

WAR IN THE PACIFIC

RULES OF PLAY

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The SPI Designers Notes (green text) and game errata (magenta text) contained within the game booklets; and the separate SPI errata sheet as of December 1978 (red text) is incorporated into this 2nd edition rulebook.

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[1.0] INTRODUCTION

War in the Pacific is a multi-level simulation of the Pacific Theatre of Operations during World War II. The game enables the Players to recreate the entire course of the war, from the opening Japanese attack on 7 December 1941 to the climactic Allied assaults in the closing days of 1945.

War in the Pacific is not a simple game; there are a great number of rules and concepts that will, at first, be unfamiliar to a large majority of the *Players*. For this reason, players should learn the game in a series of gradual steps. The first thing to do is to read the rules thoroughly while experimenting with the game mechanics by pushing some of the counters around on one of the map sections. Players may want to begin with some practice naval battles on the two Tactical Displays. Players already familiar with other SPI games may also find it helpful to consult the Rules Summary at the end of the rules booklet. After reading through the rules, the Players should set up one of the smaller scenarios, which simulate fairly short, specific campaigns of the war. Once familiar with the game, Players are encouraged to move on to the full Campaign game,

[2.0] GAME EQUIPMENT

[2.1] THE GAMEMAP

[2.11] The game map shows all the geographical areas and features required for play. A hexagonal grid pattern (composed of individual hexagons or *hexes*) is printed on the game map to regulate the movement and location of the playing pieces on the map. Each hex is given a four digit number: the first two digits of the number identify the specific hex column (running vertically, north to south), and the last two digits identify the specific zigzag hex row (running horizontally, west to east). In addition, each hex number, when referred to in the rules, is preceded by a *letter-code* which identifies the Map Section that the hex is in.

Example: The city of Myitkyina, Burma (hex A3210) is in the same hex column as the city of Lashio (hex A3213), Lashio is in the same hex row as the port city of Chittagong, India (hex A2613).

[2.12] The game map comes in seven 22" x 28" Map Sections. These are: Map Section A (India/ Burma), B (Asian mainland and Japan), C (Dutch East Indies/Western Australia),

D (Northern Japan), E (Eastern Australia/South Pacific), F (Aleutian and Hawaiian Islands) and G (Southeast Pacific.)

[2.13] Due to the large physical areas shown on the maps (over 30% of the globe) some distortion of distances was inevitable. This distortion has been corrected by dividing the map into a number of different Movement Areas, Each hex within a given Area represents either 40, 50, or 60 nautical miles, as listed on the game map. The "size" of the hex affects the movement abilities of air and naval units, because it determines the cost (in Movement Points) for those units to enter a *hex*. However, only air and naval movement is affected by the changing map scale. It has no effect on other game functions.

[2.2] GAME CHARTS, TABLES AND DISPLAYS

Various visual aids are provided with the game to simplify and illustrate certain game functions, The Terrain key (on Map A) and the Movement Areas are printed on the map itself. Numerous other Charts, Tables, and Displays are printed either in the body of the rules, in a separate booklet, or on separate sheets of paper. The use of these graphic aids is explained in the appropriate section of the rules.

[2.3] THE PLAYING PIECES

The playing pieces (called "counters," "units" and "markers") represent the historical forces available (or potentially available) to each side. They fall into four general categories: Air Point markers, Naval units, Ground units, and Game markers. Most counters are printed on both sides, often to indicate some sort of changed status for the unit or in order to aid in identifying the counter.

[2.31] Sample Units

SAMPLE AIR UNIT

Front		
Primary Role		Normal/Extended Range
Secondary Role		Name
		Air Point Multiple

Note: Color bars on counters identify and distinguish Block types (see summary of unit types).

SAMPLE NAVAL UNITS

Carriers		
Front		
Air Capacity		Defense Strength
High/Low Anti-Aircraft Strength		Speed Class
		Pennant Number

Combatants Front

Surface
Attack/
Bombardment
Strength



Range

Defense Strength

Speed Class

High/Low
Anti-Aircraft
Strength

Pennant
Number

Support Force (Back) Deployed "in Port"



Deployed "in
Port"

SAMPLE GROUND UNITS

Front
Combat Unit

Type

Combat
Strength

Load Value



Unit Size

Supply
Multiple/Anti-
Aircraft Strength

Non-Combat Unit (Engineer)

Type

Defense
Strength
(Parentheses
indicates unit
may never
attack)

Base Force; Fully Deployed

Front

Cargo
Capacity

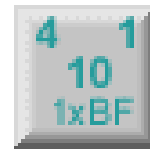
Load Value



Unit Size

Supply
Multiple/Anti-
Aircraft Strength

Load Value



Naval Capacity

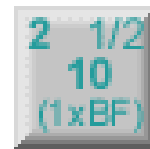
Multiple

Base Force; (Partially Deployed)

Back

Cargo
Capacity

Load Value



Capacity
Number

Headquarters

Front

Unit Size

Air Capacity



Unit Identification

Load Value

Logistic Transport Unit

Front

Defense
Strength

Load Value



ID Number

Supply
Multiple/Anti-
Aircraft Capacity

Amphibious Transport

Front

Cargo
Capacity

High/Low
Anti-Aircraft
Strength

Pennant
Number



"Transport" No
Range

Defense Strength

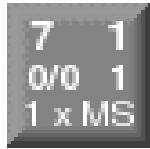
Speed Class

Merchant Shipping (Tactical Mode)

Front

Cargo
Capacity

High/Low
Anti-Aircraft
Strength



Defense Strength

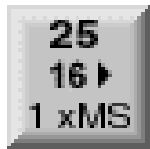
Speed Class

Multiple

Merchant Shipping (Strategic Mode)

Back

Maximum
Length of
Pipeline
Link (in
hexes)



Thruput Capacity

Directional Arrow

Multiple

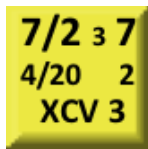
Battleship Carrier

Front

Air Capacity

Surface
Attack/
Bombardment

High/Low
Anti-Aircraft
Strength



Defense Strength

Speed Class

Pennant Number

Support Force (Front)

Load
Capacity (in
Supply
Blocks)/Naval
Capacity

High/Low
Anti-Aircraft
Strength



Deployed "at Sea"

Defense Strength

Speed Class

Pennant Number

[2.32] Summary of Unit Types

COMMONWEALTH GROUND

Front		Back
	Infantry Division Total: 30	
	Infantry Brigade Total: 48	
	Armored Division Total: 2	
	Armored Brigade Total: 6	
	Airborne Division Total: 2	
	Airborne Brigade Total: 4	
	Engineer Regiment Total: 18	none

U.S. GROUND

Front		Back
	Infantry Division Total: 24	
	Infantry Regiment Total: 48	
	Marine Division Total: 6	
	Marine Regiment Total: 18	
	Armored Division Total: 2	
	Armored Brigade Total: 6	
	Airborne Division Total: 2	
	Airborne Regiment Total: 4	
	Engineer Regiment Total: 36	none

JAPANESE GROUND

Front	Back
-------	------

	Infantry Division Total: 80	
	Infantry Brigade Total: 80	
	Infantry Regiment Total: 80	
	Armored Division Total: 4	
	Armored Brigade Total: 12	
	Airborne Brigade Total: 4	
	Marine Battalion (SNLF) Total: 4	none
	Engineer Regiment Total: 18	none
	Logistic Transport Unit Total: 10	none

CCP CHINESE GROUND

Front		Back
	Infantry Army Total: 16	
	Partisan Total: 14 Note: Back of counter rather than front should be battlegroup	
	Logistic Transport Unit Total: 2	none





SOVIET GROUND

Front		Back
	Infantry Corps Total: 40	
	Armored Corps Total: 6	


KMT CHINESE GROUND

Front		Back
	Infantry Army Total: 44	
	Logistic Transport Unit Total: 2	none


THAI GROUND

Front		Back
 7 7 3	Infantry Division Total: 2	 4 3 1
 2 2 1	Infantry Regiment Total: 6	 1 1 1










NETHERLANDS GROUND

Front		Back
 2 2 1	Infantry Regiment Total: 4	 1 1 1







COMMONWEALTH COLONIAL GROUND

Front		Back
 2 2 1	Infantry Brigade Total: 4 Note: These units do not form battlegroup	none

ALLIED HEADQUARTERS
















Front		Back
 300 75	Force Total: 5	 300 75
 100 24	Division Total: 8	 100 24
 30 7	Wing Total: 12	 30 7
 10 3	Group Total: 13	 30 7
	Secondary Group Total: 10	none
 (1) 6 3	Logistic Transport Unit Total: 10 Note: All Allied LTU's should have the value shown here	none

ALLIED BASEFORCES





















Front		Back
 4 1 10 1xBF	1 x Base Force Total: 25	 2 1/2 10 (1xBF)
 8 2 2xBF	2/3 x Base Force Total: 16	 12 3 3xBF
 16 4 4xBF	4/5 x Base Force Total: 15	 20 5 5xBF

JAPANESE HEADQUARTERS

Front	Back
-------	------

 XXXX 300 75	Force Total: 2	 XXXX 300 75
 XXX 100 24	Division Total: 4	 XXX 100 24
 XX 30 7	Wing Total: 12	 XX 30 7
 X 10 3	Group Total: 12	 X 10 3
 A X 10 3	Secondary Group Total: 10	none
 4 1 10 1xBF	1 x Base Force Total: 20	 2 1/2 10 (1xBF)
 8 2 2xBF	2 x Base Force Total: 20	 12 3 3xBF
 16 4 4xBF	3 x Base Force Total: 10	 20 5 5xBF

U.S. NAVAL

Front		Back
 9 A 5 3/8 3 CV2	Carrier Total: 37	 CV2
 4 A 2 0/15 3 CVL22	Light Carrier Total: 9	 CVL22
 3 A 1 2/12 2 CVE1	Escort Carrier Total: 40	 CVE1
 8 3 6 2/15 2 BB33	Battleship Total: 32	 BB33
 9 3 9 4/18 3 BC1	Battlecruiser Total: 4	 BC1
 9 2 4 0/3 3 CA24	Heavy Cruiser Total: 42	 CA24
 6 2 2 1/2 3 CL4	Light Cruiser Total: 59	 CL4
 4 1 1 0/1 3 DD1	Destroyer Total: 140	 DD1
 4 1 1 1/4 2 DE1	Destroyer Escort Total: 50	 DE1
 11 T 7 1/10 2 APB1	Amphibious Transport Total: 10	 APB1

JAPANESE NAVAL

Front	Back
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8 A 4 3/15 3 CV6	Carrier Total: 15	CV6
3 A 3 2/15 3 CVL11	Light Carrier Total: 12	CVL11
2 A 1 0/1 2 CVE1	Escort Carrier Total: 17	CVE1
7/2 3 7 4/20 2 XCV 4	Hybrid Carrier Total: 2 XCV 3 & 4	XCV4
11 3 9 1/6 2 BB3	Battleship Total: 9	BB3
8 2 4 1/6 3 CA2	Heavy Cruiser Total: 22	CA2
4 1 2 0/1 3 CL1	Light Cruiser Total: 25	CL1
8 1 2 0/3 3 DD15	Destroyer Total: 80	DD15
4 1 1 0/2 2 DE1	Destroyer Escort Total: 19	DE1
3 1 2 0/3 2 CD9	Coastal Defense Total: 19	CD9
7 T 4 0/3 2 APB10	Amphibious Transport Total: 13	APB10
10 3 8 1/8 3 BC1	Battlecruiser Total: 6	BC1
8/2 S2 0/2 2 SF 1	Support Force Total: 10	8/4Sp2 0/2 2 SF 1
7 1 0/0 1 1 xMS	1 x Merchant Shipping Force Total: 30	25 16▶ 1 xMS
14 2 0/0 1 2 xMS	2 x Merchant Shipping Force Total: 10	50 16▶ 2 xMS
75 16▶ 3 xMS	3/4 x Merchant Shipping Force Total: 5	100 16▶ 4 xMS
125 16▶ 5 xMS	5/6 x Merchant Shipping Force Total: 5	150 16▶ 6 xMS
175 16▶ 7 xMS	7/8 x Merchant Shipping Force Total: 5	200 16▶ 8 xMS
225 16▶ 9 xMS	9/10 x Merchant Shipping Force Total: 5	250 16▶ 10 xMS

COMMONWEALTH NAVAL

Front	Back
-------	------

4 A 8 6/20 3 CV67	Carrier Total: 6	CV67
3 A 3 0/14 2 CVL15	Light Carrier Total: 5	CVL15
3 A 1 2/10 2 CVE3	Escort Carrier Total: 15	CVE3
12 3 10 6/18 2 BB00	Battleship Total: 12	BB00
9 3 8 2/8 3 BC34	Battlecruiser Total: 2	BC34
9 2 5 3/7 3 CA33	Heavy Cruiser Total: 19	CA33
5 2 2 1/5 3 CL60	Light Cruiser Total: 25	CL60
4 1 1 0/1 3 DD1	Destroyer Total: 26	DD1
3 1 1 1/3 2 DE1	Destroyer Escort Total: 5	DE1

NETHERLANDS NAVAL

Front	Back	
6 2 3 2/6 3 CL1	Light Cruiser Total: 3	CL1
5 1 1 2/5 3 DD3	Destroyer Total: 4	DD3

ALLIED NAVAL

Front	Back	
7 1 0/0 1 1 x MS	1 x Merchant Shipping Force Total: 30	25 16▶ 1 xMS
14 2 0/0 1 2 x MS	2 x Merchant Shipping Force Total: 8	50 16▶ 2 xMS
75 16▶ 3 xMS	3/4 x Merchant Shipping Force Total: 10	100 16▶ 4 xMS
125 16▶ 5 xMS	5/6 x Merchant Shipping Force Total: 10	150 16▶ 6 xMS
175 16▶ 7 xMS	7/8 x Merchant Shipping Force Total: 10	200 16▶ 8 xMS
225 16▶ 9 xMS	9/10 x Merchant Shipping Force Total: 10	250 16▶ 10 xMS
500 16▶ 20 xMS	20/50 x Merchant Shipping Force Total: 10	1250 16▶ 50 xMS
Support Force		

Total: 30

U.S. AIR (WHITE ON DARK BLUE)

Carrier Air Block (orange stripe through Ranges)

Front		Back
15/27 F2a F x1	F2a Total: 6	15/27 F2a F +10
55/70 F4u F x1	F4u Corsair Total: 20	55/70 F4u F +10
25/40 F4f F x1	F4F Wildcat Total: 14	25/40 F4f F +10
55/70 F6f F x1	F6F Hellcat Total: 18	55/70 F6f F +10
24/42 SBD D x1	SBD Dauntless Total: 12	24/42 SBD D +10
30/45 SBC D x1	SBC Vindicator Total: 12	30/45 SBC D +10
20/- TBD T x1	TBD Devastator Total: 6	20/- TBD T +10
48/- TBF Tb x1	TBF Avenger Total: 16	48/- TBF Tb +10

Fighter Air Block (orange stripe through Roles)

Front		Back
15/20 P36 F x1	P36 Hawk Total: 6	15/20 P36 Fb +10
30/- P39 Fb x1	P39 Aircobra Total: 18	30/- P39 Fb +10
54/70 P38 Fb x1	P38 Lightning Total: 18	54/70 P38 Fb +10
34/50 P40 Fb x1	P40 Warhawk Total: 12	34/50 P40 Fb +10
40/110 P47 Fb x1	P47 Thunderbolt Total: 12	40/110 P47 Fb +10
55/95 P51 Fb x1	P51 Mustang Total: 12	55/95 P51 Fb +10

Tactical Air Block (orange stripe through Name)

Front		Back
30/40 A20 B x1	A20 Havoc Total: 6	30/40 A20 B +10
40/74 B25 B x1	B25 Mitchell Total: 18	40/74 B25 B +10
25/55 B26 B x1	B26 Marauder Total: 18	25/55 B26 B +10

40/- B18 B x1	B18 Bolo Total: 4	40/- B18 B +10
50/90 PB7 Br x1	PBY Catalina Total: 16	50/90 PB7 Br +10

Heavy Bomber Air Block (light blue stripe through Ranges)

Front		Back
56/90 B17 Br x1	B17 Fortress Total: 10	56/90 B17 Br +10
48/100 B24 Br x1	B24 Liberator Total: 12	48/100 B24 Br +10

Transport Air Block (light blue stripe through Roles)

Front		Back
45/- C47 C x1	C47 Skytrain/Dakota Total: 12	45/- C47 C +10

Heavy Bomber Air Block (light blue stripe through Ranges)

Front		Back
90/150 B29 B x1	B29 Superfortress Total: 6	90/150 B29 B +10

JAPANESE AIR (BLACK ON ORANGE)

Fighter Air Block (white stripe through Roles)

Front		Back
21/- Jack F x1	Mitsubishi J2M "Jack" Total: 6	21/- Jack F +10
40/60 Irving Fb x1	Nakajima J1N1-S Gekko "Irving" Total: 6	40/60 Irving Fb +10
35/60 George Fb x1	Kawanishi N1K/N1K-J "George" Total: 8	35/60 George Fb +10
30/40 Rufe F x1	Rufe Total: 10	30/40 Rufe F +10
12/18 Nate F x1	Nakajima Ki-27 "Nate" Total: 10	12/18 Nate F +10
30/40 Oscar Fb x1	Nakajima Ki-43 "Oscar" Total: 18	30/40 Oscar Fb +10
24/32 Tony F x1	Kawasaki Ki-61 "Tony" Total: 12	24/32 Tony F +10
30/50 Frank Fb x1	Nakajima Ki-84 "Frank" Total: 12	30/50 Frank Fb +10
50/- Nick Fb x1	Nick Total: 8	50/- Nick Fb +10
25/- Tojo F x1	Nakajima Ki-44 "Tojo" Total: 8	25/- Tojo F +10

Bomber Air Block (brown stripe through Names)

Front		Back
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140/190 Mvem Bt x1	Mavis-Emily Total: 10	140/190 Mvem Bt +10
75/110 Frances Bt x1	Frances Total: 12	75/110 Frances Bt +10
30/- SoAnn B x1	Sonia-Ann Total: 18	30/- SoAnn B +10
19/50 Lily B x1	Kawasaki Ki-48 "Lily" Total: 18	19/50 Lily B +10
19/50 Sally B x1	Mitsubishi Ki-21 "Sally" Total: 14	19/50 Sally B +10
20/60 Helen B x1	Helen Total: 6	20/60 Helen B +10
50/75 Peggy Bt x1	Mitsubishi Ki-67 "Peggy" Total: 8	50/75 Peggy Bt +10
75/- Dinah R x1	Dinah Total: 12	75/- Dinah R +10
70/100 Nell Bt x1	Mitsubishi G3M "Nell" Total: 10	70/100 Nell Bt +10
100/140 Betty Bt x1	Mitsubishi G4M "Betty" Total: 18	100/140 Betty Bt +10

Carrier Air Block (white stripe through Ranges)

Front		Back
18/30 Claude F x1	Mitsubishi A5M "Claude" Total: 14	18/30 Claude F +10
40/60 Zero F x1	Mitsubishi A6M "Zero" Total: 22	40/60 Zero F +10
35/70 Zeke Fb x1	Mitsubishi A6M3 "Zeke" Total: 34	35/70 Zeke Fb +10
30/45 Val D x1	Hasegawa Aichi D3A "Val" Total: 12	30/45 Val D +10
36/55 Judy D x1	Yokosuka D4Y3 Suisei "Judy" Total: 12	36/55 Judy D +10
25/- Kate Tb x1	Hasegawa Nakajima B5N "Kate" Total: 12	25/- Kate Tb +10
30/- Jill Tb x1	Nakajima B6N "Jill" Total: 6	30/- Jill Tb +10

Transport Air Block (brown stripe through Roles)

Front		Back
45/- Terri C x1	Terri Total: 6	45/- Terri C +10

COMMONWEALTH AIR (BLACK ON LIGHT BLUE)

Land Based Air Points (no stripe)

Front	Back
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12/19 Hurri Fb x1	Hurricane Total: 10	12/19 Hurri Fb +10
15/30 Spit F x1	Spitfire Total: 10	15/30 Spit F +10
27/48 Beaf Fb x1	Beaufighter Total: 8	27/48 Beaf Fb +10
48/60 Mosq Fb x1	Mosquito Total: 6	48/60 Mosq Fb +10
40/- Hudson B x1	Hudson Total: 12	40/- Hudson B +10
45/66 Wimpy B x1	Wellington Total: 8	45/66 Wimpy B +10
30/45 Bftr Tb x1	Beaufort Total: 6	30/45 Bftr Tb +10
30/- Vgnc D x1	Vengeance Total: 4	30/- Vgnc D +10
36/52 Blen B x1	Blenheim Total: 6	36/52 Blen B +10

Carrier Air Points (white stripe through Ranges)

Front		Back
15/20 Seafire F x1	Seafire Total: 6	15/20 Seafire F +10
24/30 Fulmar F x1	Fulmar Total: 6	24/30 Fulmar F +10
15/27 Albacr T x1	Albacore Total: 6	15/27 Albacr T +10
16/31 Sdfish T x1	Swordfish Total: 6	16/31 Sdfish T +10

SOVIET AIR (orange on brown)

Front		Back
20/30 LaYak F x1	La-Yak Total: 8	20/30 LaYak F +10
30/- St rrvk D x1	Sturmovik Total: 6	30/- St rrvk D +10
24/54 Tu Sb B x1	Tu-Sb Total: 4	24/54 Tu Sb B +10

NETHERLANDS AIR (white on medium blue)

Front		Back
25/36 Mrtn B x1	Martin Total: 4	25/36 Mrtn B +10

ALLIED MARKERS

Front		Back
TF	TF Total: 30	TF 3

Subron 2 Cycle 1	Subron Cycle 1/2 <i>Total: 20</i>	Subron 2 Cycle 2
	Supply Depot <i>Total: 2 sets of 24</i>	none
ANZAC Air Pts Elim	Air Point Eliminated <i>Total: 8</i> <i>Counter back not used</i>	ANZAC Repl Air Blk Avail

JAPANESE MARKERS

Front		Back
TF	TF <i>Total: 25</i>	TF 3
Subron 2 Cycle 1	Subron Cycle 1/2 <i>Total: 15</i>	Subron 2 Cycle 2
	Supply Depot <i>Total: 2 sets of 24</i>	
BMBR Air Pts Elim	Air Point Eliminated <i>Total: 8</i> <i>Counter back not used</i>	BMBR Repl Air Blk Avail

NEUTRAL MARKERS

Front		Back
SUPPLY BLOCK 1	1/3 Supply Blocks <i>Total: 30</i>	SUPPLY BLOCK 3
SUPPLY BLOCK 5	5/10 Supply Blocks <i>Total: 12</i>	SUPPLY BLOCK 10
SUPPLY BLOCK 20	20/50 Supply Blocks <i>Total: 10</i>	SUPPLY BLOCK 50
DAMAGE LEVEL 1	Damage Level 1/2 (D1)/(D2) <i>Total: 15</i>	DAMAGE LEVEL 2
DAMAGE LEVEL 3	Damage Level 3/4 (D3)/(D4) <i>Total: 15</i>	DAMAGE LEVEL 4
	Entrenched/Fortified <i>Total: 20</i>	
	Suppressed/Destroyed <i>Total: 10</i>	
	Entrained/Rail Seacap Escort <i>Total: 10</i>	Rail Escort
	Level 1/5 Airbase <i>Total: 24</i>	
	Level 10 Airbase/Rail Hex <i>Total: 20</i>	
	Minor Road Hex/Major Road Hex <i>Total: 20</i>	

Strategic Role	Strategic Role/Anti-Submarine Role <i>Total: 20</i>	ASW Role
In Transit	In Transit/Submarine Transport <i>Total: 10</i>	Submarine Transport
Unsupplied 1	Unsupplied 1/2 <i>Total: 8</i>	Unsupplied 2
Active Hex	Active Hex <i>Total: 1</i>	
MS Sunk	Merchant Shipping Sunk <i>Total: 1</i>	
Econ Mult	Japanese Economic Multiple <i>Total: 1</i>	
Cycle	Cycle <i>Total: 1</i>	
Game Turn	Game-Turn <i>Total: 1</i>	
US Prod Pts x100	US Production Points Available (x 100) <i>Total: 1</i>	
US Prod Pts x1	US Production Points Available (x 1) <i>Total: 1</i>	
Japan Prod Pts x100	Japanese Production Points Available (x 100) <i>Total: 1</i>	
Japan Prod Pts x1	Japanese Production Points Available (x 1) <i>Total: 1</i>	
North Imp Blk x1	Japanese Northern Import Blocks Available (x 1) <i>Total: 1</i>	
North Imp Pts x1	Japanese Northern Import Blocks Available (x 1) <i>Total: 1</i>	
South Imp Pts x1	Japanese Southern Import Blocks Available (x 1) <i>Total: 1</i>	
South Imp Pts x1	Japanese Southern Import Blocks Available (x 1) <i>Total: 1</i>	
CCP Points Avail	CCP Provincial Points <i>Total: 1</i>	CCP Points +100
KMT Points Avail	KMT Provincial Points <i>Total: 1</i>	KMT Points +100
Report True	Report True <i>Total: 6</i>	
Report Approx ± 1	Report Approximate ± 1 <i>Total: 6</i>	

Report Approx ±2	Report Approximate ± 2 Total: 6
Report Error ±1	Report Error ± 1 Total: 6
Report Error ±2	Report Error ± 2 Total: 6
Report False	Report False Total: 6

[2.4] DEFINITION OF TERMS

Airbases: the actual airfields at which Air Points are based. Airbases can be of various sizes. Prewar airbases are printed on the map; others may be constructed during the game (5.4).

Air Point: each Air Point represents 10 aircraft of a given type. Air Points are allocated to Friendly administrative units known as Headquarters (HQ), and each Player's Air Point Markers are displayed on his Air Display, rather than on the map (5.1).

Air Point type: each separate variety of Air Point included in the game (e.g., Zero, Nell, etc.).

Air/Surface Tactical Display: the diagram on which all air attacks on Enemy naval Task Forces are resolved (31 ~2).

Approach Mode: determines the extent of Anti-Aircraft fire that an Air Point is exposed to when resolving Air/Surface combat (31.76).

Altitude Level: the Altitude (Low, Medium or High) that an Air Point is assumed to be at when resolving Air/Air combat and the Anti-Aircraft fire of ground targets (5.1).

Air Point Characteristics: explain the information given for each Air Point type on the Player's Air Chart (5. 1).

Air Search Points: a measure of an Air Point's ability to contact Enemy Task Forces (8. 1).

Block: a group of Air Points that are produced together. The composition of the various types of Blocks changes over time to reflect changes in the aircraft industry (36.0).

Block Type: a term used to describe all Air Points belonging to a certain Air Block (36.0).

Bomber Force: a term used to describe Friendly Air Points allocated to a Strike that are not performing any form of Combat Air Patrol; used when resolving Air/Air combat (7.1).

Bounce (The): a procedure used to determine which side will attack first in air/air combat (7.2).

Combat Air Patrol (CAP): Friendly Fighter Air Points protecting a hex from Enemy Strikes are performing CAP (6.2).

Escort CAP: Fighter Air Points that accompany Friendly non-Fighter Air Points on a Strike are performing Escort CAP. Escorts may be either "loose" or "close" in relation to the Air Points they are accompanying; this has an effect on how air/air combat will be resolved for that Strike (6.2).

Headquarters (HQ): Administrative units to which all Air Points are allocated. There are four types of HQ, listed in order of increasing size: Group, Wing, Division and Force (5.3),

Joint Strike: procedure by which Air Points from different airbase hexes can be combined into a single Strike (6.7).

Mission: (see Strike).

Primary Role Code: the main function of a given type of Air Point (5.2).

Search Effectiveness Chits: counters that inform Players how accurate a successful Air Search has been in reporting the numbers and types of ships present in a contacted Enemy Task Force (8.3).

Secondary Base: a Group-sized Headquarters unit that is actually part of a large Headquarters unit, but deployed in a different hex from its "parent" unit (5.3 1).

Secondary Role Code: an alternate function which some types of Air Points are capable of performing (5.2).

Strike (or Mission): term describing any group of Air Points assigned to perform the same attack and allocated to the same airbase hex (6.0).

Strike Component: term describing all Air Points of a given Strike that have the same Altitude Rating; used only when resolving attacks on ground targets (7.5).

Strike Plot: a written description for each Strike, detailing certain necessary information (6.0).

Strike Sequencing: procedure for determining the exact order in which opposing Strikes are resolved during a Phase (7.7).

Wave: a term describing Air Points of the same Strike that enter the Air/Surface Tactical Display at the same time (used only when attacking Enemy Task Forces; 31.6).

Wave Component: term used to describe all Air Points of a given Wave that have the same Approach Mode (7.5).

NAVAL

Active Phase: any Naval Phase in which a ship is able to perform Missions. The number of Active Phases in each Game-Turn for a naval unit is equal to that unit's current Speed Class (9.0).

Anti-Submarine (ASW) Value: the ability of naval units to attack Enemy Sub Points (13.7). Also known as Screening alue.

Breakoff Level: the point at which (due to losses and damage) a Task Force must withdraw from the Surface/Surface Tactical Display (30.7). **Capital Ship:** any BB, BC, or CA naval unit.

Cargo Capacity: the ability of a port to load or unload cargo in a given Cycle, expressed in terms of Cargo Capacity Points. Each Point of Cargo Capacity allows a port to load or unload 25 Load Points worth of cargo (10.2).

Carrier: any CV, CVL, CVE, or XCV naval unit.

Coastal Sub Point: represents an individual submarine capable of one Cycle of operation before Refit (13. 1).

Defensive Group: a tactical arrangement of ships of the same Task Force, usually (but not always) composed of a single capital ship or carrier and various Friendly Screening Forces, when defending against Enemy submarine attack (13.6).

Dummy: term referring to a Task Force or Subron that contains no units and is deployed on the map to mislead the Enemy Player.

Engagement Value: a measure of how likely a Task Force is to engage in Surface/Surface combat with Enemy Task Forces (9.4).

Fleet Sub Point: represents an individual submarine capable of two Cycles of operation before Refit (13. 1).

Fueling Cost: The number of Supply Points that must be expended by a port of Support Force in order to fuel a given Friendly naval unit (14.2).

Fueling Period: The number of Active Phases that a naval unit can perform Missions before having to be supplied (fueled); (14.2).

Joint Shipping: Any APB, MS or SF naval unit,

Merchant Shipping (MS) Link: term describing each separate segment of a Merchant Shipping pipeline, as determined by the distance in hexes between two Friendly Merchant Shipping units in that pipeline (15. 1).

Merchant Shipping (MS) Pipeline: a series of linked Merchant Shipping units in Strategic Mode engaged in transporting cargo between two points (15.1).

Mission: an individual function to which a Task Force may be assigned during an Active Phase (10.0).

Mission Plot: the written description of each Task Force's Mission(s) during a given Active Phase, detailing certain necessary information (9.3).

Naval Capacity: the ability of a port to fuel Friendly naval units, expressed in terms of Naval Capacity Points, which are always equal to one quarter of the port's Cargo Capacity. Each Point of Naval Capacity allows a port to expend 100 Supply Points per Game-Turn to fuel Friendly ships. (20.4). 1

Naval Strengths and Values:

Surface Attack/Bombardment Strength: the relative Strength of a naval unit when attacking Enemy naval units on the Surface/Surface Tactical Display; also the Strength used when resolving bombardment attacks against Enemy ground targets.

Range: distance (in hexes) that a unit may fire on the Surface/Surface Tactical Display.

Defense Strength: the relative Strength of a naval unit when defending against Enemy Surface/Surface or air attack.

High/Low Anti-Aircraft Strength: the relative strength of a naval unit when firing at attacking Enemy Air Points on the Air/Surface Tactical Display.

Speed Class: determines the maximum movement and Mission abilities of naval units; indicates the number of Active Phases a naval unit has per Game-Turn *

Cargo Capacity: the ability of a naval unit to load, transport and unload a given amount of cargo, expressed in terms of Load Points.

Air Capacity: the ability of carriers to have Friendly Air Points allocated to them, expressed in terms of Air Points.

Pennant Number: the individual identification number of each naval unit. Note that MS units are the only naval units without a Pennant Number.

Refit Period: the number of Active Phases that certain naval units must spend in Friendly ports undergoing "Refit" during each Cycle (17. 1).

Repair: the procedure by which damaged naval units are returned to full strength (18.0).

Seacap: a given country's river and coastal shipping capabilities, expressed in terms of Seacap Points (23.0).

Screening Forces: naval units that have an Anti-Submarine Value. These are as follows:

Unit	ASW Value (Screening Value)
DD	1
DE	2
CD	6
Note that all carriers have an ASW Value of 3, but are not considered Screening Forces. (13.7).	

Squadron: group of up to 6 Sub Points allocated to the same Subron; the maximum size of Allied squadrons is increased to 12 Sub Points later in the war (13.2).

Subron: administrative units to which all Sub Points are allocated (13.2).

Surface/Surface Tactical Display: miniature hexfield on which all surface/surface combat is resolved (30. 1).

Ship: term referring to any naval unit.

Strategic Mode: the status of Merchant Shipping units that are part of a Merchant Shipping Pipeline (15.1).

Tactical Mode: the status of Merchant Shipping units functioning as normal naval units (15.2).

Task Force: term referring to any group of Friendly ships operating together as a single unit and sharing the same Missions for at least part of an Active Naval Phase (9. 1).

Thruput Capacity: the amount (in Load Points) of cargo that can be shipped between two links of a Merchant Shipping pipeline in a given Cycle (15.1).

Withdrawal: procedure by which naval units may leave the Surface/Surface Tactical Display (30.8).

Yard Periods: term describing the period of time (four consecutive Game-Turns) that all carriers and capital ships must spend in a Friendly major port during a Game-Year (17.2).

Zone of Control: term describing the six hexes extending in all directions from a Subron Marker (13.0).

GROUND

Basic Cost: the cost in Supply Points for a ground unit to enter a hex or cross a hexside. This cost will be modified by the unit's Supply Multiple (11.1).

Basic Supply: the number of Supply Points that a unit must expend during each Joint Supply Segment to avoid attrition (equal to the unit's Supply Multiple) (14.3).

Battlegroup: a reduced strength status formed by many ground units after taking a loss in Combat Strength (11.3).

Combat Attrition: the possibility that a ground unit that engages in ground combat (as either attacker or defender) without a Friendly Line of Communications will suffer an additional loss in Combat Strength (12.3).

Combat Supply: a term referring to all Supply Points that must be expended by ground units in order to perform certain combat-related activities (14.3).

Construction Allowance: the ability of certain ground units to build facilities by expending Supply Points for that purpose (21.0).

Forced March: procedure by which ground units may move without expending Movement Supply (11.2).

GROUND STRENGTH AND VALUES

Combat Strength: the relative strength of a ground unit when engaged in ground combat. When the unit is “attacking” it is known as the unit's Attack Strength; when the unit is defending, it is known as the unit's *Defense* Strength.

Load Value: the cost (expressed in terms of Load Points) to transport a ground unit by rail, sea or air.

Supply Multiple: a relative measure of the supply requirements of a ground unit which determines the unit's Supply Allowance; the greater the number, the more supply is required.

Anti-Aircraft Strength: the relative strength of a ground unit when firing at attacking Enemy Air Points; always equal to the unit's Supply Multiple.

Intrinsic Garrison: an automatic Defense Strength of I normally present in all port, airbase, and Chinese Provincial capital hexes (11.5).

Line of Communications (LOQ): a path of connected hexes traced from the unit to a Friendly facility capable of providing a Line of Communications (14.6).

Mechanized: any armor or Logistics Transport Unit.

Rail and Coastal Escort: procedure by which Japanese ground units may perform anti-partisan activities in China (27.9).

Rail Capacity (Railcap): the per Game-Turn ability of a country's rail network to move cargo by rail, measured in Rail Capacity Points (16.0).

Security Zone: the area in hexes surrounding a Japanese ground unit performing Rail and Coastal Escort in China (27.9).

Supply Allowance: a numerical expression of the ability of a ground unit to expend Supply Points during a Ground Segment for purposes of ground movement and initiating ground combat (11.0).

Supply Path: a line of connected hexes traced from the ground unit to a hex containing a Friendly Supply Depot (14.3).

Terrain Value: see Basic Cost.

Movement Supply: the cost in Supply Points for a ground unit to enter a hex or cross a hexside as modified by the unit's supply multiple (11.0).

STRATEGIC

Cycle: term, referring to the four Game-Turns immediately preceding a Strategic Game-Turn.

Economic Multiple: a relative measure of the efficiency of the Japanese economy; used to determine the number of Production Points received by the Japanese Player during a given Strategic Game-Turn (34.4).

Game-Year: a period of 13 consecutive Cycles (52 consecutive Game-Turns).

Import Block: 100 Import Points, of whatever type (34.1).

Import Point: a basic requirement for all Japanese Production, such Points may be either *Northern* or *Southern*, depending on the Resource Center at which they were produced (34.1).

Import Point (Block) Pool: method by which Import Points (and Blocks) currently available for Japanese Production are recorded and stored.

Industrial Center: a terrain feature indicating the location of a significant portion of Japanese Industrial potential; used to determine the number of Production Points received by the Japanese Player during a given Strategic Game-Turn (34.2)

Production Point: the basic unit of both Japanese and U.S. Production; such Points are expended during the Strategic Game-Turn in order to create new units.

Production Point Pool: method by which the number of Production Points currently available to a Player is recorded.

Resource Center: a terrain feature indicating the location of a major source of certain critical raw materials needed for Japanese Production. Resource Centers may be either *Northern* or *Southern* in nature, and automatically produce one Import Block during each Strategic Game-Turn (34.1).

Strategic Game-Turn: an additional Game-Turn performed at the end of each Cycle during which both Players carry out certain functions not performed during normal Game-Turns (32.0).

GENERAL

Attrition: a reduction in strength (or elimination) or certain units due to causes not directly related to Enemy action (19.0).

Cargo: a term referring to any ground or air unit that has a Load Value.

Damage Level: a cumulative measure of damage, used to record the current status of naval units, ports, airbases, etc.

Demolition: the procedure through which Friendly ports, bases, Railcap, etc., are intentionally damaged or reduced to prevent them from falling into Enemy control intact.

Facility: any “installation” (e.g., airbase, port, road) that performs a function in the game. Most types of facilities can be built during the game through the construction procedure (21.0).

Load Point: a basic measure of the difficulty and effort required to transport a given unit as cargo; expressed in terms of Lead Value.

Load Value: the cost, expressed in terms of Load Points, to transport a unit as cargo.

Movement Area: one of several areas on the map that vary the Movement Point cost per hex for air and naval units and help define the effects of weather. The three types of Movement Areas are: Arctic, Temperate, and Tropical (2-13, 37.0),

Reinforcements: units which do not begin the game in play, but instead appear at some scheduled time during the play of the game.

Scenario: an organized description of Orders of Battle, deployments, Victory Conditions and Special Rules that the Players will use in a certain version of the game,

Special Rule: a rule in effect only during certain Scenarios and/or certain Game-Turns of a game.

Supply Block: 100 Supply Points.

Supply Depot: any hex containing Supply Points (shown on the map either as a Supply Block counter or through the use of Supply Depot Markers).

Supply Point: the basic unit of supply that is expended by all air, ground and naval units.

Victory Point: the method by which Victory is measured; the “value” to the Players of accomplishing certain conditions.

