-to-Air Strength is the same ability, attributed to aircraft.

Bombardment Strength refers to a unit's ability to attack surface and ground targets.

Range Allowance refers to an air unit's basic radius of attack, i.e., how many hexes it may move (one way) to attack a target.

Game Charts and Tables: various visual aids are provided for the Player to simplify and illustrate various game functions. These are the various Combat Resolution Tables, the Reinforcement Chart, the various Initial Orders of Battle, the NAC Air Unit Strength Table, and the Air Mission Allocation Charts.

Necessary Equipment
Not Provided in USN

Certain equipment is not provided with the USN game which is needed for various game functions. These are: one die (i.e., one-half of a set of dice), several pencils with erasers, approximately forty pennies (or similar markers); and approximately six to twelve sheets of ruled paper.

Charts have not been provided for all of the operations involved in USN. These will have to be accounted for by the Players on separate sheets of paper. Notations should be made clearly so that later inspection of these records is possible. Each separate function should be recorded on a separate, clearly labelled paper.

These functions are:
a)Victory Points for damaged and destroyed units should be noted as soon as such Points are gained. Each Player keeps track of his own gains, and these may be inspected at any time by the opposing Player.
b) As stated in the Supply rules, naval units have a limited duration at sea without refueling. Each Player should keep track of when his...
ships have last refueled, and the status of his Oilers (as to whether or not they are carrying fuel). These records may be inspected by the opposing Player.

c) When using the optional submarine rule, the Japanese Player must record the hex number and status (On Station or not) of the sub unit on a turn-for-turn basis. It is best to check the position of these units on a turn-for-turn basis, and record the various units’ positions and status each Game-Turn. This record may not be inspected by the Allied Player until the end of the game.

GENERAL COURSE OF PLAY

USN is played in Game-Turns. During each of these Game-Turns both Players (Allied and Japanese) may move and attack with all their units at least once. The objective is to destroy Enemy units, while minimizing Friendly unit losses, and securing advantageous geographic positions. Combat is resolved by comparing the appropriate strength-numbers of units in attack and defense postures. A die is rolled, and the outcome indicated on the appropriate Combat Results Table applied. Movement and combat occurs only as indicated in the Sequence of Play. At the end of a game, Player’s performances are evaluated by reference to the Victory Conditions.

SEQUENCE OF PLAY

The sequence of play is really a detailed operational listing in order. A synopsis of these events is as follows:

Step 1. Introduce new units to map sheet.
Step 2. Japanese move air and naval units; naval units engage in combat and bombardment.
Step 3. Allies move land units.
Step 4. Allies move air and naval units; naval units engage in combat and bombardment.
Step 5. Allied land units attack; both sides’ air units bomb targets.
Step 6. Allies move air and naval units; naval units engage in combat and bombardment.
Step 8. Japanese move air and naval units; naval units engage in combat and bombardment.
Step 9. Japanese land units attack; both sides’ air units bomb targets.
Step 10. Players adjust the Turn-record Chart, check fuel status of naval units, adjust Damage Records of naval units. The last two are independent paper work which must be produced by the Players.

Detailed Sequence of Play

USN is played in identical turns; each of these Game-Turns is composed of ten steps, during which all possible operations take place. Players must be careful to follow this sequence, as it will simplify memorizing many of the operations in the game, and clarify them more precisely. Operations may only be performed at the indicated place in the sequence. Players may use this sequence as a “checklist”. Each operation is summarized; however the Mission Capability Charts should be consulted for greater details, as well as the Rules of Play when necessary.

A typical detailed Game-Turn would be as follows:

Step 2. Japanese Air and Sea Movement Phase

(A) perform all Japanese air transfer missions; air units may move up to twice their normal Range Allowance.

(B) Japanese may drop paratroop units operating from certain air bases up to four hexes away.

(C) Japanese Player may move all naval units part, all, or none of their Movement Allowance through any hexside at least partly sea.

(D) All Japanese Transport units may embark or debark units. Units may not be debarked onto hexes containing Enemy land or Coastal Defense unit, or Enemy naval units.

(E) Japanese DD and CL units may perform Emergency Transport of supplies and of land units; they may not debark on a hex with an Enemy Coastal Defense unit.

(F) Japanese naval units may perform bombardment of land units and bases missions, if in the same hex as the defending unit. These may not be performed in the same hex as an undestroyed Enemy Coastal Defense Unit, or Enemy naval unit.

(G) Naval units in the same hex must attempt to engage those units in a surface combat, and Enemy units able to escape into adjacent hexes may do so. (See Surface Naval Engagement Mission.)

(H) Japanese naval units in the same hex as Allied Coastal Defense may bombbard them; before extracting losses, the Coastal Defense unit may fire at the attacking ships.

(I) Naval units may use the remainder of their Movement Allowance that was unused in “C” above; in no case may the total number of hexes entered by the naval unit in “C” and “I” exceed its total Movement Allowance, Moving Player may adjust stacking of naval units.

(J) Naval units in an undamaged Naval Base or stacked on an Oilier unit may refuel.

Step 3. Allied Land Movement Phase

(A) All Allied units move one hex if in supply.

(B) Units which have not moved may attempt to entrench.

(C) Player rolls die for base-building attempts.

Step 4. Allied Air and Sea Movement Phase

Allied Player repeats Step 2, using his own units to perform the operations, with two exceptions:

1) omit “B”, as Allies have no paratroop units;

2) only Allied DD, not CL, units may perform Emergency Transport Missions.
Step 5: Allied Land Attack Phase, Mutual Air-Strike Phase

(A) Disembark Allied units from Assault Transports onto enemy occupied hexes; if a
Camb in a land hex, the disembarked units must
attack. Units may not disembark if there is an
undestroyed Coastal Defense unit in that hex.

(B) Allied Player announces land attacks; units
must be in same hex.

(C) Allied Player may allocate any naval units
in the same hex as land attack to Ground
Support of that attack.

(D) Players examine each other's stacks of naval
units which are in range of Friendly air units,
to determine the defensive groups of ships
against air attacks; the top two ship counters
form one group, the next two form the second
group, etc.; if there is an odd number of naval
units, the bottom unit defends by itself.

(E) Players may simultaneously remove air
units from map, and place them on the Air
Allocation Chart. Once placed on the chart the
Players must write the origin and target of the
mission by the hex number, and further detail
if there are alternate targets for the same
mission, such as naming a two naval unit
defensive group.

It is not necessary to actually move units to
the hex under attack; rather the Allied Player
simply reads off each attack, and the Japanese
Player responds with any Combat Air Patrol;
then reverse the procedure.

(F) 1. Allied Player announces all air attacks
against naval unit targets, specifying which
two-ship defensive group, if necessary. The
Japanese Player announces the Combat Air
Patrol over those targets.

2a. Execute Allied LBAC/Japanese naval CAP
air-to-air combat, extracting losses from both
simultaneously.

2b. Allied LBAC undergoes naval target
group's Anti-Aircraft fire; extract losses.

2c. Remaining Allied LBAC attacks naval
targets; with full Bombardment Strength.

3a. Execute Japanese NAC/remaining Allied
naval CAP air-to-air combat, extracting losses
from both simultaneously.

3b. Japanese NAC undergoes naval target
group's Anti-Aircraft fire; extract losses.

3c. Remaining Japanese NAC attacks naval
target(s) with full Bombardment Strength.

At the end of "F" and "G," all naval air units
remain aloft; see "L."

(H) 1. Allied Player announces all bombard-
ment attacks against land units, Coastal De-
fense units, bases (specify which if two are in
a hex), and naval units in port. The Japanese
Player announces Combat Air Patrol over
targets. All types of air units attack together,
by target, rather than by unit type as in
bombing naval units.

2a. Execute air-to-air combat from all Japanese
CAP and all Attacking Allied air units; LBAC
are not affected. Extract losses. Enemy Player
chooses type of air unit lost if necessary.

2b. Allied attacking air units undergo Anti-
aircraft fire from targets; extract losses. LBAC
are not affected by this fire.

2c. Execute air attacks with remaining Allied
air units, and apply results if any to defender.

(I) 1. Japanese Player announces all Bombard-
ment missions against land units, Coastal De-
fense units, bases (specify which if two in the
same hex), and naval units in port. Allied
Player announces Combat Air Patrol over
those targets.

2a. Execute air-to-air combat from Allied CAP
and all Attacking Japanese air units. Extract
losses; Enemy Player chooses type of air unit
lost if necessary.

2b. Japanese attacking air units undergo Anti-
aircraft fire from targets; extract losses. Type
lost is again chosen by defending Player if
necessary.

2c. Execute air attacks with remaining Japan-
ese air units, and apply results if any to
defender.

(J) Both Players announce air ground support
missions, and if necessary resolve combat
against remaining Enemy CAP.

(K) Resolve ground attacks (land unit vs. land
unit), including air ground support and naval
gunfire support. Apply results.

(L) Return all remaining air units to a base
within their Range Allowance of the air units.
CAP must, if possible, return to the hex they
flew from; if there is no place for them there
may return to another base or carrier.
CAP must land at the same hex they were
launched from, or are destroyed. Any air units
that would exceed Air Point Capacity or are
out of range of any base are destroyed.

Step 6. Allied Air and Sea Movement Phase

Allied Player repeats same procedure as in Step 4.

Step 7. Japanese Land Movement Phase

Japanese repeat same procedure as in Step 3,
using his own units rather than the Allied.

Step 8. Japanese Air and Sea Movement Phase

Japanese repeat same procedure as in Step 2.

Step 9. Japanese Land Attack Phase, Mutual
Air-Strike Phase

Players repeat same procedures as in Step 5,
except that the Japanese Player performs the
operations previously done by the Allies in
"A," "B," and "C."

Step 10. Allied Land Attack Phase, Mutual
Air-Strike Phase

Players repeat same procedure as in Step 5,
except that the Allied Player performs the
operations previously done by the Japanese
in "A," "B," and "C."
Step 10. Players adjust the Turn-Record Chart, check fuel status of naval units, and adjust damage records of naval units. The last two records-keeping operations are independent (not supplied with the game) and must be produced by the Players themselves.

MOVEMENT

General Rule:
During the appropriate Movement Phases, a Player may move as many of the appropriate units (land, sea, air) as he wishes. Each unit may be moved as many times as desired within the limits of its Movement Allowance or the Mission Capability Charts.

Procedure: Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:
(A) Movement is calculated in terms of hexagons. Basically each unit expends one Movement Point of its total Movement (Point) Allowance for each hexagon it enters. Some types of hexes may not be entered by certain units.

(B) In any Movement Phase, a Player may move all of the indicated units, or some, or none; movement is never required, it is always voluntary.

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase; see also the Mission Capability Charts. Unused Movement Points may not be accumulated or transferred from unit to unit.

(D) Only types of movement and combat indicated by the Sequence of Play are permitted; Players must follow that sequence rigidly.

Land unit Movement
(E) Land units may not move across mountain hex-sides if there is an Enemy unit on the hex to be entered.

(F) Land units may always move one hex per Game-Turn, except for Case E and when a unit is out of supply. Further, a unit may never voluntarily move out of supply.

(G) Land units may not move when they are out of supply; they may not voluntarily move out of supply, nor are they permitted to retreat when out of supply.

(H) Coastal Defense units may never move.

(I) Land units may not move while entrenched, entrenched or disentrenching.

(J) Land units may be debarked from transports in any Naval Movement Phase, except for landings on Enemy occupied hexes which take place during the Land Attack Phase. They may never move any further during the landing Movement Phase.

(K) A particular Land unit may only be transported by one vehicle in a single Movement Phase.

(L) Land units may move through one another freely, whether Enemy or Friendly, as long as they remain in supply. Exception: Amphibious Assault. See also Terrain rules for movement effects.

(M) Land units may never move into China or India; they may not move into Burma unless the Burma Front Optional Rule is being used.

Naval Unit Movement
(N) Naval units which spend their entire Movement Phase more than five hexes from any Enemy airbase (with or without air units), Engineer unit, naval base or non-submarine naval unit may double their Movement Allowance; they may not enter within those five hexes during the movement. This is modified for the Japanese Player to prohibit movement within six hexes from any Allied LBAC air unit.

(O) Naval units may engage in naval combat and bombardment during their Movement Phase. If the unit has any remaining Movement Points after these actions, it may finish its Movement Phase. The unit may not, however, enter a hex which contains Enemy naval units which have withdrawn from surface combat with Friendly naval units during the same Movement Phase.

(P) Naval units are restricted in the number of Game-Turns they may spend at sea; see Supply.

Air unit Movement
(Q) Most forms of air unit movement are outlined on that Mission Capability Chart.

(R) Air units may not move if their base is unsupplied.

(S) If a base has been neutralized by sea or air bombardment, no air units may land or take off from that airbase; if a carrier has suffered any damage, no air units may land or take off from that carrier. NAC air units on Combat Air Patrol over carrier units are lost if all carriers in that hex are damaged. All air units on damaged carriers are destroyed.

(T) Naval aircraft (NAC) units may land or take off from air bases or carriers; Land aircraft (LAC) and Long-range bomber aircraft (LBAC) units may only land and take off from land airbases.

(U) All air units expend an additional Movement Point from their Range Allowance when crossing a mountain hex-side; thus if an air unit normally had a Range Allowance of two, it would normally only be able to attack an adjacent hex if it were necessary to move through a mountain hex-side.

(V) Non-LBAC air units may extend their Range Allowance but in doing so they lose some portion of their Air-to-Air Attack Strength. Both Japanese and Allied LAC may extend their Range Allowance up to four hexes; when exceeding their normal Range Allowance, reduce their Air-to-Air Attack Strength to "one" for the Japanese, and "two" for the Allies (normally five for both). Both Japanese and Allied NAC may extend their Range Allowance to three hexes; when doing so, reduce their Air-to-Air Attack Strengths to the same as indicated for LAC.
COMBAT

General Rule:
Combat occurs between opposing units in the same hex, and is instituted or attempted by the Player whose Movement or Combat Phase it is. This Player is considered for all but aerial combat to be the Attacker; the other Player to be the Defender. In many types of combat, such as air-to-air and surface naval engagement, each Player, in turn, as they fire their units, is considered the Attacker.

Procedure:
Total up the offensive Strengths of all the attacking units involved in a specific attack. In air-to-air and Anti-aircraft combat this is sufficient. For other combats, compare this total offensive Strength to the total Defense Strength of the unit(s) under attack; state this comparison as a probability ratio (combat odds); round off the ratio downward to conform to the simplified combat odds found on the various Combat Result Tables.

After arriving at the total offensive Strength or the combat odds, roll the die and read the results on the appropriate line of the correct Combat Results Table. Apply the result before proceeding to the next combat, except where fire is supposed to be simultaneous.

In all cases, follow the Mission Capability Charts for appropriate combat actions.

Cases:
(A) No units are ever compelled to attack, except for air units assigned to a mission.
(B) Players must be very careful in specifying targets; thus if there were a Naval and Air base in the same hex, an attacking air unit must specify which base it is, as only the attacked base would be able to defend or fire its Anti-aircraft. The same applies to air units attacking naval units.