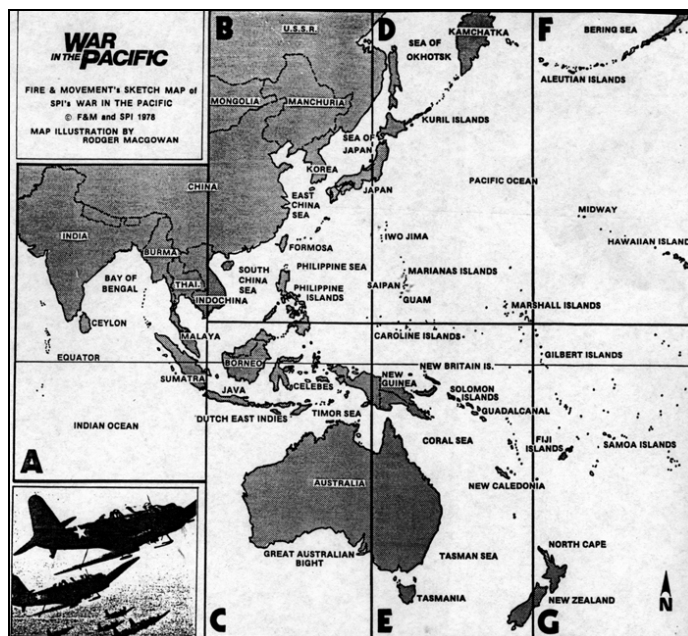
[2.5] GAME SCALE

Each hexagon on the map represents between 40-60 nautical miles. (A nautical mile equals 1.151 statute miles, or 1.852 kilometers). Each naval unit represents either a single ship (for all carriers, capital ships and light cruisers) or group of ships (for destroyers, merchant shipping, etc.). Each Air Point represents 10 Air Points of a certain type. Each ground unit generally represents a formation from battalion to division in size. Each Game-Turn represents one week (7 days) of real time.

[2.6] INVENTORY OF GAME PARTS

A complete game of *War in the Pacific* includes:

- One Game Map (7 sections)
- 16 half-size or 8 full-size sheets of die-cut Counters (3200 total)
- Four booklets (Rules, Scenarios, 2xCharts & Tables) Two Game-Turn/Cycle Record Tracks (one for each Player)
- Two Naval Task Force Displays (one for each Player)
- Two Air Displays (one for each Player)
- One Tactical Display sheet (with two Air/Surface Tactical Displays and one Surface/Surface Tactical Display)
- Two General Record Tracks (one for each Player, each with two Tracks)
- One Allied Off-Map Movement Display
- Two plastic Dice
- One Game Box assembly



[3.0] SETTING UP THE MAP

GENERAL RULE:

The seven map sections have been designed so that they overlap each other when placed together. Players should note that certain scenarios can be played on a reduced number of maps, thus requiring less overall space.

PROCEDURE:

On each map section is a compass rose which should be oriented so that North is the same direction for all map sections. Each map section should be placed so that its position relative to every other map corresponds to the diagram at right.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

Each Game or Scenario of *War in the Pacific* is composed of Game-Turns during which Players move their units and engage in combat according to the following rigid Sequence of Play. Game-Turns are grouped together into “Cycles” with each Cycle representing four Game-Turns. At the end of each Cycle there is an additional Strategic Game-Turn in which both Players carry out other functions that are not performed during Game-Turns.

[4.1] SEQUENCE OUTLINE

A. FIRST AIR PHASE

1. Air Search Segment: Both Players conduct Air Searches in an effort to contact Enemy Task Forces.

2. Allocation Segment: Both Players allocate the Air Points on their Air Displays to perform various Strikes, and they record the required information in their Strike Plots.
3. Strike Segment: The Players roll a die and determine who the First Player is. This Player may then resolve any one of his Plotted Air Strikes, and then the second Player resolves any one of his Strikes. The Players continue to alternate Strikes until all Air Points have completed their Strikes. During this Segment, Air Points returning from Air Strikes may carry out Strike Transfers and ground units may be moved by Air Transport. Air Points that performed Special Strikes in the Third Naval Phase or Ground Phase of the preceding Game-Turn may not perform Strikes or Transfers.
4. Air Transfer Segment: Both Players may transfer Air Points which did not perform Strikes in the preceding Segment between Friendly airbases.

B. FIRST NAVAL PHASE

1. Plot Segment: Both Players Plot Missions for their naval units, which are grouped together into Task Forces.
2. Execution Segment: Once again the Players roll a die and determine who carries out Missions first. The First Player then has a Task Force perform its Plotted Missions, moving it as necessary hex-by-hex across the map. While he is executing these Missions, the Second Player may interrupt him to search for and attack the Task Force, using Special Strikes and/or submarines. After the First Player's Task Force completes its Missions the Second Player executes the Missions of one of his Task Forces. When he does so, the First Player may attack this Task Force. Players continue to alternate until all Task Forces have carried out their Missions. These Missions include moving the Task Force hex-by-hex across the map, attempting to engage Enemy Task Forces in surface combat, Bombarding Enemy units and bases, and moving cargo by sea. Air Points that did not perform a Strike or Transfer in the preceding Phase may attack moving Enemy Task Forces with Special Strikes.

C. SECOND AIR PHASE:

Both Players again conduct Air Searches and allocate and execute Air Strikes, Transport, and Transfers, repeating the Segments in the First Air Phase. Air Points that performed Special Strikes in the preceding Phase may not perform Strikes or Transfers.

D. SECOND NAVAL PHASE:

Both Players again Plot and execute Missions for naval units, repeating the Segments of the First Naval Phase.

E. THIRD AIR PHASE:

Both Players again conduct Air Searches and allocate and execute Air Strikes and Transfers, repeating the Segments of the First Air Phase. Air Points that performed Special Strikes in the preceding Phase may not perform Strikes or Transfers.

F. THIRD NAVAL PHASE:

Both Players again Plot and execute Missions for naval units, repeating the segments of the First Naval Phase.

G. GROUND PHASE:

1. **Joint Supply Segment:** Both Players expend Supply Points from Supply Depots deployed on the map to supply their ground units. Unsupplied units have an Unsupplied marker placed on them.
2. **Joint Assault Segment:** Both Players resolve any ground combat initiated by Friendly Amphibious and/or Air Assaults carried out in the current Game-Turn, All results are applied immediately; assaulting units may go into Beachhead defense,
3. **First Player Ground Segment:** One Player rolls a die and determines who is the First Player by consulting the DAY Initiative Table (see Case 9.5 1), The First Player then conducts all ground (and rail) movement for his ground units; he also initiates and resolves ground combat by moving units into a hex containing Enemy ground units, Air Points that did not perform Strikes or Transfers in the Third Naval or Third Air Phases may conduct Special Strikes against moving Enemy ground units.
4. **Second Player Ground Segment:** The Second Player now conducts all ground movement and combat for his ground units, in the same manner as the First Player in the preceding Segment.

H. END OF THE GAME-TURN

With the conclusion of the Ground Phase, the Game-Turn is completed. The Players should move the Game-Turn marker one space on the Cycle Record Track. If the Players have reached the end of a Cycle the Players must complete a Strategic Game-Turn (see Section 32.0) before beginning another Game-Turn.

[4.2] HOW TO DETERMINE WHO IS THE "FIRST" PLAYER

Both the Naval and Air Phases require that the Players determine who goes first in each Phase

Both Players should roll one die: the Player with the higher die roll is the First Player. In the case of a tie, roll again. The procedure for determining who is the first player for the Ground Phase is slightly different and is explained in Section 11.0.

[5.0] AIR OPERATIONS GENERAL RULE:

All aircraft in the game are grouped together into Air Points, each of which represents ten aircraft of a given type. Unlike

naval or land units, Air Points have no independent existence, that is, they are never deployed on the map, and instead all Air Points must be allocated to Friendly Headquarters (or HQ) units. These headquarters units are deployed on the map, usually on an airbase hex.

Air Points participate in combat through a procedure called an Air Strike. Air Points may perform Strikes in hexes up to the limits (in Movement Points) of their Normal and Extended Ranges. In a sense, Air Points function like “artillery;” that is, when they perform a Strike they are automatically assumed to have flown from their base to the target hex, and then, after all their combat is completed, to have automatically returned to their base without ever actually moving on the map. (There is never any actual movement of Air Point markers on the map; it is all handled on the Player’s Air Display or on paper.)

PROCEDURE:

At the beginning of the game, each Player places his HQ units on the map as directed by the Scenario instructions. Each Headquarters has a separate name or identification number (e.g., 201 Air Wing) which refers to a specific track on the Player’s Air Display Chart. In order to indicate the number and type of Air Points that are allocated to each HQ unit, the Player should place an Air Point Marker of the appropriate type of aircraft on the numbered box given for that HQ on the Air Display Chart that is equal to the number of Air Points present. As the numbers and types of Air Points allocated to a HQ changes during the play of the game, the Markers on the Air Display Chart are moved accordingly. If a Player wishes to allocate more than 19 Air Points of a given type to the same Headquarters he may do so, but must record the presence of the “extra” Air Points on a separate piece of paper. Alternately, the Player could place two Air Point markers of the same type on the Headquarters Track, one indicating the presence of 19 of the Air Points, and the other positioned so as to indicate the presence of the remainder.

Example: There are 15 Zero and 7 Betty Air Points allocated to the 201 Air Wing deployed at the airbase in hex E 1613 (Rabaul). The Japanese Player would place the 201 Air Wing counter in the hex indicated; then, looking at the Japanese Air Display Chart, he would locate the track referring to the 201 Air Wing. The Player would place a Zero Air Point Marker in the box labeled 5 in the 201’s track, but because there are actually 15 (and not five) Zero Air Points present, he would flip the Marker over to reveal its F+ 10 side. This indicates that there are 5 Zero Fighter Air Points plus 10 (i.e., a total of 15 Zero Air Points) assigned to that HQ. The Player would then complete the deployment by placing a Betty Air Point Marker in the box labeled 7 on the track, thus indicating the presence of 7 Betty Bomber Air Points times 1 (i.e., a total of 7 Betty Air Points).

CASES:

[5.1] AIR UNIT CHARACTERISTICS

There are over 60 different types of Air Points included in the game, representing the aircraft of the various nations involved in the Pacific War. Each Air Point is distinguished by the following characteristics, listed on each Player’s Air Point Chart:

Type: Allied Air Points are identified by their most common designation; Japanese by the codename system developed by the Allies during the war.

Role: The role that each aircraft is able to perform (see 5.2). Note that many Air Points have both Primary and Secondary roles.

Air Combat Strength (Normal and Extended): Indicates the aircraft’s relative ability in Air/Air (read “air-to-air”) combat. This strength is sometimes reduced when the aircraft is operating at extended Range. Non-Fighter types have a parenthesized Air Combat Strength, indicating that their air/air attack capabilities are extremely limited. Also included in the aircraft’s Air Combat Strength is its Altitude Rating (H for High, M for Medium and L for Low) indicating at what Altitude Level the aircraft is most effective.

Anti-Ship Strength (Normal and Extended): The Combat Strength that is used (at either normal or extended Range) to resolve attacks on Enemy naval units. Japanese Air Points also have a Kamakaze Anti-Ship Strength and Range, for use with the Kamakaze Rules, see Case 39.4.

Bombardment Strength (Normal and Extended): The Combat Strength that is used (at either normal or extended Range) to resolve attacks against Enemy land targets.

Crating Cost: The maximum number of Air Points of that Block type that can be moved at a cost equal to one (1) Load Point (used when moving Air Points by Merchant Shipping).

Normal Range: The maximum distance in Movement Points at which an Air Point can operate with its full capabilities.

Extended Range: The maximum distance in Movement Points at which an Air Point can operate with reduced capabilities. Not all aircraft are capable of operating at extended Range.

Transfer Range: The maximum distance in Movement Points that the Air Point can move from one Friendly airbase to another (i.e. perform Air Transfer).

[5.11] Japanese Air Point Chart (see separate booklet)

[5.12] Allied Air Point Chart (see separate booklet)

[5.2] AIR POINT ROLES

Every Air Point is assigned a Primary Role Code. This code is printed on the Air Point Marker itself and on each Air Point Chart. Some Air Points are also capable of assuming another (Secondary) role. Players should keep in mind that an Air Point’s characteristics may be entirely different, depending on how it is used.

[5.21] Explanation of Role Codes

- **B: Level Bomber:** Used to attack Enemy land targets or naval units. Must use Level Bomber Approach mode (see Case 7.5) when attacking naval units.
- **C: Transport:** Used to transport Friendly ground units by Air Movement (see Cases 6.8 and 6.9).
- **D: Dive Bomber:** Used to attack Enemy land targets or naval units. Must use Dive Bomber Approach mode when attacking naval units (see Case 7.5).
- **F: Fighter:** Used to attack Enemy Air Points (either through Air/Air Combat or Strafing), and to protect Friendly Air Points from Enemy Fighters.
- **FB: Fighter-Bomber:** A Secondary role which some Fighter Air Points are capable of performing. Used to attack Enemy land targets or naval units. Must use Dive Bomber Approach mode when attacking naval units (see Case 7.5).
- **R: Reconnaissance:** Used to conduct Searches for Enemy naval units (see Section 8.0).
- **T: Torpedo Bomber:** Used to attack Enemy naval units. Must use a Low Level Bomber Approach mode when attacking (see Case 7.5). May never attack land targets.

[5.22] ordinarily an Air Point is assumed to be operating in its Primary role. To use an Air Point in its Secondary role the owning Player simply includes that information on his Strike Plot. There is never any penalty or cost for operating an Air Point in its Secondary role, and there is no limit to the number of times that a given Air Point may switch from one role to the other. However, an Air Point may only be used in one role or the other (not both) during a single Phase.



[5.3] AIR HEADQUARTERS UNITS (HQ)

Each Player has air Headquarters (HQ) units available to him. There are four different sizes of Headquarters units: the Air Force, Air Division, Air Wing, and Air Group. The designation of each of these Headquarters corresponds to a track on the Player’s Air Display Chart. As explained in Section 5.0, these HQ units are physically deployed on the map, while the actual Air Points assigned to each HQ are indicated only on the Player’s Air Display Chart. HQ units are considered ground units with a Supply multiple of 1. For rules on Headquarters creation and deployment on aircraft carriers, see Case 39.2.

[5.31] Secondary Bases

Air Force, Division, and Wing HQ units are capable of operating a certain number of Group sized secondary headquarters (hereafter referred to as secondaries in the rules). *These may be deployed by both players during the Joint Supply Segment of each Supply Phase.*

[5.32] These may be placed on any Friendly Airbase hex within a certain distance (see Case 5.36) of the parent HQ. The Player must then note on a separate piece of scratch paper precisely which HQ is operating which secondary. The HQ unit

should be flipped over to its reverse side to indicate that it is operating a secondary. Secondaries are treated in all respects as normal Group HQ units. When operating secondaries, the Air Point capacity of the parent HQ is reduced accordingly. For example, a Division operating two secondary Headquarters would have its capacity reduced by 20 Air Points (10 Air Points for each secondary).

[5.33] Each headquarters may operate only a certain maximum of Air Points and/or secondaries. These capabilities vary with the size of the headquarters:

Headquarters Unit Size	Maximum Points	Maximum Secondaries
Group	10	None
Wing	30	1
Division	100	2
Force	300	3

[5.34] Air Points allocated to a HQ in excess of its maximum allowance are liable to a much higher rate of attrition (see Case 19.1).

[5.35] The number of Air Points that may be allocated to a HQ is also affected by the size of the airbase hex in which the HQ is deployed (see Case 5.41).

[5.36] Secondary HQs may be deployed at the beginning of any Friendly Ground Segment at any Friendly airbase hex that can trace a Line of Communications (see Case 14.6) to the “parent” HQ.

[5.37] *No more than one HQ of the same size (Group, Wing, etc.) may be operational in the same hex during a given Cycle.*

[5.38] *Headquarters may use ground movement in the same manner as normal ground units. The Supply Multiple for HQ are as follows: Group – 1; Wing – 2; Division – 3; Force -4.*

[5.4] AIRBASES (AIRFIELDS)

In order for the Air Points assigned to a headquarters unit to be used, the HQ must be deployed in a Friendly airbase hex. Certain airbases are present at the beginning of the game; these are either printed on the map or shown through the placement of airbase counters as directed by the Scenario instructions. Additional airbases may be constructed during the play of the game (see Section 2 1.0).

[5.41] Each airbase can operate only a limited number of Air Points, expressed as the Airbase Capacity:

Airbase Capacity (Level)	Maximum Air Points
1	10
5	50
10	100

[5.42] Players should note that the maximum number of Air Points which may be operated from an airbase hex is also affected by the size of the Headquarters unit to which the Air Points are allocated (see Case 5.33). Players must consider both the capacity of the airbase and the capacity of the headquarters unit when allocating Air Points. The smaller of the two numbers determines the maximum number of Air Points which may be operated from the hex in question.

[5.5] AIR TRANSFER

Air Points may be transferred from one Headquarters to another during the Air Transfer Segment of each Air Phase. Transfer may occur only if the distance in Movement Points between the two Headquarters involved is less than or equal to the Transfer Range of the Air Points being transferred. The owning Player simply reduces the allocation of that type of Air Point at the original Headquarters and increases the allocation of the new Headquarters by the corresponding amount. (The aircraft represented by the Air Points have flown to their new base).

[5.51] Air Points using Air Transfer must have a Plot written for them during the Allocation Segment of the Air Phase. This Plot need only record the designation of the old and new Headquarters units and the numbers and types of Air Points involved.

[5.52] Air Points may not perform a Strike on the Phase that they use Air Transfer. They may, however, perform Combat Air Patrol over their own base hex (the one that the Air Points are allocated to at the instant of combat).

[5.53] Air Points may conduct Strikes on the Phase following that in which they used Air Transfer (including Special Strikes in the following Movement Phase).

[5.54] Air Points using Air Transfer are liable to a higher rate of attrition (see Case 9.1).

[5.55] Air Points may be transferred with complete freedom between Headquarters units deployed in the same hex. This is not considered to be Air Transfer and no attrition or penalties of any sort are involved.

[5.6] STRIKE TRANSFER

Air Points may also be transferred between Headquarters units during the Strike Segment of each Air Phase. After resolving all combat due to the Strike, the remaining Striking Air Points (not including those that were aborted) may transfer to a new Headquarters. This may be done if the total distance in Movement Points between the three hexes involved (the original base hex, the hex in which the Strike occurred, and the new base hex) is less than or equal to twice the Normal or Extended Range of the Air Points involved (use the Normal Range if the Strike was resolved at Normal Range Combat Values, and Extended Range if the Strike was resolved at Extended Range Combat Values). The Air Points are transferred on the Air Display Chart at the end of the Strike and may not be used in the following Phase. In addition, they are liable to a greater than normal rate of attrition (see Case 19.1).

[5.7] EMERGENCY TRANSFER

Air Points may also transfer to (or from) a Friendly airbase that does not contain a Headquarters unit. While stationed at such a base, however, the Air Points may not perform any Strikes. The owning Player must record the location of all such Air Points and must inform the opposing Player of their presence. Air Points may transfer to an Airbase without a Headquarters either by Air Transfer or Strike Transfer. (Of

course, Air Points may only transfer from such an airbase by Air Transfer, as the Strike Transfer procedure requires that the Air Point(s) in question are performing a Strike at the time.)

[5.8] THE STRATEGIC ROLE

During each Strategic Game-Turn, Players may assign Air Points to a particular Strategic Role. This indicates that the Air Points are performing a specific **Strategic Air Mission** for the entire following Cycle (the next four Game-Turns). Air Points assigned to the Strategic Role may perform any one of the following Missions: Anti-Submarine, Strategic Transport, Strategic Bombing (Allied Air Points only) on Strategic Combat Air Patrol.

[5.81] Air Points allocated to the Strategic Role have a Strategic Role marker placed on them (exception: Air Points allocated to Anti-Submarine have an Anti-Submarine Role marker placed on them). Although both Strategic and non-Strategic Air Points may be allocated to the same HQ, it is suggested for ease of play that they be allocated to a separate HQ whenever possible.

[5.82] Air Points allocated to the Strategic Role may not be allocated to any other Strike or Mission in the following Cycle.

[5.83] When a Headquarters containing Air Points in the Strategic Role is attacked (by any means) the Air Points are treated as if they are present at the airbase at the time of the attack.

[5.84] Headquarters containing Allied Air Points allocated to Strategic Bombing need additional supply (see Case 35.11). No additional supply is required for Air Points in other Strategic Roles.

[6.0] AIR STRIKES (MISSIONS)**GENERAL RULE:**

Air Points may attack Enemy units by performing an Air Strike. Such Strikes may be directed against either: (1) contacted Enemy Task Forces (see Case 6.14) or (2) Enemy "land" targets. These latter would include enemy port hexes, BaseForces, Air bases, Headquarters, ground units, and lines of supply and communication. Most (but not all) Strikes have to be specifically plotted in order to be performed.

PROCEDURE:

While most Air Strikes occur during one of the three Air Phases, others, known as Special Strikes, occur during other times as well. Although the timing of each Strike may vary, the procedure used in composing an Air Strike is the same:

Step 1: Strike Plot

On a separate piece of paper the owning Player should record the following for each of his Strikes: the Headquarters to which the striking Air Points are allocated, the composition (number and type of Air Points) of the Strike, its Mission, the hex in which that Mission will be performed, and the base hex to

which the Air Points will be returning after the completion of the Strike.

If the Strike is against a land target the specific type of target must be included in the Plot.

Example: 201/5 Betty/Ground Units/E1119/Return. Such a Plot would indicate that 5 Betty Air Points allocated to the 201 Wing are bombarding Enemy ground units in hex E 1119. After completion of the Strike the Air Points will return to the base hex of the 201 Wing.

The same Strike against a port in that hex which was Escorted by 5 Zero Air Points would be written:

201/5 Betty, 5 Zero (Loose)/Port/E1119/Return: Such a Plot would indicate that the 5 Betty Air Points are bombarding the port in hex E1119 and are being accompanied by 5 Zero Air Points performing Loose Escort CAP (see Case 7. 1, for an explanation of Loose and Close Escort).

A Naval Strike would have to indicate the specific Task Force that was being attacked.

Example: 201/10 Kate, 6 Val/TF 5/E2617/Return: Such a Plot would indicate that 10 Kate and 6 Val Air Points are attacking Allied Task Force 5 in hex E2617. After the completion of the Strike the Air Points will return to the Base hex of the 201 Wing.

If Air Points allocated to the same Strike are performing it at different Altitude Levels or Approach Modes (see Case 7.5), any Escort CAP must be divided among the different Altitudes, as the Player desires.

Example: 201/10 Kate, 5 Zero (Close)/6 Val/TF5/E2617/Return: Such a Plot would indicate that the 5 Zero Air Points are performing Close Escort at Low Altitude (the Altitude Level of the Kate Air Points).

Players' Note: The above "codes" for Strike Plots are only suggestions. Players should feel free to invent their own codes, and to include as little or as much information in them as they feel is necessary.

Step 2: Strike Execution

After both Players have completed all of their Strike Plots the Players alternately resolve each Strike, as outlined in the Sequence of Play (Case 4.1). Three separate procedures are used to resolve each Strike. First, Players conduct air/air combat between the Striking Air Points and any opposing CAP; then they apply the effects of Anti-Aircraft fire. Any surviving Air Points will then carry out their Plotted Strike.

CASES:

[6.1] RESTRICTIONS

[6.11] An Air Point may only perform one Strike per Phase.

[6.12] An Air Point may not perform more than one Bombardment or Air Assault Strike in a given Game-Turn. (However, Air Points may combine such Strikes with all other types of Strikes, within the normal restrictions. An Air Point could, for example, perform a Bombardment Strike in the First

Air Phase of a Game-Turn, and then perform Naval Strikes in the following Second and third Air Phases).

[6.13] Except as allowed by the "note" in Case 6.23, no Air Point may perform Strikes in two successive Phases of *any kind*. That is, a given Air Point could perform Strikes in each Air Phase, because there is a Naval Phase in between.

[6.14] Air Strikes against Enemy naval units may only be plotted against contacted Task Forces. Such contact may have been achieved by a number of means, including Air Search (see Section 8.0), Submarine Search (see Section 13.0), or the presence of Friendly ground units in the hex (see Case 8.6). There are no such restrictions placed on Enemy land targets; they are always considered to be contacted for purposes of Air Strikes.

[6.15] Air Points that are allocated to the same airbase hex and are assigned to the same specific target must be combined into a single Strike. Air Points from different airbase hexes must either perform separate Strikes or undergo the procedure for a Joint Strike (see Case 6.7).

[6.16] An Air Point may perform a Strike anywhere within its range, regardless of intervening terrain or units.

[6.17] An Air Point has its Air/Air Combat Strength (for both attack and defense) reduced by "1" for each Level of Altitude above its rated Level (either. Low, Medium or High). For example, a "41," Air Point operating at Medium would have its Air/Air Combat Strength reduced to "3;" at High, its Combat Strength would be reduced to "2".

[6.18] An Air Point operating at one Level of Altitude below its rated Level uses its normal (printed) Combat Strength. However, an Air Point operating at two Levels of Altitude below its rated altitude, has its Combat Strength reduced by "L" (For example, a "7H" Air Point operating at Medium would have a Combat Strength of "7;" at Low it would have a Combat Strength of 4 46.)

[6.19] An Air Point may never operate at an Altitude Level that would reduce its Air/Air Combat Strength to zero or less. (For example, "1L" Air Point could operate only at Low.)

[6.2] COMBAT AIR PATROL (CAP)

Fighter Air Points (only) may be assigned to Combat Air Patrol (CAP). CAP has three basic functions: (1) to remain on station over a certain hex during the current Air Phase in order to intercept and destroy Striking Enemy Air Points; (2) to perform the same mission over a Friendly Task Force; and (3) to escort Friendly Air Points to a destination hex in order to protect them from any Enemy CAP. Escort CAP protects only the Strike to which it was assigned. Cover CAP protects all "land" targets in the hex. Naval Cover CAP protects only the specific Task Force to which it was assigned.

[6.21] ESCORT CAP

Fighter, Air Points assigned to accompany a Friendly Strike to its destination hex are conducting Escort CAP. The escort is assigned to an already existing Strike plot in the same manner as other Air Points. However, the Strike Plot must indicate both

the type of escort (either loose or close, see Case 7.1), and the altitude at which the CAP will operate.

[6.22] COVER CAP

Fighter Air Points assigned to protect a hex (other than the hex containing their own base hex) from Enemy Air Strikes are conducting Cover CAP. Air Points performing such CAP are allocated to a separate Strike Track in the same manner as Escort CAP (there is simply no Friendly bomber force to be escorted). The CAP will intercept any Enemy Strikes that are plotted to carry out attacks in the Cover CAP's target hex.

[6.23] Procedure

Determine the distance in Movement Points between the CAP's airbase and its target hex. The Player must then roll on the Air Point Availability Table to determine the percentage of CAP that is actually available to participate in air/air combat (see Case 7.4). This die roll is made only once per Air Phase for each Cover CAP Strike regardless of the total number of Enemy Air Strikes against the hex. The die roll is made prior to combat resolution. **Note: Air Points not allocated to a Strike are always assumed to be performing Cover CAP over their own airbase hex; all of them (i.e., 100%) are considered to be available to participate in air/air combat, regardless of the current Phase and whether or not the Fighter Air Points performed any strikes in preceding Phases.**

[6.24] NAVAL COVER

Fighter Air Points assigned to protect a Friendly Task Force from Enemy Air Strikes are performing Naval Cover. The procedure used in Plotting such a strike is the same as for Cover CAP. The Strike will remain over the target hex during the current Air Phase; during the following Naval Phase, any Air Points that were not eliminated or aborted due to air/air combat will accompany the Task Force as it carries out its movement. This will continue up to the limit of the extended Range of the air Points (as traced from their airbase) or to any point indicated in the Strike Plot.

[6.3] BOMBARDMENT STRIKE

B, D, and FB Air Points assigned to attack enemy land targets are performing a Bombardment Strike.

PROCEDURE

After all air/air and anti-aircraft combat has been resolved (see Cases 7.1 and 7.2), all surviving Striking Air Points may attack their actual target. The Striking Player totals the Bombardment Strength of the attacking Air Points. This will indicate the appropriate Column to be used on the correct Bombardment Combat Results Table. He then rolls one die and cross indexes the result with the proper column; this will locate a numbered result which is applied immediately.

[6.4] STRAFING STRIKE

Fighter Air Points assigned to attack Enemy Headquarters units are performing a Strafing Strike.

PROCEDURE

After all air/air and anti-aircraft combat has been resolved, all surviving Air Points that did not engage in air/air combat may attack each Headquarters unit deployed in the target hex. The Striking Player should total the LOW Air/Air Combat Strength of the attacking Air Points. This will locate the appropriate Column to be used on the correct Bombardment Combat Results Table. The Player then rolls one die and cross indexes the result with the indicated Column. This will locate a combat result; it is applied immediately. If more than one type of Air Point is present at Headquarters, the Player automatically makes a separate attack on each type and applies the indicated result only to the specific type of Air Points then under attack.

Air Points which have used their Air/Air Combat Strength in the current Air Phase (i.e., have attacked Enemy CAP) may not strafe. However, the owning Player may decide to withhold some, all or none of the Air Points on the Strike from Air/Air combat, thus allowing any Enemy CAP to attack them freely (that is, the Enemy Air Points would have the "Bounce" and there would be no counterattack). Additionally, Air Points performing Escort CAP that do not participate in air/air Combat may perform a Strafing Strike on the target hex, should the owning Player desire to do so.



[6.5] NAVAL STRIKE

B, D, FB or T Air Points allocated to attack Enemy Task Forces are performing a Naval Strike. This involves the use of the Air/Naval Tactical Display and is explained in Section 31.0

[6.6] SPECIAL STRIKE

A Special strike is an Air Strike that does not occur during an Air Phase. Special Strikes against naval units are conducted during a Naval Phase; Special Strikes against ground units are conducted during the Ground Phase. Air Points do not have to be assigned a Special Strike Mission beforehand in order to perform a Special Strike; they need only be able to perform Air Strikes in the Phase in question.

PROCEDURE AGAINST NAVAL UNITS

A Player must pause each time he moves a Task Force into a hex to allow the Enemy Player an opportunity to launch a Special Strike against the moving Task Force. This pause permits the Enemy Player to calculate ranges, etc., before he announces the Strike. The Task Force's movement is then halted (in whatever hex it is in at the time the Strike is announced) and the Strike is resolved before the Task Force can continue its movement. Only a Task Force actually being

moved may be the target of a Special Strike. In addition, the Task Force must already have been contacted (see Section 8.0) for the Strike to be announced.

PROCEDURE AGAINST GROUND UNITS

As with Task Forces, a Player must pause each time he moves a land unit, to allow the Enemy Player to launch a Special Strike against the moving unit. This may be done by either (1) Striking the moving Enemy unit as it is entering a (Friendly) defending unit's hex, in order to alter the die roll for ground combat; or (2) Striking the unit in the hex it has just entered, in order to increase the Supply Cost for the unit to enter another hex during that Ground Segment. (This second procedure is known as Interdiction.)

[6.61] Special Strikes against naval units are resolved in exactly the same manner as a Naval Strike. Special Strikes against ground units are resolved in exactly the same manner as a Bombardment Strike.

[6.62] If any ships of a moving Task Force are damaged (or sunk) by a Special Strike; there is a possibility that the Task Force may change its Plotted Missions. See Case 39.8.

[6.63] Enemy ground units which have initiated ground combat by entering a defender's hex must still resolve the combat, regardless of any alterations that have been made to the die roll by Special Strikes.

[6.64] Moving Task Forces (or units) may be attacked by more than one Special Strike in the same Phase, although the Enemy Player would have to use different Air Points to do so, because no Air Point may perform more than one Strike per Phase.

[6.65] Special Strikes against Task Forces may only be conducted by Air Points which did not conduct any Strikes in the preceding Air Phase. Special Strikes against ground units may only be conducted by Air Points which did not conduct any Strikes in either the preceding (Third) Naval or Air Phase.

[6.66] Special Strikes against Enemy Task Forces may be affected by night (see Case 9.6). Special Strikes against Enemy ground units are never affected by night.

[6.7] JOINT STRIKE

Friendly Air Points assigned to two (or more) different airbase hexes may be combined in order to perform a single ("Joint") Strike.

PROCEDURE

When writing the Strike Plot of a Joint Strike the Player must designate one of the airbases as the "lead" base, with the remaining bases as "following" bases. All Striking Air Points from the lead base are able to participate in the Strike, but the Player must roll one die for the Striking Air Points of each of the following bases, to determine the percentage of these Air Points that are actually able to participate in the Strike (see Case 7.4). These die rolls should be made at the instant of combat.

[6.8] AIR TRANSPORT STRIKE

Transport Air Points (all those with a Role Code of Q may transport Friendly cargo by air, from one Friendly airbase to another, through an Air Transport Strike.

PROCEDURE

Air Transport Strikes are considered to be a type of Bombardment Strike. When conducting such a Strike, the Air Point(s) and the cargo involved must begin the Air Phase in the same hex. The cargo is automatically assumed to be loaded on the Air Points and may be transported to and automatically unloaded in any Friendly airbase hex within the Normal Range of the Transport Air Point. After completion of the Strike, the Air Point(s) may either return to their original airbase or conduct a Strike Transfer.

[6.81] Each Transport Air Point has a Load Capacity of 1/2 Load Point. More than one Transport Air Point can "cooperate," however, in order to transport large cargo. For example, two C-47 Air Points (with a combined Load Capacity of 1) could transport one Allied 3-1 airborne brigade (with a Load Value of 1 [1/2 + 1/2 = 1]). There is no limit to the number of Friendly Air Points that can cooperate to "share" cargo on the same Air Transport Strike.

[6.82] If some of the Transport Air Points sharing cargo are eliminated due to combat, the owning Player must decide what portion of the cargo will be immediately eliminated, so that the Load Capacity of the surviving Air Points is not exceeded. (He could, for example, reduce an infantry brigade to its battlegroup strength in order to reduce its Load Value.)

[6.83] If some of the Transport Air Points sharing cargo are aborted due to combat, the cargo they carry is returned (as are the Air Points) to the original airbase hex. The owning Player may voluntarily abort additional Transport Air Points so that any cargo they share may be returned intact.

[6.84] Airborne units and supply Points may use Air Transport without any advance planning. All other cargo is subject to a preliminary period of advance planning, determined in the exact same manner as for an Amphibious Assault (see Case 10.1). Ground units preparing (or available) for an Air Transport Strike may not engage in ground combat or ground movement until they perform the Strike. The Transport Air Points themselves never require any advance planning for an Air Transport Strike. Units preparing (or available) for an Air Transport Strike may be withdrawn from the procedure at any time, as outlined in Case 10.13.

The following units may never use Air Transport (or Air Assault):

- A. naval units
- B. mechanized ground units
- C. BaseForces
- D. CCP Partisan units
- E. Air Points (regardless of whether or not they are "crated").

Example of Air Transport Strike Plot: 203/5 C-47/10 Supply Points/A3810/Return: Such a Plot would indicate that 5 C-47 Air Points allocated to the 203 Wing are performing an Air

Transport Strike and transporting 10 Supply Points to hex A3810.

[6.9] AIR ASSAULT

Transport Air Points may also transport Friendly airborne units from a Friendly airbase hex to a hex not containing a Friendly airbase, through an Air Assault Strike,

PROCEDURE

Air Assault Strikes are considered a type of Air Transport Strike. When conducting such a Strike, the Air Points and the airborne unit(s) involved must begin the Air Phase in the same hex. Both the Air Points and units involved are subject to a preliminary period of advance planning determined in the exact same manner as for an Amphibious Assault (see Case 10.1). In all other respects, the Strike is carried out like an Air Transport Strike.

[6.91] Each transport Air Point has its Load Capacity reduced to 1/4 Load Point when performing an Air Assault. This means that a number of Air Points must cooperate to perform an Air Assault, since the smallest airborne unit has a Load Value of at least 1 Load Point.

[6.92] Airborne units preparing or available for an Air Assault Strike may not engage in ground combat or ground movement until they perform the Strike. Transport Air Points preparing or available for an Air Assault Strike may not perform any Strike other than Air-Transfer. Of course, units preparing or available for an Air Assault may be withdrawn from the procedure is Outlined in Case 10, 13.

[6.93] Airborne units that initiate combat by Air Assault (i.e., by unloading in a hex containing Enemy ground units) have that combat resolved in the next Joint Assault Segment.

[6.94] When resolving combat during the Joint Assault Segment the attack Strength of the assaulting units is halved (retain fractions). If forced to retreat from the hex (due to the results of combat) the assaulting units are completely eliminated (no battlegroup is formed, even if the unit would ordinarily do so). If Enemy ground units remain in the hex after the combat is resolved any surviving assaulting units must go into Beachhead defense (see Case 21.4)

[6.95] Assaulting units are automatically considered to have a friendly Line of Communications (see Case 14~6) during the Joint Assault Segment. Afterwards, they must trace a Line of Communications like normal units,

[6.96] The supply status of assaulting units for the entire Ground Phase in the Game-Turn in which the assault was performed is considered to be the same as that for the previous Ground Phase.

[6.97] Airborne units are riot considered to have any Front hexsides (see Case 12.7) during the Joint Assault Segment in which they resolve any combat initiated by their Assault.

[6.98] Terrain has no effect on Air Assaults. The assaulting units are always considered to have expended their entire Supply Allowance for that Game-Turn in performing the Assault (and in

initiating ground combat, if they assaulted a hex containing Enemy ground units).

[7.0] AIR COMBAT

PROCEDURES

CASES

[7.1] AIR/AIR COMBAT

Air/Air combat may occur only between striking Air Points and Enemy Combat Air Patrol (CAP), and only in the target_hex of the Strikes involved. If CAP is present in a target hex to “intercept” an Enemy Strike then the Players must use one of the following Routines to determine the results of Air//Air combat. Only Air Points at the same Altitude Level may engage in Air/Air combat; Air Points at different Altitude Levels have no effect on one another.

PROCEDURE

The Player who attacks first in Air/Air combat is said to have the Bounce. In any given Strike either Escort CAP is present or it is not. (Players should note however, that Air Points performing a Strafing Strike may be converted to CAP; see Case 6.4). If Escorts are present, they must be either “loose; or “close” (but not both) in relation to the other Friendly Air Points in the Strike at the owning Player’s option, (This helps to determine the manner in which Air/Air combat is resolved.) If a Strike has no Escort or has close Escort, then the opposing CAP will receive the bounce (and attack first), If the Escorts are loose, then a die must be rolled by the Striking Player to determine who will attack first,

AIR COMBAT ROUTINES *Combat Routines*

A. FRIENDLY CAP ATTACKING ENEMY UNESCORTED STRIKE

- **Step 1:** Friendly CAP attacks Striking Enemy Air Points on the Air/Air Combat Results Table. All results are applied immediately; aborted Enemy Air Points return to base.
- **Step 2:** Surviving Enemy Air Points attack Friendly CAP on the Air/Air Combat Results Table. Any results are immediately applied; aborted Friendly Air Points return to base.
- **Step 3:** Surviving Enemy Air Points now continue their Strike (see Section 31.0 and Case 7.6). Surviving Friendly CAP remain over target hex to intercept any further Enemy Strikes.

B. FRIENDLY CAP ATTACKS ENEMY CLOSE ESCORTED STRIKE

- **Step 1:** Friendly CAP attacks Enemy Escort CAP (only), any results are applied immediately; aborted Enemy Air Points return to base.

- **Step 2:** Surviving Enemy Escort CAP attacks Friendly CAP. Any results are applied immediately aborted Enemy Air Points return to base.
- **Step 3:** Surviving Friendly CAP attacks Enemy bomber force. Any results are applied immediately; aborted Enemy Air Units return to base.
- **Step 4:** Remaining Enemy bomber force attacks Friendly CAP. All results are applied immediately; aborted Friendly Air Points return to base.
- **Step 5:** Surviving Enemy Air Points of the bomber force now continue their Strike (see Case 7.6 and Section 31.0); surviving Enemy Escort CAP remains over the target hex to intercept further Enemy Strikes.

C. FRIENDLY CAP HAS THE BOUNCE OVER ENEMY LOOSE ESCORTED STRIKE

- **Step 1:** Friendly CAP attacks either Enemy Escort CAP or Enemy bomber force, as the Friendly Player desires. Any results are applied immediately; aborted Enemy Air Points return to base.
- **Step 2:** Surviving Enemy Air Points of the group that was attacked in Step I attack Friendly CAP. Any results are applied immediately; aborted Friendly Air Points return to base.
- **Step 3:** Surviving Friendly CAP attacks the group it did not attack in Step 1. Any results are applied immediately; aborted Enemy Air Points return to base.
- **Step 4:** Surviving Enemy Air Points of the group that was attacked in Step 3 attack Friendly CAP, Any results are applied immediately; aborted Friendly Air Points return to base.
- **Step 5:** Surviving Enemy Air Points of the bomber force now continue their Strike (see Section 31.0 and Case 7.6); surviving Enemy Escort CAP returns to base. Surviving Friendly CAP remains over the target hex to intercept further Enemy Strikes.

D. ENEMY LOOSE ESCORTED STRIKE HAS BOUNCE OVER FRIENDLY CAP

- Step 1: Enemy Escort CAP attacks Friendly CAP. Any results are applied immediately; aborted Friendly Air Points are returned to base.
- **Step 2:** Surviving Friendly CAP may attack either Enemy Escort CAP or Enemy bomber force, as the Friendly Player desires. Any results are applied immediately; aborted Enemy Air Points return to base,
- Step 3: Regardless of which group was attacked in Step 2, surviving Enemy Escort CAP attacks Friendly CAP again; any results are applied immediately; aborted Air Points are returned to base.
- Step 4: Surviving Enemy Air Points of the bomber force now continue their Strike, Surviving Enemy Escort CAP returns to base, Surviving Friendly CAP remains over the target hex to intercept further Enemy Strikes.

[7.2] HOW TO DETERMINE WHO HAS THE BOUNCE.

[7.21] Before resolving Air/Air combat it is often necessary to determine which side has the Bounce (i.e., which Player attacks first). To determine this, the Striking Player should roll one die and consult the Bounce Table.

[7.22] Bounce Table (see separate booklet)

[7.3] HOW TO USE THE AIR/AIR COMBAT RESULTS TABLE

[7.31] Total the Air/Air Combat Strengths of all Friendly Air Points involved in the attack, Find [tie indicated Column on the Table. Their determine the number of Friendly Air Points involved in the attack, Again find the indicated Column oil Table. The attacking Player now rolls one die and cross-indexes the result under, the appropriate Columns to determine the result of the attack.

All Air/Air Combat Results are expressed in terms of the number of Air Combat Strength Points aborted/number of Air Combat Strengths eliminated. Compare these totals to the Air Combat Strengths of the defending Air Points. If the combat result is less than the lowest Air Combat Strength of the defending Air Points then the attack is considered to have had no effect. If the totals are greater than or equal to the Air Combat Strengths of the defending Air Points the attacking Player may distribute the results as he desires. Losses due to Air/Air combat (eliminations and aborts) must be applied to defending Untrained Air Points (Section 36.0) before losses are applied to defending Trained Air Points.

Example: Seven Allied P-40 Air Points attack a Japanese Strike of six Val and three Betty Air Points at Medium Altitude. Because the P-40s are operating one altitude Level above their rated Level (Low), the Air Combat Strength of each Air Point is reduced from 5 to 4. This results in a total Attack Strength of 28 (7 x 4 = 28). The Allied Player consults the Air/Air Combat Results Table. Because seven P-40 Air Points are participating in the attack, he finds the 4-10 Row under the "Number of Attacking Air Points" heading. He then locates the 26-30 Column under the "Total Air Combat Strength" heading on that Row. The Player then rolls one die and cross-indexes the die roll with the correct Column to locate a combat result. For example, a die roll of 2 would give a 7/4 result. The Allied Player may therefore abort up to seven Enemy Air Combat Strength Points. This could be done by aborting one Val Air Point (Air Combat Strength of 4) and one Betty (Air Combat Strength of 3), which would total 7 Air Combat Strength Points aborted. He could opt to abort 2 Betty Air Point instead (total Air Combat Strength of 6); the remaining Air Combat Strength Point to be aborted is ignored, since the Strength of each defending Air Point exceeds 1. The Player could then opt to eliminate 4 Strength Points. He could eliminate either 1 Betty Air Point (value of 3) or 1 Val Point instead (value of 4). If he eliminates the Betty, the remaining 1 Air Strength Point due to be eliminated is ignored.

[7.32] Air/Air Combat Results Table (see separate booklet)

[7.4] HOW TO USE THE AIR POINT AVAILABILITY TABLE

Total the distance in Movement Points between the Headquarters unit originating the Strike and the Strike’s target hex (or between the “lead” airbase hex and each “following” airbase hex). The owning Player should roll one die at the moment the combat is to be resolved, and cross index the result. The result is the percentage of each type of Air Point allocated to the Strike which are actually available to perform the Strike over the target hex. Treat fractions as in 7.6. **The Air Point Availability Table is used only when the Air Points in question are performing Cover CAP, Naval Cover, or a Joint Strike. In all other types of Strikes all (100%) of the allocated Air Points are able to perform the Strike.**

[7.41] When Performing Cover CAP

The die result gives the percentage of Air Points able to intercept all incoming Enemy Strikes during the current Phase. Remaining Air Points are considered to have been aborted and returned back to their base.

[7.42] When Performing Naval Cover

The Player should use the Column Two Columns to the right of the one he would otherwise use (for Cover CAP) after determining the distance. If this shift would result in the use of Column “off the table” then there are no Air Points available for Naval Cover (i.e., Naval Cover may not occur at a distance greater than 48 Movement Points), As with Cover CAR the die result gives the percentage of each type of Air Point able to intercept incoming Enemy Strikes directed against that hex. However, if the Task Force is attacked in more than one hex the die must be rolled again, and a possibly different percentage may result. Only those Air Points that were previously eliminated (not aborted) due to air/air combat (in some previous hex) are considered to be unavailable to perform CAP in the new hex.

[7.43] When Performing a Joint Strike

The die result gives the percentage of Air Points from a “following” base (see Case 6.7) that are able to participate in the Strike. The remaining Air Points are aborted and returned to base. The Player should roll separately for each following airbase involved in a Joint Strike.

[7.44] Air Point Availability Table (see separate booklet)

[7.5] HOW TO USE THE ANTI AIRCRAFT RESULTS TABLE

After all Air/Air combat for an attacking Strike has been carried out, the Players must resolve any Anti-Aircraft Fire from the defending units.

TASK FORCES

Each Wave of attacking Air Points is made up of between one to four components. Each component is distinguished by its Approach Mode (LOW, MEDIUM, HIGH and DIVE-

BOMBER). Anti-Aircraft fire against each attacking wave’s component(s) is resolved separately. The defending Player should total the number of Air Points in each of the separate components of the Wave. He should then total the Anti-Aircraft Strength of the ships on the Air/Surface Tactical Display, in accordance with the Anti-Aircraft Matrix (see Case 7.57). Each component of Air Points of the same Wave must be attacked together; Air Points in different components (Approach Modes) must be attacked separately. No Air Point may be attacked by Anti-Aircraft fire more than once in a given Phase although naval units may fire their antiaircraft strength (at different components) any number of times in the same Phase. After determining the total Anti-Aircraft Strength of the Task Force the defending Player should roll one die for each attack and cross index the die roll with the appropriate Column on the Table. Any results are applied immediately (see Table for explanation of results).

LAND TARGETS

Air Points must always perform Bombardment Strikes at their Rated Altitude. (Unlike attacks against naval units, Altitude Level, in itself, has no effect on the strength of Bombardment attacks against land targets.) The defending Player should total the Anti-Aircraft Strength of all defending units. Only the units (or facilities) specifically under attack have their Anti-Aircraft Strength included. The Player should then total all of the attacking Air Points in the Strike and resolve his Anti-Aircraft fire by rolling one die and cross indexing the die roll with the correct Column on the Anti-Aircraft Combat Results Table (Case 7.58). Any results are applied immediately (see Table for explanation of results).



[7.51] B Type Air Points (Level-Bombers) may attack naval units at either High, Medium or Low Approach Mode, as the Striking Player desires. When Level-Bomber Air Points attack in an Approach Mode lower than their Rated Altitude, then all Anti-Aircraft fire against that Strike component is resolved at one Column to the right of the Column that would normally be used on the Anti-Aircraft Table. Level-Bombers attacking at an Approach Mode higher than their Rated Altitude have their Anti-Aircraft fire resolved normally.

[7.52] Air Points performing any type of Combat Air Patrol may never be attacked by Anti-Aircraft fire and are never included when determining the number of Air Points in each component.

[7.53] Ground combat units have an Anti-Aircraft Strength equal to their Supply Multiple. Other ground units (except as specified below) have no Anti-Aircraft Strength.

[7.54] Headquarters units have the following

Anti-Aircraft Strengths:	
HQ Size	AA Strength
Group	5

Wing	10
Division	15
Force	20
Airbases in themselves have no Anti-Aircraft Strength.	

[7.55] Ports have an Anti-Aircraft Strength equal to their Cargo Capacity. **When defending against Air- Bombardment, Supply Points are considered to have the same Anti-Aircraft Strength as any Friendly port in the hex. If no Friendly port is present, the Supply Points have no Anti-Aircraft Strength.**

[7.56] Unsupplied units have no Anti-Aircraft Strength.

[7.57] Anti-Aircraft Matrix (see separate booklet)

[7.58] Anti-Aircraft Table (see separate booklet)

[7.59] Explanation of Anti-Aircraft Combat Results (see separate booklet)

[7.6] HOW TO USE THE BOMBARDMENT TABLES

Total the Bombardment Strengths of all attacking units. The attacking Player should then roll one die and cross index the result with the proper Column on the appropriate Combat Results Table. Note: Bombardment results against Air and supply Points require that a percentage of the defending units be eliminated. In all such cases, fractions of .4 or less are rounded down to the nearest whole number; fractions of .5 or greater are rounded up to the nearest whole number.

[7.61] When Bombarding Ground Units

A. For purposes of ground combat, the combat result gives the amount that the die roll will be shifted in favor of the bombarding Player when resolving combat during the Ground Phase of the current Game-Turn. All such additions are cumulative, up to a final maximum of plus (or minus) 3 to the die roll. If both Players bombard a hex to alter the die roll for combat then all plus and minus results are combined to give one total addition to the die roll for combat.

B. For purposes of Interdiction, the die roll gives the amount by which the Basic Cost of the hex is increased for the affected unit to enter any adjacent hex by ground movement is increased (up to a maximum of plus 3). Of course, there is no way for Friendly bombardment to reduce the amount of Supply Points needed.

[7.62] When Bombarding Supply Points

The die roll gives the percentage of Supply Points in the hex that are immediately eliminated. The defending Player must make the appropriate changes on the Record Track for the affected Depot. (Players should note that this Combat Results Table is also used to resolve the capture and demolition of Enemy Supply Points, Seacap, and Rail Capacity).

[7.63] When Bombarding Headquarters and Air Bases

The die result gives the percentage of Air Points in the target hex (they may be in separate HQ) that are eliminated. The Bombarding Player must make a separate die roll for each type (e.g., Zero, Nate, Betty) present in the hex. Enemy Air Points allocated to the target airbase that are themselves plotted to perform Strikes during the current Phase may or may not be

considered present at the airbase hex at the time of the attack. This must be determined through the Strike Sequencing procedure (Case 7.7), as it will greatly affect the outcome of the Strike.

After all losses from Air Points present in the hex have been applied, the Bombarding Player must then roll one die to determine the effect of the attack on the airbase itself. The die result gives the Damage Level inflicted (see Case 7.65 for an explanation of these Damage Levels), Note that a bombardment directed at an Enemy Headquarters or airbase is automatically considered to attack both of them, except in the case of a Strafing Strike which attacks only the Air Points present in the hex and has no effect on the airbase.

[7.64] When Bombarding Ports

The die result gives the Damage Level inflicted on the port (see Case 7.65 for an explanation of Damage Levels).

[7.65] Explanation of Bombardment Damage Levels

S = Suppressed.

- Ports: Cargo Capacity reduced by 4.
- Airbases: 20% of all Air Points “landing” or “taking off” (i.e., initiating or returning from Strikes or Transfers, or performing Air Search) at that airbase are immediately eliminated. Losses are determined separately for each type of Air Point and are calculated after all Air Points from that base have completed the action for which they are suffering the loss.

D1= Damage Level 1

- Ports: Cargo Capacity reduced by 8.
- Airbases: Same as a Suppressed result, except that 30% of all Air Points are affected.

D2 = Damage Level 2

- Ports: Cargo Capacity reduced by 12.
- Airbases: Same as a Suppressed result, except that 40% of all Air Points are affected.

D3 = Damage Level 3

- Ports: Cargo Capacity reduced by 16.
- Airbases: Same as Suppressed result, except that 50 % of all Air Points are affected.

D4 = Damage Level 4

- Ports: Cargo Capacity reduced by 20.
- Airbases: Same as Suppressed result, except that 60% of all Air Points are affected.

A Suppressed result on an already Suppressed or Damaged port or airbase has no additional effect. All other Damage Levels are cumulative (e.g., a port with a D1 Damage Level that also suffers a D2 result would have a D3 marker placed on the hex).

Damage Levels and Suppression remain in effect until they are repaired. They are reduced one level by having a Friendly ground unit expend 5 supply points in the hex under the construction procedure (see Section 21.0)

[7.66] The percentage effect against target airbases described in Case 7.65 is automatically reduced by 10% if the

affected airbase is Level 5 or Level 10 in size. (E.g., a Suppressed result on a Level 5 airbase would affect 10%, not 20%, of all Air Points “landing” or “taking off.”) **For purposes of this rule, Air Points “taking off” are those initiating any Air Strike or Transfer from the (damaged) airbase-, those “landing” are those returning to the (damaged) airbase after completing a Strike or Transfer.**

[7.67] Bombardment Tables (see separate booklet)

[7.7] STRIKE SEQUENCING

When performing Strikes against Enemy airbases (either on land or in a Task Force containing carriers) it may be necessary to determine the exact order of sequence of the opposing Strikes. This will be the case for any Enemy Air Points allocated to the target airbase that are themselves Plotted to perform Strikes (other than Cover CAP over their own airbase hex) in the current Phase. Only these types of Strikes are affected by the Strike Sequencing described in this Case; all other Strikes have their sequencing determined simply by each Player alternatively resolving his Strikes as described in the Sequence of Play (Section 4.0).

PROCEDURE

Before a Friendly Strike is resolved, the Enemy Player must reveal whether any of the Air Points at the target airbase are Points the Striking Player should roll one die and cross-index the number rolled on the Strike Sequence Table (7.71) to determine the result.

[7.71] Strike Sequence Table (see separate booklet)

[7.72] Explanation of Strike Sequence Results (see separate booklet)

[7.73] The sequencing of Strikes may “spread” slightly, due to the inclusion of Air Points from different airbases in Joint Strikes. In all such cases, only those Air Points allocated to the Joint Strike which has had its sequencing determined are affected.

[7.74] Air Points that have completed their Strikes (including those aborted by air/air combat or anti-aircraft fire) are considered present at the airbases to which they have returned. Fighter Air Points returning from Strikes may not perform Cover CAP over their airbase hex in that Phase. (This is an exception to the rule that permits Fighter Air Points to always perform CAP over their own airbases.)

[7.75] All Air Transfers (but not Strike Transfers) still occur at the end of each Air Phase. Thus, Air Points performing Air Transfer are considered present at their current, pre-transfer airbase when resolving all Strikes in the Phase. Fighters plotted to perform Air Transfer have the option of performing Cover CAP over their airbase hex, but they may not transfer in that Phase if they do so.

[8.0] SEARCH AND CONTACT GENERALRULE:

In order to gain information about and/or attack Enemy Task Forces, it is first necessary to contact (find) them. This can

be done either through Air Search, Coastwatcher Search, Submarine Search, or by other Friendly Task Forces.

AIR SEARCH PROCEDURE:

Air Points automatically conduct Air Searches throughout the Game-Turn, up to the limits of their Extended Range. To determine if Search for a Task Force is successful the Player should total the number of Friendly Air Points participating in the Search, determine their equivalent value in Search Points and roll one die on the Air Search Table.

CASES:

[8.1] SEARCH POINTS

[8.11] Each Air Point conducting Air Search within its Normal Range is worth 2 Search Points.

[8.12] Each Air Point conducting Air Search within its Extended Range (i.e., at a distance in Movement Points greater than its Normal Range but less than or equal to its Extended Range) is worth 1 Search Point.

[8.13] Air Points conducting an Air Search during a Naval Phase are worth one-third of their normal number of Search Points (round fractions up after determining the total for the search).

[8.2] SEARCH AND CONTACT TABLE (SEE SEPARATE BOOKLET)

[8.3] SEARCH EFFECTIVENESS CHITS

Whenever a Task Force has been contacted by Air Search, the TF Marker is flipped over to reveal its “contacted” side. The Player owning the contacted Task Force must then draw a Search Effectiveness Chit and describe the composition of the Task Force according to the guidelines of the particular chit which he has drawn. (This chit remains hidden from the Enemy Player.) Many of the chits require that a Player be absolutely honest in his description. Others allow him to distort the truth a little with regard to the number and types of ships present. A few chits allow him to be more dishonest in his statement. And finally, a few chits permit the Player to be totally untruthful, even to the point of inventing the composition of a Task Force that does not exist, or denying that an existing Task Force contains any ships whatsoever. A Player must place any chit he draws with the ships of the appropriate Task Force on the Task Force Display; it remains there until the end of the current Game-Turn or until the true composition of the Task Force is definitively revealed (see Case 8.38), whichever comes first, at which time it is placed back among the unselected search effectiveness chits. **(For Key, see separate booklet)**

[8.31] Before the start of the game, one Player should punch out all of the Search Effectiveness chits, place them face-down on the table, and mix them thoroughly. Out of the 30 chits, 20 should be selected at random and placed into a wide mouthed cup (like a coffee mug). The remaining 10 chits should be placed into a second mug (or whatever). This procedure should

be accomplished in such a way that the exact contents of each container is unknown to either Player.

[8.32] Whenever a Task Force is the object of a successful Air Search, the Player owning that Task Force must blindly draw one Search Effectiveness chit from the 20-chit container. If these Search Effectiveness chits are all in play, then the Player may draw a chit from the 10-chit container. Should all the chits in both containers be in play, no Air Searches by either Player may be conducted until some chits are replaced.

[8.33] The Search Effectiveness chit drawn by a Player sets the parameters which determine how accurately the Player must reveal the composition of his Task Force. Note, however, that the Search Effectiveness chit itself is not revealed; Players should be aware, therefore, that the searching Player cannot be sure about how accurate his Air Search is, unless the composition of the Task Force has been or is subsequently definitively revealed (see Case 8.38). See the Key for Search Effectiveness chits (Case 8.39).

[8.34] There are four types of Search Effectiveness chits*.

Report
True

Report True: The Player must state whether he has ships in his Task Force (i.e., if the Task Force is a “Dummy,” the Player must say so, but see Case 8.37); if there are ships in the Task Force, the Player must report how many, rounding up to the nearest five. The Player must also state how many carriers, amphibious transports, merchant shipping, and support forces are in the Task Force.

Report
Approx
± 1

Report
Approx
± 2

Report Apprx.: The Player must state whether he has ships in the Task Force, and how many of them there are, plus or minus a certain number (depending on whether the chit reads ± 1 or ± 2). “He must also state whether he has carriers, capital ships, merchant shipping, amphibious transports, or support forces. In his report, he is allowed to add or subtract from the number of these types of ships present, but may not report zero units of that type if they are in fact present (or the presence of such units when in fact there are none of that type). He must also state the total number of ships in the Task Force rounding up to the nearest five. However, if the Player drew a ± 1 chit he may add (or subtract) five ships from the actual number of ships present in the Task Force before giving his report; if he drew a ± 2 chit he may add (or subtract) 10 ships from the actual number before giving his report.

Report
Error
± 1

Report
Error
± 2

Report Error: The Player must state whether he has ships in the Task Force and whether he has amphibious transports, merchant shipping, or support forces in the Task Force. In his report, he is allowed to add to or subtract from the number of amphibious transports, merchant shipping and support forces up to the number shown on the chit, but may not report zero of these types if any actually are present (or the presence of these types if none actually are). If he has at least one ship (of any type) in the Task Force he may now add to or subtract from the actual number of capital ships, any number up to the number shown on the chit. He may state there are no capital ships even if there are (or that there are capital ships if there are none). If he has at least one capital ship present in the Task Force, or there are carriers present, he may now add to or subtract from the actual number of carriers up to the number shown on the chit. He may state there are no carriers even if there are (or that there are carriers even if there are not and there is at least one capital ship in the Task Force).

Report
False

Report False: The Player may state anything, he wishes, He may deny that he has ships, carriers, capital ships, merchant shipping, amphibious transports, and support forces when he really does. He may state he does have any of those types of ships, even when he does not. He may state he has any number of ships present, regardless of the number of ships that actually are there.

[8.35] For the purposes of Air Search, the term “ship” means any naval unit, including carriers, destroyers, merchant ships, amphibious transports, support forces, or so forth. The term “capital ship” means any battleship, battlecruiser, or cruiser. The term “carrier” means any carrier, light carrier, escort carrier or hybrid carrier.

[8.36] Should a successful Air Search be conducted for a Task Force that has previously had a Search Effectiveness chit drawn for it, the owning Player must draw another Search Effectiveness chit and make another report on the Task Force’s composition. This procedure may be repeated any number of times during the course of a Game-Turn (but see Case 8.41); in each case, the Search Effectiveness chit itself is placed on the Task Force Display without being revealed to the searching Player.

[8.37] Whenever a successful Air Search is conducted for a Task Force that is a Dummy and the owning Player draws a Report True, Report Apprx, or Report Error chit, he must report that it is a Dummy. However, as there is no way that the searching Player can know if the Task Force definitely is in fact a Dummy, the Task Force Marker is not removed from the map (unless the owning Player wants to remove it). A Dummy Task Force Marker is removed from the map only if it is certain that a True Contact Report has been received, due to Coastwatcher, Submarine or Task Force Search.

[8.38] A Task Force is considered to be definitely revealed if it is contacted through Submarine, Coastwatcher, or Task Force search. I

[8.4] RESTRICTIONS ON AIR SEARCH

[8.41] A Player may draw only one Search Effectiveness chit per Task Force per Phase, Once a successful Air Search of a Task Force has been achieved, all other Air Searches of that Task Force are ignored for the remainder of the Phase.

[8.42] During the Search Segment of each Air Phase, a given Air Point may search only an Arc of 120' from its airbase hex (see example below). The owning Player must decide which Arcs will be searched by which Air Points; this must be done at the start of the Phase before any Search results are determined.

[8.43] Different Air Points from the same airbase (or Headquarters) may search different Arcs.

[8.44] During each Naval Phase, all Air Points automatically search in all directions. However, they may only perform Searches on moving Enemy Task Forces.

[8.45] Air Points conducting Air Search are never affected by Enemy Combat Air Patrol or Anti-Aircraft Fire. While conducting Searches they are immune to all Enemy actions.

[8.46] Air Points allocated to carriers perform Searches in the same manner as land-based Air Points.

[8.47] Air Points may not exceed their Extended Range when conducting Air Searches.

[8.48] "C" Air Points (Transports) may never participate in Air Searches.

[8.49] Within the above restrictions, Air Points may automatically perform Air Search on all Enemy Task Forces. There is no penalty for doing so, and the Air Points are available to conduct Strikes during the same Air Phase in which they searched. However, Air Points performing Air Searches may be eliminated due to the effect of the various Damage Levels on airbases (see Case 7.65). For this reason, a Player may voluntarily choose not to conduct Air Search with a given Air Point(s), at his option.

Players should note that they may attempt to improve Air Search information by conducting actual Naval Strikes against contacted Task Forces. (For example, a single Air Point could be sent out on a Naval Strike for this purpose). If such Air Points survive Enemy CAP attacks they automatically receive a True Report on the Enemy Task Force. The Air Points must then complete the Strike in the normal manner choosing a Target Ring and defending against Enemy anti-aircraft fire as in a normal Strike. Note that Reconnaissance Air Points may conduct such Strikes, even though they have no Anti-Ship Strengths.

[8.5] EXAMPLE OF AIR SEARCH

Allied Task Force 5 contains 2 BB, 1 CA, 2 CL, 6 DD and 1 APB. The Task Force begins an Air Search Segment in hex E2922, within range of Japanese Air Points at Rabaul (E1613) and Kavieng (E 1512). The 201 Air Wing at Rabaul has six Zero and three Betty Air Points allocated to it. The Japanese

Player decides that all the Air Points will search the 120' arc containing Allied TF 5 (there are no other Allied Task Forces in the area) and determines the distance between the 201's airbase and the Task Force. It is 90 Movement Points (15 hexes in the Tropical Movement Area). This is greater than either the Normal or Extended Range of the Zero Air Points, but within the Extended Range of the Betty Air Points; these automatically perform an Air Search. Because they are at Extended Range, each Air Point is worth one Search Point. Contact will therefore be achieved on a die roll of 1, 2, or 3. Assuming the Japanese Player rolls a 4, 5, or 6, the Search attempt will be unsuccessful. This would allow any Air Points allocated to Kavieng to conduct an Air Search.

The 202 Air Wing deployed at Kavieng has four Zeke Air Points and one Mavem Air Point allocated to it. The distance between the 202's airbase and the Task Force is 102 Movement Points (17 hexes in the Tropical Movement Area). This is greater than either the Normal or Extended Range of the Zeke Air Points, but within the Normal Range of the Mavem Air Point. This Air Point automatically conducts an Air Search. Because it is at Normal Range the Air Point is worth two Search Points. Contact will therefore be achieved on a die roll of 1 or 2. If Contact is achieved, the Allied Player must draw a Search Effectiveness chit for the Task Force:

- A. If the Allied Player draws a Report True chit he must state, "Task Force 5 has 15 ships, no carriers, three Capital ships, one amphibious transport, no support forces, and no merchant shipping."
- B. If he draws a Report Apprx ± 1 chit, he must state, "Task Force 5 has no carriers, support forces or merchant shipping." He may then report two, three, or four capital ships; one or two amphibious transports; and a total of 10, 15, or 20 ships.
- C. If he draws a Report Apprx ± 2 chit, he must state "Task Force 5 has no carriers, support forces or merchant shipping." He may then report one, two, three, four, or five capital ships; one, two or three amphibious transports; and a total of five, 10, 15, 20, or 25 ships.
- D. If he draws a Report Error ± 1 chit, he must state "Task Force 5 has no support forces or merchant shipping." He may then report one or no carriers, two, three, or four capital ships; one or two amphibious transports; and a total of 10, 15, or 20 ships.
- E. If he draws a Report Error ± 2 chit, he must state, "Task Force 5 has no support forces or merchant shipping. He may then report one, two, or no carriers; one, two, three, four, or five capital ships; one, two, or three amphibious units; and a total of five, 10, 15, 20, or 25 ships.
- F. If he draws a Report False chit he can state anything he wishes; for instance, "Task Force 5 has no ships; it is a Dummy."

[8.6] COASTWATCHER SEARCH

A Task Force that enters a hex containing an Enemy ground unit, port, or airbase is immediately contacted, and the owning

Player must immediately give a True Report to the Enemy Player concerning the composition of the Task Force.

[8.61] All hexes of the Solomon Islands (as defined in Case 24.6) are always considered to contain Allied ground units for purposes of Coastwatcher Search. This is true even if the hex also contains Japanese ground units.



[8.7] SUBMARINE SEARCH

Enemy Task Forces may also be contacted by Submarine Search (see Section 13.0).

[8.8] TASK FORCE SEARCH (NAVAL ENGAGEMENT)

Enemy Task Forces may also be contacted by Friendly Task Forces, thus forcing combat on the Surface/Surface Tactical Display (see Case 9.4).

[9.0] NAVAL OPERATIONS

GENERAL RULE:

The Scenario instructions state the Order of Battle for each player, listing what naval units (ships) are available. The players divide their naval units into groups called Task Forces by placing the units in each Task Force in the space marked with the Task Force number on the Task Force Display. Each box on the Display is numbered to correspond with a given Task Force Marker. It is this Marker which will be deployed and moved on the map. This Display should be kept secret.

During the Naval Phases, Players alternate moving their Task Forces one by one, As a Task Force moves hex by hex on the map it may perform various Missions. As a result of the Missions it performs, each Task Force will receive a certain Engagement Value, which determines how likely the Task Force is to engage in Surface/Surface combat with Enemy Task Forces in the same hex. Moving Task Forces may also undergo Search and/or attacks by Enemy Submarine and Air Points.

Naval units may only perform Missions during a Naval Phase in which they are considered Active. The number of Phases that a Naval unit can be Active in a given Game-Turn is determined by the unit’s current Speed Class, according to the following Schedule:

Current Speed Class	Active Phases per Game-Turn
1	1
2	2
3	3

The number of Active Phases always equals the unit’s current Speed Class. Players may voluntarily reduce the Speed Class of their ships in order to reduce their fueling requirements (see Case 14.2). Whether a ship will be Active or not must be decided during the Plot Segment of each Naval Phase, Inactive ships may not be plotted to perform Missions of any kind, and have an Engagement Value of zero. If, however, they are contacted by Enemy Task Forces, Air Points, etc., they may

resolve any ensuing combat normally. (For Movement Summary, see separate booklet.)

Naval units have their Speed Class assigned to them either:

- A. at the beginning of the First Naval Phase (during the Plot Segment)-; or
- B. during the Plot Segment of the first Naval phase following a Phase in which the naval units fueled.

Ships using option (B) may change their Speed Class freely. Ships using option (A) may only change Speed Class under the following restrictions:

1. Speed Class 3 units may convert to Speed Class 2 at the rate of three Active Phases at that Speed *for every two* (Speed Class 3) Active Phases remaining to the unit. They may convert to Speed Class I at the rate of three Active Phases at that Speed *for each* (Speed Class 3) Active Phase remaining to that unit.

2. Speed Class 2 ships may not convert to Speed Class 3. However, they may convert to Speed Class I at the rate of three Active Phases at that Speed *for every two* (Speed Class 2) Active Phases remaining to the unit.

3. Speed Class 1 ships may not convert to Speed Class 3. However, they may convert to Speed Class 2 at the rate of three Active Phases, at that Speed *for every two* (Speed Class 1) Active Phases remaining to that unit.

CASES:

[9.1] THE TASK FORCE

[9.11] The Japanese Player has 25 consecutively numbered Task Force Markers. The Allied Player has 30 consecutively numbered Task Force Markers. No Player may ever have more Task Forces than he has Markers available.

[9.12] The initial composition of all Task Forces is secret. Players should not reveal which Markers represent which groups of ships, except as various search and combat procedures require.

[9.13] A Player may deploy “Dummy” Task Force Markers which contain no ships. The Scenario instructions limit the number of Dummy Task Forces that a Player may deploy.

[9.14] The purpose of a Dummy Task Force is to confuse the Enemy Player. So long as its identity as a Dummy is not exposed, it remains in existence and may be moved on the map as if it were a “real “Task Force”.

[9.2] TASK FORCE DISPLAY

[9.21] Each Player has one Task Force Display for his Task Forces. The Display is used to report the make-up of each Task Force. It provides a location to place and keep track of which naval units belong to which numbered Task Force.

[9.22] Once placed on the Task Force Display, naval units must remain in their Task Force Box unless there is a decision to

shift them or until the units are required to appear on a Tactical Display.

[9.23] If it is required that a Task Force be placed on a Tactical Display, the naval units which make up that Task Force are removed from the Task Force Box and are placed on the Tactical Display. Any Search Effectiveness chits belonging to that Task Force are returned to the pool.

[9.24] After the Tactical Combat is completed (see Section 30.0 and 31.0), any remaining naval units, in whatever condition, are placed back in their Task Force Box (exception: see Case 39.8).

[9.3] MISSION PLOTS

At the beginning of each Naval Phase, Players must write a Mission Plot (similar to the Strike Plots used with Air Points) for each Task Force that the Player desires to perform a Mission during the current Naval Phase. The Mission Plot for each Task Force should be written on an index card (use a separate index card for each Task Force). See 10.0 and 38.1, 38.2, and 38.3 for list of Naval Missions and Plot Codes.

[9.4] NAVAL ENGAGEMENT

When a Friendly Task Force enters a hex (see Case 10.9 for an explanation of how Task Forces are moved) containing an Enemy Task Force, there is a chance of Surface/Surface combat (engagement) between the opposing ships. The Players should total the Engagement Value of each Task Force, based on its current Mission. A die must then be rolled and the result cross-indexed with the proper Column of the Search and Contact Table (case 8.2). If a "C" results, the Task Forces involved are deployed on the Surface/Surface Tactical Display, and the combat between them must be resolved. Note that total Engagement Value equals Total Number of Search Points on Table 8.2. **Note: Although naval movement is in fact simultaneous, it is carried out sequentially, with Task Forces moving one at a time. Thus, one of the two Task Forces involved in an engagement will be moving (i.e., have entered the hex) and one will not,**

[9.41] When a Friendly Task Force enters a hex containing an Enemy Task Force, the Friendly Task Force is considered the Alpha Task Force, and the Enemy Task Force is considered the Bravo Task Force. If the Bravo Task Force has no Mission Plot, then the Alpha Player simply rolls the die on the Search and Contact Table on the Column equal to the Engagement Value of the Alpha Task Force.

[9.42] If the Mission Plot of the Bravo Task Force includes only a Movement Mission, then for each 6 Movement Points (or fraction of 6) that the Bravo Task Force is Plotted to expend while moving, the Alpha Player should subtract 2 from the total Engagement Value before rolling the die on the Table.

[9.43] If the Mission Plot of the Bravo Task Force includes a Mission in addition to Movement and the Bravo Task Force has not yet performed that Mission, then the Alpha Player should subtract 2 from the total Engagement Value for each 6 Movement Points (or fraction of 6) that the Bravo Task Force is

Plotted to move before performing that Mission. If the Bravo Task Force has already performed that Mission, then the Alpha Player should subtract 2 from the total Engagement Value for each 6 Movement Points that the Bravo Task Force has expended after completing that Mission.

[9.44] If either the Alpha or Bravo Task Force has a Reaction Mission (i.e., the two Task Forces are moving simultaneously, see Case 10.4), the owning Player of the Reaction Force is always considered the Alpha Player. After totaling the subtractions from the Engagement Value called for in Cases 9.42 and 9.43, the Alpha Player should subtract 2 from the total Engagement Value for each 5 Movement Points that the Reaction Task Force has expended before entering the hex in which the engagement is occurring. The Alpha Player should then subtract whichever of the two totals is less (i.e., more favorable to a Contact Result).

[9.45] If both Task Forces have Reaction Missions, the Player whose Task Force has expended the lesser number of Movement Points before entering the engagement hex should subtract 2 from the total Engagement Value for each hex that the Task Force has moved.

[9.46] If more than one Friendly Task Force is present in the engagement hex, the Engagement Value, die roll, and result on the Search and Contact Table is resolved separately for each Friendly Task Force. If two Friendly Task Forces in the same hex receive a Contact result, the two Friendly Task Forces are automatically combined into a single Task Force when deployed on the Tactical Display. Task Forces in the hex that did not receive a Contact result are not placed on the Display and play no part in the ensuing Surface/Surface combat.

[9.47] The Engagement Value of Task Forces is determined at the moment of engagement. For instance, a Task Force that performs a Bombardment Mission is considered to be performing that Mission only in the hex that the attack is actually resolved, it is considered to perform a Movement Mission while moving to and from that hex.

[9.48] If two (or more) opposing Task Forces begin a Naval Phase in the same hex, the engagement is resolved under the normal conditions before any of the Task Forces may leave the hex.

[9.49] If the engagement is occurring at night, the total Engagement Value is halved (round fractions down). If the engagement is occurring in any hex of the Arctic Movement Area, the total Engagement Value is halved (round fractions down). (An engagement occurring at night in the Arctic Movement Area would have its total Engagement Value quartered.) All halving is done after all subtractions due to the above Cases have been applied.

[9.5] TACTICAL INITIATIVE

Once an Engagement result has been achieved on the Search and Contact Table (see Case 9.4), it is necessary to determine which Player has the initiative (is the First Player) during the following Surface/Surface Tactical Sequence (see Section 30.0). Players should first determine which of the two Tactical Initiative Tables will be used (use the Night Table if the

Engagement is at night, and the Day Table if the Engagement is occurring at some other time). Players should also determine which Column will be used on that Table (this will vary depending on the current Cycle Date). The Player who rolled the die on the Search and Contact Table then consults the appropriate Tactical Initiative Table.

[9.51] Tactical Initiative Tables (see separate booklet)

[9.6] NIGHT

Because each Naval Phase represents a period of over fifty hours of real-time, it is inevitable that some part of the Naval Phase be performed “at night.”

As each Task Force performs Missions during the Naval Phase it expends a certain number of Movement Points. At any time during the Phase the owning Player of a moving Task Force may declare Night. **(Exception: A Task Force that has been successfully contacted may not declare Night before allowing the Enemy Player the opportunity to conduct special strikes immediately.)** At this point play is halted and the opposing Player may have any Air Points within range conduct Air Search and/or Special Strikes. Thereafter the Task Force continues to expend Movement Points as normal; however, all of these Movement Points are considered to be expended at night, up to the limit of the Task Force’s Night Movement Allowance (see Naval Movement Allowance Chart). If the Task Force expends Movement Points in excess of its Night Movement Allowance, excess Points are considered expended during the day, until the end of the Naval Movement Phase.

[9.61] Air Points may not conduct operations of any kind at night. Therefore, a Task Force moving at night is immune to both Special Strikes and Air Search.

[9.62] The Engagement Value of all Naval Missions is halved during night (round fractions down, separately for each Task Force).

[9.63] Night also has an effect on determining which Player will have the initiative during a Tactical Surface Action (see Case 9.5).

[9.64] Night is declared separately for each Task Force as it is moved by its owning Player. The only exception to this is that Task Forces performing a LINK Mission (see Case 10.6) must have their night declared at the same time.

[9.65] Night may be declared only once per Task Force per Naval Movement Phase. Moreover, night must be continuous; that is, a Task Force may not alternate between periods of day and night movement in the same Naval Movement Phase.

[9.66] A Player is never required to declare night. A Task Force may spend an entire Movement Phase without having night declared. It is entirely at the option of the owning Player.

[9.67] When a Reaction Task Force moves in response to an Enemy Task Force, it does so under the same conditions as that Enemy Task Force. That is, it is up to the Enemy Player to declare night, and if he does so, the night conditions are applied both to his Task Force and to the Friendly Reaction Task Force, as if the Friendly Player had declared night for the Friendly Task Force at the same time.

[9.68] There is no limit to the number of times that night may be declared in a single Naval Movement Phase, so long as it is done only once for each Task Force.

[9.69] A Task Force that completes its Plotted Missions at night is considered to remain at night (for purposes of engagement and search) until the end of the current phase.

[9.7] CRITICAL HITS

Whenever a naval unit suffers damage in combat there is a chance that the Level of Damage will be increased by a Critical Hit. Ships attacked by Enemy Air Points or surface naval units roll for Critical Hits when they leave the Tactical Display (either by withdrawing or after all combat has been resolved). Ships damaged by Enemy submarines (see Section 13.0) roll for Critical Hits as soon as all submarine combat in the hex has been resolved. The owning Player should roll for each damaged ship separately. The chance of suffering a Critical Hit varies, depending on the type and nationality of ship, as well as the Cycle Date.

If the number indicated is rolled on the Critical Hit Probability Table, the ship suffers a Critical Hit, and the damage for that ship is increased by one level (from DI to D2, etc.). The Player must then immediately roll two dice for any further Critical Hits for that ship. This procedure continues until a number is rolled that does not result in a Critical Hit, or until the ship is sunk due to the increase in damage.