Land Unit Combat
(C) There is no limit to the number of Enemy and Friendly units that may be in a hex at the same time.
(D) Defending land units in the same hex must be attacked in total; their combined Defense Strength may not be broken down or divided in any way. Combat results are applied to all defending units.
(E) The Attacker need not assign all of his units in a hex to the attack; those not attacking are not affected by the combat results. Exception: In Amphibious Assault, all of the Attacker's debarking units must attack.
(F) Coastal Defense units occupied by an Enemy land unit, without a Friendly land unit defending, are destroyed.
(G) Specific bases in a hex are defended only if a Friendly land unit in the same hex is inverted to signify this. Entrenched units automatically defend bases. In both cases the Enemy land unit may not capture a base without combat. If there is no land unit defending in such a manner, the base may be captured by the Enemy, who may invert his unit in the same manner as bases. Naval Unit Combat
(H) Naval units that have been damaged in the slightest have their Defense Strength, Surface Attack Strength and Anti-Aircraft Strength halved. In addition, carriers may not operate any air units, and all air units on the carrier are destroyed. Naval units which have suffered or accumulated more than twenty (20) weeks damage have their Movement Allowance halved; there is no effect if twenty weeks or less damage. Damaged naval units may not use the movement bonus given in Movement, Case N.

(I) Naval units which have suffered damage and receive further damage accumulate this damage. If the total weeks damage exceeds forty, the unit is considered destroyed.

Air Unit Combat
(J) If an airbase is damaged while CAP is covering it, the CAP may land there; if the base is destroyed, the planes are lost with it.
(K) After all air units have finished combat, they may return to any base or carrier within their Range Allowance except for CAP which must return to a base or carrier in the same hex as they were launched from.

TERRAIN (and its effects)
There are the following terrain features on the map sheet:

Class 1 land: atolls and islets
Class 2 land: large islands and continent

Sea Hexes

Mountain hex-sides

Desert hexes

Naval units may move through any hex-side that is at least partially sea. Land units may move through any hex-side any portion of which is land, except for a mountain hex-side that has an Enemy unit on the other side. Air units lose "one" from their Range Allowance when flying across any number of mountain hex-sides. Land units may land on any island hex (exception: Amphibious Assault). Land units may not enter desert hexes.

ZONES OF CONTROL

All hexes within two hexes of any air base containing air units, or carrier unit containing air units are said to be under the owning
Player's Zone of Control. The sole effect of this control is that it stops an Enemy Player from tracing a supply line through those hexes.

If a hex is under the control of both Players, this has a cancelling effect, that is, neither Player has a Zone of Control over that hex, and thus both could use it in tracing a supply line. The effect of Zone of Control on supply is instantaneous.

**SUPPLY**

**General Rule:**
Land and air units not "in supply" are penalized in movement and combat. Bases not in supply may not function in any fashion except that they continue to have Anti-Aircraft Strength. Naval units must refuel periodically.

**Cases:**

(A) Land units and bases trace supply lines through the hexes, by any number of hexes, no matter how long or devious this line may be. Once this supply line has crossed a completely sea hex-side, it is considered to be "traced through sea," and may not be traced on land again. Until crossing a fully sea hex-side, this supply line is traced along land unless it is blocked, in which case it is then traced at sea. Once having traced any portion of the supply line through the sea, it may not thereafter be traced over land.

(B) For the Japanese Player, supply lines may be traced to any hex of the Japanese Home Islands. For the Allied Player, supply lines may be traced to any hex of Australia or the East edge of the mapsheet.

(C) Supply lines may not be traced through any hex of India or China.

(D) Supply lines are blocked by three things:

1) the presence of Enemy land units blocks supply lines traced on land, even if sharing a hex with a Friendly unit; it does not block supply from being traced into that hex, only through it.

2) the presence of an Enemy naval unit stops a supply line from being traced by sea into or through a hex.

3) the undisputed Zone of Control of an Enemy air unit prevents supply lines from being traced by land or sea into or through a hex.

(E) Units which are not able to trace a supply line are unsupplied. Unsupplied air units may not perform any missions; unsupplied bases may not function in any capacity (except Anti-Aircraft defense), and unsupplied land units (except Coastal Defense units, which remain normal) may not move or attack and have their Defense Strength halved. Units regain their abilities immediately upon being placed in supply again. All bases retain their Defense Strength when out of supply.

(F) Land units may also be supplied by Emergency transport (see Mission Capability Chart-Naval); each transportation naval unit may carry enough supply for one division (or twelve Transport Points) for one Game-Turn. Supply however does not accumulate, and if less than a division were using the supply, the remainder would not carry over into succeeding Game-Turns.

(G) All naval units except Transports and Oilers may only remain at sea for three complete Game-Turns without refueling. Oilers and Transports may stay at sea for six Game-Turns. On the last Naval Movement Phase of the last Game-Turn of its at-sea endurance, the naval unit must end its movement in a Naval Base, or stacked with an Oiler. This refuels any ship which does so, and they may begin another three (or six) Game-Turns at sea. If a unit cannot refuel, it is considered destroyed.

(H) Oilers may refuel as many units as are able to end a Movement Phase stacked with it. However, if even one unit draws fuel from that Oiler, it is considered empty, and may not refuel any other unit until the Oiler has ended a Movement Phase in a Naval Base (in supply, of course). It is then able to refuel naval units again. In other words, a given Oiler may only perform a re-fueling operation once (no matter how many or how few ships it refuel in that operation) before it must return to a base to "refill."

**UNIT BREAKDOWN**

Land units of a certain size may break down into smaller components. This may be done at any time during the Friendly Land Unit Movement Phase, with no penalty. Units may also re-form back to a higher unit if all the component parts are stacked in the same hex.

**Japanese**

One 20-40 division = two 8-18 brigades
One 20-40 division = three 6-12 regiments

**Allied**

One 30-50 division = three 8-15 regiments
One 50-60 Marine division = three 15-20 regiments

Units may not break down to battalions.

**STACKING** (more than one unit per hex)

**General Rule:**

With a few exceptions, there is no limit to the number or type of units that may be present in a single hex, whether Enemy or Friendly. This applies equally to the moving of units through a hex.

**Cases:**

(A) Enemy and Friendly units may co-exist in the same hex or adjacent hexes with no combat necessary between them. Exception: there may never be opposing land units on the same Class 1 (see Terrain) hex; this follows logically from the statement that an Amphibious Assault must be made when landing on an Enemy-occupied Class 1 hex, and the defending unit must be destroyed before landing the assaulting unit. Otherwise the presence of an Enemy unit has no effect on any activity.

(B) The presence of an Enemy unit in a hex containing Coastal Defense units results in the Coastal Defense unit's destruction, unless there is a land unit inverted or entrenched in that hex. Bases are considered captured unless defended by Friendly units in the same manner.

(C) There may never be more than one of each type of base in a hex (air and naval), and there may never be opposing bases in the same hex. Thus, it is not possible to build any type of base in a hex which contains an Enemy base of any type.

(D) Units may pass through Enemy units and bases freely, with the exception of Naval
Surface Engagement, in which naval units entering a hex containing Enemy naval units must attempt to engage them, unless they have been previously engaged in that Phase, or escaped engagement in the same Movement Phase.

(E) The number of Air Points in an air base is restricted to the Air Point Capacity number of the base. This may never be exceeded.

(F) There is never a requirement for combat, except for Case D, and air units assigned to a mission.

(G) The stacking of naval units determines how those units will defend against both air and naval surface attacks. This stacking may only be changed during the Naval Movement Phase. In air attacks, the naval units defend in two-unit groups. The air units must specify which group they are attacking, and this group fires a combined Anti-Aircraft Strength against the attackers. These groups are formed by taking pairs of naval units going downward into a stack. Thus the topmost two units are one defending group, the next couple another; if there are an odd number of units, the bottom unit defends alone.

In surface engagements, the attacking naval units must attempt to engage a number of Enemy naval units equal in number to themselves. The units to be engaged must be taken from the top unit in the stack. Fire may only be concentrated among the engaged units as either side chooses; the stacking simply dictates how many units may be engaged, not the order in which fire must be directed.

Example: three Allied CA naval units attempt to engage two undamaged Japanese CA units, one damaged CA unit, and one damaged carrier (assume both ships have 35 weeks damage and thus have their Movement Allowance halved). The Japanese units are stacked from the top down: CA, CA, CA (dam.), CV (dam.). If the Japanese Player accepts combat, i.e., the undamaged units do not flee to an adjacent hex, the Allied Player would attempt to engage the top three units (the CA's) and could engage no others. When firing, all three Allied units could fire against the damaged CA, while all three of the Japanese engaged units could fire against a single Allied unit.

AMPHIBIOUS ASSAULT

When landing units on Enemy occupied hexes, a number of factors must be taken into consideration. Units may not debark onto a hex containing destroyed Enemy Coastal Defense units. Units may freely debark onto Enemy occupied Class 2 land hexes; however, when debarking onto Enemy occupied Class 1 hexes, they must destroy the Defender before occupying the hex. See the Combat Results Table No. 1. Only Japanese Transports and Allied Assault Transports may perform an opposed debarkation, whether Class 1 or 2 land hexes.

ENTEXMENT

General Rule: Entrenchment inhibits a land unit's ability to move and attack, while increasing its Defense Strength against all types of attacks. The appropriate marker is placed on a unit after achieving Entrenchment.

Procedure: during any Friendly Land Movement Phase, if a unit has not moved during that Phase, and is in supply, the Player may attempt to entrench any unit by rolling a die as described below.

Cases:
(A) Entrenched units may not move or attack, and have their Defense Strength tripled.

(B) Units may disentrench at the end of any Friendly Movement Phase by simply announcing this, Remove "Entrenched" marker.

(C) To entrench successfully, a "one" must be rolled on the die by the Japanese Player, and a "one" or "two" by the Allied Player. Each unit attempts to entrench individually.

(D) A unit forced to retreat by combat loses its entrenched status.

(E) Entrenched units are considered to be defending all Friendly bases and Coastal Defense units in a hex.

OFF-MAP MOVEMENT

Units may not leave the map sheet off the north or south edges. Allied units may leave by moving off the west edge, but they may not return. Japanese naval units may only move off the west edge of the map sheet in response to the Victory Condition requirement that carrier units must leave the map; these units do return.

Only Allied units may freely move off the east edge of the map sheet. At the east edge there are a number of boxes with numbers in them. As a unit moves off the map, it enters one of the numbered boxes; this number refers to the number of Naval Movement Phases necessary to reach the U.S. West Coast. In each Naval Movement Phase, the unit may move into the next lowest numbered box, until achieving the West Coast. All Transport units must spend a full Naval Movement Phase embarking units on the West Coast. When leaving the West Coast, the same procedure is followed in reverse; when entering the map from the last box, the unit may move onto the map using its full Movement Allowance.

Units need not reenter the map from the same zone that they exited from.

AIR AND NAVAL BASES

General Rule: All types of air units may operate from air bases. Land air units (LAC) and Long-range bomber air units (LABAC) must operate from air bases, while Naval air units (NAC) may operate from either air bases or Carrier naval units. See the Mission Capability Charts for procedures in landing and attacking from bases with air units. Naval units may be considered to be in a Naval base by simply being in the same hex as the base, although they must announce that they are in the base, and not "at sea." Naval units occasionally must stop in naval bases to refuel (see Supply!). There is no limit to the number of naval units that may be in base at the same time.

Procedure: When air units are present on an air base, place the representative units on the same hex as the base itself. When a unit leaves
the base, place the air units on the Air Unit Attack Allocation Chart, unless they are engaged in a Air Transfer Mission, in which case, place them on the map at their destination. Units may not land or operate from damaged or neutralized air bases (exception: CAP missions may land at a base damaged in the same phase). Naval units may enter damaged naval bases, but may not refuel there. In all cases, treat destroyed bases as simply not existing.

When air bases are reduced to a "0" air point capacity, they are considered destroyed; place a "destroyed" marker on it to signify this. Destroyed Naval Bases (i.e., those that receive a combat result of "X") also have a "destroyed" counter placed on them.

**Destroyed Marker:**

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**REPAIRING OR BUILDING BASES**

**General Rule:**

Air and Naval Bases are built and repaired in the same manner, the difference being that repairs are accomplished definitely after one Game-Turn, while new building depends on the roll of the die for completion.

**Procedure:** move one Transport naval unit (any Japanese or Allied Assault Transport) and one engineer unit to the hex containing the damaged base, or where the base is to be built. After debarking the engineer unit, the transport may leave, but the engineer unit must remain until completion of repair or construction. The engineer and transport may arrive separately but both units are essential to beginning operations.

**Cases:**

(A) Captured Enemy air bases with an Air Point Capacity of less than "ten" need not be repaired before they may be used; those with a capacity of "ten" or more must be repaired.

(B) The captured Enemy air base may be used by Friendly air units after the first Friendly Land Attack Phase of occupation by a transported Engineer unit for air bases with an Air Point Capacity of ten, or by any unit for a smaller air base.

(C) Captured Naval Bases are repaired in the same manner as the larger air bases; if two bases are in the same hex, each must be repaired separately.

(D) When a base is being constructed, a die is rolled at the end of each Friendly Land Movement Phase (as noted in the Sequence of Play); the Allied Player must roll a die and obtain a result of "five" or "six." The Japanese must roll a die and obtain a result of "six" to complete the base. On the following Game-Turn the base may be used. This procedure is the same for both air and naval bases.

(E) A repaired air base is restored to its original Air Point Capacity. A newly built base is built in increments of five Air Points Capacity; additions of five more Air Points Capacity use the same procedure as original construction. There is no limit to the size of an air base. Naval bases are identical to all others once built, i.e., there is no difference between Naval Bases. Old air bases may also be increased in size.

(F) Only one base may be built or repaired by an engineer unit at one time (not both air and naval even if in the same hex). Two engineer units attempting to build a base may roll twice to attempt it.

(G) Engineers may be out of supply and still work on bases.

(H) If Enemy air units are on an air base when it is captured, they are considered destroyed.

(I) Bases are considered captured simply by moving a unit into that hex, unless there is an Enemy land unit in that hex which is inverted or entrenched; then those units must be dislodged by combat.

(J) Bases may be sabotaged or attacked by Friendly forces to prevent their falling into Enemy hands. This may be done by the normal air and sea bombardment missions. It may also be performed by infantry divisions and Engineer regiments. At the same point in the Sequence of Play when bases are built, these units may attempt to destroy bases. Infantry divisions must roll a "one" or "two," and Engineer regiments a "one," "two," "three" or "four" to succeed. If success occurs, a naval base is completely destroyed, and an air base is reduced in Air Point Capacity by five. Again, more than one unit may roll for destruction on the same base, and the results are cumulative.

(K) Naval units ending their movement on a hex containing a Naval Base must announce that they are in that base, or else they are considered to still be at sea.

(L) Naval units in a Naval Base may not be attacked by other surface naval units. If the base is captured or destroyed while naval units are in it, they are then considered to be at sea.

(M) The Defense Strength of all bases is "10." The Anti-Aircraft Strength of Naval Bases is "20." The Anti-Aircraft Strength of Air Bases is equal to the Air Point Capacity.

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**JAPANESE CARRIER AIRCRAFT EMBARKATION**

When new NAC are embarked onto a Japanese carrier, that is, NAC which have not previously been on a carrier, the carrier must spend one Game-Turn in a naval base in Japan while training the new pilots. Two full Naval Movement Phases must be spent idle in the base.

**ALLIED CARRIER AIRCRAFT EMBARKATION**

When new NAC are embarked onto an Allied carrier, the carrier must be in the Naval Base on the U.S. West Coast; the naval unit may enter the base on one Movement Phase, and leave on the next.