[9.71] APB, Merchant Shipping and Support Forces (which represent large numbers of individual ships) never roll for Critical Hits.

[9.72] Any ship with a D4 Damage Level that ends any Naval Phase in a hex containing neither a Friendly port, Support Force, nor a ship capable of Towing the damaged unit automatically suffers a Critical Hit and has its Damage Level increased by one. (That is, the ship sinks). See Case 3 8.2.

[9.73] Ships do not roll for Critical Hits after suffering non-combat damage due to lack of Refit or Yard Periods (see Section 17.0).

[9.74] Critical Hit Table (9.7) (see separate booklet)

[9.8] EXPLANATION OF NAVAL DAMAGE LEVELS

[9.81] A ship’s Defense Strength may never be reduced to less than 1.

[9.82] When determining the reduced Strengths and Capabilities of Joint Shipping units, all fractions are rounded down.

[9.83] When determining the Screening Value of damaged Screening Forces, total the Screening Value of all such ships with D3 damage before halving (round remaining fractions down).

[9.84] When a ship’s Speed Class is reduced due to damage during a Naval Phase, the unit’s remaining Movement Allowance for that Phase should be determined according to the following procedure. The Player should subtract the number of Movement Points that the ship has already expended in the Phase (prior to the damage being inflicted) from the Movement

Allowance determined by the ship's new (lower) Speed Class. The result equals the number of Movement Points that the damaged ship may still expend in the current Naval Phase. It may expend those Points even if the ship's new Speed Class would ordinarily prevent that ship from being active.

[9.85] When the Load or Air Capacity of a ship is reduced due to damage the owning Player must choose which Air Points or Cargo is eliminated (if the amount being carried exceeds the new Capacity).

[9.86] Naval Damage Levels (Summary) (9.8) (see separate booklet)

[10.0] NAVAL MISSIONS

GENERAL RULE:

Task Forces may move, attack Enemy units and/or carry out other functions by performing Naval Missions. All Naval Missions are performed during a Naval Phase, and a ship may only perform Missions allowed by its Speed Class. Phases in which a given naval unit may perform missions are known as active phases for that unit. At the beginning of each Naval Phase the owning Player must write down Mission Plots for each of his Task Forces, indicating exactly what Missions they will be performing in the Phase. (Except in the case of Amphibious Assaults, a Player is not required to write down Missions more than one Phase in advance.) Generally, Task Forces will be plotted to move to a certain hex on the map, perform some Mission in that hex, and then move away again. Players may also have ships remain in port for such required maintenance as Refit, Yard Periods, and Repair. (See sections 17.0 and 18.0.) Players may have the same Task Force perform various combinations of Missions in the same Naval Phase.

Players may have some confusion over exactly which Naval Missions may be used to unload Friendly cargo onto various "types" of hexes on the map. Players should therefore refer to the following matrix.

Type of Hex	Type of Mission			
	Amph	Trans	Etran	Strategic MS dipline
Friendly Port hex	no	yes	yes	yes
Hex containing any friendly ground unit	no	yes	yes	yes
Hex containing no ground units of either Player (regardless of whether the hex belongs to a territory which is Friendly or Enemy)	yes*	yes*	yes*	yes
Hex occupied by any Enemy ground unit	yes*	no	no	no

* Mission would require a certain amount of planning time, as given in Case 10.1. The presence of Friendly ground units in a hex does not negate the presence of Enemy ground units in the hex for these purposes. Note that this is just a matrix of *Naval Missions, not types*. Amphibious units could perform Transport Missions (and vice versa), depending on the circumstances.

The following Cases constitute a list of Naval Missions (including their Plot Code and Engagement value):

COMBAT MISSIONS

[10.1] AMPHIBIOUS ASSAULT

(AMPH. ENGAGEMENT VALUE: 1)

APB (or MS) units assigned to load (embark) Friendly cargo and transport and unload (disembark) it in a hex not controlled by the Friendly Player are performing an Amphibious Assault.

PROCEDURE

Because amphibious operations require an extraordinary amount of advance planning, AMPH Missions may be plotted only under certain circumstances. Both an APB unit and the cargo that are to participate in an amphibious assault must spend a certain amount of time in preparation. Before an APB unit may be assigned to an AMPH Mission the unit must spend an amount of time in preparation, based on the number of Load Points to be disembarked in the hex in a single Game-Turn. The amount of time required varies as follows (Cycle in which planning began):

ALLIES	
Cycle 13/41 to 13/43	1 Game-Turn per Load Point
Cycle 1/44 +	1 Game-Turn per three Load Points (round fractions up)
JAPANESE (all Cycles)	
1 or 2 Load Points to be disembarked in a given Game-Turn	1 Game-Turn per Load Point

More than 2 Load Points to be disembarked in a given Game-Turn Plotting	2 Game-Turns per Load Point
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On a separate index card (one each for each AMPH Mission), the Player should record:

- A. The specific cargo that will be disembarked (i.e., its current hex location);
- B. The specific APB units involved;
- C. The hex the cargo will be disembarked in (i.e. the hex that will be amphibiously assaulted);
- A. D, the Game-Turn in which the units will become available for the AMPH Mission.

Example of an Allied AMPH Mission Plot against the island of Kwajalein:

“APB 1, carrying a U.S. 11-3 and 12 Supply Points (now at Pearl Harbor) will assault Kwajalein (E3301). The units will have completed their required preparation time beginning with Game-Turn 1/12/43.”

[10.11] The hex the Friendly units are to be debarked in must be within the Normal or Extended Range of land-based Friendly Air Points (any type) both on the Game-Turn that the Mission is originally Plotted and the Game-turn that the Mission is actually carried out.

[10.12] Ground units preparing or available for an AMPH Mission may not engage in ground combat or land movement until the Game-Turn they perform the Amphibious Assault Mission: APB units preparing or available for AMPH Missions may not embark or debark units of any kind but may perform all other Missions normally.

[10.13] Units preparing or available for an AMPH Mission may be withdrawn from the procedure at any time. Once withdrawn, they may again function as normal units of their type. However, if these units are again assigned to an AMPH Mission they must begin to perform the entire preparation procedure from the beginning.

[10.14] Units may be embarked or debarked onto an APB unit up to the limit of its Load Capacity. Units may be embarked or debarked at a cost (to the naval unit) of 5 Movement Points per Load Point. Four Supply Points are considered to be the equivalent of one Load Point for this purpose. The APB unit must spend the required Movement Points in the same hex as the embarking (or debarking) unit(s). Units being carried by amphibious units are placed under that unit on the Task Force Display,

[10.15] Amphibious Assaults are resolved in the same manner as Air Assaults. That is, Cases 6.93 through 6.98 also apply to Amphibious Assaults, with the exception that the assaulting units have their Attack Strength affected as follows during the Joint Assault Segment:

Unit	Attack Strength
Marine	Normal
Mechanized	Quartered (retain fractions)
All Other Ground Units	Halved (retain fractions)

[10.2] BOMBARDMENT MISSIONS (BMB: ENGAGEMENT VALUE: 4)

Naval units that are assigned to attack Enemy “land” targets in the same hex are performing a Bombardment Mission. Land targets include Enemy ports, Airbases, Headquarters, ground units and supply.

PROCEDURE

BB, BC, CA,CL and DD units (only) which begin a Naval Phase in a hex containing an Enemy land target or move to such a hex sometime during the Phase may perform a BB Mission. The moving Player totals the Bombardment Strength of the attacking naval units. This will indicate the proper Column to be used on one of the Bombardment Combat Results Tables (see Case 7.6). He then rolls the die and cross-indexes that number with the proper Column; this will locate a combat result which is immediately applied.

PLOTTING

On the Task Force’s index card, the Player should record:

- A. The specific hex in which the Bombardment is to occur.
- B. The specific land target in the hex which is to be attacked (necessary if there is more than one possible target present).

[10.21] Bombardment Missions do not require the expenditure of any additional Movement Points. However, a given unit may bombard only one target per Naval Phase,

[10.22] Naval units that have successfully completed a Bombardment Mission are considered to be “out of ammunition” (Ammo Depleted). Such ships have a Surface Attack/Bombardment Strength of 0 until they have fueled (and are assumed to take on more ammunition). Ammo Depleted ships are considered to be non-combatants when deployed on the surface/surface Tactical Display (see Section 30.0). Players should note that the ability of Ammo Depleted ships to perform other naval Missions (i.e. those not requiring the use of the Surface Attack/Bombardment Strength) is not affected, nor is the unit’s Anti-Aircraft Strengths.

[10.23] The printed Bombardment Strength of all CL units is considered 2.

[10.24] The printed Bombardment Strength of all DD units is considered 1.

[10.3] EMERGENCY TRANSPORT (ETRAN: ENGAGEMENT VALUE: 1)

DD and DE units assigned to transport Friendly ground units are performing an Emergency Transport Mission.

PROCEDURE

All DD units have the ability to embark and debark either I Load Point Worth of ground combat units or I Supply Point (one Point only) during each Naval Phase. All DE units have the ability to embark and debark either I Load Point worth of ground combat units or 2 Supply Points. Each ship performing an

ETRAN Mission must spend an additional 5 Movement Points in both the embarkation and debarkation hexes,

PLOTTING

On the Task Force's index card the Player should record:

- A: the hex in which the units are to be embarked;
- B: the specific units (by type) which will be transported;
- C: the hex in which the units are to be disembarked.

[10.31] Naval units performing an ETRAN Mission must embark and debark the transported units during the same Naval Movement Phase. Ground units may never end a Naval Phase while "loaded" on a DD or DE unit.

[10.32] Although ERAN resembles an Amphibious Assault Mission, no advance planning or preparation is required.

[10.33] Units transported by Emergency Transport may not be disembarked in a hex controlled by the Enemy Player.

[10.34] DD and DE units performing an ETRAN Mission have their Surface Attack/Bombardment strength reduced to zero during the entire Naval phase.

[10.4] REACTION (REAC: ENGAGEMENT VALUE: 14)

Naval units assigned to intercept Moving Enemy task Forces and engage them in Surface Combat are performing a Reaction Mission. A Task Force assigned a REAC Mission does not move until it is "triggered" by a moving Enemy Task Force during a Naval Phase. Thereafter the two opposing Task Forces move simultaneously until a maximum of one-half the movement Allowance of the Reacting Task Force is expended.

PROCEDURE

A Reaction Task force may be triggered only by Friendly Search Contact on a moving Enemy Task Force. (This includes any type of Search Contact, however achieved.) Once triggered, the Task force is immediately free to conduct normal movement, but it does so simultaneously with the Enemy Task force that is, the two opposing Task Forces move at the same time, expending Movement Points on a one-per-one basis.

PLOTTING

On the Task Force's index card the Player should record:

- The Task Force's hex location, when it begins the Reaction Mission (see Case 10.42).

[10.41] A Task Force performing a Reaction Mission may be triggered by an Enemy Task Force anywhere on the map. Once it is triggered, the owning Player has complete freedom of movement with that Task Force. He may choose to move it some, none or all of its movement, in any direction. However, a Task Force performing a Reaction Mission may attempt to engage only the Enemy Task Force that is currently performing Missions (i.e. the Enemy Task Force that triggered the React I on Force). Such Task Forces may not perform Bombardment Missions.

[10.42] A Task Force may perform other Non-Combat Missions in the same Phase before beginning its Reaction

Mission. If a Task Force does so, it may "react" up to 1/2 of its remaining Movement Allowance.

[10.43] After all Task Forces of both Players have completed their Plotted Missions, any remaining Task Forces assigned a Reaction Mission are automatically triggered (if the owning Player so desires) and may expend their remaining Movement Allowance by performing any Non-Combat Mission. Such Task Forces may not attempt to engage Enemy Task Forces but may still trigger Enemy Reaction Task Forces and be engaged by Enemy Task Forces.

[10.44] A Task Force assigned a Reaction Mission may be triggered only once during a Naval Phase. Once the Task Force has finished its movement, it may not move again in the current Phase.

[10.45] When opposing Task Forces are moving, simultaneously on the map the reacting TF is considered to move second. That is, it may move one hex after the Enemy TF has done so (assuming the hexes have the same Movement Point cost). Of course, if the Enemy Task Force stops expending Movement Points and the reacting Task Force still has Movement Points remaining, it may continue to expend them as the owning Player desires.

NON-COMBAT MISSIONS

[10.5] FUELING MISSION [FUEL: ENGAGEMENT VALUE: 0]

Naval units that are assigned to fulfill their supply requirements are performing a Fueling Mission.

PROCEDURE

Naval units may receive supply (i.e. Fuel) at Friendly Ports and Support Forces (see Case 14.2). Naval units performing a Fueling Mission must expend an additional 20 Movement Points in the hex in which the Fueling occurs,

On the Task Force's index card the Player should record:

- A. The hex in which the Fueling will occur.
- B. The specific source of the Naval Capacity that will be used (necessary if more than one possible source is present in the hex).

[10.6] LINK MISSION (LINK: ENGAGEMENT VALUE: 0)

A Task Force assigned to move and conduct Missions simultaneously with another Friendly Task Force is performing a LINK Mission.

PROCEDURE

Task Forces "Linked" together by a Link "Mission must begin and/or end the Naval Base in the same hex, Task Forces Linked together are treated as a single Task Force for purposes of executing movement. (This is one of the few times that a Player is allowed to move two Task Forces at the same time).

PLOTTING

On the Task Force's index card the Player should record the Number of the Task Force that it is linking with.

A Task Force may only Link with one other Task Force in a given Naval Movement Phase.

[10.7] REGROUP MISSION [REGP: ENGAGEMENT VALUE: 01]

Naval units that change the composition of their Task Force are performing a Regroup Mission.

PROCEDURE

To transfer naval units between existing Task Force Markers the two Task Forces involved must be in the same hex. A Player may not transfer ships from one Task Force to another if the Task Forces are in different map hexes. (This is judged at the moment of Regrouping; the Task Forces may begin and/or end the Naval Movement Phase in different hexes.) Naval units that have been transferred to a different Task Force must be removed from their Task Force Box on the Task Force Display and placed in the Box of the Task Force to which they are transferring. (Again, this is done at the moment of Regrouping).

Players may also use a Regroup Mission to deploy a Dummy Task Force. The Player simply places the Dummy Task Force Marker in a hex which already contains a Friendly Task Force (including one containing another Dummy Task Force).

PLOTTING

On the Task Force's index card the Player should record:

- A. The hex in which the Regrouping is to take place;
- B. The Number of the Task Force to which the units will be transferred;
- C. The designations of the naval units that will be transferred;
- D. The Number of the Dummy Task Force to be deployed (if a Dummy Task Force is being deployed).

[10.8] COMBINING NAVAL MISSIONS

Within the following restrictions, a Task Force may perform any number of Missions in the same Naval Phase.

[10.81] A Task Force may be plotted to perform the same Mission more than once in the same Naval Phase. **(Exception: see Case 10.82).**

[10.82] A Task Force may be plotted to perform only one Combat Mission in a given Naval Phase. This Mission may be combined with any number of Non-Combat Missions. **(Exception: see Case 10.83).**

[10.83] Naval units assigned to perform an Amphibious Assault Mission may perform a Bombardment Mission in the hex in which the Assault occurs.

[10.84] When a Task Force has more than one Mission assigned to it, the Player should record the required Mission Plots in the order that the Missions will be carried out.

[10.9] MOVEMENT MISSION (MOVE: ENGAGEMENT VALUE: VARIABLE, SEE CASE 39.8).

Naval units that are assigned to move from one hex to another on the map are performing a Movement Mission.

PROCEDURE

During each Naval Movement Phase the Players alternate moving their Task Forces one by one. The movement abilities of each Task Force is based on its Speed Class,

PLOTTING

On the Task Force's index card the Player should record:

- A. The hex in which the Task Force is beginning the Naval Phase;
- B. The hex in which the Task Force will end the Naval Phase.

[10.91] During each Active Naval Phase, each Task Force may move up to the limits set by its Speed Class. The Speed Class of a Task Force is equal to the lowest Speed Class of any naval unit included in the Task Force. However, Players may voluntarily reduce the Speed Class of their units to minimize their fueling requirements. (See Case 14.2).

[10.92] For Summary of Naval Movement, see Chart 9.0.

[10.93] When a Task Force enters a hex it must pay the cost in Movement Points to enter that hex. This cost will vary, depending on what Movement Area the Task Force is in. For example, a Task Force would expend 4 Movement Points to enter a hex in the Arctic Movement Area; it would pay 5 Movement Points to enter a hex in the Temperate Movement Area.

[10.94] A Task Force may not expend more Movement Points than its total Movement Allowance; nor may a Task Force move in a Naval Phase in which units of that Task Force are not Active.

[10.95] Movement Points may not be "saved" from Phase to Phase, or from Game-Turn to Game-Turn. Nor may Movement Points be "loaned" from one Task Force to another.

[10.96] The actual movement of Task Force Markers may be executed by the Players in any order they desire. Each Player simply refers to his Movement Plot and moves each of his Task Forces accordingly. There are no restrictions on the number of Task Forces that may exist in a single hex on the map.

[10.97] Naval units have no Zone of Control of any kind.

[10.98] Task Forces may not cross land hexsides, or those Blocked hexsides prohibited to naval units.

Note: For additional Naval Missions, see Cases 38.1, 38.2, and 38.3.

[11.0] GROUND OPERATIONS

GENERAL RULE:

Unlike air and naval units, ground units are always physically deployed on the map. During each Mayer's Ground Phase the Phasing Player may move and attack with as many of his ground units as he wishes. Each ground unit has a certain Supply Allowance which indicates the maximum number of Supply Points that the unit may expend in any Ground Phase for purposes of movement or initiating combat. The Supply Allowance of each unit varies with the unit's Supply Multiple:

Supply Multiple of Unit	Supply Allowance of Unit
1	7
2	14
1	21
4	28

At the beginning of the Ground Phase of each Game-Turn one Player rolls a die and consults the Day Initiative Table (Case 9.51) to determine which Player will be the First Player during the current Game-Turn. The Japanese Player should roll the die on odd-numbered Game-Turns; the Allied Player should roll on even-numbered Game-Turns. (The correct Column is determined by the Cycle Date).

CASES:

[11.1] GROUND MOVEMENT

Ground movement is calculated in terms of Supply Points expended by the moving unit. Each ground unit has a certain Supply Multiple. This number, multiplied by the Basic Cost (Terrain Value) for a unit to move into a hex (or cross a certain hexside) determines how many Supply Points must be expended by a moving ground unit. Players should note that the Basic Cost of a hex varies whether the unit is mechanized or non-mechanized.) Units may move in any direction or combination of directions.

[11.11] Mechanized ground units may move a maximum of six hexes per Ground Segment by ground movement. Non-Mechanized ground units may move a maximum of three hexes per Ground Segment by ground movement. However, such units may also move by rail, sea and air (see Case 11.6). Note that the Movement Areas printed on the map (i.e. the actual size of the hex) has no effect on ground movement.

[11.12] Friendly ground units entering hexes containing Enemy ground units initiate combat. Opposing units in the same hex must resolve combat before the end of the Ground Segment (see Section 12.0).

[11.13] Units may never enter all-sea hexes or cross prohibited hexsides when using ground movement.

[11.14] A unit may not expend Supply Points in excess of its Supply Allowance. A unit may expend all, some, or none of its Supply Allowance in a given Ground Segment. A unit may not save its Supply Allowance for another Game-Turn, nor may unused portions of a Supply Allowance be transferred to another unit.

[11.15] Ground units may move by ground movement only in a Friendly Ground Segment. They may be moved by sea and air movement during different Phases of the Game-Turn.

[11.16] Ground units may enter or leave hexes containing other Friendly units at no additional cost.

[11.17] There are no limits to the number and/or types of ground units which may begin or end a Phase in the same hex. Units are moved individually on the map. A Player may, however, move a unit, stop, move a different unit, and then resume moving the first.

[11.18] Ground units may never leave the map while using ground movement.

[11.19] Terrain Effects Chart (see separate booklet)

[11.2] FORCED MARCH

Ground units may move without expending the required number of Supply Points by performing a Forced March. After completing the unit's movement (but before resolving any combat) the owning Player should simply add up the Terrain Cost for the hexes (or hexsides) for which no Supply Points were expended. This is the unit's Forced March total (Note that a unit's supply Multiple has no effect on the Forced March total it is determined solely by the terrain.) The Player should then roll two dice. If the dice roll is greater than the unit's Forced March total, the unit is unaffected (it has successfully Forced Marched). If the dice roll is less than or equal to the unit's Forced March total, the unit is immediately reduced to battlegroup Strength (or eliminated, if it does not form a battlegroup). A separate dice roll must be made for each unit that is Forced Marched.

[11.21] Units which have a Forced March total of one or one-half are reduced only on a dice roll of 2.

[11.22] Units may expend Supply Points for part of their movement and Force March for the remainder. This may be done even if Supply Points are available to the unit. Whether a unit is supplied or not has no effect on the ability to Force March.

[11.23] Although units may initiate combat (i.e. enter a hex containing an Enemy ground unit) by the Forced March procedure, it is not possible to fulfill combat results in this manner.

[11.24] Units which initiate combat and are reduced in Strength because of Forced Marching must still resolve the combat. If the new Combat Ratio is lower than the lowest Column permitted on the Combat Results Table, then the attacking units are completely destroyed (they form no battlegroups) and the defending units are completely unaffected by the combat (**Exception: see Case 12.8**).

[11.25] Units that use the Forced March procedure are still restricted by the limits of Case 11.11. In all other respects there is no limit to the Basic Cost of the terrain units may attempt to Force March through in a single Ground Phase.

[11.26] The Forced March procedure may only be used in ground movement. A Player could riot, for instance, increase a country's Railcap by Force Marching units when they are using Rail Movement.

[11.27] Headquarters units that unsuccessfully Force March are automatically reduced one step in size (e.g., from Wing to Group, etc.). Group HQs that unsuccessfully Force March are completely eliminated.



[11.3] BATTLEGROUPS

Certain combat units have core elements called battlegroups. Units that form battlegroups have a reduced

Strength unit of the same type printed on the back of the counter. The notation “()” identifies such a unit, Units that do not have such a notation on their reverse side do not form battlegroups.

[11.31] A unit is converted into a battlegroup whenever a combat (or any other) result requires

[11.32] Battlegroups can be built back up to full Strength. Once rebuilt, the Counter is again flipped over to reveal its full Strength side, Player must expend a certain number of Supply Points at the end of any Friendly Ground Segment, The unit in question may not be in a hex occupied by an enemy ground unit,

[11.34] A unit may not move or participate in ground combat in the Phase in which it is rebuilt with Supply Points, There is no limit to the number of times a particular unit can be reduced to battlegroup Strength and be subsequently rebuilt through the expenditure of Supply Points.

[11.35] Units capable of forming battlegroups which are completely eliminated (eliminated after being reduced to battlegroup Strength) may not be rebuilt by expending Supply Points. Battlegroups which are eliminated are removed from play. They do not form a still smaller unit.

[11.36] Unit Rebuilding Cost Chart (see separate booklet)

[11.4] UNIT REORGANIZATION

Most ground units can be reorganized. This involved combining a number of smaller component units into a larger parent unit, or converting a parent unit into its smaller components. Either process may be executed at any time during the Phasing Player's Ground Phase, within the following restrictions.

[11.41] Units may not reorganize in a hex occupied by an Enemy ground combat unit.

[11.42] Unsupplied units may not reorganize.

[11.43] Component units combining into a parent unit must be of the same type (e.g., all infantry, all marine, etc.) and nationality in order to reorganize.

[11.44] Component units combining into a parent unit must expend Supply Points in order to reorganize. This cost is listed in the Unit Reorganization Chart (see Case 11.47). These Supply Points must be expended by the unit at the moment of reorganization.

[11.45] Parent units converting into their component units are removed from the map, and the component units are placed in the vacated hex. Component units converting into a parent unit are removed from the map (and placed back in the counter tray), and the parent unit is placed in the vacated hex, There is no Supply Point cost for parent units to break down.

[11.46] Unit Reorganization Chart (see separate booklet)

[11.5] INTRINSIC GARRISONS

All port and airbase hexes (and Chinese Provincial Capitals), including those constructed in the course of the game, have an Intrinsic Garrison of 1 Combat Strength Point.

[11.51] Intrinsic Garrisons may never move or attack. They are never affected by supply, Line of Communication, or

attrition requirements. They are considered ground combat units.

[11.52] Intrinsic Garrisons may not retreat. They are destroyed by a ground combat result of Do, Dr, or De, or by any combat result causing all other Friendly ground units in the hex to retreat and/or be totally eliminated.

[11.53] A port or airbase with a destroyed Garrison recovers that Garrison by having a ground unit end any Ground Phase in the hex. Garrisons can thus be destroyed and replaced by Enemy Garrisons during the play of the game. (Place a destroyed marker in the hex to indicate a destroyed Garrison.)

[11.54] The Defense Strength of a hex due to Intrinsic Garrisons may never be more than 1. This Strength is used only if there are no other Friendly ground units in the hex.

[11.6] COMBINING FORMS OF MOVEMENT

During cacti Game-Turn, ground units may be moved by a number of means other than ground movement. These include: Air Transport and An Assault (during an Air Phase); Amphibious Assault and Naval Transport (during a Naval Phase); and Fail and Seacap movement (during the Ground Phase), Units performing Air or Naval Transport (or Air or Amphibious Assault) may not use any other form of movement during the Game-Turn, but units may combine other forms of movement by using the following procedures:

Rail Movement: Take the number of times that, the moving unit moves through two (or fraction of two) hexes by rail movement, and multiply this number by the unit's Supply Multiple. Subtract this number (the product of the multiplication) from the unit's Supply Allowance to determine how much of its Supply Allowance remains for further movement,

Seacap Movement: Multiply the number of hexes moved by Seacap Movement by the unit's Supply Multiple. Subtract this number from the unit's Supply Allowance to determine how much of its Supply Allowance remains for further movement.

[12.0] GROUND COMBAT

GENERAL RULE:

Ground combat occurs between opposing units in the same hex. Whenever a Friendly ground unit enters a hex containing an Enemy ground unit, combat must occur. Combat is resolved during each Player's Ground Segment, and units may continue to move and/or initiate combat up to the limits of their Supply Allowance. Units are required to expend Supply for combat, both for initiating the combat (entering the defender's hex) and in order to fulfill certain combat results. As in the case with ground movement, units must draw this supply from Friendly supply depots over a Supply Path (see Case 14.3).

PROCEDURE

Players should total the Attack Strength of all the units participating in the attack, and then total the Defense Strength of all defending units in the hex. State the comparison of the two

Strengths as a probability ratio: Attacker's Strength to Defender's Strength. Round this ratio off in favor of the defender in order to conform to the simplified combat odds found on the Combat Results Table. The attacking Player then rolls one die and reads the result under the correct odds Column. Apply the indicated results immediately (before resolving any more combat or movement),

CASES:

[12.1] WHICH UNITS MAY ATTACK

An Enemy-occupied hex may be attacked by as many Friendly units as can be moved into the hex. Ground units entering a defender's hex are said to be initiating combat. There are two general methods by which ground combat can be resolved: the Wave Attack and the Combined Attack.

[12.11] WAVE ATTACK

Each attacking unit enters the defender's hex separately and the combat in the hex is resolved immediately, before any other movement occurs. After the combat results are applied, the attacking Unit may continue to move (and initiate combat) up to the limits of its Supply Allowance.

[12.12] COMBINED ATTACK

Each attacking unit enters the defender's hex separately, but the combat in the hex is not resolved until other attacking units have also entered the hex. After all of the attacking units (that the Player desires) have entered the hex the combat is resolved. The Attack Strengths of all of the attacking units in the hex is combined, and compared to the defender's Strength. After the combat results are applied, the attacking units may continue to move (and initiate combat). However, all of the attacking units are considered to have expended a percentage of their Supply Allowance equal to that of the attacking unit which had expended the highest percentage of its Supply Allowance at the moment of combat. (The units must wait for all of the units to arrive before launching the attack).

[12.13] Players may have units perform both Combined and Wave Attacks on the same or different defending units, up to the limits of their Supply Allowance, The exact Method of attack is completely at the option of the attacking Player.

[12.14] There is no limit to the number of times that a given unit may attack or be attacked in a single Ground Phase. Regardless of the results of any previous combat (except, of course, complete elimination) attacking units may continue to move (and initiate combat) as long as the units do not exceed their Supply Allowance, Attacking units may initiate combat more than once with the same defending unit(s), or they can attack other Enemy units.

[12.15] All ground units present in a given hex must be involved in any ground combat in that hex and their Strengths (either Attack or Defense) must be combined when determining the combat ratio. Players may not voluntarily withhold any ground units in a hex under attack, either as attacker or defender.

[12.16] Units participating in the same attack need not have begun the Phase or Segment stacked in the same hex.

[12.17] Ground units with a parenthesized Combat Strength are not combat units and may never attack, Therefore, they may only enter a hex containing an Enemy ground unit in combination with at least one other Friendly ground combat unit. Friendly ground units in the same hex as attacking Friendly ground combat units suffer the same results as the attacking units. Defending non-combat units do add their Defense Strength into the total for all of the defending units in the hex.

[12.18] Under special circumstances, it is possible for opposing ground units to remain in the same hex after combat (see Case 21.0). In such a case, ground units may attack Enemy units in the same hex by expending Movement Supply equal to the Terrain Value of the hex in question, plus the additional costs to enter a hex containing Enemy ground units (i.e. initiate combat voluntarily).

[12.2] SUPPLY REQUIREMENTS,

[12.21] All ground units entering a defender's hex must expend one additional Supply Point above and beyond the normal terrain cost to enter the hex.

[12.22] Allied units entering a defender's hex must expend additional Supply Points equal to the supply multiple of the attacking units. This cost is in addition to that given in Case 12.21, but does not count against a unit's Supply Allowance (see Section 11.0). There is no such additional cost for units controlled by the Japanese Player.

[12.23] Units may also be required to expend Supply Points due to combat results (see Case 12.6),

[12.3] COMBAT ATTRITION

Ground units participating in combat (as either attacker or defender) that do not have a valid Line of Communications (LOC, see Case 14.6) must undergo a special die roll. After all results of a particular combat have been applied, each unit without a Line of Communications must have two dice rolled for it by the owning Player. If the number rolled on the dice is less than or equal to the Terrain Value in which the combat took place, then the unit is reduced to battlegroup Strength (or eliminated, if the unit has no battlegroup side),

[12.31] Line of Communications for combat attrition is judged at the moment of combat, before any combat results have been applied.

[12.32] Units must undergo attrition in the form in which they participated in the combat. That is, units may not reorganize before resolving attrition.

[12.33] Unsupplied units have the Terrain Value of all hexes doubled when resolving attrition.

[12.34] Units in hexes of the Arctic Movement Area have 4 added to the Terrain Value of all hexes when resolving attrition. This addition is made before the doubling mentioned in Case 12.33.

[12.4] COMBAT RESULTS TABLES (SEE SEPARATE BOOKLET)

[12.5] WHICH COMBAT RESULTS TABLE TO USE

Which of the three Combat Results Tables to be used is determined both by the Cycle Date and the nationality of the units involved:

Cycle Date	Japanese	Allied
13141 to 5/42	1	3
6/42 to 6/44	2	2
7/44+	3	1

[12.51] Chinese and Thai Units always use Table Number 3.

[12.52] Japanese units attacking Chinese units always use Table Number 1.

[12.53] Units of different nationalities attacking in combination always use the Table most favorable to the attacker.

[12.54] Japanese units attacking Chinese and non-Chinese Allied units stacked in the same hex always use Table Number 1.

[12.6] EXPLANATION OF COMBAT RESULTS

Ae=Attacker Eliminated: All attacking units are reduced to battlegroup Strength. If the units in question cannot form battlegroups, they are eliminated instead (remove them from the map and place back in the counter trays). Attacking units that do form battlegroups are flipped over to reveal their battlegroup Strength and are retreated one hex by the owning Player.

De = Defender Eliminated: All defending units participating in the combat are reduced to battlegroup Strength. If the units in question cannot form battlegroups they are eliminated instead (remove them from the map). Defending units that do form battlegroups are flipped over to reveal their battlegroup Strength and are retreated one hex by the owning Player.

Ar=Attacker Retreat: All attacking units are retreated one hex by the owning Player. In addition, the owning (attacking) Player must either:

- Reduce the attacking units to battlegroup Strength. If the units in question do not form battlegroups they are eliminated instead (remove them from the map); or
- Expend Supply Points (in the hex retreated to) equal to the printed Combat Strengths of the retreating units.
 - The Player may combine these options as he wishes, eliminating (or reducing) some, none or all units while expending Supply Points for the rest.

Dr=Defender Retreat: All defending units are retreated one hex by the owning Player. In addition, the owning (defending) Player must either:

- Reduce the defending units to battlegroup Strength. If the units in question do not form battlegroups they are eliminated instead (remove them from the map); or
- Expend Supply Points equal to the printed Combat Strengths of the retreating units.

- The Player may combine these options as he wishes, eliminating (or reducing) some, none or all of the units while expending Supply Points for the remainder.

Do= Defender Option: All defending units must either:

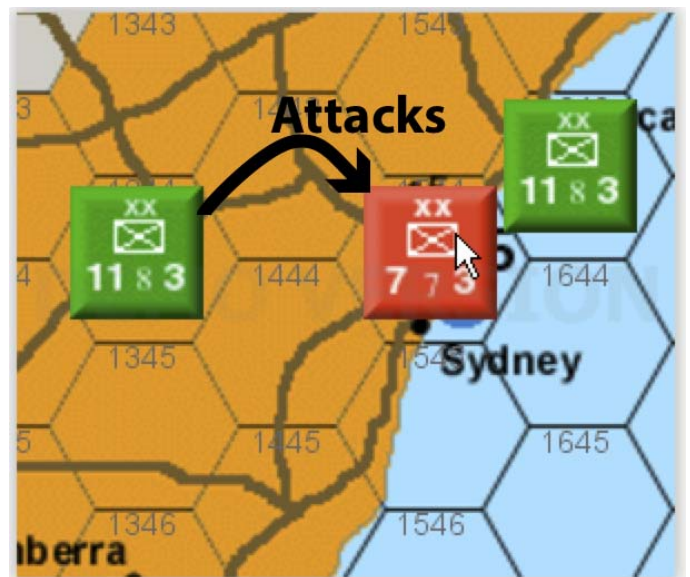
- Be retreated one hex by the owning Player; or
- Remain in the hex and be reduced to battlegroup Strength. If the units in question do not form battlegroups they are eliminated instead (remove them from the map); or
- Expend Supply Points equal to the printed Combat Strengths of the defending units.

The defending Player may combine these options as he wishes, retreating some, eliminating (or reducing) others and expending Supply Points for the remainder. If any of the defending units remain in the hex after these combat results have been applied all attacking units must be retreated one hex by the owning Player; otherwise the attacking units may remain in the hex. Attacking units are never required to expend Supply Points due to a Do combat result.

[12.7] HOW UNITS ARE RETREATED

Units may be required to retreat as a result of combat. All retreat results require that the affected units be retreated one hex. The owning Player may choose the direction of retreat, within the following restrictions. Retreats are not movement, and Supply Points therefore need not be expended to retreat,

[12.71] When a Friendly ground unit is moved into a hex containing an Enemy unit, the side of the hex it crosses in doing so is considered a Friendly Front Hexside. The two sides of the hex in which the combat occurs that are adjacent to that hexside are also considered to be Friendly (to the attacking unit) Front Hexsides (see figure).



The Allied Player moves his unit from hex 1344 to 1443 to attack the Japanese unit in that hex (Sydney). The

indicated hexsides are Front Hexsides Friendly to the Allied Player. If, as a result of combat, the Allied unit is forced to retreat, the Allied Player must retreat it to 1443 (see Case 12.72). If as a result of combat, the Japanese unit is forced to retreat, the Japanese Player must retreat it to 1545 (no other hex is permissible; see Case 12.73).

[12.72] Whenever an attacking unit is required to retreat, it must be retreated directly into the hex it came from (i.e. across the hexside it crossed to enter the hex in which the combat was resolved).

[12.73] Units are prohibited from retreating into any of the following hexes or through any of the following hexsides:

- A. Flexes occupied by Enemy ground units;
- B. Enemy Front Hexsides, unless the hex into which the unit is retreated is occupied by one or more Friendly ground units;
- C. Sea hexes or Lake hexes;
- D. Sea hexsides, Blocked hexsides, Mountain hexsides, or Lake hexsides;
- E. Off any of the edges of the maps

Within these restrictions, a unit may be retreated in any direction. (Retreat of attacking units is governed by Case 12.72.)

[12.74] If a unit has no other course of retreat available except into or through a prohibited hex or hexside, the unit cannot be retreated and is eliminated (it would not form a battlegroup).

[12.75] Front hexsides affect the tracing of supply (see Case 14.3 1) and retreat only at the moment of combat. They have no other effects during the Game-Turn.

[12.8] BANZAI ATTACKS

Japanese ground combat units (only) may attack at odds lower than the lowest Column given on the Combat Results Tables. Any Japanese unit which attacks at less than the minimum odds is performing a Banzai Attack. The Japanese unit is completely eliminated (no battlegroup is formed, even if the unit would ordinarily do so). There is no effect on the defending units, other than to possibly force combat attrition (see Case 12.3). Obviously, a given Japanese unit may only perform one Banzai attack during a game.

[13.0] SUBMARINE OPERATIONS

GENERAL RULE:

All submarines in the game appear as Sub Points, each of which represents a single submarine. Like Air Points, Sub Points have no independent existence (they themselves are never deployed on the map) and must be allocated to a Friendly Subron Marker. These Markers are deployed on the map, in much the same manner as Task Force Markers.

PROCEDURE

At the beginning of the game, each Player places his Subron Markers on the map as indicated by the Scenario instructions.

The Players should keep a record (on a separate index card) of the number and type of Sub Points allocated to each Subron, as well as the Subron's current location.

EXAMPLE:

Subron	Points & Type Allocated	Deployed
1	(10) Fleet	F3440
2	(6) Coastal	D3344

This record changes whenever necessary to reflect alterations in the Subron's composition and location.

CASES:

[13.1] SUBMARINE TYPES

There are two separate types of Sub Points: the Fleet Point and the Coastal Point. The only difference between them is in their Endurance (the number of Cycles that the Subron may remain "on station" at sea) and in their basing requirements. Only Sub Points of the same type may be allocated to the same Subron.

[13.11] Fleet Points have an endurance of 2 Cycles (see Case 13.35). They may be based at any Friendly major port hex. Coastal Sub Points have an endurance of 1 Cycle. They may be based at any Friendly port hex.

[13.12] After returning to the appropriate port, the Sub Points must spend one entire Movement Segment of the Strategic Game-Turn undergoing Refit (see Case 17.1). Failure to do so results in the immediate elimination of all Sub Points involved.

[13.2] THESUBRON

[13.21] The Japanese Player has Subron Markers numbered consecutively q through 15. The Allied Player has Subron Markers numbered consecutively 1 through 20. No Player may ever have more Subrons deployed on the map than he has Markers available.

[13.22] The composition of all Subrons is secret. Players should not reveal which Markers represent which Sub Points, except as the various Search and combat procedures require.

[13.23] A Player may deploy Dummy Subron Markers which contain no Sub Points. The Scenario instructions limit the number of Dummies a Player may deploy.

[13.24] A Dummy Subron exists to confuse the Enemy Player. So long as its identity as a Dummy is not definitely established, the Dummy remains in existence and may be moved on the map as if it were a "real" Subron.

[13.25] There is no limit to the number of Sub Points that may be allocated to a single Subron, although they may be grouped in separate Squadrons.

[13.3] SUBRON MOVEMENT

Sub Points may change their location only when the Subron Marker to which they are allocated is moved. Subrons move only on a Cycle basis, during the Submarine Phase of the Strategic Game-Turn (see Section 32.0). Subrons that end their

Movement Segment At Sea (not at a Friendly port) may conduct operations during the following Cycle (i.e. the next four Game-Turns).

The movement and allocation of all Subrons must be plotted in advance during the Submarine Plot Segment. The Player must record both the hex to which each of his Subrons is moving and the number and type of Sub Points allocated. After both Players have completed their plots, the scheduled movement is carried out.

[13.31] Sub points may be transferred between Friendly Subrons that begin a Submarine Operations Phase in the same hex. Likewise, Sub Points may split or combine to form a greater or lesser number of Subron markers in the hex. Dummy Subrons may also be deployed or removed at this time.

[13.32] All Subrons, regardless of the type of Sub Points allocated to them, have a Movement Allowance of 250 Movement Points. Subrons move in the same manner as other naval units and are subject to the normal movement costs and restrictions.

[13.33] Subrons may double their Movement Allowance during their Movement Segment by declaring themselves In Transit. (Place an In Transit marker on top of the Subron when it has completed its move.) However, a Subron may not declare itself to be In Transit for two consecutive Cycles.

[13.34] Subrons may neither attack nor be attacked during their Movement Segment, nor may they in any way affect any other unit (either Enemy or Friendly) in the game during the Movement Segment. Additionally, Subrons that are In Transit may not attack nor be attacked (or perform any other operations) during the following Cycle.

[13.35] Coastal Subrons that begin the Movement Segment in a hex not containing a Friendly port must end their movement in a hex that does contain such a port and undergo Refit. Fleet subrons that begin the Movement Segment in a hex not containing a Friendly major port have their marker flipped over to its Cycle 11 side after completing their movement; Cycle 11 subrons must end the segment in a hex containing a Friendly major port and Refit. Failure to meet these basing requirements results in the automatic elimination of all Sub points allocated to the Subron in question.

[13.36] Subrons "At Sea" may not end a Movement Segment in coastal or island hexes. They may of course end their movement in a Friendly port hex while undergoing Refit, however.

[13.4] SUBMARINE SEARCH

Each subron has a Zone of Control in the hex it occupies and in all adjacent hexes, up to a distance of six hexes in all directions from the marker (see Figure on Page 26). When an Enemy Task Force enters a hex containing the Zone of Control of a Friendly Subron (or begins a Naval Phase there), the Friendly Player may declare a submarine search in an attempt to contact and possibly attack the Task Force. Submarine Zones of Control may not be traced through any hex or hexside impassible to naval units, nor into an Enemy port hex (of any type).

PROCEDURE

The owning Player should total the number of Sub Points allocated to the subron. Every 6 or fraction of 6 Sub Points must be divided into a separate squadron. Each Sub Point in the squadron is worth one Search Point. To determine if the search for an Enemy Task Force is successful, the Player should determine the number of Search Points that each squadron represents and roll a die on the Search Table (see Case 8.2).

[13.41] The Player should subtract I from the total number of Search Points for each hex in distance between the Enemy Task Force and the Subron Marker, counted from the hex containing the Subron Marker (exclusive) to the hex containing the Task Force Marker (inclusive).

[13.42] Each squadron may make only one search per Naval Phase on a given Ship or Task Force. Each squadron may search for an unlimited number of different Ships or Task Forces in a given Naval Phase.

[13.43] As each Enemy Task Force moves hex by hex through the Zone of Control of the Subron, the owning Player of the Subron decides the exact hex in which to conduct the submarine search; in fact he may decide not to conduct a search at all, since all such searches are voluntary. There is no limit to the number of times a task force can undergo search from different squadrons in the same hex.

[13.44] Night has no effect on the submarine search procedure.

[13.45] Submarines may search for (and attack) Inactive Enemy Task Forces, or Active ones that do not perform any Missions.

[13.5] DECISION TO ATTACK

If a Friendly submarine search is successful the Enemy Player must inform the Friendly Player as to the composition of the contacted task force. The Enemy Player must always give a Report True report (see Case 8.35). The Subron Player now rolls the die again. The result equals the number of Sub Points available from that squadron to attack the Enemy Task Force. The Subron Player then decides whether or not to execute the attack. If he decides not to, the task force continues its plotted Missions. If, however, the Player does decide to attack the task force, the Submarine Attack procedure (13.6) must be used.

[13.51] The number of Sub Points available may never exceed the number of Sub Points allocated to the squadron in question. If this occurs, then the number available is automatically reduced to the number of Sub Points in the squadron.

[13.52] Each squadron of a subron is treated individually. A Player may search and/or attack with all, none, or some of the groups of a subron as he desires. However, only groups which have successfully contacted the Enemy Task Force may ever participate in an attack.

[13.6] SUBMARINE ATTACK PROCEDURE

In order to resolve a submarine attack, the defending Player must divide the units in his task force into defensive groups.

Each CV, CVL, CVE, BB, BC, CA, MS, SF, and APB unit must be allocated to its own separate group. DD, DE, and CD units are considered “Screening Forces” and may be allocated to any of the defensive groups in order to protect them from attack. CL units have no screening value, but may be added to any already existing group. **Defending ships should be deployed secretly and face down by the owning Player under the same conditions as given in Case 31.3.** The attacking Player now chooses which of the defensive groups he wishes to attack. If he wishes to attack more than one group, the Player must divide the available Sub Points between the groups in question.

The defending Player now totals the screening forces for each group being attacked, and rolls the die (separately for each group) and consults the Anti-Submarine Warfare Table (Case 13.72) to determine the number of Sub Points “screened” from the attack. The remaining Sub Points then attack on the Submarine Hit Table (Case 13.64). If the attack is successful the Player must then refer to the Submarine Damage Table (Case 13.65) to determine the specific results of the attack.

Each Sub Point which survives the screen may make one attack on one (and only one) ship. The attacking Player must select one ship in the defensive group to be the Primary Target. All surviving Sub Points must attack the primary target until a Hit result has been achieved on the target. If there are any Sub Points left which have not yet made their one attack, the attacking Player must select a Secondary Target for these Sub Points to attack. This procedure continues until either all of the sub points in the squadron have attacked or until all ships of the defensive group have a Hit result scored against them. Once a ship has received a Hit result it may not be attacked again by sub points of the same squadron.

[13.61] All DD units have a screening value of 1.

[13.62] All DF units have a screening value of 2. All CD units have a screening value of 6.

[13.63] All CV, QVL, and CVE units have a screening value of 3. This value is automatically applied to all the ships in the task force (i.e. to all defensive groups, not only those containing a carrier unit). Carrier units maintain their screening value as long as they have air points assigned to them and are able to perform air operations. Night has no effect on a carrier’s screening value.

[13.64] Submarine Hit Table (see separate booklet)

[13.65] Submarine Damage Table (see separate booklet)

[13.7] AUTOMATIC COUNTERATTACK

If any of the sub points of an offensive group were screened from the attack and any screening forces remain in the defensive group (after resolving the submarine attacks of each attacking squadron), then the defending Player executes an automatic counterattack. He should roll two dice, if the number rolled is less than or equal to the number of sub points screened off, then one sub point is immediately eliminated. Each defensive group that was attacked may perform one (and only one) counterattack on each attacking Enemy squadron; and a maximum of one sub point from each squadron may be eliminated.

[13.71] Beginning with 1/44 the Allied Player should roll one die (not two) when resolving counterattacks.

[13.72] Anti-Submarine Warfare (ASW) Counterattack Table (see separate booklet)

[13.8] SUBMARINE TRANSPORT

The Japanese Player may allocate his Fleet sub points to perform a limited type of strategic transport. **Subrons must be allocated to and from Submarine Transport during the Mode Segment of the Merchant Shipping Phase of the Strategic Game Turn, and have their cargo allocated in the following Cargo Allocation Segment. Sub Points allocated to Strategic Transport may not move, and Coastal Sub Points may not perform Submarine Transport.**

[13.81] Subrons performing transport must have a Submarine Transport marker placed on them. Such subrons have a load capacity of one Supply Point for each sub point in the subron. Like merchant shipping in the Strategic Mode (see Section 15.0), a given subron may transport this supply over a maximum distance of 16 hexes, determined in terms of Load times Distance. Individual subrons may also be linked together to form “Pipelines” of greater than 16 hexes in length.

[13.82] Sub points may never transport any cargo other than Supply Points.

[13.83] All sub points allocated to a subron performing transport are assumed to be performing transport. The sub points may not search or attack Enemy naval units.

[13.84] The supply points carried by submarine must be loaded at a Friendly port hex. They may, however, be unloaded in any coastal hex. Neither loading nor unloading requires any Cargo Capacity from the port. They must be loaded and unloaded in the same movement segment of the Strategic Game-Turn.

[13.85] Sub points performing transport may do so for a maximum of two consecutive Cycles. They must then spend the entire following cycle in a Friendly major port undergoing Refit (see Case 17.14).

[13.86] Sub points performing transport are still treated as submarines and may only be attacked as such.

[13.87] The Allied Player may never use submarine transport.

[13.9] SUPPRESSION OF SUBMARINES BY AIR POINTS

During the Submarine Phase of the Strategic Game-Turn (see Section 32.0) both Players may allocate their air points to an anti-submarine role. These air points are assigned a Strategic role (see Case 5.8).

PROCEDURE

Air points allocated to an anti-submarine role should be indicated on the Player’s Air Display Chart by placing an Anti-Submarine Role marker on top of the Air Point marker denoting the number and type of air points being allocated and the headquarters at which they are deployed. (This is one of the few times the same type Air Point marker can be on the same track

of the display), The air points then conduct a normal air search (using their full search point values) within their normal and extended ranges (see Section 8.0). If the search attempt is successful, the subron is suppressed (place a Suppressed marker on it).

[13.91] Squadrons allocated to suppressed subrons have 1 subtracted from both their Search and Sub Point Available totals. No alterations are made in die rolls to resolve submarine attacks, however.

[13.92] Beginning with the 1/44 Cycle, Allied air points allocated to an anti-submarine role may attack (as well as suppress) Enemy subrons. If the search attempt of the air points is successful, they may attack each squadron of the subron on the ASW Counterattack Table (see Case 13.72) using a screening value equal to their search points.

[13.93] A subron remains suppressed for the entire following Cycle. Additional suppression results on already suppressed subrons have no effect.



EXAMPLE: SUBMARINE SEARCH AND ATTACK

Allied Subron 10, containing eight Fleet Sub Points, is deployed south of the Solomon Islands on Map E in 1942. Note that it's Zone of Control extends for six hexes in all directions except where blocked by land hexsides or the presence of Japanese ports (e.g., Rabaul, hex 1613).

Japanese Task Force (TF) 6, composed of BC3, CA9, CA11, CL8, CL15, DD11, DD12, DD14, begins the First Naval

Phase of the Game-Turn in Rabaul, Plotted to perform a Bombardment Mission in the Guadalcanal hex (2519). During this Phase, the Task Force is moved by the Japanese Player as shown. The Allied Player decides to conduct a submarine Search for TF6 in hex 1814.

Search Procedure: Subron 10 is composed of two separate squadrons; one with six Fleet Sub Points, the other with two (for a total of eight). Because the hex being Searched is four hexes distant from the Allied Subron Marker, 4 is subtracted from the Allied Search Point total (6), leaving a total of 2 (6 - 4 = 2). (The second Allied squadron, which contains only 2 Sub Points, cannot Search because its Search Point total is reduced to less than zero.)

The Allied Player rolls a 1 when resolving the Search, resulting in a successful Search on the Search and Contact Table (8.2). The Japanese Player halts his Task Force in the hex and gives the Allied Player the required True Report of the Task Force's composition: "TF6 contains 3 capital ships (BC3, CA9, and CA11), no carriers, APB, MS or SF units, and a total of 10 ships overall (9 ships automatically rounded up to 10).

Attack Procedure: The Allied Player now rolls one die to determine the number of Sub Points available for the attack. The result is a 6, indicating all 6 Sub Points of the squadron are available for the attack. The Japanese Player removes his ships from his Task Force Display and deploys them into defensive groups, (This may be done on any flat surface.)

The Japanese Player chooses to deploy his ships as follows:

Defensive Group		
1	2	3
BC3	CA9	CA11
CL8		
CL15		
DD11		
DD12		
DD13		
DD 14		

Although the Allied Player could split his Sub Points and easily attack Defensive groups 2 and 3 (since they have no Screening Value) he chooses instead to attack defensive group 1 with all six Sub Points. The Japanese Player now totals the Screening Value of defensive group 1. It has a Value of 4 (1 for each DD unit), and he rolls one die and consults the ASW Table (13.72). A die roll of 2 results in 3 Allied Sub Points being screened from the attack.

The Allied Player is now free to attack with his 3 remaining Sub Points. He chooses BC3 as his Primary Target. He rolls one die for the first Sub Point's attack and consults the "3-8" column of the Submarine Hit Table (13.64). The die roll is a 3, indicating that the attack has had no effect. He then rolls one die for the second attacking Sub Point. This time the die roll is a 5, indicating a Hit result. Since BC3 has been Hit and may no longer be attacked by Sub Points of this squadron, the Allied Player chooses CL15 as his Secondary Target. The third Sub Point now makes its attack; the die roll is 1, indicating No Effect on the "1-2" column of the Submarine Hit Table. With all his submarine attacks concluded the Allied Player now determines

the Level of Damage to BC3 by rolling one die and consulting the Submarine Damage Table (13.65). The die roll is a 3, indicating a D2 result. The Japanese Player now rolls for Critical Hits (9.7) on the ship. A die roll of 10 results in no additional damage.

The Japanese Player now rolls two dice to determine the effects of his ASW counterattack. A roll of 4 indicates no effect (since a die roll of 3 or less was needed).

BC3 has its Mission Plot voided (39.8) and proceeds back to Rabaul, forming a new Task Force, TF8. Although the Japanese Player could void the Mission Plot of the whole Task Force (39.83), he chooses to have it continue its Missions. Note that Allied Subron 10 may not attack either Task Force again during this Phase.

[14.0] SUPPLY

GENERAL RULE:

Supply status directly affects the ability of all units to move and fight. Each unit's supply state is judged throughout the game either on a Game-Turn or a Cycle basis, depending on the unit type involved, Supply is represented in terms of Supply Points which are often grouped together to form Supply Blocks of 100 supply points. Supply points are basically neutral and have no Combat Strengths of any kind. They are not considered ground units and do not control the hex they occupy. For the sake of convenience supply points are deployed on the map either as supply blocks or through the use of supply depots. To avoid confusion over whom controls the supply blocks deployed on the map, the Japanese Player should have all his Supply Block markers face North, while the Allied Player has his face South. Supply Points may be moved (as cargo) by rail, sea, or air. They have no movement or combat abilities of their own.

PROCEDURE:

The presence of supply points in a hex must always be rioted, through the use of either supply blocks or supply depots. Each Player is provided with a (double) set of Depot markers, labeled A through Z. When 1 to 99 supply points are in a hex, the owning Player should place a Depot marker in the hex and place the duplicate of that marker on the appropriate box of the Record Track, As supply points from that depot are expended or moved, or additional supply points moved in, the marker should be moved accordingly on the record track. When 100 Supply Points are in a hex, the owning Player should place a Supply Block marker in the hex to indicate this fact. Supply blocks and Depot markers are used in conjunction, when necessary, to indicate the correct number of supply points in the hex. For example, 258 supply points would be represented by two Supply Block markers in the hex, and a Depot marker both in tire hex and in the 58 Box of the Player's Record Track.

CASES:

[14.1] SUPPLY OF AIR UNITS

Headquarters (HQ) units are the only units that need be supplied for air operations. The amount of supply needed per cycle varies with the size of the HQ being supplied:

Size of Headquarters Unit	Supply Points Required per Cycle
Group	15
Wing	100
Division	300
Force	1000

[14.11] Supply for all HQ units is normally judged (expended) during the Strategic Game-Turn (see Section 32.0). The number of air points actually allocated to the headquarters at the time has no effect on its supply requirements.

[14.12] The supply points expended for a HQ unit must have begun the Phase in the same hex as the headquarters unit. Secondary bases are supplied so long as their parent unit is,

[14.13] Unsupplied HQ units have an Unsupplied marker placed on them. Air points allocated to unsupplied headquarters may not perform strikes of any kind, except for emergency transfer (see Case 5.7). The anti-aircraft strength of all unsupplied HQ is reduced to zero.

[14.14] Unsupplied headquarters may also be supplied at the beginning of any Game-Turn. However, the amount of supply required by the headquarters remains the same (i.e. the same as if it were supplied for the whole cycle). The owning, Player should flip the Unsupplied 2 marker over to its Unsupplied 1 side to indicate the HQ is now in supply. (The Unsupplied marker remains for purposes of attrition, see Case 19.1.)

[14.15] Secondary bases (see Case 5.31) are supplied so long as their parent unit is. However, if a Player desires, he can reduce the supply requirements of the parent HQ by leaving it (the parent unit) unsupplied (place an Unsupplied 2 marker on it) and supplying the secondary bases instead. In this way, for instance, a Player could reduce the supply requirements of a division with 10 air points or less assigned to it simply by supplying only a (group-sized) secondary of that division and allocating all the air points to it.

[14.16] If the procedure outlined in Case 14.15 is used the Player must pay the full Supply Point cost to supply the parent unit at some later point during the cycle if he wishes the parent unit to be supplied.

[14.17] Allied HQ which have air points allocated to them in a Strategic Bombing role (see Case 5.8) have their supply point costs tripled.

[14.2] SUPPLY FOR NAVAL UNITS (FUELING)

Each naval unit on the map must periodically receive supply by fueling. This is accomplished by having the ship's task force perform a fueling Mission (see Case 10.5) in a hex containing a Friendly port or Supply Force. The number of supply points to be expended for each ship is determined by its type (and occasionally, nationality) and is listed on the Fueling Cost chart,

[14.21] Naval Fueling Costs (see separate booklet). **Support Forces are always considered to be in supply and are never required to Fuel.**

[14.22] Whenever a naval unit fuels, the owning Player must expend a number of supply points equal to the unit's fueling cost. The supply points expended must have begun the phase in the same hex as the fueling occurs (or in the case of support forces, loaded on the support force). Players should note that all ports and support forces are restricted (by their Naval Capacity) in the total number of supply points that they may expend in order to fuel, refit, and/or repair naval units in a given Game-Turn (see Section 20.0).

[14.23] Supply for naval units is judged (i.e. the required supply points are expended by a Friendly Port or Support Force) during a Naval Phase in which the fueling ship is active, based on its speed class (see Case 9.0).

[14.24] The length of time a naval unit can go without fueling is called its fueling period. Ships operating at Speed Class 3 have a fueling period of once every three Active Naval Phases (i.e. once per Game-Turn), Ships operating at Speed Class 2 have a fueling period of once every five Active Naval Phases (i.e. once every two and one-half Game-Turns). Ships operating at a Speed Class of 1 have a fueling period of once every four Active Naval Phases (i.e. once every four Game-Turns). Ships that have their Speed Class reduced to 0 (due to damage) may not be fueled and are considered unsupplied (place an Unsupplied marker on the unit) unless they are being towed by Friendly naval units.

[14.25] The owning Player may voluntarily reduce the speed class of naval units in order to increase their fueling period. A ship doing so is treated in all respects (except as outlined in Case 14.26) as a naval unit of that lower speed class for the entire fueling period in question and has its Movement Allowance and Active Phases altered accordingly. Players may not voluntarily reduce ships to a Speed Class of zero.

[14.26] Naval units that have voluntarily reduced their Speed Class rise their normal, unreduced Speed Class when resolving all combat and when determining the effects of damage on Speed Class.

[14.27] Naval units that have used their Surface Attack/Bombardment Strength (in either a naval engagement or a Bombardment Mission) are considered "out of ammunition." That is, they have their Surface Attack/ Bombardment Strength reduced to zero until they have fueled. In all other respects their fueling period is unaffected (see Case 10.22).

[14.28] Unsupplied naval units have an Unsupplied marker placed on them. Such ships have their Speed Class automatically reduced to 1 unless it has already been reduced to 0 because of damage) for all purposes including combat and may not perform any combat Mission. Air points allocated to headquarters embarked on unsupplied carriers may not perform strikes (except for emergency transfer). The Surface Attack/Bombardment Strength and Anti-Aircraft Strength of unsupplied ships is reduced to zero; their defense strength is unaffected.

[14.29] At the end of any Naval Phase in which a Ship is Unsupplied it automatically suffers a Critical Hit (see Case 9.7). That is, its Damage Level is automatically increased by 1. This is true even for those ships that do not ordinarily suffer Critical Hits (e.g., Merchant Shipping).

Players Note: Using Case 14.25 a Player can substantially reduce the Supply Point cost of a ship. The minimum supply requirement of a ship per cycle is equal to twice its fueling cost—once to fuel as a Speed Class I unit, and once to undergo refit (if necessary). Note also that a naval unit is automatically considered Active for the correct number of Naval Phases per Game-Turn, even, if the owning Player has plotted no %fissions for it. That is, a Player can not extend the fueling period of his ships indefinitely simply by never declaring them Active.

[14.3] SUPPLY OF GROUND UNITS

There are three "types" of supply for ground Units: Basic supply which is expended by both Players during the Joint Supply Segment of the Ground Phase, and determines whether a unit will be supplied or unsupplied for purposes of movement, combat and attrition; Movement Supply, which is expended by each unit during the Player's Ground Segment and allows the unit to move hex by hex over the map and initiate combat with Enemy ground units; and Combat Supply, which is expended by a unit to fulfill certain combat results. There is no limit to the number of Supply Points a unit may expend for a basic or combat Supply. However, units may only expend Supply Points equal to their Supply Allowance (see Section 11.0) for movement supply.

[14.31] Ground units may draw supply from Friendly supply depots over a certain number of hexes. The supply points are drawn over a Supply Path. This is a path of contiguous land hexes between the unit and the depot traced from the unit(s) hex (inclusive) to the depot hex (exclusive) as if the unit in question were moving to the depot hex. This path may never be traced through terrain with a terrain value greater than 7, or over a distance of more than three hexes. This path may not be traced through hexes occupied by Enemy ground units, unless a Friendly ground unit is also in the hex. When opposing ground units are occupying the same hex (as during combat) the unit's supply path may not be traced through Enemy Front hexesides.

[14.32] Basic Supply for all ground units is expended during the Joint Supply Segment of each Ground Phase. In order to be supplied a unit must expend Supply Points equal to its Supply Multiple.

[14.33] Movement Supply for all ground units is expended at the moment of movement, in the hex that the unit is leaving. The Supply Point cost to do so is equal to the Terrain Value of the hex being entered, multiplied by the moving unit's Supply Multiple. This cost may vary depending on whether the unit is mechanized or riot, and for various other reasons (see Case 11.1). (Note that a unit may not expend Supply Points for Movement in excess of the unit's Supply Allowance.)

[14.34] Combat Supply (for both attacking and defending units) is expended at the moment of combat, and in the hex that the combat occurs.

[14.35] Ground units expend supply by drawing the 11-CqUired Supply Points from a Friendly Supply Depot, in effect moving the supply over a Supply Path to then, hex (see Case 14.31). A unit that has riot engaged in ground combat (as either attacker or defender) during the current Ground Phase may draw Supply Points in excess of its needs, tip to the limit of the unit's Supply Allowance. This is done after all friendly units have completed all movement and combat during their Ground Segment. The Supply Points in question are immediately moved from the Depot hex to the hex containing the unit drawing supply, thus creating a new Depot in the latter hex, Units may draw supply from different hexes during the same segment.

[14.36] Movement Supply is drawn while the ground unit is actually moving hex-by-hex on the map, Combat Supply is drawn at the moment of combat, Note that while the amount of Movement Supply (and "excess" supply described in Case 14.35) is limited by the unit's Supply Allowance the amount of Combat Supply a unit may draw is, unlimited, Remember, however, that Combat Supply may only be drawn "as needed" by units, and May riot be used to draw supply for the purposes of creating, new Depots.

[14.4] UNSUPPLIED GROUND UNITS

Ground units that do not expend the required amount of Basic Supply during the Joint Supply Segment of a Game-Turn (see Case 14.32) have an Unsupplied marker placed on them, according to the following conditions.

[14.41] A ground unit that has not received any supply during any Joint Supply Segment of the current Cycle has an Unsupplied 2 marker placed on it. If such a unit receives Basic Supply during a later Joint Supply Segment of the same Cycle, the marker is flipped over to its Unsupplied 1 side and positioned so that the marker is facing South. This indicates that the unit is supplied for the current ground Phase, but is still liable to attrition at the end of the Cycle (see Section 19.0).

[14.42] An un-supplied ground unit that had expended Basic Supply during a previous Joint Supply Segment of the same Cycle has an Unsupplied 1 marker placed on it, positioned so that the marker is facing North. This indicates that the unit is un-supplied for the current Ground Phase and is liable to attrition at the end of the current Cycle.

[14.43] An un-supplied ground unit with a South facing Unsupplied I marker on it has that marker turned to face North, indicating that the unit is again un-supplied for the current Ground Phase and is still liable to attrition. Likewise, a unit with a North-facing Unsupplied I marker (or an Unsupplied 2 marker) on it has the marker repositioned so that the Unsupplied I side is showing and the marker is facing South, indicating that the unit is considered supplied for the current Ground Phase, but is still liable to attrition.

[14.44] Un-supplied units have their Combat Strength halved (retain fractions). They may expend Movement Supply only through the Forced March procedure (see Case 11.2) and may not draw excess supply as outlined in Case 14.35. However, un-supplied units may expend Combat Supply if such supply is available to them.

[14.45] A Player may voluntarily leave a Friendly ,ground unit un-supplied, even though Supply Points are available to that unit. There is no penalty for doing so, other than the normal effects of being un-supplied.



[14.5] LOGISTICS TRANSPORT UNITS (LTU)

Logistics Transport Units (LTU) represent extensive support formations able to carry large amounts of supply with them. They are treated as normal (mechanized) ground units, with the exception that Supply Points may be loaded and unloaded from them and that the units are always automatically in supply.

[14.51] In order to load Supply Points an LTU Must be in the same hex as a Friendly Depot, For each Point of its Supply Allowance that the unit expends in the flex, it may load 20 Supply Points. The unit may then move normally, carrying the Supply Points with it (use a Depot Marker to indicate the amount of supply carried).

[14.52] To unload supply from an LTU, the process is reversed: for each Point of its Supply Allowance the LTU expends in the hex it may unload 20 Supply Points (place a Depot Marker in the hex).

[14.53] Units may draw Supply Points that are loaded on a Friendly LTU normally, as if from any other Depot in the hex.

[14.54] Players should note that although an LTU does riot require Basic Supply (it is always automatically in supply) it must expend Movement Supply as a normal unit in order to use its Supply Allowance (i.e. to load/unload supply or move), It also draws combat supply like a normal ground unit.

[14.55] All LTU, regardless of nationality, can carry a maximum of 500 Supply Points (5 Supply Blocks) at any one time.

[14.56] In addition to carrying supply, LTU also provide ground units with a Line of Communications (see Case 14.6).

[14.6] LINE OF COMMUNICATION (LOC)

In order to avoid combat attrition and to fulfill certain victory and mobilization conditions, ground units must be able to trace a Line of Communications (LOC). A unit has a LOC if it is able to perform any of the following:

- A. Trace a Supply Path to a Friendly Logistics Transport Unit or to a hex which provides automatic Friendly Basic and Movement Supply for ground units (e.g., any printed port hex in Australia for Allied ground units);
- B. Trace a Supply Path to any Friendly port hex with a Cargo Capacity of at least 1 that is the end point of a Merchant Shipping pipeline that extends back to a port hex which provides automatic Basic and Movement Supply for Friendly ground units;
- C. Trace a Supply Path to any Friendly port hex with a Cargo Capacity of at least 1 that is the end point of a

Merchant Shipping pipeline that extends back off the map (for the Allied Player only);

- D. Trace a Supply Path to a Friendly rail line and then back along any length of contiguous connecting rail hexes to a hex that fulfills the requirements of (A), (B), or (C) above. The current Rail Capacity of the rail line used must at least equal the number of rail hexes through which the Line of Communications is traced. Note: Secondaries are considered to have fulfilled the requirements of [Case 5.36](#) as long as they can trace a Supply Path to their parent unit, or a Path to a Friendly rail line which in turn leads to the parent HQ.

[14.7] CAPTURING SUPPLY POINTS

[14.71] Enemy Supply Points may be captured whenever a Friendly ground unit gains control of a hex containing an Enemy Depot. The Friendly Player should immediately roll one die and consult the 250 + Column of the Supply Point Bombardment Table. The result indicates the percentage of Enemy Supply Points in the hex that are immediately captured (i.e. become Friendly). The remaining Enemy Supply Points are automatically destroyed.

[14.72] The owning Player may use the above procedure in an attempt to destroy Friendly Supply Points in order to prevent their capture. This may be attempted at the end of any Ground Phase in which any Friendly ground unit is in the Depot hex. The result indicated equals the percentage of Supply Points destroyed; the remaining Supply Points are unaffected.

[15.0] MERCHANT SHIPPING

GENERAL RULE:

Merchant Shipping (MS) units may transport non-naval units (cargo) through sea hexes. Each side begins the game with a certain number of MS units; additional units may enter the game as reinforcements or due to Production. MS units may be used in two separate modes, Strategic and Tactical. In the Strategic mode, MS units form pipelines which transport Friendly units and supply. These pipelines may be altered (except through Enemy action) only during the Strategic Game-Turn. In the Tactical mode MS units may carry reduced amounts of cargo, and function as normal Speed Class 1 ships.

Each MS unit represents approximately 100,000 deadweight tons of shipping. At the start of the game, Merchant Shipping is assigned to each Player in terms of a given number of MS units. The Players may then deploy these units on the map as they see fit. Like money, MS units come in various denominations and can be exchanged for an equal value of Merchant Shipping in other denominations. For example, one 10xMS unit could be exchanged for two 5xMS units, or 10 individual MS units, etc. Merchant Shipping may also be combined in order to form a single larger unit. Players may exchange MS units at any time.

The largest single unit in the Strategic Mode is 50xMS (5 million deadweight tons); the largest single MS unit in the Tactical mode is 2xMS (200,000 deadweight tons). (Larger

units in the Tactical mode are not required because a 2xMS unit has sufficient Capacity to carry the largest individual piece of cargo, a BaseForce.)

CASES:

[15.1] MS PIPELINES

MS Pipelines consist of a series of MS units extending across the map from one hex to another. Each MS unit in the Strategic mode can constitute a link of up to 16 hexes of a pipeline's length. A MS unit's ability to transport cargo depends on how long a section of the pipeline the MS unit represents. That is, a MS unit in Strategic mode could transport 25 Load Points of cargo a full distance of 16 hexes. It could carry twice that (50 Load Points) a distance of eight hexes, four times the cargo (100 Load Points) a distance of four hexes, and so forth. The actual limit of a given section of pipeline to carry cargo (as determined by the number of MS units involved and the distance) is, known as the pipeline's Thruput Capacity.

[15.11] A Merchant Shipping pipeline is created by moving MS units in the Tactical mode into position on the map, and then, during the Merchant Shipping Segment of the Strategic Game-Turn, converting those MS units to the Strategic mode (flip the counter over to reveal its Strategic side).

[15.12] To transport cargo, a Merchant Shipping pipeline must extend from the hex currently occupied by the cargo to the hex to which the cargo is being transported. Each MS unit in Strategic mode may form a link in the pipeline up to 16 hexes in length, and may pass along a certain amount of cargo, depending on the pipeline's Thruput Capacity.

[15.13] Cargo moved by MS pipeline may be transported any distance along the pipeline, assuming all of the links in the pipeline have sufficient Thruput Capacity.

[15.14] Cargo carried by MS pipeline is actually moved only during the Production/Reinforcement Phase of the Strategic Game-Turn. (Simply move the cargo from one hex to the other.)

[15.15] A pipeline always, represents the capacity to move cargo in both directions. That is, each pipeline actually has two separate (but identical) Thruput Capacities, one in each direction. For example, a MS pipeline transporting cargo from Japan to China could also transport an equal amount of cargo from China to Japan. There would be no additional cost in MS units to do this.

[15.16] MS units in the Strategic mode are actually deployed on the map, in a specific hex indicating the length of the pipeline that the unit represents, starting from one end-point of each link. MS units that form a link of the same pipeline are combined into a single MS unit of the correct size.

[15.17] Pipelines are vulnerable to attack from Enemy submarines, surface naval and air units. Players may escort their MS pipelines in order to protect them from Enemy attacks (see Case 15.4). The ability of MS pipelines to load and unload cargo also depends on the Port Capacity of the hexes in which the loading and unloading occurs (see Case 20.1).

[15.181] Because Japan represents an unlimited source of supply for the Japanese Player, most Japanese pipelines will either begin or end in some port hex in Japan (see Case 28.1). Likewise, most Allied pipelines will lead off the map, to either the United States or Africa (see Section 26.0). However, Players may construct pipelines between any two hexes, as long as the Merchant Shipping rules are obeyed.

[15.19] Allied pipelines extending to/from off-map exit areas generally are required only to extend to the Exit Hex itself (see Section 26.0).

[15.2] TACTICAL MERCHANT SHIPPING

MS units in the Tactical mode function as normal Speed Class I naval units. When deployed in the Tactical Mode, MS units are represented by Task Force Markers and, like other naval units, are placed on the Task Force Display. MS units may be converted to the Tactical Mode at the beginning of the First Naval Movement Phase of any Game-Turn. This may also be done at other times, in response to Enemy attacks. Because of the greater efficiency of MS units in the Strategic mode, units will generally convert into Tactical mode to avoid Enemy attacks, to alter the composition of existing MS pipelines, or for some special purpose such as delivering cargo to an isolated base not served by a pipeline.

[15.21] MS units may move normally in the Phase that they convert to Tactical mode. They may be considered to be carrying any cargo (up to their Load Capacity) that was in the pipeline at the time that the MS unit changed mode. There is no Movement Point cost to load this cargo.

[15.22] Cargo may be embarked or debarked onto a Tactical MS unit up to the limit of its Load Capacity. Cargo may be embarked or debarked at a cost to the MS unit of 5 Movement Points per Load Point. The MS unit must spend the required number of Movement Points in the same hex as the embarking or debarking unit(s). Cargo being carried by MS units is indicated by placing the units in question under the MS unit on the Task Force Display.

[15.23] MS units may embark or debark units from any coastal hex, regardless of terrain or the presence of Enemy units. However, MS units that do disembark units in hexes containing Enemy ground units are performing an Amphibious Assault and must undergo the same amount of advance planning as with APB units (see Case 10.1). Mechanized units may not perform an Amphibious Assault from MS units. All other assaulting units have their Attack Strength affected as follows during the Joint Assault Segment:

Unit	Attack Strength
Marine	Halved (retain fractions)
All other ground units	Quartered (retain fractions)

[15.3] EQUIVALENT LOADS

[15.31] Four Supply Points (or Import Points) equal I Load Point for purposes of Merchant Shipping

[15.32] One Japanese Import Block equals 25 Load Points for purposes of Merchant Shipping.

[15.33] The number of Air Points which equal I Load Point vary from Block Type to Block Type and are listed on each Player's Air Chart.

[15.4] ESCORTING MS PIPELINES

Each separate link of a MS pipeline may be protected from Enemy attacks by having a Friendly Task Force perform Escort for the MS units in that link. The Task Force must first move to the hex containing the MS counter. They may be converted to escort during the next Merchant Shipping Segment of the next Strategic Game-Turn. The Task Force marker representing the escorting ships should be placed under the appropriate Strategic MS counter.

[15.41] All escorting ships are subject to the normal Fueling and Refit requirements. Capital ships and carriers can be placed on Escort only by ignoring their required refit (see 17.1). Ships on Escort may automatically fuel at any port without actually moving to the port, at either end of the MS link they are Escorting. (The Player subtracts the appropriate number of Supply Points from the port hex.) Escorting ships may also Fuel at sea from the MS pipeline itself, as if the pipeline were a Support Force (see 20.6).

[15.42] All non-carrier Escorting ships have their total (for the Task Force) Screening Value halved (round fractions down) when defending against submarine attacks. Escorting carrier units use their normal Screening Value.

[15.5] HOW TO ATTACK ENEMY MS PIPELINES

Players may attack Enemy MS pipelines at various times during the Game-Turn, as follows:

Attacks by Task Forces

Any Task Force with an Engagement Value of 14 (i.e. one performing either a MOVE or REAC Mission) may attack MS pipelines by having the Task Force enter any hex (noted on TF Mission Plot) of the Enemy pipeline (or more than one). The attacking Player should then roll one die and consult the Search and Contact Table (Case 8.2).

Attacks by Air Points

Air Points can attack Enemy MS pipelines by conduct in a Naval Strikes against them. In order to conduct such a Strike, the Air Points must first conduct an Air Search of the pipeline (see Case 15.6).

Attacks by Submarines

Submarine attacks on pipelines can occur only during the Strategic Game-Turn (see Case 15.7).

[15.6] HOW TO USE THE SEARCH AND CONTACT TABLE FOR CONVOY SEARCH

Attacking Unit is a Task Force

The Task Force's Search Value is determined by the Thrupt Capacity of the pipeline link entered by the Task Force.

Each 25 (or fraction of 25) Points of Thrupt Capacity equals 1 Search Point. For each hex of the pipeline entered the attacking Player may roll one die, and cross-index with the correct Column on the Search Table. This procedure continues until the pipeline is broken (see Case 15.63) or all Search attempts have been resolved.

Attacking Unit is an Air Point

The Search Value is determined by the Thrupt Capacity of the link being searched (each 25, or fraction of 25, points of Thrupt Capacity equals 1 Search Point) plus the normal Air Search Value of the Air Points conducting the Search. **Air Points may only conduct Air Searches for Strategic MS pipelines during the Air Search Segment of Air Phases.** For each hex of the pipeline Searched the Player may roll one die and cross-index the result on the correct Column on the Search Table, This procedure continues until the pipeline is broken (see Case 15.63) or all Search attempts have been resolved,

[15.61] Convoy Search Table (see separate booklet)

[15.62] Explanation of Search Results

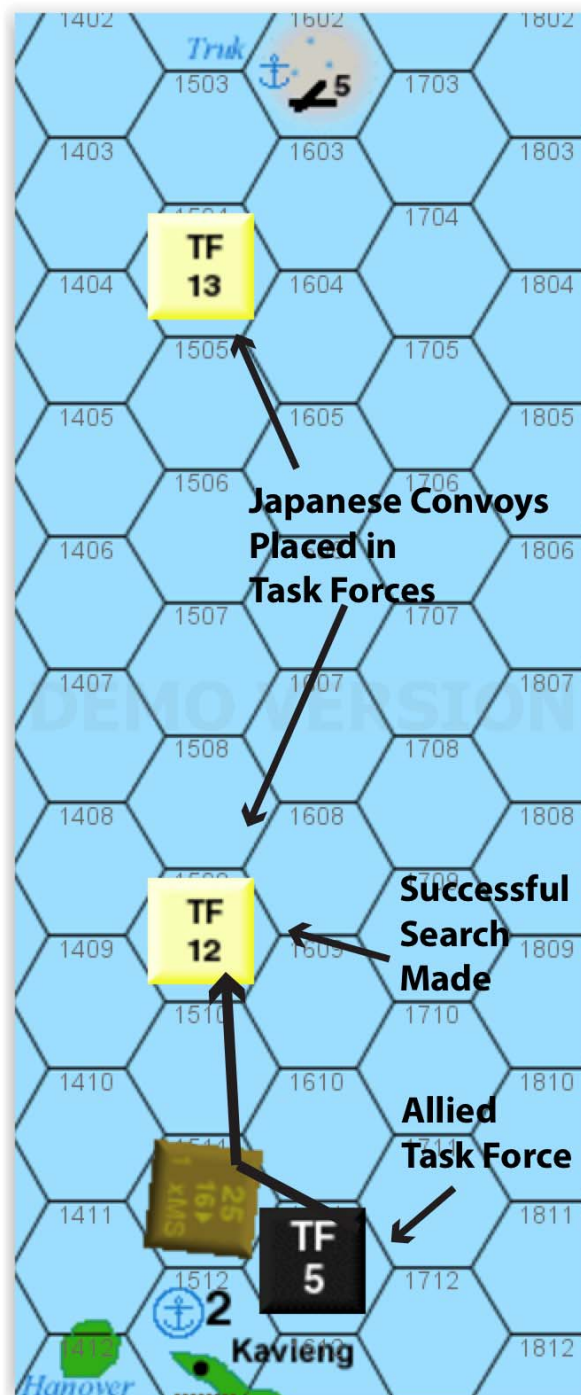
-	No Effect	The Search attempt has failed to discovery any Enemy Shipping.
C	Convoy Found	The Search is successful; the pipeline is broken, and Tactical Merchant Shipping must be deployed on the map. (See Case 15.63.)