**DAMAGE AND REPAIR OF NAVAL UNITS**

Naval units frequently suffer damage; this damage is expressed in terms of a number of weeks damage which must be repaired. Dam-
aged naval units suffer a variety of impairments: their Defense Strength, Surface Attack Strength, Anti-Aircraft Strength and Movement Allowance may be all halved (See Combat Case H), and the units may not increase their Movement Allowance according to Movement Rules, Case M. In addition, carrier units lose all air units on board, and may not perform any air missions. Naval units which have suffered some damage, and suffer further damage totalling more than forty weeks damage are considered sunk instead.

To repair damage on naval units, Japanese units must be in any Naval Base in Japan, and Allied units in Pearl Harbor or the U.S. West Coast. For every complete Game-Turn spent idle in the proper Naval Base, reduce the amount of damage by one week. Damaged naval units may move at any time at the reduced movement rates.

PARACHUTISTS

The Japanese Player has two parachute units. These units may be dropped during any Japanese Air Movement Phase on any hex not occupied by Enemy land units and not in an Enemy air Zone of Control within four hexes of a Japanese air base. The unit to be dropped must begin on that air base, and that air base must have an Air Point Capacity of at least ten. The unit may not move in the phase dropped. Each unit may be dropped any number of times.

REPLACEMENTS

Replacements, unlike reinforcements, are only taken from units that are destroyed or damaged. Transports and engineer regiments are the only units which may be replaced.

Engineer regiments: for both Japanese and Allies, these units are replaced at the beginning of the fifth Game-Turn after they have been destroyed; if a unit were destroyed on the fourth Game-Turn, it would be replaced at the beginning of Game-Turn 9.

Allied Assault Transport: replace this unit ten Game-Turns after it has either been eliminated or has sustained twenty weeks or more in damage. Remove damaged unit when it returns to a friendly Naval Base.

All other Transport units: for both Allies and Japanese, replace four Game-Turns after elimination or sustaining ten weeks or more in damage; remove damaged unit when it returns to a friendly Naval Base. All Japanese replacements start at any Naval Base in Japan; all Allied replacements begin on the U.S. West Coast.

HOW THE GAME IS WON

Victory Conditions

The winner of each of the Campaign and Mini-Games is based on their total of Victory Points. Victory Points are awarded for the destruction of enemy land, naval and air forces, according to the Victory Points Schedule, and for occupation of geographic objectives, as given in each of the Game's Victory Conditions. After the end of the Game-Turn of a particular game, total up the Victory Points awarded for destruction of the opponents forces, and compare the geographic situation according to the Victory Conditions of the particular game, adding these points into the Player's totals. Then compare the total points of each of the Player's score to each other, stating the higher points in a ratio to the lower, and compare it to the following formula:

greater than 1:1, but less than 2:1 - MARGINAL VICTORY
at least 2:1, but less than 3:1 - PROVISIONAL VICTORY
at least 3:1, but less than 4:1 - STRATEGIC VICTORY
4:1 or greater - DECISIVE VICTORY

Victory Point Schedule

Points for units are the same for all Campaign and Mini-Games. Points are received equally by both sides for destroying the other's units for the following items:

LAND UNITS:

| Division | 10 |
| Regiment | 3  |
| Coastal Defense | 0 |

NAVAL UNITS:

| Carriers | 10, multiplied by the Air Unit Capacity |
| Other naval units (except Transports and Oilers) | 2, multiplied by unit's Defense Strength |

AIR UNITS:

| one LAC air point | 1/2 |
| Points are received by the Japanese for destroying the following Allied units: |
| Marine Division | 20 |
| Defense battalion | 10 |
| one LBAC air point | 1 |
| one NAC air point | 1 |

Points are received by the Allied Player for destroying the following Japanese units:

| Brigade land unit | 5 |
| SNLF regiment | 2 |
| Transports | 20 |
| Oiler | 20 |
| one NAC air point | 1 |

Naval units are the only units which may be damaged. Victory Points are received for damaging these units according to the following formula: Total Victory Points for sinking unit times (no. of weeks damage/100).
In other words, the number of weeks damage, expressed as a per centaje, times the full Victory Point value of the naval unit is the number of Victory Points received for damaging a naval unit.

Naval units which have been damaged, and subsequently are sunk, before the full amount of repairs have been made, do not award an additional amount for destroying the units. Rather the full destroyed value of these units is substituted for previous points awarded for damaging the units.

Thus a carrier unit with a ten-Air Point Capacity, which would be worth 100 Victory Points if sunk, would be worth to (the Enemy Player) inflicting the damage) forty Victory Points if it were damaged for forty weeks. If the unit were subsequently sunk before being repaired, the sinking Player would only receive an additional sixty Victory Points, for a maximum of the 100 Victory Points. If the carrier were fully repaired, then was sunk, the Player would receive an additional 100 Victory Points. If this sounds strange, think of all the weeks during which crews, material and dock space was taken up for repairing the unit; that is the points for damaging it, while for sinking it, the points represent replacing the ships.

In Campaign Games 1, 2, and 3, the Japanese Player must take and hold certain geographic areas (see also Garrison rule). he cannot win if he does not have undisputed control of these areas. To have undisputed control of an area, a Player must have been the last to occupy it, or be in sole occupation with a land unit.

Both Players receive the following Victory Points for undisputed control of the following areas. Those areas needed by the Japanese for victory are marked with an asterisk. If the area is disputed, i.e., both Players have land units there, neither receives the points for it.

<table>
<thead>
<tr>
<th>AREA</th>
<th>VICTORY POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mandalay*</td>
<td>25 (1)</td>
</tr>
<tr>
<td>Singapore*</td>
<td>25</td>
</tr>
<tr>
<td>Sumatra*</td>
<td>50</td>
</tr>
<tr>
<td>Java*</td>
<td>50</td>
</tr>
<tr>
<td>Borneo*</td>
<td>50</td>
</tr>
<tr>
<td>Philippines*</td>
<td>100</td>
</tr>
<tr>
<td>Any Naval Base in Japan</td>
<td>25</td>
</tr>
<tr>
<td>Vogelkop*(488/521)</td>
<td>25</td>
</tr>
<tr>
<td>Any Naval Base in Australia</td>
<td>25</td>
</tr>
<tr>
<td>Auckland</td>
<td>25</td>
</tr>
<tr>
<td>Pearl Harbor</td>
<td>50</td>
</tr>
</tbody>
</table>

There are additional modifications for some of the Campaign Games and the Mini-Games.

(1) The Japanese Player receives these points automatically if he follows the instructions of the Burma Special Game Rule; it must be taken if using the Burma Campaign Optional Rule.

**OPTIONAL RULES**

Optional Rules have been included in USN for several reasons. These are: (1) to increase the complexity; (2) to increase the number of variables within the simulation itself, and (3) to create a system that will enable the players, who are undoubtedly of varying skills, to balance the simulation.

The first two are rather self-explanatory, the third deserves some explanation. You will discover that each optional rule gives a Player an advantage or a disadvantage (except the Burma Rule) and by mixing and matching them, Players can compensate for their own strengths or shortcomings.

### Allied Variable Deployment

At the beginning of Campaign Games 1 & 3, roll the die to determine if there are any Aircraft Carriers in Pearl Harbor (1456)

<table>
<thead>
<tr>
<th>Die</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>CV-2, plus CA-3, DD-10 in Pearl Harbor</td>
</tr>
<tr>
<td>3-4</td>
<td>CV-6, plus CA-2, in Pearl Harbor</td>
</tr>
<tr>
<td>5</td>
<td>All the above forces are in Pearl Harbor</td>
</tr>
</tbody>
</table>

### Historical (Original) deployment

### Japanese Variable Deployment

At the beginning of Campaign Games 1 & 3, the Japanese may deploy their CL, DD, and Oiler units, and Engineer Regiments at any friendly Naval Base.

### Garrisons

The Japanese must maintain garrisons at the following locations throughout Campaign Games 1 and 3. He may not voluntarily move these units, although they may engage in missions.

- Saigon: five LAC, one 8-12 Brigade
- Haiphong: five LAC

If this Garrison falls below strength at any time due to Enemy action, the Japanese Player must bring it up to strength by the end of the game or the Allied Player wins.

By the end of Campaign Games 1 and 3 the Japanese must have the following Garrisons in place or they receive no points for holding the following objectives:

- Philippines: one 20-40 Division
- Singapore: one 6-12 Regiment
- Burma: two 20-40 Divisions
- Bangkok: ten LAC
- Java: one 20-40 Division
- Borneo: one 20-40 Division
- Sumatra: one 20-40 Division
- Vogelkop: one 8-18 Brigade

The Allied Player must keep three divisions in Australia, and one division in New Zealand; if at the end of Campaign Game 1 or 3, these forces are not there, the Allied Player receives no points for these areas.

### Japanese Ferry Carriers

The Japanese CVE units Taiyo, Unyo and Chuyo were in reality ferry carriers with limited launching facilities. As a result, modify these carriers performance so that they may only launch or receive one air point per Movement or Combat Phase.

### Burma Campaign

This was omitted from the Standard game, since we thought it was simply an additional burden on the Players and the outcome was a foregone conclusion. Players may recreate the original Burma Campaign by using the indicated Optional forces on the Orders of Battle.
and the Reinforcement Chart. Units may now enter Burma, although they still may not enter China or India. Allied units may retreat into either country, but may not re-enter the game. The Japanese Player receives no Victory Points for these units. The Burma Special Game Rules are cancelled for the Japanese, although he must still maintain a garrison.

Submarines

The Allied player has no submarines in the game, because they concentrated against Japanese Merchant Shipping, and their effect is built into the game. Japanese submarines could not be built into the game because their main effort was against Allied Naval Forces; thus the rules for employing the Japanese submarine fleet are as follows:

General Rule:
There are no actual submarine units, because they are not moved on the map; rather they are kept track of on a separate piece of paper. Subs have a Movement Allowance of "two," and a Surface Attack Strength of "six."

Procedure:
Subs move exactly the way other Naval units move, but a record of their position must be kept in secret, so that the Allied Player remains ignorant as to their location. Subs may only use their Surface Attack Strength to attack other Naval units, and they may only use it if they are On Station. Subs never need to refuel as do other Naval units.

Cases:
(A) Subs may only go On Station at the beginning of their Movement Phase, and once On Station they may not move for eight Japanese Movement Phases. Simply write a record of the Sub, On Station, next to its last position.

(B) Subs have no Defense Strength; they may not be attacked, even when their position is discovered.

(C) Subs may stack and combine their Surface Attack Strength against any unit moving through or ending on the hex in which they are On Station. Obviously, the only time a Sub can attack is if the Allied Player moves his naval units into the same hex as the subs. The attack is resolved immediately, as if it were a Surface attack (except the Allied Player may not attack the sub).

(D) Each DD unit in a stack of Allied units being attacked by subs, reduces the Attack Strength of the attacking sub units by two Attack Strength Points; each BB or CV, CVL, or CVE reduces the Attack Strength by one point.

(E) Subs may not go On Station within two hexes of an Allied Air Base which has aircraft in it, unless they are also within two hexes of one of their own Air Bases with aircraft.

(F) Subs may never go On Station in the same hex that contains an Allied Naval Base.

(G) If a Sub is On Station, and an Air or Naval base is built that would prohibit the sub from being on station in that hex, it must move on its next movement phase (involuntary abandonment of station). Subs may voluntarily abandon their station after spending eight Movement Phases on station in a given hex.

(H) Subs may attack any unit entering the hex they are On Station in. Each sub unit may attack a single target of their choice; if the Surface Attack Strength is being reduced by naval units in the hex, the Allied Player may reduce each of the sub's Attack Strength in any fashion he wishes, i.e., split the reductions among the sub units as he wishes.

(I) If a sub unit is On Station in a hex, and that hex comes within the Zone of Control of an Allied land-based air unit, the sub is free to leave that hex, even if before the normal eight Movement Phase period is ended.

(J) At the end of eight Movement Phases On Station, the submarine unit is free to move to another position, although it may remain in the same hex, and move off in any future Movement Phase.

How To Use the SITUATION & ORDER OF BATTLE

Choose one of the six different Situations, your first few games would probably best be spent on one of the low unit-count Mini-Games familiarizing yourself with the intricate game-mechanics; Coral Sea for example) and determine who will represent the Japanese, and who will represent the Allies. Each player should now examine his Order of Battle, (forces available for employment, abbreviated O.B.) and deploy the forces described within the limits set forth by the O.B. At the start of each game all Naval units are fully fueled. All air and land forces are considered supplied, except for the Japanese land forces on Guadalcanal in the Eastern Solomons and Santa Cruz Mini-Games. The Japanese Player always deploys his forces first and moves first. Air-base capacities may never be violated when deploying air forces. Before the game begins, consult the Special Rules section, and determine any changes or modifications to the rules that are in effect for the Situation you have selected. Your performance will be evaluated using the Situation Victory Conditions, so be sure you understand what your objectives are. When using any of the four Mini-Game situations, neither Player receives any reinforcements.

How to Set-up and Play the Games

There are two designated lines on the map-sheet; one is indicated Start Line, Game 1, and the other Start Line, Game 2. All units must be set up on respective sides of these lines, that is, Allied on their side of the lines, and Japanese on their side.

Some units have specific areas of deployment; these are of two types.

First, there is the specific hex set-up, which usually gives a place name and the specific number in parentheses that the units must be placed on. The second type gives a general geographic area within which the units may be placed anywhere, such as Indo-China or Formosa; these give a representative hex number (not in parentheses) to give the Players a general idea of the location of the area. Note that the first type gives the hex number in parentheses and the units must be placed exactly there, while the second type gives a hex number without parentheses, which is simply meant to be used as a general reference.
At start, land units may only be deployed on land hexes, naval units in naval bases and air units on air bases; no units may be deployed out of supply unless specifically stated so. All units, in an O.B., without specific starting positions or areas, must be deployed on the appropriate side of the Game-Start Lines wherever the Player desires. Air units may always be deployed at any air base or carrier appropriate to the air unit, except for garrisons.

Game 1: this game lasts 20 Game-Turns. Use Reinforcement Chart for Game-Turns One through Twenty. Use Game 1 Start-Line and Game 1 Special Rules.

Game 2: this game lasts 20 Game-Turns; use Reinforcement Chart for Game-Turns Twenty-one through Forty. Use Game 2 Start-Line and Game 2 Special Rules.

Game 3: this game lasts Eighty-One (count 'em) Game-Turns. Use entire Reinforcement Chart from Start to finish. Use Game 1 deployment instructions and Game 3 Special Rules. Estimated playing time for Game 3 is 150 hours; proceed at your own risk.

Players should set the map sheet up on a large table, folding the map sheet back upon itself until the creases no longer prevent it from lying flat. Players should then lay out the charts they will need to play the game, as well as equipment not provided in the game. The position where the Players seat themselves may vary, even during the course of a game, try to choose the best position based on the chosen game.

After choosing which game they are to play, the Players should break out the units provided on the counter sheet, and sort these into a receptacle by type (air, land or naval) and side (Japanese and Allied). From these units, select those indicated by the Initial Order of Battle of the chosen game, and place them on the map. Players may then commence the normal course of action as indicated in the Sequence of Play.