[15.63] When a pipeline is broken, the Merchant Shipping it represents must be tactically deployed on the map. All MS units in that link of the pipeline must be broken up into individual convoys. Each convoy represents 50,000 deadweight tons (1/2 an MS unit). The owning Player should deploy twice the number of 1 xMS units as the link contains; each MS unit should have a D2 Naval Damage marker placed on it (indicating that it is at half-Strength). One convoy should be placed in the hex in which the successful Search occurred; the rest should be distributed evenly throughout the link (see Case 15.64).

[15.64] To distribute convoys evenly, the owning Player should divide the length (in number of hexes) of that link of the pipeline by the number of convoys present in that link (i.e. twice the number of MS units in the link). The result indicates the exact number of hexes that must exist between convoys. If the result is a number less than 1, it indicates that there is at least one convoy in every hex of the link. The Player should distribute those convoys and repeat the division process, using the number of convoys remaining, and continue this process until all convoys in the link are distributed.

Example: The Japanese Player has a pipeline with a Thrupt Capacity of 25 (composed of one MS unit in Strategic Mode) extending from Truk (hex E 1602) to Kavieng (E1512), a distance of 10 hexes. During a Naval Movement Phase the Allied Player attempts to Search the pipeline by moving a Task Force (with the required Engagement Value of 14) into hex E1511. The Allied Player determines the Thrupt Capacity of the link (25) and rolls one die. He rolls a 2, meaning that the Search is not successful, He therefore continues the Search by moving the Task Force to flex E1510, and rolls the die again,

This time a roll of 6 frustrates his attempt, Undaunted, the Allied Player continues by moving the Task Force into hex E1509, again rolling the die. This time a 1 is rolled, indicating that a successful search has occurred, The Japanese Player therefore places one convoy in the flex in which the successful Search took place (E1509). The other convoy must be placed five hexes away, in E1504 (the pipeline link-length of 10 divided by the number of convoys in the link -2- equals 5). The Task Force may then engage the convoy in F1509 in Surface/Surface combat (place both on the proper Tactical Display).



[15.65] If there are escorts in a broken pipeline link, they must also be divided evenly among all the convoys in the link. That is, all convoys must be assigned one escorting unit before any of the convoys can be assigned two escorting units, and so forth. This should be done before the convoys are placed on the map. To determine which convoy should be placed in which hex, the Player should assign each convoy a number, and then roll one die. The convoy assigned the number rolled should be placed in the lowest numbered placement flex of the link, the next, Convoy in the sequence in the next lowest numbered hex and so forth.

[15.66] In a similar manner, the owning Player must decide what cargo is being carried by each MS unit. He may choose any cargo assigned to that pipeline, up to the limits of the Load Capacity of the MS units. Excess cargo is assumed to remain in its port of origin.

[15.67] The owning Player may break a pipeline voluntarily at any time during the game, placing convoys and Escorts as indicated above. Instead of a convoy being placed in a hex in which a successful Search occurred, the Enemy Player may name any hex of the pipeline, and the remaining convoy placements will be determined from that hex. Once broken, a pipeline remains broken at least until the end of the current Cycle; the naval units composing a broken pipeline are free to perform Missions as normal, tactical mode units.

[15.68] Task Forces may not conduct Convoy Searches in Enemy port hexes. Convoys in a Friendly port hex are In Port and are treated as such (see 20.14). No hex may undergo Convoy Search by the same Player more than once per Phase. If two or more pipelines trace through a hex, convoy searches are automatically conducted separately for each.

[15.69] Task Forces conducting Convoy Searches at night (see Case 9.6) have the Search Value halved (round fractions down) when resolving the attempt on the Search Table. Air Points may conduct Convoy Searches in the same manner as other Air Searches (see Section 8.0); the Air Points Search Value is adjusted accordingly.

[15.7] SUBMARINE ATTACKS ON MS PIPELINES

During the Submarine Phase of the Strategic Game-Turn (only), Subrons may conduct attacks on Enemy MS pipelines.

PROCEDURE

All Merchant Shipping units in a given link of the pipeline are treated as one individual Task Force. A Subron may search (and therefore attack) any MS pipeline that extends into a hex containing the Subron's Zone of Control. As is the case with other naval units, the Subron Player chooses the hex in which to conduct the search. The Player then rolls one die and uses the procedure detailed in Case 13.4

[15.71] If the search is successful, the Subron may attack the Enemy MS units. All of the MS units in the link are considered to form a single defensive group, and they receive the Screening benefits of all Friendly ships assigned to Escort that

link (see Case 15.4). The attack is then resolved as normal, as outlined in Case 13.6.

[15.72] Sub Points of a squadron can continue to attack the MS units until all the individual 1 x MS Merchant Shipping have received a Hit result (or until all Sub Points have rolled for their one attack). Remaining Sub Points in the squadron which have not yet attacked must then select a Secondary Target from among the Enemy Escorts (or not attack at all).

[15.73] The Subron Player adds 1 to all die rolls for submarine search and attack for every 25 (or fraction of 25) of Thruput Capacity above 25 in the defending link. **Example: a link with a Thruput Capacity of 100 would have 3 added to those die rolls.**

[15.74] Submarine attacks never break a MS pipeline, except as a direct result of reducing its capacity to carry cargo.

[16.0] RAIL MOVEMENT

GENERAL RULE:

During his Ground Segment (only) each Player may move cargo by rail movement, within the restrictions of the following rules. Rail movement is a special form of ground movement involving the entraining and/or detraining of units as well as the movement of entrained units between rail hexes through a connecting rail hexside. Each Player is restricted as to the number of Friendly units which may use rail movement into or through Friendly rail hexes. Thus, rail movement is dependent both on Rail Capacity (Railcap) and the status of each rail hex to be entered during a given Ground Segment.

CASES:

[16.1] RAIL CAPACITY (RAILCAP)

Rail Capacity is defined as the maximum amount of Friendly cargo allowed to use any form of rail movement (including entraining or detraining) during a Player's Ground Segment. As in the case with Merchant Shipping, the capacity of each country's rail system is measured in terms of Load times Distance. For example, a country with a Railcap of ten could move a unit with a Load Point Value of 1 a distance of ten hexes; or an entrained unit with a Load Point Value of 10 one hex; or a 2 Load Point unit five hexes, and so on. Again, like Merchant Shipping, this represents a capacity in both directions. That is, if a Player, for example, moved a 2 Load Point unit from Rangoon (hex A3019) to Moulmein (hex A3219) he could move a unit of equivalent Load Value from Moulmein to Rangoon at no additional cost to his Rail Capacity.

The Rail Capacity for each country and territory in the game is assigned at the beginning of each Scenario. However, Railcap may be increased or decreased throughout the play of the game.

[16.11] A Player may never violate his Rail Capacity by having more Friendly units use rail movement than his Railcap allows. Each country's Railcap is treated individually but may be used in hexes of other countries so long as the cargo being

moved begins the Phase in a rail hex of the country whose Railcap is being used.

[16.12] All entrained, entraining, and detraining Friendly units count against a Player's Rail Capacity. Thus, a Friendly unit which detrains during a Player's Ground Segment is counted against the country's Railcap for that Segment.

[16.13] Rail Capacity of a country may be increased and/or additional rail hexes added to a country's **railnet** (see **Case 16.6 and Section 21.0**).

[16.2] HOW TO USE RAIL MOVEMENT

[16.21] A unit may entrain, move by rail, and detrain in the same Ground Segment.

[16.22] The cost in Rail Capacity to entrain, detrain, or move a unit by rail is equal to the unit's Load Value. An entrained unit may move through any Friendly rail hex, regardless of terrain, at a cost in Rail Capacity equal to its Load Value for each hex moved.

[16.23] A unit may entrain and/or detrain only during the Friendly Player's Ground Segment. When entraining or detraining, a unit expends Railcap equal to the unit's Load Value. An entrained unit may be detrained at any time during the Player's Ground Segment, providing sufficient Railcap remains to pay the detraining cost. Entrained units should be indicated by placing an entrained marker on the unit.

[16.24] A unit may combine rail movement with all other forms of movement during the Game-Turn. When a unit is moved by rail, the Player must subtract the unit's Supply Multiple from its Supply Allowance for every two hexes (or fraction of two) moved by rail. This means that a unit may move a maximum of 14 hexes by rail in a single Game-Turn. Any remaining Points of a unit's Supply Movement Allowance after the unit has detrained may be expended normally in other forms of movement and/or combat.

[16.25] The cost for a unit to entrain or detrain is equal to its Supply Multiple. This number must be subtracted from the unit's Supply Movement Allowance to determine how far the unit may move during the Game-Turn.

[16.26] The Supply Multiple of all units that do not normally have a Supply Multiple (i.e. **Supply Points**) is 1. The Supply Movement Allowance of all such units is 7.

[16.27] An entrained unit may not enter a hex occupied by an Enemy ground combat unit, even if that hex is also occupied by a Friendly ground unit. An entrained unit may leave such a hex, however.

[16.28] A unit may not entrain in a hex occupied by an Enemy ground combat unit. A unit may detrain in a hex occupied by an Enemy ground combat unit.

[16.29] Entrained units have their Combat Strength halved (retain fractions). If forced to retreat, an entrained unit is automatically detrained. Units may never retreat in an entrained state.

[16.3] RAIL HEX AND RAIL LINE STATUS

For game purposes, it is necessary to define which rail lines can be used by either Player for purposes of rail movement. At any time during a game a rail hex will either be Friendly, Enemy, or Destroyed. Only Friendly rail hexes may be used by Friendly units for rail movement.

[16.31] In all scenarios, before play begins, the status of all rail hexes is determined and outlined.

[16.32] In order to enter a Friendly rail hex by rail movement, it must be possible to trace a line of contiguous Friendly rail hexes from the particular hex in question to at least one of the country's Rail Centers (some countries have more than one). This line must be traced through connecting rail hexes which connect all of the contiguous hexes of the rail line.

[16.33] Whenever a rail hex changes hands (comes under the control of an Enemy ground unit) the rail hex is destroyed. (Place a destroyed marker in the hex.) The rail hex can be repaired by having a ground unit expend 5 Supply Points in the hex (see **Section 21.0**); at which time the rail hex becomes Friendly to the side whose unit effected the repair.

[16.4] RAIL CENTERS

Each country or territory on the map that contains rail hexes has one (or more than one) Rail Center. These hexes are the sources of the country's Railcap and are listed in Rules Sections 24.0-29.0.

[16.41] Countries with more than one Rail Center have their Railcap divided equally among all Rail Centers. If any fractions remain, Players should roll a die to determine which Rail Center controls the fraction. This is done once, at the beginning of the game.

[16.42] Rail Capacity may be captured by occupying a Rail Center with a ground combat unit. The occupying Player should roll one die and consult the Rail Capture procedure (see **Case 16.7**).

[16.5] EQUIVALENT LOADS

[16.51] Four Supply Points (or Import Points) equal one Load Point for purposes of rail movement.

[16.52] One Japanese Import Block equals 25 Load Points for purposes of rail movement.

[16.53] The number of Air Points which equal 1 Load Point varies from Type to Type and is listed on each Player's Air Chart.

Note: When determining the cost of all equivalent loads, all fractions are rounded up to the nearest whole Load Point (i.e.5 Supply Points equal 2 Load Points for purposes of rail movement).

[16.6] INCREASING RAIL CAPACITY

The Initial and Maximum Rail Capacities for all countries are listed in Sections 24.0, 25.0, and 26.0. This Capacity may be altered during the play of the game.

[16.61] If the current Rail Capacity of a country is below its Initial Capacity, a Player may restore the Railcap by having a

unit expend 10 Supply Points in the Construction procedure (see **Section 21.0**) for each Point of Rail Capacity the Player wishes to restore. The unit performing the Construction must be located in a Rail Center.

[16.62] The Railcap of a country may be increased above its Initial Capacity by having a Friendly engineer unit expend 40 Supply Points in the Construction procedure for each Point of Rail Capacity that the Player wishes to build. This may be done in any hex of the rail line, making that hex a Rail Center. A country's Railcap may not be increased above its maximum Rail Capacity.

[16.71] CAPTURING RAIL CAPACITY

Enemy Rail Capacity may be captured whenever a Friendly ground unit gains control of a hex containing an Enemy Rail Center. The procedure used is the same as for capturing Enemy Supply Points (see Case 14.71). Friendly Rail Capacity may also be destroyed by Friendly ground units in a Rail Center hex, according to the procedure given in Case 14.72.

[17.0] NAVAL REFIT AND YARD PERIODS

GENERAL RULE:

Naval vessels, especially large warships in constant use, require a great deal of pampering and attention to remain operational. For this reason, certain naval units must spend various amounts of time inactive in a Friendly port undergoing routine maintenance.

CASES:

[17.1] REFIT

All carriers and capital ships must spend one complete Refit Period each Cycle in a Friendly port hex. Units undergoing Refit may not have any Missions plotted for them. However, such units may break Refit at the beginning of any Naval Movement Phase in order to return to the game and perform Missions. Units that break Refit must still complete an entire Refit Period from scratch by the end of the current Cycle. The cost for the entire Refit (in terms of Supply Points) is equal to the normal Fueling Cost for the ship. These Supply Points must be actually expended by the port at the beginning of the first Naval Phase in which the Refit is plotted to occur.

[17.11] The Refit Period of all Speed Class 3 naval units is any three consecutive Naval Phases.

[17.12] The Refit Period of all Speed Class 2 naval units is any two consecutive Active Naval Phases.

[17.13] The Refit Period of all Speed Class 1 naval units is any one Active Naval Phase.

[17.14] The Refit period of all Sub Points is equal to one entire Movement Segment of the Strategic Game-Turn.

[17.2] YARD PERIODS

Every Game-Year, all carriers and capital ships must spend one entire Cycle (i.e. four consecutive Game-Turns) in a

Friendly major port undergoing a Yard Period. Units undergoing their Yard Periods may not have any Missions plotted for them. However, such units may break their Yard Period at the beginning of any Naval Movement Phase in order to actively return to the game and perform Missions. Units that break their Yard Period must still complete an entire Yard Period. The cost for each Game-Turn of Yard Period is equal to the unit's Fueling Cost.

[17.3] PENALTIES

[17.31] Units that do not fulfill their Refit requirements are penalized as follows:

- A. A ship that does not fulfill its refit requirement in a given cycle must spend twice its normal Refit period in a Friendly port during the following Cycle. If this condition is not met, the ship is further penalized,
- B. A ship that does not fulfill a required Refit of (A) above must spend three times its normal Refit Period in a Friendly port hex during the following Cycle. In addition, at the beginning of the Cycle the owning Player must roll one die for each unit in question. On a die roll of 1, 2, or 3 the unit is considered damaged by lack of Refit and has a DI marker placed on it, (treated in all respects like a Damage Level received through combat). All other die roll results have no effect. If the ship still does not fulfill its Refit requirements then it is further penalized:
- C. A ship that does not fulfill a required Refit of (B) above must spend four times its normal Refit period (i.e. one complete Cycle) in a Friendly port undergoing refit. In addition, at the beginning of the Cycle the owning Player must roll one die for each unit in question. On a die roll of 1, 2, or 3 the unit receives a D2 Damage Level due to lack of Refit; any other die roll results in a D1 Damage Level being placed on the unit.

The above procedure continues until the ship fulfills Refit requirement (C) or is Sunk due to damage sustained through lack of Refit.

[17.32] Units that do not fulfill their Yard Period requirements are Unsupplied (place an Unsupplied marker on them) until the unit spends two complete Cycles in a Friendly major port hex undergoing Refit.

[18.0] NAVAL REPAIR

GENERAL RULE:

Damaged naval units may be repaired by having the unit spend a certain number of Game-Turns in a Friendly major port.

PROCEDURE:

At the end of any Phase in which a naval unit receives a Level of Damage (D1, D2, etc.), the owning Player should roll two dice to determine the precise extent of the damage. The Player should then consult the proper Damage Repair Table, based on the Fueling Cost of the damaged ship. By cross-

indexing the die roll with the Damage Level of the unit, the Player will locate the total number of Game-Turns necessary to reduce the ship's Damage Level by one (i.e. from D3 to D2, or D1 to fully repaired). To determine the total number of Game-Turns needed to completely repair the ship, the Player should add up all the numbers in all columns to the left of the indicated Column for that die roll.

10	A	4
4/20		3
		CV19

Example: A US carrier (with a Fueling cost of 4) receives a die roll of 7 when the Allied Player determines the extent of a D3 Damage Level. It would take 11 Game-Turns to reduce the D3 to a D2, an additional 6 Game-Turns to reduce the D2 to a D¹, and a final 2 Game-Turns to complete the repair (i.e. the ship must spend 19 weeks in the repair procedure to completely repair the damage). Damage repair is presented in this manner so that Players may partially repair a damaged ship if they so desire.

CASES:

[18.1] REPAIRPROCEDURE

When a damaged ship begins a Naval Phase in a Friendly major port, the unit may enter the repair procedure. The owning Player should either take the affected unit from its place in the Task Force Display and place it the indicated number of Game-Turns ahead on the Record Track, moving the unit one box at the completion of each Game-Turn until the unit reaches the zero box; or he should simply leave the unit on the Task Force Display and calculate on paper the Game-Turn in which the ship will be repaired. Note that in either case a Task Force Marker must remain in the hex in which the repairs are being carried out, since the hex and treated as ship is actually physically in that any other Task Force.

[18.11] Naval units may be repaired only at Friendly major ports. The maximum Repair Capacity of a given port equals its maximum Naval Capacity.

[18.12] In order for a major port to repair a ship, the port must expend Supply Points equal to the normal Fueling cost of the ship under repair. For example, a battleship costs 30 Supply Points per Game-Turn to repair, and an equal cost in terms of the Port's Naval Capacity.

[18.13] Ships may be withdrawn from the repair procedure at the beginning of any Active Naval Phase. The extent of the damage (i.e. the precise number of Game-Turns required for repairs to be completed) remains the same as when the ship left the repair procedure. This damage may later be repaired at the same Port, or a different one.

[18.14] If a ship that has had the extent of its damage determined receives further damage, the owning Player need not roll the dice again to determine the extent of the new damage. Instead, the die roll is considered the same as for the previous damage.

[18.15] Ships that are sunk in a Friendly major port may be repaired. Such units suffer a D5 result. This D5 level may be reduced to D4 by the ship spending the number of Game-Turns indicated under the D4 column in the repair procedure. Sunken ships may not receive further damage until their damage level is reduced to D4 or less. Ships sunk in a hex that is not a major port hex can never be repaired.

[18.16] Ships in the repair procedure defend as do normal naval units in Port, with the exception that their Speed Class is considered to be 0. They may not perform Missions of any sort. Sunken ships may not engage in combat in any way.

[18.17] Japanese units with a Damage Level of D3 or greater have 5 added to the die roll when determining the extent of the damage.

[18.18] Time spent in the repair procedure automatically counts toward the required Refit or Yard period of the unit under repair. There is no additional cost for this.

[18.19] There is no limit to the number of times a ship may be damaged, repaired, and damaged again. **Joint Shipping units (MS, APB, and SF) may not be repaired.**

[18.2] ALLIED OFF-MAP REPAIR

Allied naval units may be repaired at ports off the map. These are located either in the United States (both West Coast and East Coast) and throughout the Commonwealth. The capacities of such ports are listed in Section 26.0.

[18.3] MAXIMUM EFFORT

Under certain special circumstances, Players may greatly reduce the amount of time a damaged naval unit is required to spend under repair, through a procedure known as a maximum effort. The major port making such an effort must have a Naval Capacity at least 10 times the Fueling cost of the ship in question and expend an equal amount of Supply. For example, a damaged carrier could only use maximum effort at a major port with a Naval Capacity of at least 4, and then only if the owning Player expended 400 Supply points for this purpose.

[18.31] Ships undergoing a maximum effort have the extent of their damage reduced by eight Game-Turns. This is considered to occur at the end of the same Naval Phase, in which the ship entered the maximum effort repair,

[18.32] Only one naval unit may enter repair under maximum effort at any given port at any one time.

[18.33] A port which has used maximum effort may not repair any other ship for the following four Game-Turns. Other ships at that port already in the repair procedure are frozen and may not have the extent of their damage reduced until the end of the four Game-Turn period.

[18.34] Off-map ports may never use maximum effort.

[18.35] A ship may not be repaired by the maximum effort procedure more than once for the "same" damage. That is, a ship that used maximum effort would have to be completely repaired before it was eligible to again use maximum effort.

[18.4] SECRET DIE ROLL (OPTIONAL RULE)

It is suggested that Players increase the flavor and accuracy of the game by using a secret die roll when determining the extent of damage on a naval unit. Using this procedure, only the owning Player sees the result of his die roll, and thus only he knows how much time will be required to repair the unit. If Players use this procedure, however, the Allied Player may ask the Japanese Player for the exact extent of the damage of any naval unit as long as Allied Intelligence (see Section 22.0) is in effect. He may ask for such information in lieu of picking a Japanese Plot Card, at the rate of one ship for one Card.

[18.5] DAMAGE REPAIR TABLES (SEE SEPARATE BOOKLET)**[19.0] ATTRITION****GENERAL RULE:**

Air, ground, and naval units are vulnerable to certain automatic reductions in strength due to attrition. All attrition is resolved during the Cycle Supply Phase of the Strategic Game-Turn.

CASES:**[19.1] AIRPOINTS**

All Air Points on the map automatically suffer a 10% loss in strength each Cycle. The owning Player should total the number of Air Points of each Block Type currently deployed on the map. Air Points deployed at unsupplied Headquarters, at airbases without Headquarters, or in excess of Headquarters Capacity count double when determining the total number of Air Points. Ten percent of the total number of Air Points of each Block Type are immediately eliminated. **(Fractions are treated as with Losses due to Enemy Bombardment attacks. See Case 7.6.)**

[19.11] The Player may voluntarily eliminate only one Air Point of each Block Type at each Airbase hex in which Air Points of that Block Type are currently deployed. If the Player does so and still more Air Points of that Type must be eliminated, he may eliminate a second Air Point at each airbase hex, and so on, until the attrition requirements have been met.

[19.12] The owning Player has the option of which Air Point within the Block Type to eliminate.

[19.13] Air Points eliminated by attrition are eligible to be Replaced (see Section 36.0).

[19.14] Before determining the effects of attrition the Player should increase the total number of Air Points currently deployed by 1 for each time an individual Air Point (of each Block Type) performed an Air Transfer or Strike Transfer Mission. Example: If the Japanese Player had a total of 23 Air Points of the Fighter Air Block deployed on the map, he would lose two of these Air Points to attrition (because 10% of 23 is 2.3, rounded down to 2). If, however, 5 of those 23 Air Points

had performed an Air Transfer Mission sometime during the preceding Cycle, the total of Air Points for purposes of attrition would be increased to 28, resulting in a loss of 3 Air Points (because 10% of 28 is 2.8, rounded up to 3).

[19.15] “Crated” Air Points (see Case 39.3) are not considered deployed for purposes of attrition.

[19.2] GROUND UNITS

Unsupplied ground units must also undergo attrition. Ground units that have been unsupplied for any Game-Turn of the preceding Cycle have an Unsupplied 1 marker placed on them. Ground units that have been unsupplied for the entire cycle (i.e. the four preceding Game-Turns) have an Unsupplied 2 marker placed on them (see Case 14.4).

[19.21] The owning Player must roll two dice for each unit subject to attrition. Units with an Unsupplied 1 marker on them are reduced to battlegroup Strength (or eliminated completely if they do not form battlegroups) if the die roll is less than or equal to the Terrain Value of the hex the unit is currently occupying.

[19.22] Units with an Unsupplied 2 marker on them are likewise reduced if the die roll is less than or equal to twice the Terrain Value of the hex the unit is currently occupying.

[19.23] All hexes in the Arctic Movement Area have 4 added to the Terrain Value when resolving attrition. This addition takes place before the doubling mentioned in Case 19.22.

[19.24] Headquarters and Logistic Transport units are never subject to attrition.

[19.3] SUPPLY ATTRITION

Supply points allocated to Depot in hexes which do not contain a Friendly ground unit (including intrinsic garrisons) at the end of the Cycle must undergo attrition. The owning Player should roll one die on the 250+ column of the Supply Points Bombardment Table (Case 7.6). The result equals the percentage of Supply Points in the hex that are immediately eliminated.

[19.4] NAVAL ATTRITION (CAMPAIGN GAME ONLY)

When playing the Campaign Game, both Players must roll twice each year to determine naval attrition. This is done at the beginning of the 7th and 13th Strategic Game-Turns of each Game-year. Each Player must roll one die for each class of ships (or groups of classes) given a separate Column on the Naval Attrition Table (19.46). The result equals the number of ships of that class that are judged to have suffered damage through operational accidents not directly related to Enemy action (onboard fires and explosions, destroyers lost in storms, ships run aground or damaged by collision, submarines accidentally sunk by Friendly forces, etc.)

[19.41] After the number of ships of each class that have been damaged has been determined, the Player must place all his ships of the affected class in a wide-mouthed cup, and blindly pick one naval unit from the cup for each naval unit damaged. (Record the location of all ships placed in the cup beforehand, so

that they may be returned to their respective Task Forces.) The Player then makes another separate die roll for each ship he has chosen, and consults the Attrition Damage Table (19.47) to determine the exact Level of Damage for that unit. Submarine Points damaged through naval attrition are automatically sunk. To determine the location of the affected Sub Point, the Player should place all Friendly Subron Markers with Sub Points of that type into the cup; the affected Sub Point must be immediately eliminated from the chosen Subron.

[19.42] Only ships currently in play are subject to naval attrition. This includes all ships undergoing refit and/or repair, as well as Allied ships deployed on the Allied Off-Map Movement Display. However, ships on the Production Spiral (i.e. still under construction) are not subject to naval attrition. Likewise, ships of classes not listed on the Naval Attrition Table are never subject to attrition.

[19.43] The number of ships of a given class that are currently in play has no effect on the probability of naval attrition. However, if no ships of a class are currently in play, then no naval attrition can occur for that class.

[19.44] Damage received as a result of naval attrition is treated exactly as any other type of damage, with the exception that the damaged ships are not required to roll for Critical Hits.

[19.45] Ships damaged by naval attrition are considered to suffer the indicated Levels of Damage immediately, in the hex in which they are currently deployed.

[19.46] Naval Attrition Table (see separate booklet)

[19.47] Attrition Damage Table (see separate booklet)

[20.0] PORTS, BASEFORCES AND SUPPORT FORCES

CASES:

[20.1] FUNCTIONS OF PORTS

[20.11] Major ports can repair, refit, and fuel Friendly naval units. They have an intrinsic garrison of 1 and an Anti-aircraft Strength equal to their Cargo Capacity.

[20.12] Minor ports can refit and fuel Friendly naval units. They have an intrinsic garrison of 1 and an Anti-aircraft Strength equal to their Cargo Capacity.

[20.13] Baseforces deployed in major port hexes function as -major ports. Baseforces deployed in minor port, anchorage, or other coastal hexes function as minor ports.

[20.14] A Task Force that ends a Naval Movement Phase in a hex containing a Friendly port is considered In Port. Ships In Port may not be attacked by Enemy naval units of any type (whether surface or submarine); T (Torpedo) type Air Points attacking ships In Port have their Attack Strength reduced to zero. Ships in port have the Anti-aircraft Strength of that port added to their own Anti-aircraft Strength when defending against Naval Strikes.

[20.2] CARGO CAPACITY

The Cargo Capacity (the ability to load and unload cargo) of each port hex is printed on the map. This capacity may be increased by deploying Base Forces or Support Forces in the hex (see Cases 20.5 and 20.6). During the Strategic Game-Turn, cargo transported by merchant shipping pipelines must be loaded and unloaded at various Ports throughout the map. For each point of its Cargo Capacity a port may load and unload (they are treated as two separate Capacities) 25 Load Points worth of cargo. If a Player wishes to load or unload cargo in excess of a port's capacity, then he must use the Port Backlog Table (Case 20.3).

[20.3] PORT BACKLOG

[20.31] How to use the Port Backlog Table. Determine the number of Load Points that the Player wishes to load or unload in the hex in excess of the hex's Cargo Capacity. The Player should then roll one die and cross-index with the proper Column on the Table. The result indicates the percentage of excess Load Points the Player may successfully load or unload. Any remaining points of cargo being loaded remain in the hex; any remaining points of cargo being unloaded must be placed in a merchant shipping unit which is in turn placed in the hex. Each merchant shipping unit so used may carry up to 25 Load points of excess cargo and must remain in place until the next Strategic Game-Turn, when the Player may again attempt to unload the cargo. The required merchant shipping units are automatically withdrawn from the pipeline which was transporting the cargo,

[20.32] The owning Player may always choose which cargo is successfully loaded or unloaded and which is not.

[20.33] Players should note that the Port Backlog procedure and Cargo Capacities are used only when transporting cargo by merchant shipping pipeline. Cargo transported by any other means (such as Merchant Shipping in the Tactical mode or amphibious units) are not affected by cargo capacities.

[20.34] Port Backlog Table (see separate booklet)

[20.4] NAVAL CAPACITY

Ports may fuel or refit (and in the case of major ports, repair) Friendly naval units up to the limit of their Naval Capacity, The Naval Capacity of each port equals 250% of the port's Cargo Capacity (all fractions are retained; a port with a Cargo Capacity of 2 has a Naval Capacity of 1/2 point). Each point of Naval Capacity allows the port to expend a maximum of 100 Supply points (one Supply block) per Game-Turn to fuel, refit, or repair Friendly naval units. The Supply points expended for any of these purposes must be present in the port hex, and then use must be recorded by the owning Player (by adjusting Supply Depot markers, etc.). Supply points are expended at the instant the Naval Capacity in question is being used, Note that ships currently undergoing Refit or Repair at a Port count against the Port's Naval Capacity.

[20.5] BASEFORCES

The Cargo Capacity (and Naval Capacity) of ally coastal hex (including those containing a printed port or anchorage) can be increased by deploying BaseForces in the hex. BaseForces that are deployed in hexes not containing printed port or anchorage symbols have their Naval Capacity halved (retain fractions). Terrain in a hex (i.e. jungle) has no effect on deployment or capacities of BaseForces.

[20.51] BaseForces have two modes, either Fully or Partially deployed, shown on opposite sides of the same counter. To Fully deploy a BaseForce a Player must complete a three step process

- Step 1: unload the BaseForce in the hex.
- Step 2: roll the correct number on one die to achieve Partial deployment,
- Step 3: roll the correct number on the die to achieve Full deployment,

Once Fully or Partially Deployed, BaseForces may be captured in the same manner as ports. Undeployed BaseForces are considered to be captured (in their Undeployed state) if the hex they are in is controlled by an Enemy ground unit.

[20.52] When a BaseForce is initially unloaded in a hex, it is in an undeployed state, Place an Unsupplied marker on the BaseForce to indicate this. While in an undeployed state, a BaseForce has no capabilities or Strengths of any kind,

[20.53] During the Strategic Game-Turn following a BaseForce's initial unloading, the Player may attempt to Partially deploy the BaseForce. He should roll one die for each BaseForce attempting to deploy: on a die roll of 1, 2, or 3 the BaseForce immediately becomes Partially deployed (flip the unit to it's Partially deployed side and remove the Unsupplied marker); any other die roll and the BaseForce remains undeployed.

[20.54] During the Strategic Game-Turn following a BaseForce's Partial deployment, a BaseForce may attempt to become Fully deployed. The Player should repeat the above process, again rolling one die for each BaseForce. On a die roll of 1, 2, or 3 the BaseForce immediately becomes Fully deployed (flip the counter over to its Fully deployed side, combining it, if necessary, with BaseForces already deployed in the hex).

[20.55] BaseForces may be moved only by Friendly Merchant Shipping or amphibious units.

[20.56] Deployed BaseForces may be deployed in another hex by having the owning Player reduce the BaseForce to its undeployed state and then transporting it to its new location. This takes one entire Cycle (four complete Game-Turns), during which time the BaseForce may not perform any functions and has no Strengths of any kind.

[20.57] BaseForces are treated as money and may stack up to five per hex. For ease of play, fully deployed BaseForces are automatically combined into a BaseForce unit of the correct (greater) denomination. However, whenever they are being transported and until they are fully deployed they must be treated as individual units.

[20.58] Beginning with Cycle 1/44 all Allied BaseForces no longer need to roll a die when attempting Partial or Full deployment. Instead, they automatically achieve their new status.

[20.6] SUPPORT FORCES

Support Forces represent large groups of oilers, tankers, etc., able to fuel naval units at sea. Like Ports, Support Forces have a limited Naval Capacity and must expend Supply Points to perform their functions.

PROCEDURE

In a sense, Support Forces represent Logistic Transport Units for ships. Support Forces may load and carry Supply Points, up to a maximum of 8 Supply Blocks (800 Supply points). To load supply, the unit must expend one Naval Movement Point for each 10 Supply points loaded. This may be done at any Friendly port hex, up to the limit of the port's Naval Capacity (it is in effect, fueling the Support Force), Like Logistics units, Support Forces may require Depot markers to keep track of the number of loaded Supply Points remaining. Simply place such markers (as well as loaded Supply blocks) with the Support, Force on the Task Force Display.

To fuel a ship, the two units must each expend 20 Naval Movement Points stacked in the same hex and expend the appropriate number of Supply Points. Any number of ships (up to the Support Force's Naval Capacity) may fuel at the same time in the hex, without any additional Movement Point cost to the Support Force (other than the required 20 Movement Points).

[20.61] Support Forces may deploy their reverse (port) side in any anchorage or port hex. This allows the Support Force to increase its Naval Capacity and also permits the unit to refit Friendly naval units. A Support Force must spend one complete Active Naval Phase stationary in the hex when changing from one mode to the other without performing any missions.

[20.62] Beginning with the 1/44 Cycle, Allied Support Forces may use their port mode at sea; they can repair as well as refit and refuel Friendly ships when deployed in a Friendly port or anchorage hex.

[20.63] Commonwealth units may never fuel from a Support Force at sea; such ships may only use Support Forces deployed in Friendly port or anchorage hexes.

[20.64] Support Forces may not load any cargo other than Supply Points. Support Forces may also unload Supply Points at Friendly ports at a cost of one Movement Point for every 10 Supply Points unloaded.

[21.0] CONSTRUCTION**GENERAL RULE:**

Players can construct or repair a variety of facilities to improve the combat abilities of their units. This can be done by having a Friendly engineer (or most other ground) unit(s) expend a certain amount of Supply points in the hex.

PROCEDURE:

Units engaging in construction may neither move nor have combat. At the beginning of each Ground Phase, during the Joint Supply Segment, the Players may expend Supply Points (in addition to the Basic Supply for the units involved) up to the Construction Allowance of those units. The Construction Allowance of units is as follows:

Unit Type	Construction Allowance	
Allied Unit	13/41-13/43	1/44+
Engineer	10	20
Ground unit with a Combat Strength of 3 or greater	5	10
Japanese Unit	All Cycles	
Engineer	5	
Ground unit with a Combat Strength of 2 or greater	3	
1-1 Marine (SNLF)	3	

The Player should place the facility being constructed (i.e. an airbase marker) on his Record Track. During each Game-Turn, as Supply points are expended toward construction, the marker should be moved on the Track to indicate the number of Supply points spent. When the Supply points equal the facility's Construction Cost, the facility is completed and should immediately be placed on the map. (Facilities with a Construction Cost greater than 100 have their marker placed at zero again, until they have completed the proper number of circuits of the Track). If more than one facility is being constructed, Players should write down on paper what hex the facility is being constructed in.

CASES:**[21.1] CONSTRUCTION COST CHART (SEE SEPARATE BOOKLET)****[21.2] RESTRICTIONS**

[21.21] Units may not expend more Supply points than then-Construction Allowance during a single Game-Turn. Units not listed in the Procedure have a Construction Allowance of zero; they may never engage in construction. For the construction of Allied Facilities in China see Case 21.6.

[21.22] Units may not engage in construction in hexes containing Enemy ground units.

[21.23] No more than one unit may engage fit construction in any given hex during the same Game-Turn (exception, see Case 21.24).

[21.24] Up to a maximum of four units in the same hex may engage in construction of a railroad hex.

[21.25] Minor road, Major road, and Rail hexes always extend to any two hexsides of a hex and Brisbane two adjacent hexes. (For example, a Player wishing to connect the rail lines of Burma and Thailand would only have to build a single additional rail hex, in hex A3321). Players should position the facility marker in the hex to indicate which two hexsides are connected. Additionally, the size of airbases may only be increased in gradual steps. Level 5 airbases may only be

constructed in hexes already containing a Level 1 airbase. Level 10 airbases may only be constructed in hexes containing a Level 5 airbase automatically connect with such facilities in and Ground Phase. **More than one airbase may be constructed in a hex. However, such construction may not be begun until the "original" airbase in the hex has reached Level 10. Multiple airbases in the same hex are treated as a single airbase for all purposes.** As is the case with Rail Capacity, Seacap is measured in terms of "Load times Distance." For example, a country with a Seacap of eight could embark a unit with a Load Value of 1, move the unit 6 hexes, and debark it, all in the same Phase; or it could embark a unit with a Load Value of 2, move the unit 2 hexes, and debark the unit, and so on. However, unlike Railcap, Seacap represents a movement capability in only one direction, the direction in which it is actually traced.

[21.26] If construction of a facility is halted, it remains at the level achieved when the halt took effect for as long as a Friendly ground unit continues to occupy the hex. If no Friendly ground unit continues to occupy the hex, the construction effort is voided and returns to zero.

[21.27] Once constructed and placed on the map all facilities become permanent and remain in play for the rest of the game. The only exception to this is Minor road hexes, which automatically revert to their original state at the end of any Cycle in which no ground unit is occupying the hex (but also see Case 21.36).

[21.28] If Minor road, Major road, or Rail hexes under construction connect with other such hexes across River or Pass hexsides, the constructing Player must expend an additional 20 Supply Points to complete construction. Such facilities May never be constructed through Mountain hexsides.

[21.29] Facilities marked with an asterisk (*) on the Construction Cost chart may be constructed only by an engineer unit.

**[21.3] ENTRENCHMENTS**

All ground units in a hex containing a Friendly entrenchment marker are considered entrenched.

[21.31] Entrenched units control all bases, rail lines, and other facilities in the hex,

[21.32] All combat results against entrenched units are applied normally, with the exception that entrenched units are never required to retreat, (They may do so voluntarily. This means that all Defender Option results against entrenched units are applied exactly as normal; Defender Retreat and Defender Eliminated results are applied normally except that the entrenched units may remain in the hex),

[21.33] If attacking units obtain a combat result of Defender Retreat or Defender Eliminated against entrenched units the attacking units may remain in the hex, even if the defending units choose to do so as well.

[21.34] When opposing units occupy the same hex following combat, the entrenched units may leave the hex only

through a “rear” (non-frontal) hexside; the non-entrenched units may only leave the hex through their entry hex (see Case 12.7).

[21.35] Entrenched units may not attack. However, the owning Player may destroy the entrenchment marker at any time during the Game-Turn,

[21.36] Entrenchment markers are automatically removed at the end of any Ground Phase in which there are no Friendly ground units in the hex.