SITUATIONS & ORDERS OF BATTLE
CAMPAIGN GAME 1
(December 1941-May 1942)

Campaign Game 1 covers the initial Japanese offensive which included the raid on Pearl Harbor, the seizure of Burma, the Philippines, Malaya, and the Dutch East Indies.

JAPANESE Order of Battle, Campaign Game 1:

Land Forces:
Four 20-40 Divisions/Indo-China 179
Two 20-40 Divisions/Formosa (378 & 411)
Two 20-40 Divisions, Two 1-1 Engineer Regiments/Japan 676

May be deployed on any friendly land hex:
Four 8-18 Brigades, Four 5-10 SNLF Regiments, One 5-10 SNLF Airborne Regiment, One 6-12 Airborne Regiment

Naval Forces:

Air Forces:
Any friendly Naval Base: Transport-1, Transport-2, Transport-3, Transport-4

Air Forces: may deploy on any Friendly Air Base or Carrier:
66 Naval Aircraft Points
94 Land Aircraft Points

Bases:
Use those on the map as of Game 1 beginning, on the appropriate Player's side of the Game 1 Startline.

Optional Naval Forces:
Sub-1, Sub-2, Sub-3, Sub-4.

Coastal Defense Units:
One 30-10/Truk (754)
One 8-2/Eniwetok (921)

ALLIED Order of Battle, Campaign Game 1:

Air Forces:
Six 8-15 Regiments, One Engineer Regiment-Dahu (1456)
One 30-50 Division, One 8-15 Regiment-Dutch East Indies 220
Two 30-50 Divisions, Two 8-15 Regiments-Philippines 381
Two 30-50 Divisions, Two 8-15 Regiments-Malaya 116
Three 30-50 Divisions-Australia 483
One 30-50 New Zealand (971, 972)
Two 8-15 Regiments-Fiji (1066, 1099)
One 8-15 Regiment-Port Moresby (659)
One 8-15 Regiment-Dutch Harbor (1409)
One 8-15 Regiment, Four 2-6 Defense Battalions-United States, West Coast
One 8-15 Regiment-Cold Bay (1509)
One 2-6 Defense Battalion-Wake Island (985)
One 2-6 Defense Battalion-Midway Islands (1218)
One 2-6 Defense Battalion-Guam (684)

Optional Land Forces:
Three 8-15 Regiments-Burma 76 (One must be deployed in Rangoon (441), and remain there until the border is crossed by Japanese units.)

Coastal Defense Units:
One 50-20 Singapore (116)
One 6-2 Khot Bharu (115)
One 50-20 Pearl Harbor (1456)
One 50-20 (148)
One 6-2-Each of all other Allied Naval Bases, Midway, Wake, and Guam

Navy-force:
CV-3, DD-8, DD-9, Transport-1, Transport-2, Oiler-2, Oiler-3 West Coast U.S.
BB-2, BB-3, CA-1, CL-1, DD-1, DD-2, DD-3, DD-4, Oiler-1 Pearl Harbor (1456)
DD-5 Manila (381)
CA-5, DD-6 Soerabaja (220)
BB-1, CL-2, CL-3, DD-7 Singapore (116)

Air Forces:
Navy Aircraft Points: 9CV-3
Land Aircraft Points:
20 LAC, 3 LBAC-Luzon 381
24 LAC, 3 LBAC-Pearl Harbor (1456)
5 LAC-Australia 483
5 LAC-Dutch East Indies 220
5 LAC-Malaya 115
5 LAC-New Zealand (972)
5 LAC-Cold Bay (1509)
3 LAC, 1 LBAC-Dutch Harbor (1409)
2 LAC-Port Moresby (659)
2 LAC-Suva (1086)
1 LAC-Wake (985)
SPECIAL GAME RULES

Shock Effect (Game-Turn 1 only!)
Before the Game actually begins the Japanese Player may move his Naval units for one full Game-Turn (two Movement Phases). During this "Pre-Game Turn" Japanese Naval units may not move within 5 hexes of an Allied Air or Naval Base, and may not move double speed (see Movement, Case N). On Game-Turn One, the Japanese may not move their Naval units to within five hexes of an Allied Air or Naval Base nor move any non-Naval unit in their first Movement Phase. The Allies may not move at all on Game-Turn One. During the second Japanese Movement Phase of Game-Turn One, all units may be moved normally. During the second combat phase of Game-Turn one, Allied Aircraft may not perform any missions at all. Allied Naval units have their Defense Strength reduced to one-third of normal, and their Anti-Aircraft Strength reduced to one-third of normal (drop all fractions, nothing can be, thereby, reduced to less than "one.") example: an Allied DD unit would have a Defense Strength of "one," a Surface Attack Strength of "ten." Allied Bases have their Anti-Aircraft Strength reduced to one-third of normal. Allied Coastal Defense units are not affected. All Japanese NAC have their Bombardment Strength increased to "ten." Americans Fortifications
Any Allied land unit on hex 348 in Luzon may entrench automatically without having to roll the die. A unit may move (if supplied) into the hex and entrench in the same Movement Phase, or if isolated on hex 348 it may entrench. Once entrenched, it is not affected by isolation for the first eight Game-Turns in which the unit is out of supply.

The Japanese may not use the Manila Naval Base until they occupy the Philippine Fortifications and eliminate all Allied forces on the hex.

Hong Kong (311)
Hong Kong falls automatically to the Japanese Player on the fourth Game-Turn; the Naval and Air Base may also be used by the Japanese Player, i.e., automatically repaired. The reason this was done was to clean up the game somewhat, since the British (Allies) had no chance to hold Hong Kong.

Thailand 111
The Japanese may use the Naval and Air Base at Bangkok (112) as soon as the Japanese pass a land unit across the border. In the actual campaign, Thailand was practically an ally of the Japanese.

Burma 76
Burma (like Hong Kong) falls automatically, but the Japanese Player must divert a portion of his strength to insure success. By Game-Turn 6 the Japanese Player must move two 20-40 Divisions into Burma. By Game-Turn 18 he must move two additional 20-40 Divisions into Burma, as well as ten LAC to Bangkok. If he does not, he loses the game.

Allied Naval Forces in the Indian Ocean
By Game-Turn 20, the Japanese MUST have moved CV or CVL type naval units with 30 NAC points off the west edge of the map and keep them there for two full naval movement phases before bringing them back on. They need not re-enter from the hex they left, but any hex on the edge. While they are off the map, the Japanese Player rolls the die once and the resulting number indicates how many NAC points are lost (the Allied Player gets Victory Points for them); this action, in effect, neutralizes the Allied Naval Forces in the Indian Ocean.

Canadian Reserve 463
If, at any time during the game, Japanese forces land in Australia, the Allied Player may add three 30-50 Divisions in Australia. These units must start in Naval Bases, no more than one Division to a base. The base must be in supply, and controlled by the Allied Player.

CAMPAIGN GAME 2
(May 1942-September 1942)
Campaign Game 2 covers the most decisive stage of the War in the Pacific. The Japanese lost six carriers; their offensive was halted, and they were forced to assume a weak strategic defensive. The Allies were beginning to strike back (Guadalcanal) and U.S. production superiority was beginning to make itself felt.

JAPANESE Order of Battle, Campaign Game 2

Land Forces
Four 20-40 Divisions, Burma 76 (Optional rules only)
Four 20-40 Divisions, One 8-18 Brigade, Luzon 383
Three 20-40 Divisions, Dutch East Indies 220
One 8-18 Brigade, Saigon (181)
One 8-18 Brigade, Vogekop (521)
One 8-18 Brigade, Palau (552)
One 20-40 Division, Malaya 115
One 8-12 Regiment, Law (992)
One 8-12 Regiment, Rabaul (759)
One 8-12 Regiment, Truk (754)
One Engineer Regiment, Manila (381)
One Engineer Regiment, Rabaul (759)
Two 5-10 SNLF-Japan 609
Two 5-10 SNLF-Rabaul (759)
One 5-10 SNLF-Manila (381)
One 5-10 SNLF airborne-Japan 609
One 8-12 Regiment, airborne Dutch East Indies 220

Coastal Defense Units:
One 30-10-Truk (754)
One 8-2-Eniwetok (921)

Naval Forces

Any Naval Base in Japan: CV-1, CV-2, CV-5, CV-6, CVL-1, CVL-3, CVL-4, CVE-1, SB-1, BB-2, BB-3, CA-3, CA-4, CL-2, DD-1, DD-2, Oil-1, Oil-2, Transport-3
CV-3, CV-4, CA-1, CA-2 at Truk (754)
CVL-2, CL-1, Transport-1, Transport-2 at Rabaul (759)
DD-3, Transport-4 at Singapore (116)
DD-4 at Manila (381)
DD-6 at Soeabaja (229)

Air Forces:
65 Naval Aircraft Points: on any carrier or Friendly Air Base

Land Aircraft Points:
10 at Saigon (181)
10 at Hainan (177)
15 at Bangkok (112)
55 on any Friendly Air Base
The Japanese may use all their bases in Game 1, and all five Air Point Capacity air bases behind the Game 2 start line. The Japanese may also use the Singapore (116) Naval Base, the Hong Kong (311) Air and Naval Bases, the Manila (3811) Air Base, the Soerabaja (220) Air and Naval Bases, and the Rabaul (759) Air and Naval Bases. All other bases within the Game 2 Start Line are considered damaged.

**Optional Naval Forces**
- Sub-1, Sub-2, Sub-3, Sub-4

**ALLIED Order of Battle, Campaign Game 2**

### Land Forces
- Six 30-50 Divisions, One Engineer Regiment
  - Australia 699
- Three 30-50 Divisions—Pearl Harbor (1456)
  - One 30-50 Division—Auckland (972)
  - One 30-50 Division—Suva (1066)
  - One 30-50 Division, One Engineer Regiment—Noumea (899)
  - One 8-15 Regiment—ENTRENCHED Port Moresby (659)
- One 2·6 Defense Battalion, One Engineer Regiment—Entelo (931)
  - One 8-15 Regiment—Tongabatu (1169)
  - One 8-15 Regiment—Pago Pago (1233)
  - One 8-15 Regiment—Dutch Harbor (1409)
  - One 8-15 Regiment—Cold Bay (1509)
- One 2·6 Defense Battalion—Midway (1218)
- One 2·6 Defense Battalion—Palmyra (1394)
  - One 2·6 Defense Battalion—West Coast U.S.
- One 30-50 Division in Transport-3
- One 30-50 Division in Transport-4

### Optional Land Forces
- Three 8-15 Regiments, One 7-10 Army—Burma 44

### Coastal Defense Units
- One 50-20 Pearl Harbor (1456)
- One 6-2—Each of all other Allied Naval Bases and Midway

### Naval Forces
- CV-6, CV-8, BB-4, CA-1, CA-2, CL-1, DD-1, Oiler-1, Oiler-2 Pearl Harbor (1456)
- CV-2, CV-5, CA-3, DD-2, Oiler-3-Noumea (899)
- CA-4 Sydney (1668)
- DD-3 Dutch Harbor (1409)
  - CV-3, being repaired (damage remaining: six weeks); DD-4, Transport-3, DD-5-West Coast U.S.
  - Transport-4, DD-6 Brisbane (698)
  - Transport-1, DD-7 (1068)

### Air Forces
- 30 Naval Aircraft Points on any carrier or Friendly Air Base

### Bases
- Use those bases on the Allied side of the Game 2 Start Line.

**SPECIAL GAME RULES**

**Australian Reserves**
- Same as Campaign Game One.

**Midway** (1218)
- The Japanese Player must hold Midway Island by Game-Turn 30, or the Allied Player receives 100 Victory Points.

**Burma 78**
- The Japanese Player receives two 20-40 Infantry Divisions on any hex adjacent to Burma on Game-Turn 26.

### Campaign Game Three

**SPECIAL GAME RULES**
- Use the same special game rules as Campaign Game One, and the Burma Rule from Campaign Game Two.

**USN "MINI-GAMES"**

### The Battle of Coral Sea:
- 8 May, 1942 (Game-Length: two Game-Turns)

The Battle of Coral Sea marked the first check in the expansion of the Japanese Empire, and was the first of the purely “Carrier vs. Carrier” battles, in which the opposing fleets did not actually see each other.

**JAPANESE Order of Battle, Coral Sea**

### Land Forces
- 6·12 Regiment—Lae (692)
- 6·12 Regiment, 5-10 SNLF, 1·110 Engineer Regiment—Rabaul (759)

### Naval Forces
- CV-3, CV-4, CA-1, CA-2—Truk (754)
- CVL-2, CL-1, Transport-1, Transport-2—Rabaul (759)

### Air Forces
- Naval Aircraft Points: 15 (may be divided up among the carriers in any manner within their capacity)

### Land Air Force Points: 15 (may be divided up in any manner among the Japanese Air Bases within their capacity)

### Bases
- Use those on map as of the start of Game 2.

### Optional Naval Forces
- Sub-1—May deploy anywhere on the map within the Submarine rules; the Sub need not be on station.

**ALLIED Order of Battle, Coral Sea**

### Land Forces
- 8·15 Regiment—ENTRENCHED Port Moresby (659)

### Naval Forces
- CV-5, CV-2, CA-1, DD-1—Noumea (899)
- CA-2 Sydney (668)

### Air Forces
- Naval Aircraft Points: 14 (may be divided up in any manner among the carriers within their capacity)
Land Aircraft Points: 20 LAC, 5 LBAC (may be divided up in any manner among the Allied Air Bases within their capacity)

**Victory Conditions**

Refer to rules for points received when a unit is damaged or destroyed. In addition, the following points (and only these points) are received by the Player holding the following Geographic objectives, at the completion of the Second Game-Turn:

- **Port Moresby:** 100 points

In addition, the Japanese Player receives 10 points if the Engineer regiment is on Guadalcanal at the completion of the second Game-Turn.

**The Battle of Midway:**

4 June, 1942 (Game-Length: three Game-Turns)

The Battle of Midway has often been called the turning point of the Second World War in the Pacific. It was here that the Japanese lost the carriers Kaga, Akagi, Soryu, and Hiryu, while at the same time only the Yorktown was lost on the Allied side. Without these fast carriers, Japan was in no position to stop any determined Allied counteroffensive (which the victory at Midway helped make possible only two months later), and this inability sealed her doom.

**JAPANESE Order of Battle, Midway**

- **Land Forces**
  - 5-10 SNLF, 6-12 Regiment-Ominato (707)
  - 5-10 SNLF, 6-12 Regiment-Saipa (717)

- **Naval Forces**
  - CV-3, CVL-1, CA-1, CL-1, DD-1, Oiler-1, Transport-1-Ominato (707)
  - CV-1, CV-2, CV-5, CV-6, BB-1-O sawa (609)
  - CVL-3, CV-4, BB-2, BB-4, CA-2, CL-2, DD-2, Oiler-2-Kure (576)
  - CA-3-Guam (684)
  - Transport-2-Saipa (717)

**Air Forces**

- Naval Aircraft Points: 23 (may be divided up in any manner among the carriers with their capacity)

- **Land Aircraft Points:**
  - Allied 1509-8 LAC, 1 LBAC (may divide up according to base capacity)
  - Midway (1218): 5 LAC, 2 LBAC

**Bases**

Use those on map as of Game 2 beginning.

**Victory Conditions**

Refer to rules for points received when a unit is damaged or destroyed. In addition, the following points (and only these points) are received by the Player who holds the following geographic objectives, at the completion of the third Game-Turn:

- **Midway:** 100 points

In addition, the Japanese Player receives 10 points for each Aleutian Island he occupies at the end of game.

**The Battle of Midway: Simulation Version**

Most of us know that The Battle of Midway might better be called "The Destruction of Japanese Naval Doctrine," the theory of dividing one's fleet into numerous groups incapable of mutual support was not the way to win a battle, let alone a war, nevertheless Players may wish to simulate the actual battle by incorporating the following rule addition.

- CV-1, CV-2, CV-5, CV-6, escorted by BB-1, must move full speed (12 hexes first Naval Movement Phase, and 6 hexes second Naval Movement Phase) to a position directly adjacent to Midway. The Japanese Player must then launch an air-strike on Midway (he may attack anything on Midway Island). The Japanese Player may leave a minimum of 4 naval air points on CAP, and a minimum of 20 naval air points must attack Midway. No Japanese naval units may move within 5 hexes of Midway until the Japanese Movement Phase after the attack.

**The Battle of the Eastern Solomons**

25 Aug, 1942 (Game-Length: two Game-Turns)

The Battle of the Eastern Solomons was the third great Carrier vs. Carrier Battle of the War, and the first Carrier battle centering around the strategic air base at Guadalcanal. The battle was decisive in the sense that Allied Forces proved capable of withstanding almost any Japanese reaction to Allied advances.

**JAPANESE Order of Battle, Solomons**

- **Land Forces**
  - 6-12 Regiment-Rabaul (759)
  - 5-10 SNLF-Guadalcanal (828)

- **Naval Forces**
  - CV-3, CV-4, CVL-1, BB-2, DD-1, DD-2, CA-1, CA-2, CA-3, CL-1-Truk (764)
  - CA-4, DD-2-Rabaul (759)

**Air Forces**

- Naval Aircraft Points: 17 (may be divided up in any manner among the carriers with their capacity)

- **Land Aircraft Points:**
  - 10 (may be divided up in any manner among the Japanese Air Bases within their capacity)
Bases
Use those on the map as of the start of Game 2 beginning.

Optional Naval Forces
Sub-Flot-1—May deploy anywhere on the map within the Submarine rules; the Sub-Flot need not be on station.

ALLIED Order of Battle, Solomons

Land Forces
50-60 Division ENTRENCHED Guadalcanal (828)

Naval Forces
CV-6, CV-3, CV-7, CA-1, CA-2, DD-1, Espiritu Santo (930)

Air Forces
27 Naval Aircraft Points on any Friendly carrier or Air Base
Land Aircraft Points: deploy on any Friendly Air Base.
15 LAC
3 LBAC

Bases
Use those on the map as of the start of Game 2, in addition, place one 5 Air Point Capacity Air Base on each of the following islands:
Guadalcanal (828)
Kumac (865)
Espiritu Santo (930)
Efaté (931)

Allied Order of Battle, Santa Cruz

Land Forces
50-60 Division, 8-15 Regiment, One Engineer Regiment, all forces are ENTRENCHED Guadalcanal (828)

Naval Forces
CV-6, CV-8, BB-5, CA-1, CL-5, DD-1, DD-2 Santa Cruz (929)

Air Forces
17 Naval Aircraft Points on any Friendly carrier or Air Base
Land Aircraft Points: deploy on any Friendly Air Base.
19 LAC
4 LBAC

Bases
Use those on the map as of the start of Game 2, in addition, place the following additions:
10 Air Point Capacity Air Base—Guadalcanal (828)
10 Air Point Capacity Air Base—Espiritu Santo (930)
5 Air Point Capacity Air Base—Efaté (931)
Kumac 5 Air Point Capacity (865)

Victory Conditions
Same as Eastern Solomons Game.

Special Game Rules
Japanese Naval forces may not move within two hexes of Australia, i.e., at no time during or at the end of a Japanese Naval Movement Phase may a Japanese naval unit enter within Allied LAC range from any Australian Hex.

The Battle of the Santa Cruz Islands
26 Oct, 1942 (Game-Length: two Game-Turns)

The Battle of the Santa Cruz Islands was the fourth of the great Carrier battles which by now you can probably imagine were getting to be rather dry-cut affairs. This Battle, like Eastern Solomons, was fought over the control of Guadalcanal.

JAPANESE Order of Battle, Santa Cruz

Land Forces
20-40 Division Guadalcanal (828)

Naval Forces
CV-3, CV-4, CVL-3, CV-8, BB-1, CA-1, CA-2, CL-1, DD-1, Truk (754)
DD-2-Rabaul (759)

Air Forces
21 Naval Aircraft Points on any carrier or Friendly Air Base.
20 Land Aircraft Points on any Friendly Air Base.

Bases
Use those on the map as of Game 2, with the following addition:
5 Air point capacity Air Base on Bougainville (760)

Optional Naval Forces
Sub-1—May deploy anywhere on the map within the Submarine rules; the Sub need not be on station.

ALLIED Order of Battle, Battle of Santa Cruz

Land Forces
50-60 Division, 8-15 Regiment, One Engineer Regiment, all forces are ENTRENCHED Guadalcanal (828)

Naval Forces
CV-6, CV-8, BB-5, CA-1, CL-5, DD-1, DD-2 Santa Cruz (929)

Air Forces
17 Naval Aircraft Points on any Friendly carrier or Air Base
Land Aircraft Points: deploy on any Friendly Air Base.
19 LAC
4 LBAC

Bases
Use those on the map as of the start of Game 2, in addition, place the following additions:
10 Air Point Capacity Air Base—Guadalcanal (828)
10 Air Point Capacity Air Base—Espiritu Santo (930)
5 Air Point Capacity Air Base—Efaté (931)
Kumac 5 Air Point Capacity (865)

Victory Conditions
Same as Eastern Solomons Game.

Special Game Rules
Same as Eastern Solomons Game.

MISSION CAPABILITY CHART: Naval Units

Mission: NORMAL TRANSPORT

Units: Japanese Transports; Allied Transports and Assault Transports

Transports have a limited capacity to carry land units (troops) and, for the Allies only, air units. This is expressed in their Transport Point Capacity number, representing the maximum number of Transport Points that may be carried by that transport.

All Transports may embark or disembark land units during a naval Movement Phase. This is simply done, moving the transport to a partially land hex, and embarking the unit at an additional Movement Cost of one, or disembarking a carried unit at the same Movement Cost. When embarking units, place them upside down under the transport unit, so that the Enemy Player does not know what is being
To embark onto any hex except an enemy-occupied hex, simply place the unit on that hex during the Naval Movement Phase. The player must expend the movement cost during a naval movement phase, but embark the unit in a Friendly Base Phase. Allied Assault Transport ships need not pay any additional movement cost for embarking or disembarking units.

Allied Transport units may only embark and disembark units at a non-enemy occupied hex, while others may embark from any partially land hex. When transporting units from non-Naval base hexes, Allied units must remain stationary for two full Movement Phases before disembarking units. Only Allied Transport units may transport air units; they are carried in the same manner as land units. They may only be embarked or disembarked at a hex containing a friendly air base.

The following are the Transport Points for various units:

<table>
<thead>
<tr>
<th>Player unit</th>
<th>Transport Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Both division</td>
<td>12</td>
</tr>
<tr>
<td>Both regiment</td>
<td>4</td>
</tr>
<tr>
<td>Both battalion</td>
<td>2</td>
</tr>
<tr>
<td>Japanese brigade</td>
<td>6</td>
</tr>
<tr>
<td>Japanese engineers</td>
<td>4</td>
</tr>
<tr>
<td>Japanese SNLF</td>
<td>2</td>
</tr>
<tr>
<td>Allied engineer</td>
<td>12</td>
</tr>
<tr>
<td>Allied one LAC or NAC air point</td>
<td>1</td>
</tr>
<tr>
<td>Allied one LBAC air pt</td>
<td>4</td>
</tr>
</tbody>
</table>

Mission: Emergency Transport of Troops and Supplies

Units: Japanese Destroyer and Light Cruiser units, Allied Destroyer units

Players may additionally use certain naval units for transport of land units, or to supply them. Japanese Destroyer and Light Cruiser units have a Transport Capacity of four points, and Allied Destroyer units of two points. These may be used to carry land units at the same number of Transport Points for units as given in the schedule for normal transport. Air units may not be Emergency transported. The naval unit begins its Movement Phase with the land unit or moves to it and embarks it, then proceeds to the debarkation point, debarking the land unit, and then the naval unit returns to the hex from which it movement began.

Emergency Transport may also be used to supply land units which otherwise would be out of supply. Each transporting unit may supply as much as one division for one Game-Turn; however, excess supplies may not be used in any later Game-Turns, i.e., you may not accumulate supplies. To transport supplies, the transporting unit must begin its Movement Phase in a supplied Naval Base, move to the unit(s) to be supplied, and return to the Naval Base at the end of its Movement Phase.

Mission: Refuelling

See supply rules. Units must end their Movement Phase in a Naval Base, or stacked with an Oiler naval unit containing fuel.

Mission: Bombardment of Land Units

Units: Battleships, Heavy and Light Cruiser, Destroyer units.

Naval units must enter the same hex as the unit to be bombarded. Compare Surface Attack Strength against all naval units in total to Defense Strength of any of the land units in the hex. All combat results other than "DC" are ignored; a "DC" result signifies that the defending unit is deprived of supply for one full Game-Turn. See supply rules for effects.

Mission: Bombardment of Coasal Defence units

Units: all Battleship, Heavy and Light Cruiser, Destroyer units.

The bombarding units move into the same hex and exchange fire with Coastal Defence unit. Both sides compare Surface Attack Strength with Coastal Defence unit only may engage each unit or unit in fire with units not accompanied by other units. Total all attacking units' Surface Attack Strength for attack; Coastal Defence unit may not attack individual target, or more than one; total the Defence Strengths of all units to be attacked.

Apply ordinary results for Coastal Defense counterfire on CRT No. 4, any result of "2" or greater in fire against Coastal Defence defending unit results in its destruction. No results are applied until after both sides complete. Naval units may pass through for hexes containing Coastal Defence units without attacking.

Mission: Bombardment of Bases

Units: Battleship, Heavy and Light Cruiser, Destroyer units.

Bombarding units must enter same hex as target. They compare their total Surface Attack Strength with the Defence Strength of the base, and resolve combat on the two charts. Any result from 20 to 40 means that the base is neutralized for one complete Game-Turn, and permanently loses five Air Capacity Points. A Neutralized air base may not receive or launch air units for that period; a neutralized ship may not refuel naval units nor be used as a base for Emergency Transport supplies for that period.

In addition, if the target is an air base, the following schedule shows the effect of the combat result on air units in the base:

<table>
<thead>
<tr>
<th>Combat Result</th>
<th>% of air points destroyed</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;10&quot; through &quot;15&quot;</td>
<td>25%</td>
</tr>
<tr>
<td>&quot;20&quot; through &quot;30&quot;</td>
<td>50%</td>
</tr>
<tr>
<td>&quot;35&quot; through &quot;40&quot;</td>
<td>75%</td>
</tr>
<tr>
<td>X 100%</td>
<td></td>
</tr>
</tbody>
</table>

Defender may choose air unit type losses; drop fraction. Attacker may not bomb any Coastal Defence unit in same hex.
Mission: GROUND SUPPORT OF LAND UNIT'S COMBAT

CRT: No. 1

Units: Battleship, Heavy and Light Cruiser, Destroyer units.

Units must be in the same hex as Friendly attacking land unit. Add Surface Attack Strength to the Ground Attack Strength of the Friendly land unit, and resolve combat as usual. This may also be affected by Air missions of Ground support: offensive or defensive. Mission may not take place if there is a Coastal Defense unit in same hex.

Mission: ANTI-AIRCRAFT DEFENSE OF NAVAL UNITS

CRT: No. 2

Units: all naval units

Before any air combat is allocated, Players may inspect the Enemy Player's naval units. Naval units in a Naval Base may total all the naval units' Anti-Aircraft Strength and the Naval Base's to fire at the attacking air units. Naval units entering a hex containing Enemy naval units and engage with two of his units. His other units would not have to be involved in the combat, as they would not necessarily have to be engaged. At the end of this combat, all twelve Japanese units would be in the same hex, while the Allied units, if they turned and fought the stacking group, would wind up in the hex from which the engaged Enemy group had moved into the original Allied occupied hex.

Case VI

If an air base is the target, all naval units which he engages must be in the hex from which the engaged Enemy group had moved into the original Allied occupied hex.

Mission: BOMB AIR OR NAVAL BASE

CRT: No. 3 and 5

Air units must be allocated to bomb a specific target. If an air base is the target, all naval units which he engages must be in the hex from which the engaged Enemy group had moved into the original Allied occupied hex.

Mission: SURFACE NAVAL ENGAGEMENT

CRT: No.5, 4 and 5

Units: all naval units

Units entering a hex containing Enemy naval units (if not in a Naval Base) are considered to be engaging those Enemy units. This procedure is resolved in a series of steps:

1. The attacker (the Player whose Movement Phase it is) enters the hex containing opposing Enemy naval units; he must end that portion (Stage 1) of his movement in the same hex as the units to be attacked. The attacker may enter through one or more of six hex-sides.

2. The defender (i.e., the opposing Player) may move any or all of his naval units with a Movement Allowance equal to or greater than the greatest Movement Allowance of the attacking units into an adjacent hex; this adjacent hex is preferably one of the three hexes not adjacent to the hex that the attacking units are entering from, but if these three may not be entered because of terrain restrictions or the presence of Enemy units, it may be one of the other two adjacent hexes. If there is no clear route of avoiding action, the attacked units have three options. They may remain stationary and accept combat; they may enter a hex containing Enemy naval units and engage them in turn, or they may turn to face the attackers. If units are entering from more than one hex-side, the attacked units may turn and engage the units entering from one hex-side only if they wish. By doing anything other than remaining in the hex, the prior defender becomes the new attacker.

3. The attacker deducts from his forces any units with a Movement Allowance less than the lowest Movement Allowance of the defending units. These units are not moved; they are simply out of combat.

4. The attacker chooses which units he may attack; this is done on a one-for-one basis, i.e., if the attacker has six naval units which he may engage, he must engage a minimum of six Enemy naval units (unless the defender has less than that), and may engage no more than that number. Obviously if the defender has fewer units, all must be engaged. However, if the defender has fewer units, the attacker need only engage an equal number of his units to the number of the defender. In all cases, the choosing of the units to be engaged must be done in the stacking order, that is, the topmost units must always be the first ones to be committed to an engagement. The defender, when fleeing the attacker, may not change the order of his stacking.

5. All combat is resolved; only engaged ships may participate in combat. As many of the engaged ships as desired may fire at one target; the one-to-one committal of ships to engage does not apply to how they fight. No unit may divide its attack between two targets, and no unit may be attacked more than once. Compare the Surface Attack Strengths of the attacking and defending units to determine the Strength of the chosen target, and resolve combat. Each side gets to fire before extracting losses.

Defending units which have escaped action may not be engaged again in the same Phase; Enemy naval units may freely pass through them.