[21.4] BEACH HEAD DEFENSE

Units performing an Amphibious or Air Assault may construct entrenchments, through a special procedure known as Beachhead Defense. This is done by converting all surviving assaulting units to battlegroup Strength after all combat for the hex has been resolved during the Joint Assault Segment in which the Assault is made. (Assaulting units which do not form battlegroups are eliminated.) The owning Player immediately places an Entrenched Marker in the hex.

[21.41] The above procedure may not be used in hexes already containing Enemy Entrenchment (or Fortification) Markers.

[21.42] If the Beachhead Defense procedure is used in a hex containing (non-entrenched or fortified) Enemy ground units, the entrenched assaulting units are not considered to control any bases, rail lines or other facilities in the hex.

[21.5] FORTIFICATIONS

Units in hexes, containing a Friendly Fortification marker have the option of being either inside or outside the Fortifications. Units inside a Fortification are considered to garrison the Fortification. Garrison units should be placed under the Fortification marker.

[21.51] Units outside a Fortification may be attacked normally. If forced to retreat, however, they may retreat into the Fortification, and thus remain in the hex.

[21.52] Garrison units are treated just like Entrenched units, with the exception that the Defense Strength of all garrison units is doubled.

[21.53] Fortification Markers are never removed until they are destroyed. Fortifications are destroyed by having an Enemy ground unit gain control of the hex.

[21.54] When constructing Fortifications in a hex containing an Entrenchment the cost in Supply Points to construct the Fortification is reduced to 80.

[21.6] CHINESE CONSTRUCTION

The Allied Player may use the Provincial Point Value of Friendly Chinese Provincial capitals to carry out the construction of facilities. This is done on a Cycle basis, during the Cycle Supply Phase of each Strategic Game-Turn.

PROCEDURE

Chinese units engaging in construction may not have moved or had ground combat during the preceding Cycle (four Game-Turns). At the beginning of the current Cycle Supply Phase, the

Allied Player may automatically expend Construction Points equal to the Provincial Point Value of the Province. This may be done in any hex of the Province, providing a Chinese ground combat unit (any size) capable of engaging in construction is present in the hex.

[21.61] The Construction Points of a Province may be split up among any number of different hexes within the Province, provided all other conditions are met.

[21.62] To construct facilities marked with an asterisk (*) on the Construction Cost Chart, an Allied engineer unit must also be present in the hex. The engineer unit may also have expended its normal Construction Allowance during the preceding Game-Turns, assuming it expended the required Supply Points. There is no additional cost for an engineer to “direct” the Chinese.

[21.63] There is never any cost in Provincial Points for Chinese units to engage in construction. A Province’s Construction Allowance is an automatic by-product of its Provincial Point Value (representing the mobilization of the civilian population for construction tasks).

[21.64] Chinese construction occurs only on a Cycle basis and only in Provinces controlled by the Allied Player. Of course, engineer units can construct facilities as normal within China without the aid of the Chinese,

[22.0] ALLIED INTELLIGENCE

GENERAL RULE:

Beginning with the 4/42 Cycle, and continuing until the end of the game, the Allied Player has the ability to know certain Japanese plans and intentions in advance.

PROCEDURE:

Beginning with the 4/42 Cycle the Japanese Player must record each of the following on a separate index card:

- A. The Mission Plot of each individual Task Force.
- B. The Mission Plot of each (planned) Amphibious Assault.
- C. The complete Sub Point and Subron deployment for the current cycle.

During the Plot Segment of any Naval Movement Phase, the Allied Player may choose to use the advantages gained from his code breaking and Intelligence services. After the Japanese Player has completed the above Plot cards for any Naval Movement Phase, but before the Allied Player has written his, the Allied Player should roll one die. Each number rolled on the die allows the Allied Player to look at 10 percent of the total Japanese Plot cards (round fractions up).

The Japanese Player should shuffle his Plot cards and place them face-down on a table; the Allied Player then picks the number of cards indicated by the die roll. After looking at them and determining what they mean, the Allied Player should return them to the rest of the pack and shuffle the cards again so the Japanese Player will not know which cards have been chosen. The Allied Player then writes his own Plots for the Phase.

RESTRICTIONS:

The Allied Player may use intelligence only once per Game-Turn, in one Naval Movement Phase.

When using a secret die roll to determine the extent of damage to naval units (see Case 18.4) the Allied Player may ask the Japanese Player the exact extent of damage (number of Game-Turns to repair) of any naval unit. This may be done on a one-per-one basis, instead of picking a Japanese Plot card.

Allied Intelligence is used both in the Campaign Game and in all Scenarios that take place after the completion of the 3/42 Cycle.

[23.0] RIVER AND COASTAL SHIPPING (SEACAP)

GENERAL RULE:

During a Friendly Ground Segment, each Player may move Friendly cargo by river and coastal shipping, hereafter referred to as Seacap. Seacap is assigned by country and represents the activities of numerous shallow-draft coastal vessels (small landing barges, fishing craft, lighters, etc.). These vessels are difficult to interdict, relatively easy to build and maintain, and largely indigenous to any local civilian population. Seacap may be used on all river, coastal, and island hexes. It may not be used on any “open sea” hex (a sea hex which contains no land at all).

CASES:

[23.1] SEACAP

Seacap is defined as the maximum amount of Friendly cargo allowed to use river and coastal shipping within a given country during a given

[23.11] The original Seacap for each country is listed in the rules Sections dealing with the country in question. Within certain limits, Seacap may be increased (or decreased) throughout the play of the game.

[23.12] A Player may never exceed his Seacap by attempting to move more cargo than his Seacap would permit. Each country’s Seacap is treated individually, but may be used in hexes of other countries so long as the cargo being moved begins the Phase in a hex of the country whose Seacap is being used. For example, units may move from Japan to Korea by using Japan’s Seacap; units moving from Korea to Japan would have to use Korea’s Seacap.

[23.13] Cargo may not remain embarked on Seacap at the end of any Ground Phase. It must be disembarked by the owning Player.

[23.2] HOW TO USE SEACAP

[23.21] A unit may embark, move by Seacap, and debark (in fact, the unit must debark) all in the same Ground Segment.

[23.22] When embarking or disembarking a unit a Player must expend Seacap equal to the unit’s Load Value. Thereafter,

the cost in Seacap to move an embarked unit one hex is equal to the unit’s Load Value.

[23.23] A unit may combine Seacap movement with all other forms of movement during the Game-Turn. When a unit is moved by Seacap, the owning Player must subtract the unit’s Supply Multiple from its Supply Allowance for each hex moved by Seacap. This means that a unit may move a maximum of seven hexes by Seacap in a given Game-Turn. (Portions of a unit’s Supply Allowance not used for Seacap may be expended normally in the Game-Turn, either before or after the unit has embarked).

[23.24] The Supply Multiple of all units that do not normally have a Supply Multiple (i.e. Supply Points) is 1, with a Supply Allowance of 7.

[23.3] RESTRICTIONS ON SEACAP

[23.31] Seacap may not be traced into or out of a hex containing Enemy ground units.

[23.32] Seacap may not be traced into or out of a hex containing an Enemy Task Force, if that Task Force contains any naval unit with an Anti-Submarine (ASW) Value (see Case 13.6). In any case, the moving Player automatically receives a True Contact Report on such a Task Force, as well as the information as to whether or not the Task Force is able to block his movement into the hex. If the movement is blocked there is no effect on the units that attempted to enter the hex; they simply may not enter the hex in question.

[23.33] Air Points and/or Sub Points may never attack (or Search for) units moving by Seacap.

[23.34] Seacap may be traced into or out of hexes that have been Strategically Mined by the Allied Player (see Case 35.7) by paying twice the normal Seacap cost for the hex (i.e. twice the unit’s Load Value). There is never any possibility that units moving by Seacap will be attacked by Mined hexes.

[23.35] Units moving by Seacap on rivers actually move on river hexsides. Such units may move from any hex containing a river hexside to any other hex containing river hexsides, through a connected path of river hexsides. For example, units moving the entire length of the Salween River in Burma could begin in either hex A3119 or A3219, and end their movement in either hex A3212 or A3313. The cost to move on rivers is still determined on a per hex basis, regardless of the number of river hexsides the hex actually contains.

[23.36] Seacap Movement may not be traced into or out of river hexsides that are “adjacent” to Enemy ground units. For example, the intrinsic garrison of the Moulmein airbase (hex 3219) would block all Enemy upriver Seacap movement on the Salween, even if the Enemy unit began its movement in hex A3119.



[23.37] Chinese partisans block river movement only through river hexsides that they are actually interdicting (see Case 27.97).

[23.4] SEACAP CENTERS

All countries and territories that have a Seacap ability have at least one (and possibly more than one) Seacap Center. These hexes are assumed to be the source of the country's Seacap, and are listed in the rules concerning the particular country in question.

[23.41] Countries with more than one Seacap Center have their Seacap divided equally between each Seacap Center. If any fractions remain, the Players should roll a die to determine which Center controls the faction. This should be done once, at the beginning of the game.

[23.42] Units using Seacap must be able to trace a path of connected coastal river, and/or island hexes between the country's Seacap Center and the hex which the unit is currently occupying, unblocked by Enemy ground or naval units. This path may be of any length. Units unable to meet this restriction may not use Seacap. Units may only use the Seacap controlled by Centers that they are able to trace to.

[23.43] Players may attempt to reduce a Center's Seacap by conducting Bombardment attacks. Enemy Seacap Centers may also be captured by Friendly ground units (see Case 23.6).

[23.5] INCREASING SEACAP

The Initial and Maximum Seacap levels for all countries are listed in the rules pertaining to the individual country in question. This level may be altered during the play of the game.

[23.51] If the total current Seacap level of a country is below that country's listed Initial Capacity, the Player may restore the Seacap by having a ground unit expend 10 Supply Points in the construction procedure (see Section 21.0) for each Point of Seacap that the Player wishes to restore. The unit performing this construction must be located in an existing Seacap Center hex of that country.

[23.52] The Seacap of a country may be increased above its Initial Capacity by having a Friendly engineer unit expend 40 Supply Points in the Construction procedure for each Point of Seacap that the Player wishes to build. This may be done in any coastal, river or island hex, converting that hex into a Seacap Center.

[23.53] A country's Seacap level may not be increased above its listed Maximum Limit.

[23.6] CAPTURING SEACAP

Enemy Seacap may be captured whenever a Friendly ground unit gains control of an Enemy Seacap Center hex. The procedure used is the same for capturing Enemy Supply Points (see Case 14.71). Friendly Seacap may also be intentionally destroyed to prevent it from being captured by the Enemy Player, according to the procedure given in Case 14.72.

GENERAL NOTE

The following listing of "countries" (including colonial territories, and so forth) defines for each:

1. Country Status: Which Player is in control of the country at the start of the war (December 1941).

2. Supply Capabilities: Whether or not the country automatically provides Basic and/or Movement Supply to ground units that meet certain conditions. This supply is available to all ground units able to meet the requirements regardless of nationality. Air Headquarters, however, may never be supplied through this procedure.
3. Rail Capacity (Railcap): Lists the Initial/Maximum Rail Capacity for the country, and gives the location of Rail Centers. Countries without a Rail Capacity are assumed to have a Maximum Railcap of 10.
4. River and Coastal Shipping Capacity (Seacap): Lists the Initial/Maximum River and Coastal Shipping Capacity for the country, and gives the location of Seacap Centers. Countries without a Seacap are assumed to have a Maximum Seacap of to.
5. Garrisons: Certain countries must have a constant garrison of ground and/or air units deployed in any hex of the country. This is judged at the end of each Ground Phase. Failure to maintain the required garrison has the following results:
 - a. All automatic supply capabilities for that country are immediately lost.
 - b. The country's Railcap and Seacap are immediately halved (round fractions down).
 - c. These penalties remain in effect to the end of any Ground Phase in which the garrison requirements are not met. Players should note that in certain cases it may be possible for both Players to control parts of the same country. In that case, garrison requirements are judged separately for each Player. Garrison units may be of any nationality.
6. Special Rules and Capabilities: Lists any additional rules and requirements concerning that country.

[24.0] COMMONWEALTH COUNTRIES AND TERRITORIES**CASES:****[24.1] AUSTRALIA**

Australia is part of the Commonwealth. For purposes of Rail Capacity and Seacap (only) Australia is considered to be divided into two separate parts: East Australia (all hexes of Australia on Map E); and West Australia (all hexes of Australia on Map Q).

[24.11] Supply: Ground units which can trace a Supply Path to any printed port hex in Australia are automatically provided with Basic and Movement Supply.

[24.12] East Australia

Railcap: 50/100. Centers: Adelaide (EO145), Melbourne (EO848), Sydney (E1544), (E1737), Townsville (EI028).
Seacap: 20/50. Center: Sydney (E 1544).

[24.13] West Australia

Railcap: 5/25. Center: Perth (C1441). **Seacap:** None.

[24.14] Garrison: LAND: 16 Combat Strength points, or Militia (if not raised; see Case 24.15); AIR: 4 Bomber Air Points (see also Case 24.16).

[24.15] if any hex of Australia is entered by a Japanese ground unit, at the beginning of the next Game-Turn the Allied Player receives (4) 4-1 infantry division battlegroups and (4) Supply Blocks. These may be placed in any printed port hex in Australia controlled by the Allied Player, at a maximum of one of each per port.

[24.16] At the beginning of any Strategic Game-Turn when there are no Allied ground units in any hex of Java, Timor, or New Britain the Air Garrison is increased to 6 Bomber and 6 Fighter type Air Points. This requirement continues until the end of the game.

[24.2] BURMA

Burma is part of the Commonwealth

[24.21] Burma does not provide any supply.

[24.22] Railcap: 20/20. Center: Rangoon (A3019). **Seacap:** 20/20. Center: Rangoon (A3019).

[24.23] Garrison: None.

[24.24] The first time a Japanese ground unit controls Rangoon (A3019) and/or Mandalay (A3014), at the beginning of the next Game-Turn the Japanese Player receives (1) 2-1 infantry regiment in the hex. (A separate unit is placed in each hex, when controlled.)

[24.3] CEYLON

Ceylon is part of the Commonwealth.

[24.31] Supply: Ceylon does not provide any supply.

[24.32] Railcap: 2/10. Center: Columbo (A1339). **Seacap:** 20/20. Center: Columbo (A1339).

[24.33] Garrisons: None.

[24.34] If, at the beginning of any Strategic Game-Turn, there is a Japanese ground unit with a Line of Communications in any hex west of the 24xx Hex Column on Map A, the Allied Player automatically receives the following Commonwealth reinforcements. Naval and ground arrive (in the manner specified) during the second Strategic Game-Turn after which this condition is met. Air Blocks are placed on the Allied off-map Movement Display during the Display Strategic Game-Turn following the one in which the Japanese Player met this condition.

Naval Units (are placed in African Coast Box of the Allied off-map Movement Display):

(2) BB, (2) CV (with appropriate Air Points for that Cycle), (4) CA, (8) DD, (2) APB, 10 x MS.

Air Points (arrive in the normal manner for British Air Blocks; see Reinforcement Track):

(2) British Air Blocks.

Ground units (are placed in the African Coast Box of the Allied off-map Movement Display):

(2) 11-3 infantry divisions, (1) 4-1 armored brigade, (1) 3-1 infantry brigade.

This rule is used only in the Campaign Game, and the use of these reinforcements is considered to shorten the war by six Cycles (see Case 46.3). The arrival of these reinforcements may not be refused by the Allied Player. This rule may be used only once per game. The naval units chosen by reinforcements should be those of the specified type with the lowest pennant number that have not yet entered the game. Note that the APB units are actually general Allied units, as there are no purely Commonwealth amphibious units.

[24.4] INDIA

India is part of the Commonwealth.

[24.41] Supply: Ground units which can trace a Supply Path to any Indian Rail Center are automatically provided with Basic and Movement Supply.

[24.42] Railcap: 60/120. Centers: Bombay (A0517); and Calcutta (A2213). **Seacap:** 501100. Centers: Bombay (A0517) and Calcutta (A2213).

[24.43] Garrison: LAND: **Beginning 3/42, 3 x 11-3 infantry divisions in either or both** of the Indian Rail Centers; AIR: 3 Air Points (any type) in any base west of the 18xx column.

[24.44] See Case 24.34.

[24.5] JAVA

Java is part of the Netherlands East Indies, and is controlled by the Allied Player.

[24.51] Supply: Ground units which can trace a Supply Path to any printed port hex in Java and are not adjacent to (or in the same hex as) an Enemy unit are automatically provided with Basic Supply.

[24.52] Railcap: 5110. Center: Batavia (C0415). **Seacap:** 20120.Center: Soerabaja(CII17).

[24.53] Garrison: LAND: Dutch ground units may never leave Java. AIR: None.

[24.6] SOLOMON ISLANDS

The Solomon Islands are part of the Commonwealth. The Solomons are composed of the following islands: New Britain, New Ireland, Bougainville; and hexes: E2116, E2117, E2217, E2317, E2318, E2417, E2518, E2418, E2519, E2617, E2618, E2619, and E2720.

[24.61] Supply: The Solomons provide no supply of any kind.

[24.62] Railcap: None. Seacap: None.

[24.63] Garrison: None.

[24.64] All hexes of the Solomon Islands (as defined above) are always occupied by Allied Coastwatchers (see Case 8.6.1).

[24.7] SUMATRA

Sumatra is part of the Netherlands East Indies, and is controlled by the Allied Player,

[24.71] Supply: Sumatra provides no supply of any kind.

[24.72] Railcap: None. **Seacap:** None.

[24.73] Garrison: None.

[24.8] NEW ZEALAND

New Zealand is part of the Commonwealth.

[24.81] Supply: Ground units which can trace a Supply Path to any printed port hex in New Zealand are automatically provided with Basic and Movement Supply.

[24.82] Railcap: 20/40. Center: Auckland (G0348).

[24.83] Seacap: 20/40. Center: Auckland (G0348).

[24.84] Garrison: None.

[24.9] HONG KONG (B1240)

Hong Kong is part of the Commonwealth. It has a Seacap of 10, no Railcap, and does not provide supply of any kind.

[25.0] U.S. COUNTRIES AND TERRITORIES**CASES:**

[25.1] ALEUTIAN ISLANDS The Aleutian Islands are a U.S. Territory. They consist of the Fox, Andreanof, and Rat Islands; the series of island chains running from Dutch Harbor (F2401) westwards to Attu (170103).

[25.11] Supply: The Aleutians provide no supply of any kind.

[25.12] Railcap: None

[25.13] Seacap: None

[25.14] Garrison: None

[25.2] HAWAIIAN ISLANDS

The Hawaiian Islands are a territory of the U.S. They are composed of all of the islands that can be reached by Seacap from Pearl Harbor (F3342).

[25.21] Supply: Ground units which can trace a Supply Path to any printed port hex in Hawaii are automatically provided with Basic Supply.

[25.22] Railcap: None.

[25.23] Seacap: 10/20. Center: Pearl Harbor (173342).

[25.24] Garrison: 14 Combat Strength Points of ground units. AIR: within three Cycles of being bombarded by Japanese Air Points and/or naval units: (4) HB, (2) B, (16) F. If not bombarded, or after nine Cycles have been completed following the last such bombardment: (4) B, (4) F.

[25.3] PHILIPPINES

The Philippines are a U.S. Territory. The Philippines are composed of all islands that can be reached by Seacap from Manila (hex B2048).

[25.31] Supply: Ground units that can trace a Supply Path to Manila (132048) and are not adjacent to (or in the same hex as) an Enemy ground unit are automatically provided with Basic Supply.

[25.32] Railcap: 515. Center: Manila (132048).

[25.33] Seacap: 20/20. Center: Manila (132048).

[25.34] Garrison: LAND: 14 Combat Strength Points of ground units. AIR: (5) Air Points (any type).

[25.35] As long as there is a Friendly ground combat unit in the Bataan hex (B1949) Enemy naval units may not cross hexside B1949/2048, and Enemy ground units are not considered to control the port of Manila (132048) for Victory Point purposes.

[26.0] ALLIED OFF-MAP MOVEMENT**GENERAL RULE:**

Since the world actually does not end at the map edges, Allied units may enter and leave the map in order to travel to and from Allied countries in other parts of the globe. All Allied units may use Off-Map movement/ Task Forces and Air Points do so directly, while ground units, Supply Points, and crated Air Points are treated as 44cargo.”

The Display consists of a polar projection map of the world. Superimposed on this are various routes to regulate movement: Phase and Global Sea Lanes for naval units (Task Forces), and Global Air Lanes for Air Points. Essentially, Task Forces will move on the Sea Lanes between various Phase, Global and Mappedge Holding Areas, while Air Points move on the Global Air Lanes between similar Air Basing Areas.

CASES:**[26.1] MOVING TASK FORCES FROM A MAPEDGE AREA TO A MAPEDGE HOLDING AREA**

Allied Task Forces (ships) may exit the map from any of the seven Mappedge Areas (i.e. African Coast 5) that appear on Map Sections A, C, F and G. Each Mappedge Area provides access to and from a specific Mappedge Holding Area on the Off-Map Display. The cost to physically exit the map from any hex of a Mappedge Area is equal to the normal per hex cost of that Movement Area (either Arctic, Temperate or Tropical). The exited Task Force is immediately placed in the Mappedge Holding Area (on the Off-Map Display) that corresponds to that Mappedge Area.

The Task Force is now free to move on the Off-Map Display itself by using the Phase Sea Lanes (see Case 26.2). To enter these Sea Lanes the Task Force must expend the indicated cost (in Movement Points) on the Display, This cost will vary, depending on the Mappedge Holding Area and the Speed Class of the Task Force involved. After paying this cost the Task Force is placed in the indicated box of the Phase Shipping Lane. (Note that if the Task Force has sufficient Movement Points remaining after exiting the map it may enter the Phase Sea Lanes immediately by paying the indicated cost.)

When moving in the reverse direction (from the Phase Sea Lanes to a Mappedge Holding Area) the moving Task Force is assumed to have a certain number of Movement Points remaining; these may be expended immediately by having the Task Force enter the map (and possibly continue moving) from any h& of the correct Mappedge Area.

[26.2] MOVING TASK FORCES ON THE PHASE SEA LANES

Task Forces may move one box on the Phase Sea Lanes during cacti Active Naval Phase. They may move in either direction. When they leave the last box of the Sea Lanes the Task Force is immediately placed in either a Phase Holding Area or a Mappedge Holding Area, depending on the direction of movement.

[26.21] Ships in the Phase Sea Lanes have their normal fueling and Refit requirements. They may both move and fuel in a Phase Sea Lane provided a SF unit is present and the necessary Supply Points are expended by it.

[26.22] Task Forces may reverse directions on the Phase Sea Lanes, at the Allied Player's option, Task Forces are not required to move while in the Phase Sea Lanes, but there is no benefit for not doing so.

[26.23] Ships moving on the Phase Sea Lanes are assumed to be carrying out a Movement Mission.

[26.3] THE PHASE HOLDING AREAS

The Phase Holding Areas represent various Allied logistics centers and countries. Such areas have an indicated Cargo Capacity, as is the case with on map ports. These off-map ports function in all ways as normal ports, with the exception that they may not use Maximum Effort (see Case 18.3). The Cargo Capacity (and therefore the Naval Capacity) of these Holding Areas may be increased by deploying BaseForces there, following the normal procedures. (Note that while most of the Areas have unlimited minor port Cargo Capacity, their major port naval Capacity is generally quite limited. All BaseForces deployed in these Areas during the game are assumed to be major ports, and would thus increase the Area's ability to repair Allied ships.)

[26.4] MOVING TASK FORCES ON THE GLOBAL SEA LANES

Allied Task Forces may move between Phase and Global Holding Areas by, moving on the Global Sea Lanes,

[26.41] Speed Class 1 Task Forces may move one circle per Game-Turn in the Global Sea Lanes.

[26.42] Speed Class 2 Task Forces may move two circles per Game-Turn on the Global Sea Lanes.

[26.43] Speed Class 3 Task Forces may move three circles per Game-Turn in the Global Sea Lanes.

[26.44] All movement in the Global Sea Lanes is carried out after the completion of the Third Naval Phase of each Game-Turn.

[26.45] Task Forces may not reverse direction once they have begun moving in the Global Sea Lanes, they must reach their destination (any Holding Area other than the one they left) before "turning around".

[26.46] Ships in the Global Sea Lanes are always considered to be fueled, at no cost in supply or in movement abilities. They may undergo Refit by remaining stationary for one Game-Turn

in any circle of the Sea Lane. Ships may not be Repaired or undergo yard Periods in any Sea Lane, however.

[26.47] Task Forces in the Global Sea Lanes are never forced to move, although there is no benefit (other than a possible Refit), for not doing so.

[26.48] Ships moving on the Global Sea Lanes are assumed to be carrying out a Movement Mission (except when Refitting).

[26.5] THE GLOBAL HOLDING AREAS

There are two Global Holding Areas on the Display: East Coast USA and England. Both Areas have unlimited major port Cargo Capacity (and thus unlimited major port Naval Capacity as well). The only restriction is that the ports of the Global Holding Areas may not use Maximum Effort (see Case 18.3),

[26.6] MOVING CARGO ON THE OFF-MAP DISPLAY

An unlimited amount of Cargo can be moved between adjacent, connected Phase/Global Holding Areas over the Global Sea Lanes. Such Cargo may be moved at the rate of one Area per Cycle, and all such movement is carried out in the Cargo Arrival Segment of the Strategic Game-Turn. This may be done at no cost to the Allied Player in Merchant Shipping.

[26.61] Cargo being moved between the Holding Areas counts against the Cargo Capacity of the Areas involved. This matters only in the case of the African Coast Phase Holding Area, as all others have unlimited minor port (at least) Cargo Capacity.

[26.62] Cargo that remains unloaded following the use of the Port Backlog procedure (Case 20.3) is assumed to remain stationary for the Cycle.

[26.63] When tracing Allied MS pipelines onto the map, the length of cacti pipeline is considered to begin on the first hex, of the Mappedge Area from which the pipeline is traced. For example, a 1 x MS unit in the Strategic Mode would have a Load Capacity of 50 Points between the West Coast 2 Phase Holding Area and Pearl Harbor, because the distance from Pearl Harbor to the West Coast 2 Mappedge Area is 7 hexes.

[26.64] Each Allied Phase/Global Holding Area represents an unlimited source of Supply Points for the Allied Player, He is limited only by his ability to load the supply and ship it onto the map.

[26.65] Although the use of certain Mappedge Areas for MS pipelines requires the use of extra MS units, there are never any MS pipelines per se on the Off-Map Display. (This is already built into the Allied MS system),

[26.66] Due to the actual distance involved, Cargo may not be moved on the Global Sea Lanes between the African Coast, and West Coast USA Holding Areas (it must go by way of the East Coast USA instead).

[26.7] OFF-MAP MOVEMENT OF ALLIED AIR POINTS

Allied Air Points may also enter and exit the maps, and move around the world on the Off-Map Display. All Air Points, regardless of type, may be moved between any connected, adjacent Air Basing Areas, at the rate of one Area per Game-

Turn. This movement is carried out after the Third Air Phase of each Game-Turn. However, some Air Points (due to their Range or Role) may be prohibited from moving between certain “legs” of the Global Air Lanes.

[26.71] Air Points may enter and exit the map by paying the indicated Movement Point costs indicated for each Air Basing Area on the Display. This may be done during any Air Phase.

[26.72] Note that each Area has its own Track on the Allied Air Display.

[26.73] Air Points deployed on the Display are subject to the normal attrition rules.

[26.74] The Alaska Air Basing Area is assumed to be part of the Aleutians when determining the effects of weather (see Section 37.0).



[27.0] CHINA

GENERAL RULE:

China is an independent country controlled by the Allied Player, Long at war with Japan. China begins the game with much of her territory occupied by Japanese troops. For their part, Chinese ground units exist as two separate and opposed factions: the ruling Nationalists (Kuomintang or KMT) and the insurgent Chinese Communists (CCP). Although the Allied Player controls both factions there are certain limitations placed on Chinese forces that do not apply to other units. There are no Chinese air or naval units, only ground units.

CASES:

[27.1] CAPABILITIES

[27.11] Supply: Non-Chinese ground units that can trace a normal Supply Path to any Friendly Provincial capital are automatically provided with Basic Supply. The supply of Chinese units is a special case, and is discussed in 27.4 and 27.5.

[27.12] Railcap: Equal to the Point Value of each Friendly Province. Centers: Each Provincial capital is the Center for its own Railcap. However, Chinese Railcap of one Province may be used in any other Province (provided a continuous line of friendly rail hexes exist back to the Rail Center in question),

[27.13] Seacap: Equal to the Point Value of each Provincial capital adjacent to a river or coastal hexside. Center: Each Provincial capital is Center for its own Seacap. However, the Seacap of one Province may be used in river hexsides/coastal hexes of another, so long as a continuous line of hexes, unblocked by Enemy units exists back to the Provincial capital in question and the unit being moved begins its movement in the former Province,

[27.14] Garrison: LAND: Equal to the Point Value of the Province, decided on an individual basis (see Case 27.9).

[27.2] CHINESE PROVINCES AND PROVINCIAL POINTS

The number and type of Chinese ground units available to the Allied Player is determined by the number of Chinese Provinces he controls and the amount of Provincial Points available. During the Cycle Supply Phase of the Strategic Game-Turn the Allied Player automatically receives Provincial Points equal to the Point Value of the Provinces he controls. The number and type (either KMT or CCP) of these Points is recorded on the Allied Record Track, by placing the KMT and CCP Points Available markers in the correct numbered box on the Track, moving the counters as necessary as Provincial Points are expended or added.

[27.21] A Player is considered to control a Province so long as a Friendly ground unit was the last to physically occupy the Provincial Capital hex for that Province. (Chinese Provinces and their Capitals are shown on the map, as well as listed in Case 27.26.) Note that for the Allied Player control of Provinces will be split between KMT and CCP units.

[27.22] The KMT and CCP each receive their own Provincial Points, depending on the Provinces they actually control. Each faction must have its Provincial Points available recorded separately.

[27.23] Although the Japanese Player may control Chinese Provinces, he never receives any Provincial Points for them.

[27.24] Each Provincial Point equals 1 Supply Block (100 Supply Points) worth of Allied Supply. The Allied Player may increase the number of Provincial Points available to a Chinese faction by transporting (by any means) 100 Supply Points to any Provincial Capital hex controlled by that faction. When this is done, the faction's Provincial Points Available total is immediately increased by 1 (less than 100 Supply Points would simply be recorded the same manner as normal Allied Supply Point Depots). Such transfers only work in one direction: there is no way by which Provincial Points can be converted (or reconverted) to Allied Supply Points, or transferred from one faction to the other.

[27.25] The Provincial Point Value of a Chinese Province may also be used by the Allied Player to carry out certain types of construction (see Case 21.6).

[27.26] List of Chinese Provinces (see separate sheet)

[27.27] In addition to functioning as normal Logistic Transport Units (see Case 14.5), Chinese LTUs serve as mobile Provincial Capitals. That is, Chinese ground units may trace Supply Paths to the LTU of their faction as if it were a Friendly Provincial Capital,

[27.28] There is no limit to the number of Provincial Points that can be traced from a given Provincial Capital, assuming the Points themselves are available. This is true even if the Provincial Capital in question is surrounded by Japanese units and “cut off” from the rest of Allied China.

[27.29] There is no way for the Japanese Player to bombard (or otherwise attack) Chinese Provincial Points,

[27.3] CHINESE CIVIL WAR

In addition to fighting the Japanese, the two Chinese factions (KMT and CCP) are also engaged in a long-term civil war with one another. Chinese units are “Friendly” to each other in the sense that they are all controlled by the same Player and may not attack one another, but they also may not cooperate with one another very well.

[27.31] Chinese units of one faction may not use the Provincial Points of the other faction for any purpose, nor may they trace supply to Provincial Capitals of the opposing faction.

[27.32] Chinese units of one faction may not enter any hex of a Province controlled by the other. However, units of both factions may enter Provinces controlled by the Japanese Player.

[27.33] If a Japanese-controlled Province is captured by the Allied Player, any units of the opposing (non-capturing) faction that remain in the Province at the end of the Game-Turn are immediately eliminated.

[27.34] If non-Chinese Allied units capture a previously Japanese-controlled Provincial capital, then the Allied Player may assign control of that Province to either faction, at his option. This must be done immediately.

[27.35] Chinese units of opposing factions may not stack together at any time during a Phase, nor may they participate in combined attacks on the same defending unit.

[27.36] Chinese units may not trace a Supply Path or Line of Communications through any hex occupied by a unit of the opposing faction, or through hexes of a Province controlled by that faction.

[27.4] MAINTAINING CHINESE UNITS

During the Cycle Supply Phase of the Strategic Game-Turn, the Allied Player must expend Provincial Points in order to maintain Chinese ground units (i.e. keep them “in the field” and on the map).

[27.41] The cost to maintain any Chinese units (whether full-Strength or a Battlegroup) is 1 Provincial Point.

[27.42] Chinese units which are not maintained are immediately eliminated and removed from the game, The Allied Player may not voluntarily refuse to maintain a Chinese unit: if Provincial Points and Supply Path are available to them then the unit must be maintained.

[27.43] To be maintained, a Chinese unit must occupy any hex of China and be able to trace a Supply Path of any length back to a Friendly Provincial capital. Each Capital may maintain units equal to its Provincial Point Value, by expending the required Provincial Points (i.e. Kunming, the Provincial capital of Yunnan Province, could expend a maximum of 5 Provincial Points in any Strategic Game-Turn to maintain Chinese ground units. **Exception: see Case 27.45).**

[27.44] During the Cycle Supply Phase, the Allied Player may also expend Provincial Points in order to rebuild Chinese battlegroups or create new Chinese units. The costs to do so are as follows:

ACTION	COST
Create battlegroup	2 Provincial Points

Rebuild battlegroup to Full-Strength	1 Provincial Point
Create new Full-Strength unit	3 Provincial Points

Rebuilt units must be in China and be able to trace a Line of Supply (of any length) back to a Friendly Provincial capital. Newly created units are placed in the Provincial capital from which the required Provincial Points were drawn.

[27.45] Chinese units outside China may be maintained and/or rebuilt by having the Allied Player expend 100 Supply Points for each required Provincial Point in the hex containing the unit in question. Chinese units may not be created outside of China. Such units need not trace to a Provincial Capital.

[27.46] There are two Chinese Logistic Transport Units (LTUs) for each faction. They are maintained and moved like normal Full-Strength Chinese units with the exception that they may load or unload any number of Supply Points in a hex (up to their 5 Supply Block Maximum) by spending one entire Allied Ground Segment in the hex (i.e. they do not have to Force March to load or unload supply). Chinese LTUs also function as Mobile Provincial Capitals (see Case 27.27); they may not move out of China.

[27.47] At the end of any Cycle Supply Segment (of the Strategic Game-Turn) in which a Chinese faction has 13 or more Provincial Points remaining in its Pool, the Allied Player must expend a portion of those Points creating or rebuilding Chinese units so as to reduce the Pool to fewer than 13 Points. This restriction is removed if all Chinese units of that faction provided in the counter mix are currently in play.

[27.5] SUPPLYING CHINESE UNITS

Chinese ground units remain in supply (for purposes of attrition) so long as they can trace a Supply path of any length to a Friendly Provincial capital and are in any hex of China, Chinese units outside China are never in supply for purposes of attrition.

[27.6] MOVEMENT

Chinese ground units move in the same manner as other ground units, with the exception that they are always considered force-marching (see Case 11.2). That is, no Provincial Points or supply of any kind may ever be expended for the movement of Chinese units. Chinese units force march as if their Supply Multiple was 1.

[27.7] GROUND COMBAT

Except for the following Cases, Chinese units engage in ground combat in the same manner as other ground units.

[27.71] Chinese units must always force march in order to initiate combat (see Case 11.2).

[27.72] Chinese units (or mixed Chinese/non-Chinese Allied units) participating in a combine attack always use CRT 3 when resolving attacks. Defending Chinese (or mixed Chinese/non-Chinese Allied units in the same hex) are always attacked on CRT 1. This rule also applies to Chinese intrinsic garrisons.

[27.73] Japanese units are always considered entrenched when being attacked by Chinese (or combined Chinese/ non-Chinese) units.

[27.74] Chinese units in hexes containing a Provincial capital are automatically considered entrenched. Other Allied units in the hex are not automatically entrenched but may construct entrenchments there. Except as stated above, Chinese units may never entrench or fortify.

[27.75] When two or more defending Chinese units are stacked in the same hex only the top unit in the stack is affected by combat results. (However, all Chinese units in the hex are still included when determining the total Defense Strength for the hex). Non-Chinese Allied units in such hexes suffer normal combat effects. All Attacking Chinese units in a hex are affected by combat results.

[27.76] Although Chinese units are Allied, they are immune to the requirements of Case 12.22, as they have no Supply Multiple. For purposes of Case 12.22, Chinese units attack like Japanese units.

[27.77] Chinese units may not fulfill combat results by expending Supply Points. Instead, they do so by expending Provincial Points in an amount equal to their printed Combat Strength. Chinese units may fulfill any number of Combat results by expending Provincial Points, provided that [he unit is in China and can trace a Supply Path (of any length) to a Friendly Provincial Capital and the Points themselves are available.

[27.78] Chinese units have a Line of Communications so long as they are in China and can trace a Supply Path (of any length) to a Friendly Provincial capital. Chinese units outside China never have a Line of Communication.

[27.8] CHINESE PARTISANS

During the Cycle Supply Phase of the Strategic Game-Turn, the Allied Player may deploy a maximum of one 1-0 CCP Partisan unit in each Japanese controlled Province with an inadequate garrison (see Case 27.9). Partisans may be deployed in any hex which is not occupied by a Japanese ground combat unit, intrinsic garrison, or escort (for rules concerning Japanese escorts in China see Case 27.9). During each following Strategic Game-Turn, the Allied Player may attempt to convert the partisan battlegroup to full Strength. A die roll is made for each unit attempting conversion; on a roll of 1 or 2 the unit is converted to full-Strength (flip the unit over to reveal its 5-0 side). This die roll may be made only in Provinces with inadequate garrison.

CCP partisans may continue to be placed and function normally even if no Provinces of China are under CCP control and/or all "regular" CCP units have been eliminated.

[27.81] Partisan units do not have to be maintained and are always considered in supply.

[27.82] Partisan units move like other Chinese units (i.e. they always force march). Partisans may not leave China, although they may move from Province to Province,

[27.83] Partisans are ground combat units and are always treated as such, However, Partisan units may only attack

intrinsic garrisons and river/rail Escorts (see Case 27.9). Note that this means partisans may never enter hexes occupied by Enemy ground combat units.

[27.84] Partisan units are affected only by DR, DE, AR and AE results. Other combat results have no effect. They may never expend Provincial Points or Supply Points to fulfill combat results, but are eliminated instead. A 5-0 unit forms a 1-0 battlegroup.

[27.85] A Partisan unit of any size may be converted into a 10-0 CCP Army at the beginning of any Friendly Ground Segment in which the unit can trace a Supply Path of any length to a CCP Provincial capital. One CCP Provincial Point must immediately be expended for this purpose.

[27.86] There may never be more Partisans deployed on the map than there are counters provided for them. However, eliminated partisan units may re-enter the game at some later time. The Allied Player may voluntarily destroy partisan units at any time to facilitate the re-deployment of partisan units.

[27.87] There are no KMT Partisans; all partisans are considered Chinese Communist (CCP).

[27.9] RAIL AND SEACAP ESCORT

To reduce the effects of Chinese partisans on rail and Seacap systems in China the Japanese Player may assign ground combat units to rail/seacap Escort. Escorts provide an intrinsic garrison of 1 (see Case 11.5) to all rail, river, and coastal hexes within a certain distance from the Escorting unit.

[27.91] Any non-mechanized ground combat unit may be placed on Escort. This may be done at the end of any Japanese Ground Segment at the option of the Japanese Player. Place a Rail Escort counter on the affected unit.