Example: three Allied CA units are on the top of a stack also containing three Allied CV units, (for a total of six units) all with a Movement Allowance of "six." The Japanese Player moves two units in through each hex-side, for a total of twelve units. Five of these have Movement Allowances of "six," while the other seven have Movement Allowances of "five." The Allied Player cannot avoid combat. If he remains in the hex, the top five of his units would be engaged, i.e., three CA's and two CV's. The Japanese Player would be able to concentrate the fire of all five of his units on the CV's, if, on the other hand, the Allied Player turned to meet the forces attacking from one hex-side, he would only have to engage two of the Enemy units, and need only engage with two of his units. His other units would not have to be involved in the combat, as they would not necessarily have to be engaged. At the end of this combat, all twelve Japanese units would be in the same hex, while the Allied units, if they turned and fought the stacking group, would wind up in the hex from which the engaged Enemy group had moved into the original Allied occupied hex.

MISSION CAPABILITY CHART: Air units

Mission: AIR TRANSFER

CRT: No. NONE

Any air unit may move up to twice its normal Range Allowance, from any air base (or carrier) to another. It may not extend range while performing this mission (Movement, Case V).

Mission: BOMB AIR OR NAVAL BASE

CRT: No. 3 and 5

Air units must be allocated to bomb a specific target. If an air base is the target, all unal-
located air units in the base automatically are placed on CAP (see that mission). After air-to-air combat (if any), the base's Anti-aircraft Strength is fired at the remaining attacking air units, and losses are extracted. Surviving attacking air units' total Bombardment Strength is compared to the base's Defense Strength, and combat is resolved. Result of "20" through "40" means that the base is neutralized for one complete Game-Turn; a result of "X" means that the base is neutralized for one complete Game-Turn and permanently reduced in Air Point Capacity by five Capacity Points. If a prior attack left air units on the base and unable to fly CAP because the base was neutralized, the grounded air units may be affected in this manner:

Mission: COMBAT AIR PATROL (CAP)

Captured: 2

Air units may only be allocated on CAP to the same hex as the air base or carrier from which it originates. CAP from a carrier only applies to attacks entering that hex and which are directed against naval units at sea or in a Naval Base, or the Naval Base itself. CAP from an air base may only attack Enemy air units entering the hex for attacks against land units, Coastal Defense units, bases, and naval units in a Naval Base.

CAP and attacking air units fire at one another simultaneously; losses are extracted after both fire. The total Air-to-Air Strength of both Players is referenced to CRT No. 2 to determine losses. See Movement Case "V" for modification of this.

CAP may choose not to attack any Enemy air attack entering the hex.

Mission: GROUND SUPPORT - OFFENSIVE

CRT No.: 1

Aircraft allocated to attack Enemy land units in conjunction with Friendly land units in the same hex or Amphibious Assault. If no Friendly land unit, simply a Bombardment Strength of land units. After CAP combat, if any, add air units' total Bombardment Strength to Friendly units' Attack Strength, and compare to defending units' Defense Strength. The defender may also have air support, and the Attacker, Naval Ground Support (see below and Naval Mission Capabilities Chart). There is no air-to-air combat between this mission and Ground Support - Defensive.

Mission: GROUND SUPPORT - DEFENSIVE

CRT No.: 1

Mission is same as above, except that air units' Bombardment Strength is added to the Defense Strength of the land unit. This occurs whether there are attacking air units or not.

Mission: BOMBING OF LAND UNITS

CRT No.: 1

Mission is same as Ground Support - Offensive, except there are no friendly attacking land units. Compare Bombardment Strength of air units to Defense Strength of any of the land units in the hex; in combat resolution, only "DX" result is applied; all other results are disregarded. A "DX" result signifies that the land unit is deprived of supply for one full Game-Turn. This mission may not be combined with the naval mission of Bombardment of land units.

Mission: BOMBING OF NAVAL UNITS

CRT No.: 3 and 4

Attacking air units are assigned to attack specific defensive Naval unit groups. First resolve all air-to-air combat, and extract losses; then fire Anti-aircraft Strength of defending Naval units (both of them combined) and extract losses again. See Naval mission Anti-aircraft defense. After this, the remaining air units may attack one or both Naval units (separately), comparing their Bombardment Strength to the Defense Strength of the naval unit.

If more than one type (LAC, NAC, LBAC) of air unit is attacking, each type must make their attack completely separately in this order: LBAC, NAC, LAC. Each aircraft type must completely finish the turn before the next one may affect another attacks. The Enemy CAP may fire at each attack, as well as the Anti-aircraft Strength of the naval units. However any aircraft shot down or aborted by a prior attack may not continue CAP (aborts return to carrier immediately), and any damage to ships is effective for all following attacks.

The total Bombardment Strength of Allied LAC is halved when attacking naval targets; LBAC attack naval targets with a Bombardment Strength of one Bombardment Point per Air Point, and may be hit by Anti-aircraft fire. Naval units in Naval Bases need not be destroyed. Any result of "2," or greater, results in the destruction of the defending unit, other results are ignored.

Mission: BOMBING OF NAVAL BASES

CRT No.: 4

Bombers must undergo CAP combat, if any, there is no Anti-aircraft fire. Compare total Bombardment Strength with Defense Strength, and resolve combat. Any result of "2," or greater, results in the destruction of the defending unit, other results are ignored.

Mission: STRAFING

CRT No.: 2

Air units must be specifically allocated to strafe Enemy air units on the ground. First they must undergo any CAP combat with defending air units. All defending air units may rise to CAP automatically when the base is about to be strafed, except for three cases: LAC which have not been allocated to an attack that Combat Phase; air units on a base that is still neutralized; and the first Game-Turn of Campaign Game 1.

The attacking air units then must undergo Anti-aircraft fire; extract losses. Find the attackers fire their Air-to-Air Strength at the planes on the base; the target air units may not fire back at the attackers. Extract losses from the air units on the base.

In all cases the attacking air units must use the appropriate Air-to-Air Strength for normal or extended range.
### COMBAT RESULTS TABLE No. 1, LAND

<table>
<thead>
<tr>
<th>Die Result</th>
<th>1-2 or less</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
<th>8-1</th>
<th>9-1</th>
<th>10-1 or more</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Ax</td>
<td>Ax</td>
<td>Ax</td>
<td>Ax</td>
<td>D1</td>
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<td>D1</td>
<td>D1</td>
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<td>D2</td>
<td>D2</td>
<td>D2</td>
</tr>
<tr>
<td>3</td>
<td>Ax</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
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<td>Dx</td>
<td>Dx</td>
<td>Dx</td>
<td>Dx</td>
<td>Dx</td>
</tr>
</tbody>
</table>

#### Attack Odds (Attack Strength to Defense Strength)

- 01 - effects vary depending on the terrain of the defender.
- 1 to 5 - defender destroyed; no effect.
- 6 to 9 - defender must be forced to retreat to an adjacent land hex (but not across all sea hex-sides); if the unit has no place to retreat to, it is destroyed.
- 10 to 19 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 20 to 29 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 30 to 39 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 40 to 49 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 50 to 59 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 60 to 69 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 70 to 79 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 80 to 89 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 90 to 99 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 100 to 119 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 120 to 139 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 140 to 159 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 160 to 179 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.
- 180 to 199 - defender becomes dienrenched. If defending a base or Coastal Defense unit, out of supply, defender is destroyed.

### COMBAT RESULTS TABLE No. 2, AIR

<table>
<thead>
<tr>
<th>Attacker's Anti-aircraft or Air-to-air Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>60 to 69</td>
</tr>
<tr>
<td>----------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
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<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

#### Explanation of Effects

- Ax — all attacking units destroyed; no effect on air or naval ground support missions.
- Dx — all defending units destroyed; no effect on air ground support missions.
- D1 — effects vary depending on the terrain of the defender:
  - Class 1 land — defender destroyed;
  - Class 2 land — defender loses all bases in hex, and Coastal Defense units are destroyed, but land unit remains in hex. If entrenched, the defender becomes dienrenched. If defending a base or Coastal Defense unit, and out of supply, defender is destroyed.
  - D2 — effects vary on terrain of defender:
    - Class 1 land — defender destroyed;
    - Class 2 land — defender must be forced to retreat to an adjacent land hex (but not across all sea hex-sides); this may not be to an out of supply position, or else the unit(s) are destroyed. If entrenched, the defender is dienrenched. In all cases, if the unit has no place to retreat to, it is destroyed.

#### Explanation of Results

- - - no effect, stop procedure here
**How to Use The Air Mission Allocation Chart**

This chart, along with the NAC Air Unit Strength Chart, improves the mechanics of air parity by making unnecessary the actual flight of air units to their target, and the concomitant memory problem of where the air unit came from and what it is attacking.

**Procedure for the Use of this Chart:**

A. Write in the "From" space under a particular Flight No. box the number of allocated air units to or from that mission. It may only be flown over the unit strength block. This procedure for all units which will be allocated to a mission.

B. Write the hex no. of the target or target area for a particular mission in the "To" box adjacent to the Air allocation. This is the "To" box which the allocated air units would leave. It may only be flown over the unit strength block. Repeat this procedure for all units which will be allocated to a mission.

C. Resolve Combat, and extract losses, break down the LAC and LBAC units if necessary, and adjust the Strength levels on the NAC Air Unit Strength Chart.

D. Cross out or erase the lines used for the particular Flight No. box, and adjust the NAC Air Unit Strength Chart.

**Explanations of Results:**

- No Effect: If a target is not hit, or if the target area is not hit, no effect.
- Hit: The target is hit, but no unit damage is sustained.
- Damage Number: The number of hits, and the type of hits, are marked on the "Damage Number" table. The type of hit determines the amount of damage sustained by the target. The number of hits determines the extent of damage sustained.

<table>
<thead>
<tr>
<th>Damage Number</th>
<th>Number of Hits</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
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<tr>
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<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

**Combat Results Table No.5 Damage**

1. If a target is hit by a single hit, no unit damage is sustained.
2. If a target is hit by two hits, one unit damage is sustained.
3. If a target is hit by three hits, two units of damage are sustained.
4. If a target is hit by four hits, three units of damage are sustained.
5. If a target is hit by five hits, all units of damage are sustained.
6. If a target is hit by six hits, all units of damage are sustained.

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Results Table**

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7

**Stop Procedure Here**

Front and rear of the air unit cross-referencing chart. A numeral is the Damage number produced to the results and damage number column.

- 6: 1 4 7
- 5: 1 3 6
- 4: 2 4 6
- 3: 1 2 4 7
- 2: 1 2 4 7
- 1 4 7
How To Use The Time Record and Reinforcement Chart

At the beginning of each Game Turn, Players should consult this chart to determine what reinforcements they receive. All air unit reinforcements are stated as air points; thus, “one LBAC” means that one LBAC air point is received. All naval reinforcements are stated in terms of specific naval units, by those units’ Identification Number. Land unit reinforcements are stated in terms of the strength of the unit, such as an 8-15 regiment for the Allies.

All Allied LBAC air points arrive at Pearl Harbor (hex no. 1456), or, if this air base is damaged or destroyed, on the U.S. West Coast. All other Allied reinforcements appear on the U.S. West Coast, unless stated otherwise. Allied LAC unit reinforcements appear simply by moving a Transport unit to the U.S. West Coast, and embarking the air unit; there are an unlimited number of Allied LAC reinforcements available. Allied NAC air units are also available in unlimited quantities, but they may only be embarked by Allied CV-, CVL-, or CVE-type naval units.

All Japanese units appear anywhere in Japan, unless otherwise stated.

The dates given are given as “month/week”; thus “12/2” is the second week of December.

Whenever a unit appears at other than a normal place of entry (see above), the place of entry is designated by the hex number in parentheses after the unit, or, in the case of the Allies, by the "Aus" indicating anywhere in Australia.

Notes
(A) – This transport (no. 4) enters on Game-Turn 7, but must be withdrawn from the game by Game-Turn 27. To be withdrawn, the unit must be on the U.S. West Coast at the end of Game-Turn 27.
(B) – See also Optional Burma reinforcements.

### REINFORCEMENTS

<table>
<thead>
<tr>
<th>Japanese</th>
<th>Game-Turn (date)</th>
<th>Allied</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 LAC, 1 NAC</td>
<td>1 (12/2)</td>
<td>1 LBAC, CV-2, CV-6 and 17 NAC, CA-2, CA-3, DD-10 (all at 1456)</td>
</tr>
<tr>
<td>20-40 Div</td>
<td>3 (12/3)</td>
<td>8-15 reg. (1066)</td>
</tr>
<tr>
<td>1 LAC, 1 NAC, 20-40 Div (311)</td>
<td>4 (1/1)</td>
<td>-</td>
</tr>
<tr>
<td>1 LAC</td>
<td>5 (1/2)</td>
<td>1 LBAC, CV-5 and 10 NAC, DD-10, 30-50 Div</td>
</tr>
<tr>
<td>1 LAC</td>
<td>6 (1/3)</td>
<td>-</td>
</tr>
<tr>
<td>20-40 Div, CVL-2</td>
<td>7 (1/4)</td>
<td>BB-4, CA-4, Tr-4 (A)</td>
</tr>
<tr>
<td>1 LAC</td>
<td>8 (1/5)</td>
<td>1-1 Eng (B)</td>
</tr>
<tr>
<td>1 LAC, 1 NAC</td>
<td>9 (2/1)</td>
<td>-</td>
</tr>
<tr>
<td>1 LAC, 20-40 Div</td>
<td>10 (2/2)</td>
<td>1 LBAC, 30-50 Div (B)</td>
</tr>
<tr>
<td>20-40 Div</td>
<td>11 (2/3)</td>
<td>-</td>
</tr>
<tr>
<td>1 LAC, 1 NAC</td>
<td>12 (2/4)</td>
<td>30-50 Div</td>
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<tr>
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<td>14 (3/2)</td>
<td>30-50 Div (Aus)</td>
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<tr>
<td>1 LAC</td>
<td>15 (3/3)</td>
<td>1 LBAC, 30-50 Div (Aus)</td>
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<tr>
<td>1 LAC</td>
<td>16 (3/4)</td>
<td>30-50 Div</td>
</tr>
<tr>
<td>1 NAC</td>
<td>17 (4/1)</td>
<td>CV-8 and 10 NAC, 1-1 Eng (B)</td>
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<tr>
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<td>18 (4/2)</td>
<td>30-50 Div</td>
</tr>
<tr>
<td>1 NAC</td>
<td>19 (4/3)</td>
<td>1 LBAC (B)</td>
</tr>
<tr>
<td>1 LAC</td>
<td>20 (4/4)</td>
<td>-</td>
</tr>
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<td>21 (5/1)</td>
<td>1 LBAC</td>
</tr>
<tr>
<td>CV-8</td>
<td>22 (5/2)</td>
<td>-</td>
</tr>
<tr>
<td>1 LAC</td>
<td>23 (5/3)</td>
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<td>1 LBAC</td>
</tr>
<tr>
<td>1 LAC, BB-4</td>
<td>25 (5/5)</td>
<td>two 8-15 reg</td>
</tr>
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<td>1 LAC, CVE-2, 1-1 Eng</td>
<td>26 (6/1)</td>
<td>1 LBAC, 15-20 reg</td>
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<td>1 NAC, 1 LAC</td>
<td>27 (6/2)</td>
<td>1-1 Eng</td>
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<td>28 (6/3)</td>
<td>1 LBAC, 50-60 Div, AT-1</td>
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<td>29 (6/4)</td>
<td>-</td>
</tr>
<tr>
<td>1 LAC, 1 NAC</td>
<td>30 (7/1)</td>
<td>CV-7 and 8 NAC, BB-5, CL-5, DD-12</td>
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<tr>
<td>1 LAC</td>
<td>31 (7/2)</td>
<td>1 LBAC, CVE-3 and 3 NAC</td>
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</tr>
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<td>1 LAC</td>
<td>33 (7/4)</td>
<td>1 LBAC</td>
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<td>1 LAC, 1 NAC, CV-7</td>
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<td>CL-6</td>
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<td>1 LBAC, 30-50 Div (Aus)</td>
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<tr>
<td>1 LAC</td>
<td>38 (8/5)</td>
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ADDITIONAL ALLIED REINFORCEMENTS WHEN USING THE OPTIONAL BURMA RULE

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<thead>
<tr>
<th>Game-Turn (Date)</th>
<th>FORCES</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 (1/5)</td>
<td>30-40 Army—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.</td>
</tr>
<tr>
<td>10 (2/2)</td>
<td>10-15 Army—Any hex in Burma, adjacent to China, and unoccupied by the Japanese. 8-15 Regiment—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.</td>
</tr>
<tr>
<td>17 (4/1)</td>
<td>8-15 Regiment—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.</td>
</tr>
<tr>
<td>19 (4/3)</td>
<td>7-10 Army—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.</td>
</tr>
</tbody>
</table>
### COMBAT RESULTS TABLE No. 1, LAND

<table>
<thead>
<tr>
<th>Die Result</th>
<th>1-2 or less</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
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<th>10-1 or more</th>
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<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>Dx</td>
</tr>
<tr>
<td>6</td>
<td>D1</td>
<td>D1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>Dx</td>
<td>Dx</td>
<td>Dx</td>
<td>Dx</td>
</tr>
</tbody>
</table>

**Combination of Effects:**

- **Ax** — all attacking units destroyed; no effect on air or naval ground support missions.
- **Dx** — all defending units destroyed; no effect on air ground support missions.

**Explanation of Effects:**

- **D1** — effects vary depending on the terrain of the defender:
  - Class 1 land — defender destroyed;
  - Class 2 land — defender loses all bases in hex, and Coastal Defense units are destroyed; but land unit remains in hex. If entrenched, the defender becomes disentrenched. If defending a base or Coastal Defense unit, and out of supply, defender is destroyed.

- **D2** — effects vary on terrain of defender:
  - Class 1 land — defender destroyed;
  - Class 2 land — defender must be forced to retreat to an adjacent land hex (but not across all sea hex-side); this may not be to an out of supply position, or else the unit(s) are destroyed. If entrenched, the defender is disentrenched. In all cases, if the unit has no place to retreat to, it is destroyed.

---

### COMBAT RESULTS TABLE No. 2, AIR

<table>
<thead>
<tr>
<th>Attacker's Anti-aircraft or Air-to-air Strength</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Die Result</th>
<th>1 to 5</th>
<th>6 to 9</th>
<th>10 to 19</th>
<th>20 to 29</th>
<th>30 to 39</th>
<th>40 to 49</th>
<th>50 to 59</th>
<th>60 to 69</th>
<th>70 to 79</th>
<th>80 to 89</th>
<th>90 to 99</th>
<th>100 to 119</th>
<th>120 to 139</th>
<th>140 to 159</th>
<th>160 to 179</th>
<th>180 to 199</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>1/-</td>
<td>1/1</td>
<td>2/1</td>
<td>2/2</td>
<td>2/3</td>
<td>4/2</td>
<td>3/5</td>
<td>5/5</td>
<td>6/6</td>
<td>8/8</td>
<td>9/9</td>
<td>10/10</td>
<td>11/10</td>
<td>11/10</td>
<td>12/12</td>
<td>13/13</td>
</tr>
<tr>
<td>2</td>
<td>1/-</td>
<td>1/-</td>
<td>1/1</td>
<td>3/1</td>
<td>3/2</td>
<td>2/4</td>
<td>4/3</td>
<td>6/3</td>
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<td>8/9</td>
<td>9/10</td>
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<td>10/11</td>
<td>11/13</td>
<td>14/12</td>
</tr>
<tr>
<td>3</td>
<td>1/-</td>
<td>1/-</td>
<td>1/1</td>
<td>1/2</td>
<td>2/2</td>
<td>2/3</td>
<td>3/4</td>
<td>3/5</td>
<td>6/4</td>
<td>7/5</td>
<td>7/7</td>
<td>8/6</td>
<td>9/10</td>
<td>10/10</td>
<td>11/10</td>
<td>12/11</td>
</tr>
<tr>
<td>4</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/1</td>
<td>1/2</td>
<td>3/2</td>
<td>3/3</td>
<td>4/4</td>
<td>3/7</td>
<td>4/8</td>
<td>6/6</td>
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<td>7/9</td>
<td>8/9</td>
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<td>10/10</td>
</tr>
<tr>
<td>5</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/1</td>
<td>2/1</td>
<td>2/2</td>
<td>2/4</td>
<td>3/4</td>
<td>3/6</td>
<td>4/7</td>
<td>5/6</td>
<td>5/7</td>
<td>8/7</td>
<td>8/9</td>
<td>9/9</td>
<td>9/10</td>
</tr>
<tr>
<td>6</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/1</td>
<td>3/1</td>
<td>3/2</td>
<td>4/3</td>
<td>3/5</td>
<td>4/6</td>
<td>5/5</td>
<td>5/6</td>
<td>6/7</td>
<td>7/7</td>
<td>7/8</td>
<td>8/8</td>
<td></td>
</tr>
</tbody>
</table>
How to Use
The Air Mission Allocation Chart

This chart, along with the NAC air unit Strength Chart, improves the mechanics of air attacks by making unnecessary the actual movement of air units to their targets, and the concomitant memory problem of where an air unit came from and what it is attacking. The procedure for the use of this chart is:

A. Write in the "From" space under a particular mission, the hex number of the allocated air units' base or carrier; remove the allocated air units from the map, and place them in the "Flight No." box to the left of the line in which the hex number was written. Repeat this procedure for all air units which will be allocated to a mission.

Notice that it is only possible to fly nine distinct missions in an Air-Strike Phase using this chart; this should be more than sufficient.

B. Write the hex no. of the target of a particular mission in the "TO" box adjacent to the air unit on that mission. Note that the CAP mission does not have a "TO" box, since it may only be flown over the originating hex. Also note that the attacking-Naval-units mission has an additional column to indicate which defensive group of ships is being attacked. If you were attacking the defensive group formed by the top two Enemy ships, you would write a "1," in that space, or in the space of the defensive group of the third and fourth from the top, you would write a "2," etc.

C. Resolve Combat, and extract losses; break down the LAC and LBAC units if necessary, and adjust the Strength levels on the NAC air unit Strength Chart.

D. Cross out or erase the lines used for the particular Flight No., box, returning air units to the map sheet as this is done. Players will find it visually effective to write missions in colored pencil and to strike them out in black pencil.

### RESULTS TABLE

<table>
<thead>
<tr>
<th>Damage number</th>
<th>Damage done (in weeks)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>3</td>
<td>35</td>
</tr>
<tr>
<td>4</td>
<td>40</td>
</tr>
</tbody>
</table>

**Explanation of Results**

*X* unit destroyed.
- *No Effect*
- *Cross Out*
How To Use The Time Record and Reinforcement Chart

At the beginning of each Game Turn, Players should consult this chart to determine what reinforcements they receive. All air unit reinforcements are stated as air points; thus, "one LBAC" means that one LBAC air point is received. All naval reinforcements are stated in terms of specific naval units, by those units' Identification Number. Land unit reinforcements are stated in terms of the strength of the unit, such as an 8-15 regiment for the Allies.

All Allied LBAC air points arrive at Pearl Harbor (hex no. 1456), or, if this air base is damaged or destroyed, on the U.S. West Coast. All other Allied reinforcements appear on the U.S. West Coast, unless stated otherwise. Allied LAC unit reinforcements appear simply by moving a Transport unit to the U.S. West Coast, and embarking the air unit; there are an unlimited number of Allied LAC reinforcements available. Allied NAC air units are also available in unlimited quantities, but they may only be embarked by Allied CV-, CVL-, or CVE-type naval units.

All Japanese units appear anywhere in Japan, unless otherwise stated.

The dates given are given as "month/week"; thus "12/2" is the second week of December.

Whenever a unit appears at other than a normal place of entry (see above), the place of entry is designated by the hex number in parentheses after the unit, or, in the case of the Allies, by the "Aus" indicating anywhere in Australia.

Notes
(A) - This transport (no. 4) enters on Game-Turn 7, but must be withdrawn from the game by Game-Turn 27. To be withdrawn, the unit must be on the U.S. West Coast at the end of Game-Turn 27.
(B) - See also Optional Burma reinforcements.

<table>
<thead>
<tr>
<th>REINFORCEMENTS</th>
<th>Game-Turn</th>
<th>Allied</th>
</tr>
</thead>
<tbody>
<tr>
<td>Japanese</td>
<td>(date)</td>
<td></td>
</tr>
<tr>
<td>1 LAC, 1 NAC</td>
<td>1 (12/2)</td>
<td>1 LBAC, CV-2, CV-6 and 17 NAC, CA-2, CA-3, DD-10 (all at 1456)</td>
</tr>
<tr>
<td>20-40 Div</td>
<td>2 (12/3)</td>
<td>8-15 reg. (1066)</td>
</tr>
<tr>
<td>1 LAC, 1 NAC, 20-40 Div (311)</td>
<td>4 (1/1)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5 (1/2)</td>
<td>1 LBAC, CV-5 and 10 NAC, DD-10, 30-50 Div</td>
</tr>
<tr>
<td></td>
<td>6 (1/3)</td>
<td></td>
</tr>
<tr>
<td>20-40 Div, CVL-2</td>
<td>7 (1/4)</td>
<td>BB-4, CA-4, Tr-4 (A)</td>
</tr>
<tr>
<td>1 LAC</td>
<td>8 (1/5)</td>
<td>1-1 Eng (B)</td>
</tr>
<tr>
<td>1 LAC, 1 NAC</td>
<td>9 (2/1)</td>
<td></td>
</tr>
<tr>
<td>1 LAC, 20-40 Div</td>
<td>10 (2/2)</td>
<td>1 LBAC, 30-50 Div (B)</td>
</tr>
<tr>
<td>20-40 Div</td>
<td>11 (2/2)</td>
<td></td>
</tr>
<tr>
<td>1 LAC, 1 NAC</td>
<td>12 (2/4)</td>
<td>30-50 Div</td>
</tr>
<tr>
<td>1 LAC</td>
<td>13 (3/1)</td>
<td>8-15 reg</td>
</tr>
<tr>
<td></td>
<td>14 (3/2)</td>
<td>30-50 Div (Aus)</td>
</tr>
<tr>
<td>1 LAC</td>
<td>15 (3/3)</td>
<td>1 LBAC, 30-50 Div (Aus)</td>
</tr>
<tr>
<td>1 LAC</td>
<td>16 (3/4)</td>
<td>30-50 Div</td>
</tr>
<tr>
<td>1 NAC</td>
<td>17 (4/1)</td>
<td>CV-8 and 10 NAC, 1-1 Eng (B)</td>
</tr>
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<td>1 LAC</td>
<td>18 (4/2)</td>
<td>30-50 Div</td>
</tr>
<tr>
<td>1 NAC</td>
<td>19 (4/3)</td>
<td>1 LBAC (B)</td>
</tr>
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<td>20 (4/4)</td>
<td></td>
</tr>
<tr>
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<td>21 (5/1)</td>
<td>1 LBAC</td>
</tr>
<tr>
<td>CV-8</td>
<td>22 (5/2)</td>
<td></td>
</tr>
<tr>
<td>1 LAC</td>
<td>23 (5/3)</td>
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<td>1 NAC</td>
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<td>1 LBAC</td>
</tr>
<tr>
<td>1 LAC, BB-4</td>
<td>25 (5/5)</td>
<td>two 8-15 reg</td>
</tr>
<tr>
<td>1 LAC, CVE-2, 1-1 Eng</td>
<td>26 (6/1)</td>
<td>1 LBAC, 15-20 reg</td>
</tr>
<tr>
<td>1 NAC, 1 LAC</td>
<td>27 (6/2)</td>
<td>1-1 Eng</td>
</tr>
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<td>1 LAC</td>
<td>28 (6/3)</td>
<td>1 LBAC, 50-60 Div, AT-1</td>
</tr>
<tr>
<td>1 LAC</td>
<td>29 (6/4)</td>
<td></td>
</tr>
<tr>
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<td>30 (7/1)</td>
<td>CV-7 and 8 NAC, BB-5, CL-5, DD-12</td>
</tr>
<tr>
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<td>31 (7/2)</td>
<td>1 LBAC, CVE-3 and 3 NAC</td>
</tr>
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<td>32 (7/3)</td>
<td></td>
</tr>
<tr>
<td>1 LAC</td>
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<td>1 LBAC</td>
</tr>
<tr>
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<td>CL-6</td>
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<td>1 LBAC, 30-50 Div (Aus)</td>
</tr>
<tr>
<td>DD-6</td>
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<td>1-1 Eng</td>
</tr>
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<td>1 LAC</td>
<td>37 (8/4)</td>
<td>1 LBAC</td>
</tr>
<tr>
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<td>30-40 Army</td>
<td>Any hex in Burma, adjacent to China, and unoccupied by the Japanese.</td>
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<td>8-15 Regiment</td>
</tr>
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<td>33 (7/4)</td>
<td>8-15 Regiment</td>
</tr>
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<td>8-15 Regiment</td>
</tr>
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<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC</td>
<td>36 (8/3)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>DD-6</td>
<td>37 (8/4)</td>
<td>8-15 Regiment</td>
</tr>
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</tr>
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<td>8-15 Regiment</td>
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</tr>
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<td>LAC</td>
<td>44 (10/2)</td>
<td>8-15 Regiment</td>
</tr>
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<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC</td>
<td>46 (10/4)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC</td>
<td>47 (10/5)</td>
<td>8-15 Regiment</td>
</tr>
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<td>LAC, 1 NAC, 1-1 Eng</td>
<td>48 (11/1)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC</td>
<td>49 (11/2)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC</td>
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<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC, CVL-5</td>
<td>51 (11/4)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC, CVE-3</td>
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<td>8-15 Regiment</td>
</tr>
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<td>LAC</td>
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</tr>
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<td>8-15 Regiment</td>
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<tr>
<td>LAC</td>
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<td>8-15 Regiment</td>
</tr>
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<td>8-15 Regiment</td>
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<td>8-15 Regiment</td>
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<td>LAC</td>
<td>63 (2/3)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
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<td>8-15 Regiment</td>
</tr>
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<td>8-15 Regiment</td>
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<td>66 (3/2)</td>
<td>8-15 Regiment</td>
</tr>
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<td>67 (3/3)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC</td>
<td>68 (3/4)</td>
<td>8-15 Regiment</td>
</tr>
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<td>8-15 Regiment</td>
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<td>8-15 Regiment</td>
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<td>71 (4/3)</td>
<td>8-15 Regiment</td>
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<td>8-15 Regiment</td>
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<td>8-15 Regiment</td>
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<td>LAC</td>
<td>74 (5/2)</td>
<td>8-15 Regiment</td>
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<tr>
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<td>75 (5/3)</td>
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<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC</td>
<td>77 (5/5)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
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<td>78 (6/1)</td>
<td>8-15 Regiment</td>
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<tr>
<td>LAC, 1 NAC</td>
<td>79 (6/2)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 1 NAC</td>
<td>80 (6/3)</td>
<td>8-15 Regiment</td>
</tr>
<tr>
<td>LAC, 2 NAC</td>
<td>81 (6/4)</td>
<td>8-15 Regiment</td>
</tr>
</tbody>
</table>

**ADDITIONAL ALLIED REINFORCEMENTS WHEN USING THE OPTIONAL BURMA RULE**

**Game-Turn (Date) | FORCES**
---|---
**8 (1/5)** | 30-40 Army—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.  
**10 (2/2)** | 10-15 Army—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.  
**17 (4/1)** | 8-15 Regiment—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.  
**19 (4/3)** | 7-10 Army—Any hex in Burma, adjacent to China, and unoccupied by the Japanese.
How To Use NAC Air Unit Strength Chart

The letter to the left of the horizontal Strength Track refers to the letter-coded naval air units. For each of these air units currently in play, place a marker at that unit's appropriate strength level (pennies make good markers), even if that strength is zero. All of the relevant strengths for NAC air units are indicated at the top of the chart for each level.

<table>
<thead>
<tr>
<th>Number of Air Points</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bombardment Strength</td>
<td>0</td>
<td>7</td>
<td>14</td>
<td>21</td>
<td>28</td>
<td>35</td>
<td>42</td>
<td>49</td>
<td>56</td>
<td>63</td>
<td>70</td>
</tr>
<tr>
<td>Air-to-Air Strength: normal range (2 hexes)</td>
<td>0</td>
<td>5</td>
<td>10</td>
<td>15</td>
<td>20</td>
<td>25</td>
<td>30</td>
<td>35</td>
<td>40</td>
<td>45</td>
<td>50</td>
</tr>
<tr>
<td>extended range (3 hexes)</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
</tr>
</tbody>
</table>
USN GAME NOTES

GENERAL
Protect your carriers, as these are the only instruments capable of projecting Air Power in areas without bases. Try to keep powerful surface forces with the carriers in case they are damaged, to prevent them from getting involved with a surface action. On the defensive try to keep the enemy carriers within range of your LAC as well as just your Carriers. Remember sometimes it is better to damage several naval units than destroying one.

CORAL SEA
ALLIES - Contest Japanese at Guadalcanal, keep fleet together unless you can engage Japanese Transports.
JAPANESE - Forget Port Moreby as Allied LAC are too powerful, essential to engage Allied Carriers, and defeat them decisively.

MIDWAY
ALLIES - The only chance you have is if the Japanese split up or make a large mistake, otherwise avoid the Japanese, and abandon Midway.
JAPANESE - Keep TOGETHER advance methodically, take Midway, while at the same time pursue the Allied Carriers.

SIMULATION VERSION - Japanese - Retire after the Carriers are sunk. Allies - Sink the Carriers and pursue.

EASTERN SOLOMONS
ALLIES - Obviously support Guadalcanal, this will result in a guessing game when the Japanese Carriers arrive.
JAPANESE - Defeat Allied Carriers, then attack Guadalcanal.

SANTA CRUZ
ALLIES - Same situation as Eastern Solomon, except now you have the superior Carrier Force.
JAPANESE - Same problem as Eastern Solomon, compounded by the larger enemy Carrier Force.

CAMPAIGN GAME ONE
ALLIES - Establish a large LAC force in Australia with Transports, delay ASSURED Japanese conquest of the required areas for as long as possible, while expending little or no Air and Naval forces. Preserve Carrier strength, unless a very lucrative target presents itself.
JAPANESE - Expand rapidly, but precede this by destroying Allied LAC. Try to engage Allied Carriers early so that there will be little or no interference with the Indian Ocean operation.

CAMPAIGN GAME TWO
ALLIES - Build up Carriers, so that by mid-game you should be able to reverse the flow of the game. The Assault Transport must be guarded carefully, as this is your only method of projecting land force at enemy islands that are occupied.
JAPANESE - Cut off Australia from reinforcement, engage Allied Carriers, invade Australia's East Coast with total effort. If Allied Carriers can be defeated early (Midway) the Game should be decided in your favor.

The Carriers
For technical, graphic, reasons, it was impossible to identify the carrier units by name, despite the fact that each unit includes but a single carrier. These are given here, for the Players' greater edification.

<table>
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<tr>
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<td>CVE 3</td>
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# Allied Naval Air Unit Strength Chart

The letter to the left of the horizontal Strength Track refers to the letter-coded naval air units. For each of these air units currently in play, place a marker at that unit's appropriate strength level (pebbles make good markers), even if that strength is zero. All of the relevant strengths for NAC air units are indicated at the top of the chart; for each level.

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<td>extended range (3 hexes)</td>
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USN: War In The Pacific
Designer's Notes

USN is a complex game (might as well be honest about it). This is one reason why four Mini-Games were included with the three Campaign Games you may have added, did USN have to be so complex? The reasons are not simple. Basically, there are three main reasons. First, there is the scope of the game. The campaign in the Pacific covered millions of square miles. Battles were short, if at sea, but these led to longer land and air struggles. Thus the game would have to be capable of encompassing the brief naval combats and the longer land and air ones at once. Secondly, the game is a campaign game. It has to be, because that's what we get out to re-create the campaign in the Pacific. Campaign games are almost always more complex than games on individual battles. Thirdly, there's the "state of the art" in game design. Naval games done prior to USN were all "fortress" games (most of the time "search" games). So USN had the enviable "honour" of being the first naval "campaign" game (there aren't too many others, protracted naval campaigns on a large scale are a rather recent phenomenon). In other words, what we had to do in this project with little specific experience. Add to that the use of air, naval and land forces (on felly equal terms, particularly the air and naval) plus the necessity for a game to cover a long period of time while also giving proper scope to the other combat elements and you can see why the game was developed as it did. This is not to say that the game couldn't be simpler. It could. But to simplify takes time. Only so many R&D hours are available for developing games around here. USN got more than its share at it. So there explains a few things.

Why must air, naval and land units be given such nearly equal prominence in this game? Primarily because of the decisiveness of air power, the geographical theatre of war and the need for land troops to take and/or hold essential land bases. The decisiveness of air power can be seen in the way naval power is represented in the game. Airpower predominates. The fleets, in effect, are mere escorts for the aircraft carriers. But when another decisive element comes into play: the short range of aircraft! Land based aircraft were much more numerous (and powerful) than carrier based planes. True, carriers were needed in order to operate in areas short ranged land based air units could not reach. But, more often than not, when aircraft carriers were sunk, land based aircraft, they were at a fatal disadvantage. Which, then, could carriers do to be decisive? They could implement, in a new form, an ancient naval strategy, the naval blockade. Whoever had decisive "carrier superiority" would eventually win by cutting off the enemy bases from other and from their homeland. This was more critical for the Japanese as their homeland was itself an island and subject to blockade and, therefore, economic strangulation. Thus enters the "logistical" aspect of the game. Another spin-off of this is the "base-building" capability. Bases were built in the original campaign and they proved to be a decisive element in the war. Finally, there were land combat units. Bases were held, and taken, with land units (which, of course, means tanks and amphibious units).

We simplified all of these elements as much as possible. Even so, when it came time to use all three of these elements at the same time in the play of the game, problems arose. Our "solution" is that the three elements are reflected in the complex steps one must go through while completing one turn in the game.

The scope of the game could have been wider still. We "neutralized" such areas as China (where most of Japan's army operated during the war), Manchuria (where most of Japan's Army Air Force, which was equal in size to the Naval Air Force, and most of the remainder of the army, operated during the war, watching over the Russians, and the Indian Ocean area (where large British air, naval and land forces were concentrated). We neutralized these areas for the same reason that we "neutralized" the second half of the War in the Pacific. The Japanese never expected to "win" the war in the traditional manner. Their objective was to make American victory so expensive as to make a compromise possible. This compromise would enable the Japanese to keep certain territories (such as Indochina) vital to her interest. Once the first wave of new American strength had entered the game, the war was over for the Japanese. No decisive results could be obtained in China, Manchuria or India either. So these areas, and the last half of the war, were left out.

The first eighteen months of the war were, however, quite desperate. The Japanese had a decisive advantage in the early months of the war. With the battle of Midway in June '42 (and the loss of 42% of her carrier plane capacity) the Japanese no longer had the decisive carrier advantage that was essential for them to continue crippling the American effort in the Pacific. Such a battle is almost impossible to achieve in the game in its original form. It was a combination of incredible stupidity on the part of the Japanese and considerable luck on the part of the Americans. Such a battle is possible, but too risky outcome (given a competent Japanese player) presented the Americans with the Pacific. True, the Americans may bring off the equivalent of a "Midway" with "ambush" which is what the original Midway was all about. As for getting four carriers alive at once, it is possible, but highly improbable. It is more likely that the Japanese player loses out (eventually) tangoing with American land based air force using their more vulnerable carriers. Of course this depends to a large extent on the competence of the Japanese player. In many respects, it is more difficult to play the Japanese side. Granted, the Japanese player has considerable advantages initially. But in the long run the Japanese are the losers. The only way they can make us disadvantage is to get the most out of their initially superior position. The game is in a different "environment" than the more common land battle games. There are different things to watch out for. The game is realistic, but you must still learn the rather new ground rules of strategic naval combat. In other words, the first few games will consist of trying to catch onto nuances of the game before your opponent. "Learning the tricks," as it were, before your opponent does.

To make things easier we have developed four Battle Games. These cover the four decisive carrier battles of 1942 (Coral Sea, Midway, Eastern Solomons and Santa Cruz). In these four battles, Japan lost six carriers, the United States three, plus hundreds of aircraft on each side. The battles are re-created as they could actually occur in the context of the game. Thus they are a few turns long at most. But, since they are an "accelerated" battle, they are not as long and complicated (know that for a moment) each of the Battle Games takes about an hour or so to play (depending on the players, of course). Once you have mastered these Battle Games you are ready to tackle the Campaign Games. There are three: Japanese Expansion (20 turns long), American Reaction (18 turns) and The War in the Pacific (81, "count 'em", turns). Now one says you have to play these Campaign Games. They are realistic, no doubt about that. Logistics, air power, land and naval forces, base building, it's all there. But it's going to take about an hour per Game-I turn (less once you get the swing of things, but let's think about the full games). We could find no simpler way of doing it. This does not mean that we won't eventually develop simpler game mechanics, we will. But for the present this will have to do.

As with most games, there are many aspects of USN that need some explanation. Much will be explained in the article "War in the Pacific." But to get on with the game, the following may help.

For example, aircraft reinforcement also reflect (or have built into them) "vastage" due to non-combat losses (accidents, wear and tear, lack of maintenance, etc.). This often amounts to more than actual combat losses. Another problem was shipping used for combat (and combat support) operations. Shipping needed for regular "supply" operations is "built-in" to the game. That is, you don't have actual shipping units to handle in order for this to be able to operate. The shipping centers used in the game are needed to move air and land combat units (as well as the shipping needed to supply combat ships at sea). Each of these units represents about 100,000 tons of shipping. These units don't represent convoys, as such, but rather those ships in the pipeline delivering combat units. Destroying these units hurts each side in different ways. For the Japanese the loss of this shipping directly affects her economy, as replacements must come from the already depleted civilian fleet. For the Americans the replacement umship must come from the shipping allocated for the Battle of the Atlantic.

Submarines were a critical part of the campaign. Yet they were not at all that directly involved in the actual military prosecution of the campaign. Submarines were significant for the merchant shipping they sank. The warships they sank were secondary. This is how we have built them into the game. Base-building is another aspect of the campaign that was crucial. Without a base-building capability no one was going to go anywhere. The Japanese were considerably limited in their ability to build bases, and this is one reason why they were unable to take advantage of their early gains. Finally, we have a few comments about tactics. It is possible in this game to indulge in "suicide" tactics, sacrificing units in order to (hoped) win an overall victory. The Japanese did this to a certain extent, the Americans much less. So we have not built restraints into the game, as the game is complicated enough. But if you want to indulge in these tactics, well, that's your decision.
### AIR MISSION
### ALLOCATION CHART

See Combat Table sheet for explanation.

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### BOMBARDMENT MISSIONS (by target)

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**AIR MISSION ALLOCATION CHART**

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AIR MISSION
ALLOCATION CHART
See Combat Table sheet for explanation

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AIR MISSION ALLOCATION CHART
See Combat Table sheet for explanation

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It should be obvious that this chart will only last for the playing of a limited number of games; Players who will wish to play USN many times, should have this chart photocopied or reproduced in some manner, and use the copies so as to preserve the original.
The following is the errata to SPI's USN, which appeared in Moves#7. Brien Miller of GamesUSA kindly OCR'd the errata for me, and I, in turn, am passing it on to you to post.

USN ERRATA

As a result of post-publication playtesting and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

GAME MAP

For purpose of land movement the hexside between hexes 0692 and 0693 is a mountain hexside. For air movement it is a clear hexside.

UNIT BREAKDOWN

Allied: One 30-50 division=three 8-15 regiments

One 50-60 Marine division = three 10-15 Marine regiments Units may not break down to battalions.

AMPHIBIOUS ASSAULT

When landing units on Enemy occupied hexes a number of factors should be considered. Units may never be landed in a hex occupied by an Enemy Coastal Defense Unit. Units may not be landed in an Enemy occupied Class 1 land hex unless the Enemy unit is destroyed by the landing unit in combat. If not, the landing unit is immediately re-embarked. Units may land on Enemy occupied Class 2 land hexes without having to destroy the defending unit(s). In any landing made against an Enemy occupied hex only Japanese Transports and Allied Assault Transports may be used.

AIR AND NAVAL BASES, CASE I

(I) Bases are considered captured if an enemy land unit enters the Base hex. If the Base hex is occupied by an inverted or Entrenched Friendly unit, such units must be dislodged by combat before the Base can be captured. Friendly units not inverted or Entrenched are no obstacle to capturing a Base.

REPAIRING OR BUILDING BASES

The procedure calling for an Allied Assault Transport to assist the repair or construction of a Base is correct. Only the Allied Assault Transport may perform these functions in the company of an Engineer Unit.

SITUATIONS AND ORDERS OF BATTLE CAMPAIGN GAME 1

Allied Order of Battle

There should only be one (1) 2-6 Defense Battalion on the U.S. West Coast.

REINFORCEMENT TABLE

Allied

Game-Turn #5 - Change DD-10 to DD-11.

Game-Turn # 31 - Change CVE-3 to CVE-1; Change 3 NAC to 2 NAC.

Game-Turn #48 - Enter BB-6.

MINI-GAME

The Battle of the Coral Sea Victory Conditions: (leave as is to Port Moresby - 100 points) In addition, the Japanese Player receives 10 points if the Engineer regiment is on Guadalcanal with supply from base at the completion of the second Game-Turn.

VICTORY POINTS

The Japanese Player does not receive victory points for the elimination
of Chinese Army units. The Allied Player receives no Victory Points for Bases built in Australia.

COMBAT RESULTS

ON CRT #2, if not enough aircraft engage to suffer both aborted mission and destruction results, destruction results are applied first to defending aircraft.

GAME-SCALE

Hex = 50 miles; Game-Turn = 1 week.