[27.92] The intrinsic garrisons of an Escorting unit extend out in a "Security Zone" in all directions from the hex which the unit occupies, but only along rail, river, and coastal hexes (see Diagram 27.99). The extent (in hexes) of this Zone equals the Supply Multiple of the Escorting unit.

[27.93] Escorting units may not move or attack in ground combat. If attacked by any non-partisan Enemy ground unit, the Escorting unit immediately comes out of Escort and returns to its normal state.

[27.94] The Japanese Player may voluntarily bring a unit out of Escort at the end of any Japanese Ground Segment (remove the Escort counter). There is never any cost bringing a unit into or out of Escort. The supply requirements, Defense Strength, Anti-Aircraft Strength, etc., of Escorting units remain unchanged.

[27.95] The Security Zone of an Escorting unit is blocked by the presence of any Enemy ground combat units in a hex, including partisans (exception: see Case 27.97). Security Zones extend into, but not out of, China. They do extend across Chinese Provincial boundaries.

[27.96] Partisans attack intrinsic garrisons of Japanese Security Zones in the same manner as other intrinsic garrisons.

[27.97] Because Japanese Security Zones extend along river hexsides they are not necessarily blocked by the presence of Allied ground units in the hex, Instead, the Allied Player may try

to interdict the river hexside by facing the unit toward the hexside and attacking the intrinsic garrison. (Alternately, a partisan unit could attempt to move across the river hexside, that too would necessitate an attack on the garrison.) If the attack is successful the Japanese Security Zone is blocked at that hexside.

[27.98] Japanese units allocated to Escort are still considered to garrison the Province they (the parent unit) occupy. Unlike regular intrinsic garrisons, Japanese Security Zones affect only partisan units. They have absolutely no effect on other Allied ground units. They may never attack any kind of Allied unit.

[27.99] Escort Diagram: (below)



The Japanese 7-3 in Chinkiang (hex B1830) is performing rail and seacap Escort. Its Security Zone extends three hexes (equal to the unit's Supply Multiple) in all directions along rail, river and coastal hexes, as shown. Note that the Zone does not extend into hexes (i.e. Shanghai, B2031) which already have intrinsic garrisons (although it could extend through such hexes), as there is no additional benefit from such duplication. Note also that the Security Zone does not extend into hexes such as B1929, B2029 (even though they are within three hexes of Chinkiang) because Security Zones may be traced only along rail, river and coastal hexes.

The partisan unit in hex B1631 is successfully interdicting the Security Zone in hexside B1630/B1631. The partisan unit in hex B1730 is not interdicting any hexes and is in fact surrounded by the intrinsic garrisons of the Japanese Security Zone.

[28.0] JAPANESE COUNTRIES AND TERRITORIES

CASES:

[28.1] JAPAN (JAPANESE HOME ISLANDS)

The Japanese Home Islands (known as "Japan") are composed of the following islands: Kyushu, Honshu, Hokkaido, and Shikoku.

[28.11] **Supply:** Japan provided an unlimited amount of Supply Points to the Japanese Player (see Case 39.9).

[28.12] **Railcap:** 600/600. Centers: Nagasaki (B3029), Hiroshima (B3227), Kobe (133527), Osaka (B3627), Yokohama (B0226), Tokyo (B0326).

[28.13] **Seacap:** 1001100. Centers: Kure (B3228), Osaka (133627), Yokohama (D0226), Tokyo (D03216).

[28.14] **Garrison:** GROUND: 20 Combat Strength Points. AIR: 6 Fighter Air Points. This garrison must be increased to 20 Fighter Air Points by the end of the third Strategic Game-Turn following the first Allied Strategic Strike against any Japanese Industrial Center.

[28.2] FORMOSA

The island of Formosa (Taiwan) is a Japanese Territory. Note that the Pescadores (hex B1839) are considered part of Formosa.

[28.21] **Supply:** Formosa provides Basic Supply to all ground units in any hex of the island.

[28.22] **Railcap:** 10110. Center: Takao (B1940).

[28.23] **Seacap:** 10110. Center: Takao (B1940).

[28.24] **Garrison:** LAND: 14 Combat Strength Points.

[28.3] FRENCH INDO-CHINA

French Indo-China is a Japanese Territory.

[28.31] **Supply:** French Indo-China provides Basic and Movement Supply to all ground units able to trace a Supply Path to any printed port hex in the country.

[28.32] **Railcap:** 10/20. Center: Hanoi (130342).

[28.33] **Seacap:** 10110. Center: Saigon (B0452).

[28.34] **Garrison:** LAND: 7 Combat Strength Points.

[28.4] KOREA

Korea is a Japanese Territory.

[28.41] **Supply:** Korea provides Basic Supply to all ground units able to trace a Supply Path to any Friendly printed port hex in the Country.

[28.42] **Railcap:** 25/25. Center: Pyongyang (1325122)~

[28.43] **Seacap:** 10/10. Center: Fusan (132927). [28.44] **Garrison:** LAND: 7 Combat Strength Points.

[28.5] MANCHURIA (MANCHUKUO)

Manchuria (composed of the Chinese Provinces of Heilungkiang, Jehol, Kirin and Liaoning) is a Japanese Territory: Except when specified, Manchurian provinces are

treated the same as those in China. **The Railcap of all Manchurian Provinces is equal to twice their Provincial Value.**

[28.51] Garrison: GROUND: Equal to one-half the Point Value of an individual Province, rounded down. This is judged individually, Province-by-Province.

[28.6] THAILAND

Thailand is an independent country controlled by the Japanese player.

[28.61] Supply: Thailand provides Basic and Movement Supply to all ground units able to trace a Supply Path to Bangkok (A3523),

[28.62] Railcap: 15/15, Center: Bangkok (A3523).

[28.63] Seacap: 15/15, Center: Bangkok (A3523).

[28.64] Garrison: None (but see Case 218.65).

[28.65] Thai ground units may never leave Thailand. There are no Thai air or naval units.

[28.66] Thailand surrenders at the end of any Game-Turn that Allied ground units control the Bangkok hex (A3523) or when Japan surrenders. When Thailand surrenders, all Thailand units be immediately removed from the board. Other capabilities (those listed above) remain unchanged.

[29.0] NEUTRAL COUNTRIES:

CASES:

[29.1] SOVIET UNION (UNION OF SOVIET SOCIALIST REPUBLICS)

Although the Soviet Union was a major participant in the Allied war effort against the Axis Powers in Europe, Russia and Japan maintained an uneasy peace throughout almost all of the War in the Pacific. Russia finally declared war on Japan on August 8, 1945, a few days before the Japanese surrender.

[29.11] Supply: The Soviet Union provides no supply of any kind.

[29.12] Railcap: 200/200. Centers: Vladivostok (133217) and Chita (13 1006).

[29.13] Seacap: None.

[29.14] Garrison: LAND: 160 infantry and 20 armored Strength Points; AIR: 30 Air Points (any type).

[29.15] The Soviet Union automatically enters the war on the first Game-Turn of the 9/45 Cycle. At the beginning of the 9/45 Cycle, the Allied Player must deploy the following units anywhere within the Soviet Union:

Air

- 100 x La-Yak
- 80 x Sturmovik
- 40 x TUSB
- 1 x Force
- 2 x Wing
- 2 x Division
- 2 x Group
- All Soviet airbases on the map are increased to Level 5.

Ground

- 25 x 16-4
- 4 x 18-4
- 3 x Logistics Transport Unit
- 25 x Supply Block
- There are no Soviet naval units

[29.16] After entering the war, the Soviet Union receives ground unit reinforcements at a rate of either one 16-4 or one 18-4 per Game-Turn (Allied Player's choice per Game-Turn), up to the limits of the Soviet counter mix. These units enter the map entrained from hex B0108. The Allied Player may also draw an unlimited amount of supply from that hex once the Soviet Union has entered the war. (Supply is also considered to enter the map entrained,) Reinforcements may only enter the map up to the limits of Soviet railcap.

[29.17] As long as the Soviet Union is neutral, no Allied or Japanese units may enter any hex of Russia. *War in the Pacific* cannot deal with the issue of greater Soviet participation in the war, most notably the possibility of a Japanese attack on Russia in 1941 or 1942. The outcome of such an attack would depend on the amount of troops and material that could be spared from the European Theatre against Germany. For Players interested in experimenting, however, we provide the following information: Soviet troop strength in the Far East in the period 1/42 to 10/44 was approximately equal to the Soviet garrison requirements listed in Case 29.14. The amount of supply and Railcap available would be greatly reduced, however, especially in 1941 and 1942.

[29.2] OUTER MONGOLIA

Outer Mongolia is part of the Soviet Union. There are no Mongolian units or capabilities of any kind, and Outer Mongolia may not be entered so long as Russia is neutral. Soviet units deploying as per Case 29.15 may not be deployed in Outer Mongolia but may freely enter that country thereafter, as may units of all other countries.

[29.3] PORTUGUESE TIMOR

Portuguese Timor is a territory belonging to the neutral country of Portugal. It consists of the eastern portion of the island of Timor (i.e. hex C2518). It has no military forces, intrinsic garrisons, or capabilities of any kind and it may be freely entered by the units of either Player.

[30.0] SURFACE/SURFACE

TACTICAL SEQUENCE

GENERAL RULE:

The Surface/Surface (read Surface-to-Surface) Tactical Sequence is brought about whenever two opposing Task Forces in the same hex have successfully engaged (see Case 9.4). This Sequence is an abstract means of representing surface combat between the opposing naval units. A numbered, miniature

hexfield the Surface/Surface Tactical Display is used to regulate the movement and combat (fire) of all participating ships. All naval units of the engaged Task Forces are placed on this Display prior to the resolution of surface combat. The Players will then maneuver and have combat with their ships, according to a special Tactical Sequence of Play.

CASES:

[30.1] THE SURFACE/SURFACE TACTICAL DISPLAY

The Surface/Surface Tactical Display is a small hexgrid consisting of seven hex columns (35 hexes altogether). It is used to resolve surface naval combat. The Display is arranged into two identical sets of three hex columns. These hex columns are labeled: Carriers, Non-Combatants, and Combatants. The participating ships of one Player's Task Force will be deployed in some or all of the hexes of one set of hex columns, and the Enemy ships will deploy in some or all of the hexes of the other. A Neutral hex column divides each of these sets from the other.

Players should note that each hex of the Tactical Display is numbered with a single digit, from one (lowest) to six (highest). These numbers regulate the order in which movement and combat take place once the Tactical Sequence has been initiated.

[30.2] DEPLOYMENT OF NAVAL UNITS ON THE DISPLAY

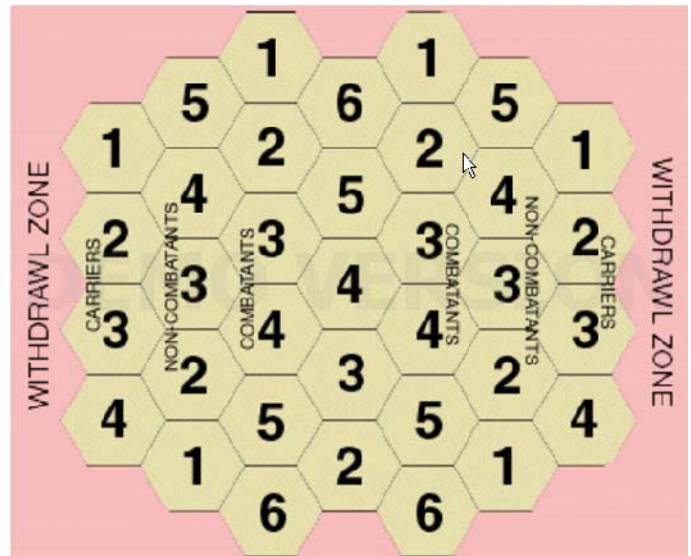
[30.21] Once Task Forces have successfully engaged, both Players must place all the ships in those Task Forces on the Tactical Display, Japanese ships must always be placed on the set of hex columns furthest to the right. Allied ships must always be placed on the corresponding set of three hex columns furthest to the left. The single hex column in the middle of the display is neutral and may never be used for the initial deployment of any ships. Since each Player possesses a distinct deployment area, deployment of Friendly ships in the same or adjacent hexes to Enemy ships is not possible.

[30.22] When deploying ships on the Tactical Display, the owning Player must place all his participating aircraft carriers in the four hexes comprising the hex column marked Carriers. He must place all his non-combatant ships (Merchant Shipping, Amphibious, Support Forces, and ships that already have a Damage Level of D1 or greater) in the five hexes comprising the hex column, marked non-Combatants. Finally, he must place all his other participating ships (battleships, cruisers, destroyers, etc.) in the six hexes comprising the hex column marked Combatants.

[30.23] When deploying naval units on the Tactical Display, the owning Player must distribute them equally throughout their proper hex column. That is, a Player may not place two ships in the same hex until all the hexes of that column have at least one ship placed in them, or three ships in the same hex until all hexes have two ships deployed in them, and so on.

Both Players secretly deploy their ships on the correct set of Columns on the Tactical Display. Place a sheet of cardboard (or your hand, or whatever) in the Neutral Column so that neither

Player can see how the other is deploying. When both Players have deployed all their units, the cardboard is removed and the Surface/Surface Tactical Sequence begins.



[30.3] SURFACE/SURFACE TACTICAL SEQUENCE

After all ships have been deployed, play proceeds according to a special Tactical Sequence of Play. This Sequence must be followed until all ships of one Player have either been sunk or have withdrawn from the Display (see Case 30.8). The Tactical Sequence is carried out as follows:

A. Active Hex Determination Phase: The First Player rolls one die; the result is the number of the first hex that will be "Active." (Note that the First Player is determined by a die roll, taking into account the time period and conditions under which the engagement occurred (see Case 9.5).)

B. First Player's Active Phase

1. Fire Segment: The First Player may perform attacks with all of his ships within range of Enemy naval units. The attacking ships must currently occupy "Active hexes" (as determined by the die roll in the preceding Phase).
2. Movement Segment: The First Player may move any of his ships that occupy an Active hex if that ship did not attack in the preceding Fire Segment. Each ship's Movement Allowance is always one hex in any direction.

C. The Second Player's Active Phase:

The Second Player now becomes the Phasing Player and carries out his Active Phase in the exact same sequence as the First Player.

D. Terminal Phase

The Players must now determine a new Active hex number. This new Active hex must be next highest consecutive digit after the immediately preceding Active hex. If the last Active hex was numbered 6 then the new Active hex number is 1. The Players

repeat Steps B and C above, with the newly determined Active hex (the preceding Active hex is no longer considered Active).

Steps B, C, and D are completed six times in this sequence, until each hex numbered 1, 2, 3, 4, 5, or 6 on the Display has been Active once. When all six numbers have been Active a new Tactical Sequence is begun again with Step A. This process continues indefinitely until all the ships of one Player have either been sunk or withdrawn.

Example:

The Japanese Player is the First Player and rolls one die to begin the Tactical Sequence. He rolls a 5; this indicates that all hexes numbered 5 on the Display become Active. Since the Japanese Player is the First Player, he attacks and moves with his ships that occupy hexes numbered 5. After he has completed his Active Phase, the Allied Player (the Second Player) does the same with his ships on hexes numbered 5. Hexes numbered 6 then become

Active, and hexes numbered 5 are no longer considered Active. The Japanese Player attacks and moves with his ships that occupy hexes numbered 6; then the Allied Player does the same. Hexes numbered 1 then become Active. After hexes numbered 2, 3, and 4 have each become Active in their turn the Japanese Player rolls one die again to begin a new Tactical Sequence.

[30.4] SURFACE/SURFACE COMBAT

In order to attack (“fire” at) Enemy naval units, attacking ships must be situated on Active hexes. Only ships in Active hexes may fire.

[30.41] The Phasing Player must pick a specific target ship when firing at Enemy naval units. All target ships must be within the range (in hexes) of the firing ship(s). Note that the ranges for each individual ship are printed on its counter; ranges are counted in hexes from the firing ship (exclusive) to the target ship (inclusive).

[30.42] Two or more ships in an Active hex (or different Active hexes) may combine their Surface Strengths to attack one Enemy target ship, so long as all attacking ships are within range.

[30.43] A given ship may never “split” its Surface Attack Strength. It must be used as an intact, whole number against a single target ship. A given ship may not fire more than once in each Tactical Sequence.

[30.44] Enemy ships may only be attacked once per Active Phase. Attacks must be directed against individual Enemy units (not stacks).

[30.45] Except for Case 30.46, range has no effect on combat, other than prohibiting it altogether when ships are out of range. There is no effect for firing “through” hexes containing Enemy or Friendly ships, or for the number of ships stacked in a hex.

[30.46] BB or BC units firing at DD, DE, or CD units in adjacent hexes have all Damage Points obtained on the Surface/Surface Damage Table immediately doubled. The Damage Points would still be doubled even if other ships, or non-adjacent ships, also participate in the attack.

[30.47] **The Fire Routine:** All Surface/Surface attacks are resolved according to the following Fire Routine:

- **STEP 1:** The attacking Player determines the current Speed Class of the target ship, and the total Surface Attack Strength of all attacking ships.
- **STEP 2:** Consult the Surface/Surface Damage Table (Case 30.48) and cross-index the Speed Class of the target ship with the total Surface Attack Strength of the attacking ships, in order to determine the correct Column on the Table.
- **STEP 3:** The attacking Player rolls one die and adjusts the number rolled according to the type of ship being fired at. Cross-index the adjusted Die roll with the correct Column (as determined in STEP 2) on the Table. The number indicated is the number of Damage Points obtained.
- **STEP 4:** Compare the number of Damage Points obtained in Step 3 to the current Defense Strength of the target ship, and reduce this comparison by a simplified odds ratio (i.e. 29 Damage Points against a ship with a current Defense strength of 5 equals a ratio of 29:5, simplified to 5: 1. This odds ratio determines the column to be used on the Naval Combat Results Table (30.49).
- **STEP 5:** Consult the proper column (as determined in STEP 4) on the Naval Combat Results Table. The attacking Player should roll one die and cross-index the die roll with the correct column. The result indicated is the Damage Level obtained on the target ship. This result is applied immediately (place the appropriate marker on the ship; sunken ships are removed from the Tactical Display and placed back in the counter tray).

[30.481] **Surface/Surface Damage Table** (see separate booklet)

[30.49] **Naval Combat Results Table** (see separate booklet)

[30.5] MOVEMENT ON THE TACTICAL DISPLAY

To be moved, a ship must occupy a hex which is Active. However, a ship may never be moved more than one hex per Tactical Sequence. This is true even if a ship is moved from an Active hex into another Active hex, or into a hex that later becomes Active during the same Tactical Sequence.

[30.51] Ships that attack Enemy naval units in the Fire Segment of an Active Phase may not be moved in the following Movement Segment.

[30.52] All ships with a Speed Class of 1, 2, or 3 may move a maximum of one hex per Phase on the Tactical Display. A ship that has its Speed Class reduced to zero (due to damage) may not be moved on the Tactical Display,

[30.53] When a ship moves it may enter any of the six adjacent hexes around the hex it currently occupies. (Ships may also attempt to withdraw from the Tactical Display; see Case 30.8).

[30.54] Each ship is moved individually. Once a Player has moved a ship and his hand has been removed from the piece, all movement for that ship is considered finished for that Tactical Sequence.

[30.55] Ships may never be moved into hexes that contain a ship(s) of the Enemy Player.

[30.56] There is no limit to the number of ships that may occupy a single hex (Stacking), and the number of ships in a hex has no effect on combat.

[30.6] LEVELS OF DAMAGE

Levels of Damage are suffered by naval units when they are successfully attacked by Enemy ships according to the Fire Routine (see Case 30.47).

[30.61] There are six possible outcomes of any surface/surface attack: No Result, D1, D2, D3, D4 and Sunk. All results are immediately applied following the completion of each attack, and damage already inflicted on a ship may affect other attacks later in the Phase.

[30.62] When a ship receives a Damage Level (a D result followed by a number) the owning Player should immediately place the appropriate damage marker on the affected ship. A ship that is Sunk is immediately removed from the Tactical Display and placed back in one of the counter trays.

[30.63] All damage results are cumulative. A ship always has any additional damage added to any damage that the unit may have already suffered. For example, a ship with a D1 marker on it receives a D3 damage result: the owning Player must place a D4 marker on top of the unit.

[30.64] Any accumulation of Damage Levels of D5 or greater results in the affected ship immediately being Sunk.

[30.65] Players should note that the different Levels of Damage affect different ships in various ways. See Case 9.8 for an explanation of the effects of Damage.

[30.7] BREAKOFF LEVELS

A Task Force's Breakoff Level represents the point at which the ships, no longer able to function effectively as a fighting force, must withdraw from the Tactical Display.

[30.71] When a Player deploys his ships on the Tactical Display, he should add up the total Defense Strength of all the ships in the Task Force to determine the Task Force's Breakoff Level. This Level equals one fourth (25%) of the total Defense Strength of all ships in the Task Force, rounded down. For example, a Task Force with a total Defense Strength of 23 would have a Breakoff Level of 5. (23 divided by 4 equals 5.75, rounded down to 5). As the Tactical Sequence continues each Player should keep track of how the damage inflicted on his units is affecting the Breakoff Level.

[30.72] All Friendly ships (including carriers and non-combatants) that have withdrawn from the Tactical Display or have been Sunk have their printed Defense Strength counted toward the Task Force's Breakoff Level.

[30.73] All Friendly ships that have been damaged (but not Sunk or withdrawn) have the amount that their Defense Strength

has been reduced (see Case 9.8) counted toward the Task Force's Breakoff Level. Note that because a naval unit's Defense Strength may never be reduced lower than 1, ships with low Defense Strengths may have their Defense Strength unaffected (or affected very little) even though they suffer increasing Levels of Damage.

[30.74] When the damage (and withdrawal) inflicted on the ships in a Task Force exceeds that Task Force's Breakoff Level the Task Force must Breakoff and end the Tactical Sequence. All ships in such a Task Force have their Surface Attack Strengths immediately reduced to zero and may attempt to withdraw from the Tactical Display. There is no effect on the movement abilities or Defense Strength of the ships.

[30.75] The effects of exceeding a Breakoff Level are instantaneous. As soon as a ship suffers any damage that puts the Task Force over its Breakoff Level, all ships in that Task Force immediately suffer the effects.

[30.76] As damaged ships withdraw from the Display, they may be required to roll for Critical Hits (see Case 9.7). Damaged ships of the Task Force that did not exceed its Breakoff Level roll for Critical Hits either when they withdraw from the Display or after all Enemy ships have withdrawn.

[30.8] WITHDRAWAL FROM THE TACTICAL DISPLAY

During the Tactical Sequence ships may attempt to leave (withdraw) from the Tactical Display under the following circumstances:

[30.81] The following ships may always attempt to withdraw (unless their Speed Class is zero): carriers, Merchant Ships, amphibious units, Support Forces, and any ship with a Damage Level of D1 or greater. All other ships may only attempt to withdraw once their Task Force has exceeded its Breakoff Level.

[30.82] A ship may attempt to withdraw from any hex adjacent to the Withdrawal Area on the Tactical Display. The owning Player simply announces that he is attempting to withdraw the unit and rolls one die.

[30.83] The success or failure of a withdrawal attempt is based solely on the ship's current Speed Class and is determined by the Player's die roll:

Speed Class of Withdrawing Ship	Die Roll for Successful Withdrawal
3	None. Automatic Success
2	1, 2, or 3
1	1 or 2
0	may not withdraw

[30.84] A withdrawal attempt is always considered movement (whether or not the attempt succeeds), and is carried out during the Movement Segment of a Player's Active Phase. Only ships on Active hexes capable of moving may attempt withdrawal.

[30.85] Ships may not fire in any Phase in which they attempt to withdraw from the Tactical Display.

[30.86] Ships that have received damage on the Tactical Display must roll for Critical Hits following their successful withdrawal (see Case 9.7).

[30.871] There is no limit to the number of withdrawals that may be attempted by different ships in the same Movement Segment. However, an individual ship may attempt to withdraw only once per Active Phase.

[30.88] Once withdrawn, a ship may never be brought back onto the Display. A ship whose withdrawal attempt was unsuccessful remains in the hex from which the withdrawal was attempted. Ships that have successfully withdrawn may not attack or be attacked for the remainder of the Tactical Sequence.

[30.89] Ships that have withdrawn from the Display are automatically placed (in a Task Force) in the hex from which they entered the hex in which the combat occurred. If this hex is currently occupied by an Enemy Task Force, or if the ships did not move (on the Map) in the Naval Phase in which the combat took place, then they may be placed in any adjacent hex, at the owning Player's option. This hex may not contain an Enemy Task Force and must be a hex to which naval movement would ordinarily be allowed. Friendly ships that withdraw from the Tactical Display must be placed in the same Task Force.

[30.9] SURFACE/SURFACE COMBAT AT NIGHT

Engagements that occur at night (see Case 9.6) must be conducted under the following rules.

[30.91] All ships are deployed face-down by the Players on the Tactical Display. The ships remain face-down until they are spotted.

[30.92] Ships are spotted whenever they attack any Enemy ship, or are adjacent to an Enemy ship at any time during the Tactical Sequence. The Player should flip the counter over to indicate that the ship has been spotted.

[30.93] Naval units may only fire at spotted ships. Once spotted, a unit remains spotted for the remainder of the Tactical Sequence and is considered spotted by all Enemy ships on the Display.

[30.94] Japanese Night Advantage: If the Japanese Player is the First Player in a Night naval engagement, all Damage Point totals achieved against Allied ships are doubled for the first complete Tactical Sequence. Combat during all subsequent Tactical Sequences of that engagement is resolved normally. **In addition, all Japanese DD units have their range (on the Tactical Display) doubled to two hexes for the first complete Tactical Sequence. Such units would not be spotted (due to their fire) when conducting attacks at two hex range.**

[31.0] AIR/SURFACE TACTICAL SEQUENCE GENERAL RULE:

The Air/Surface (read Air to Surface) Tactical Sequence occurs whenever a Naval Strike is plotted against a Contacted Enemy Task Force. This sequence is an abstract means of representing air attacks on naval units. A special "map", the Air/Surface Tactical Display, is used to regulate the relative position and Anti-Aircraft fire of the defending ships. After all defending naval units of the target Task Force have been deployed on the Display, the attacking Air Points will "enter" the Display and attempt

to carry out attacks. In the following Rules Section, the owning Player of the defending Task Force is known as the Naval Player; and the owning Player of the Striking Air Points is known as the Striking Player.

CASES:

[31.1] STRIKE SEQUENCE

In order to resolve a Naval Strike, a special Strike Sequence is begun. This Sequence is followed until all Plotted Strikes against a Task Force have been resolved.

A. Strike Contact Phase

The Naval Player must give a True Contact Report (see Case 8.34) to the Striking Player, informing him of the numbers and types of ships in the defending Task Force (note that the Striking Player has already plotted all Air Strikes before receiving this Report). The Striking Player must then decide on the Target Priority (see Case 31.4) and immediately informs the Naval Player of his choice. The Naval Player then deploys his ships on the Display, according to the restrictions of Cases 31.3 and 31.4).

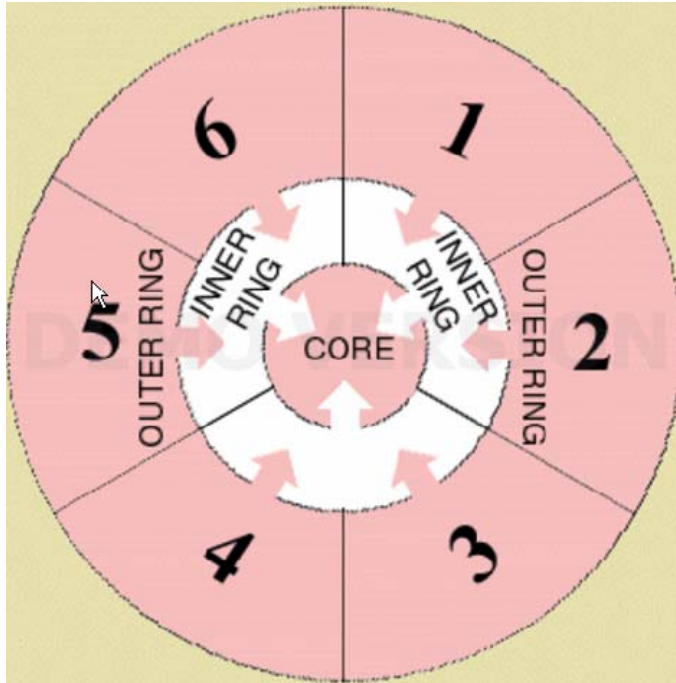
B. Air Phase

1. **Altitude and Escort Segment:** The Striking Player indicates on his Strike Plot the Altitude Level at which the Striking Air Points will conduct the attack and distributes any Escort CAP among the various Altitude Levels, indicating whether the Fighters are performing Loose or Close Escort. The Striking Player then informs the Naval Player the Altitude Level(s) at which the Striking Air Points are now allocated and whether the Air Points (at each Altitude Level) are accompanied by Fighter Air Points performing Escort CAP. The Player does not reveal the number or types of Air Points, only their presence or absence.
2. **Combat Segment:** The Naval Player allocates any of his Air Points performing CAP over the defending Task Force to the various Altitude Levels. Air/Air combat between opposing Air Points at the same level is resolved (see Case 7.1), and all results are applied immediately.

C. Wave Attack Phase

1. **Entry Segment:** The Striking Player divides all surviving Air Points into the desired number of Waves. Each Wave must then enter the Tactical Display.
2. **Anti-Aircraft Fire Segment:** The Striking Player declares the Target Ring of the Wave's attack; the Naval Player then resolves all Anti-Aircraft fire against the attacking Air Points (see Case 7.5). All results are applied immediately.
3. **Attack Segment:** Surviving Striking Air Points resolve all attacks against the defending naval units.
4. **End Segment:** If there are any Waves remaining in the Strike, the Striking Player returns to Segment I of this Phase and resolves the entry, Anti-Aircraft fire, and attacks of the next Wave. This process continues until

all Waves of the Strike have completed their attacks. When this occurs, the Tactical Sequence is over and the Naval Player removes the remaining ships from the Tactical Display and places them back on the Task Force Display.



[31.2] THE AIR/SURFACE TACTICAL DISPLAY

The Air/Surface Tactical Display is composed of a series of three concentric circles (known as Rings) on which all Naval Strikes are resolved. The inner (smallest) circle is known as the Core Ring (or Core); the middle circle is called the Inner Ring and the outer (largest) circle is called the Outer Ring. The Core is composed of a single Arc (of 360°). The Inner Ring is composed of three Arcs, each of 120°. The Outer Rings is composed of six Arcs, each of 60°. The position of naval units in the Rings and Arcs of the Display determines their relative position in the Task Force, and is used to distribute Anti-Aircraft fire and movement of incoming Enemy Waves.

[31.3] DEPLOYMENT

To resolve each Strike, the Naval Player must deploy all naval units of the defending Task Force on the Tactical Display. Ships are placed on the ten Arcs of the Display according to the following basic rules. Exact deployments, however, are determined by the Target Priority chosen by the Striking Player (see Case 31.4). Ships are always deployed secretly and face-down by the Naval Player so that only the ships' type and Pennant Number (and Level of Damage, if any) are known to the Striking Player. The ships remain face-down throughout the entire Tactical Sequence so that the Striking Player does not know the specific Strengths of the ships involved. If Players

should start memorizing the Pennant Numbers and characteristics of Enemy ships, a blank counter can be placed on top of the units, with the Naval Player verbally providing only the type of each defending ship, (This rule is designed to prevent Players from always choosing the most desirable target from among ships of similar size and construction. It was all a pilot could do to identify the type of ship he was attacking, let alone, for example, determining its aircraft capacity or the number of 14" guns it carried).

[31.31] No more than four naval units (of any type) may be deployed in any Arc of the Core or Inner Ring. There is no limit to the number of naval units that can be deployed in any Arc of the Outer Ring.

[31.32] Ships must be placed on the Display one-by-one, according to the following strict priority:

1. Core Ring
2. Inner Ring
3. Outer Ring

No ship may be placed in any Arc of a lower priority Ring until all Arcs of the preceding Rings have four naval units deployed in them.

[31.33] When deploying units on the Tactical Display the Naval Player must distribute his units equally throughout the proper Ring. That is, a Player may not place two ships in the same Arc until all Arcs of that Ring have at least one ship deployed in them, nor three in any Arc until all Arcs have at least two ships deployed in them, etc.

[31.34] Once deployed on the Tactical Display the position of naval units may not be changed until the end of the Tactical Sequence (i.e. until an entire Strike is resolved). If more than one Strike is plotted against the same Task Force the Naval Player may alter the deployments of his ships after each separate Strike is resolved.

[31.4] TARGET PRIORITY

Before the Naval Player deploys his units (but after he has received a True Report concerning the target Task Force), the Striking Player must announce whether the Strike will have a Specific or General Target Priority.

[31.41] Specific Targets

The choice of a Specific Target Priority allows the Striking Player to name any one type of ship (e.g., carriers, amphibious transports, Support Forces) as the specific target of the attack. The Naval Player must then deploy all ships of that type present in the Task Force in the Core (up to the stacking limit of four). Remaining ships may be deployed freely throughout the Display (within the restrictions of Case 31.3). All Air Points of the Strike may attack only the naval units (of any type) deployed in the Core; they may not attack any other ships on the Display.

[31.42] General Targets

The choice of a General Target Priority allows the Striking Player more freedom once the target naval units are placed on the Display. The Naval Player must deploy his naval units by type according to the following strict order of priority:

1. Carriers
2. Light and/or Escort Carriers

3. Capital ships*
4. Support Forces
5. Amphibious Transports
6. Merchant Shipping
7. All remaining ships in the Task Force

* The following Allied anti-aircraft cruisers are Capital ships for purposes of deployment on the Air/ Surface Tactical Display. CW: CL33, 42, 43; US: CLs with a Pennant Number of 51 or greater.

Striking air units may attack naval units deployed in any Arc contained in their Path of Approach (see Case 31.73).

[31.43] All Waves of the same Strike must have the same Target Priority. Different Strikes attacking the same Task Force may choose different Target Priorities if they so desire.

[31.5] AIR/AIR COMBAT

During the Altitude and Escort Segment of the Air Phase, the Striking Player must record on his Strike Plot the Altitude Level of the Striking Air Points. D, T, and FB type Air points automatically operate at their Rated Altitude Level. B type Air Points may be designated by the Player to operate at any of the Altitude Levels. The Striking Player must also distribute any escorting CAP among the Altitude Levels as he desires and indicate whether they are Loose or Close. The Naval Player then decides the Altitude Level(s) of any defending CAP, and Air/Air combat is resolved normally (see Case 7. 1).

[31.6] DETERMINING THE NUMBER OF WAVES

Air Points that survive Air/Air Combat may be divided into a number of smaller Waves (groups of Air Points attacking together), if the Striking Player so desires. Each separate Wave enters the Tactical Display individually and resolves its attacks separately. There is no limit to the number of Waves a Strike may be divided into, so long as the same Air Point is never allocated to more than one Wave.

[31.7] ENTRY AND APPROACH

[31.71] To determine the Arc of the Outer Ring in which each Wave enters the Tactical Display, the Striking Player should roll one die during the Entry Segment of the Wave Attack Phase. The Wave enters the Display from the Arc corresponding to the number rolled.

[31.72] The Striking Player must make a separate die roll for each Wave of a Strike, when the Wave in question begins its Wave Attack Phase.

[31.73] Air Points move on the Display as the Striking Player desires. However, they may only do so along the specific Path of Approach of the Wave (see figure).

[31.74] Only ships deployed in Arcs along the Path of Approach may attack (with Anti-Aircraft fire) or be attacked by Striking Air Points. Ships in other Arcs of the Display have no effect on combat,

[31.75] To resolve Anti-Aircraft fire, the Striking Player must announce the Target Ring of the Wave. This is defined as the “furthest” Ring that will be attacked by any Air Points of the

Wave. Note that if the Player chose a Specific Target Priority the Target Ring of the Wave must always be the Core. **A Player may not voluntarily choose a Target Ring which contains no Enemy naval units.**

[31.76] To resolve Anti-Aircraft fire, it is also necessary to determine the Approach Modes of the Striking Air Points. D/FB type Air Points always has a Dive-Bomber/Fighter-Bomber Approach Mode. T type Air Points always has a Low Approach Mode. B type Air Points have an Approach Mode identical to the Altitude Level assigned to them during the preceding Altitude and Escort Segment.

[31.77] To determine the effect of Approach Modes on the Anti-Aircraft fire of the defending ships, Players should consult the Anti-Aircraft Matrix (Case 7.57).

[31.78] There is no limit to the number of times a given naval unit may use its Anti-Aircraft Strength against Air Points of different Waves.

[31.79] Ships in Port (see Case 20.14) have the Anti-Aircraft Strength of the port added to their own Anti-Aircraft Strength when defending against Naval Strikes. In addition, ships In Port may not be attacked by Air Points in a T (Torpedo) Role. They defend at their normal Speed Class.

[31.8] AIR/SURFACE COMBAT ROUTINE

[31.81] After all Air/Air and Anti-Aircraft fire has been carried out, the surviving Air Points of each Wave resolve their attacks on Enemy naval units, according to the following routine:

- **STEP 1:** The Striking Player may ask the Naval Player the current Speed Class of all ships on the Display. After this information has been provided, the Striking Player allocates any number of the Air Points of the Wave to attack any Enemy naval unit deployed in an Arc along the Path of Approach (although only ships in the Core Ring may be attacked if the Striking Player chose a Specific Target Priority).
- **STEP 2:** The Striking Player should total the Anti-Ship Strengths of the Air Points allocated to the attack, taking into account both the Range (Normal or Extended) and the Role in which the Air Points are being used.
- **STEP 3:** Consult the Air/Surface Damage Table (Case 31.83) and cross-index the Speed Class of the target ship with the total Anti-Ship Strength of the attacking Air Points, in order to determine the correct column to use on the Table. Note that the Speed Class of the target ship may be reduced if the Air Points are performing a Combined Attack (see Case 31.82).
- **STEP 4:** Determine the Attack Altitude of the attacking Air Points (see the Air/Surface Damage Table, Case 31.83). If Air Points at different Altitudes are involved in the same attack the Altitude used to resolve the combat is that of the majority of the Air Points involved (if equal numbers of Air Points are involved, the Attack Altitude most favorable to the defender is used).
- **STEP 5:** The attacking Player should roll one die and adjust the number rolled according to the attack altitude

of the Air Points. Cross-index the adjusted die roll with the correct column (as determined in Step 3) on the Air/Surface Damage Table, 32.83). The number indicated is the number of Damage Points obtained.

- **STEP 6:** Compare the number of Damage Points obtained in Step 5 to the current Defense Strength of the target ship, and reduce this comparison to a simplified odds ratio (i.e. 29 Damage Points against a ship with a current Defense Strength of 6 equals a ratio of 29:6, simplified to 4:1). This odds ratio determines the column to be used on the Naval Combat Results Table (Case 30.49).
- **STEP 7:** Consult the proper column (as determined in Step 6) on the Naval Combat Results Table. The attacking Player should roll one die and cross-index the die roll with the correct column. The result indicated is the Damage Level obtained on the target ship. This result is applied immediately (place the appropriate Damage marker on the ship; sunk ships are removed from the Tactical Display and placed back in the counter tray).

[31.82] COMBINED ATTACK

A Wave entering the Tactical Display that is composed of both T (Torpedo) and D/FB (or B Air Points at LOW Attack Altitude) is assumed to be making a combined attack. If this is the case, the current Speed Class of all defending ships is reduced by 1, down to a minimum Speed Class of 0, when resolving the Wave's attack. This is true even of ships that are attacked only by one type of Air Point. The ability to make a combined attack is determined as a Wave enters the Display, before the resolution of Anti-Aircraft combat. Whether an attack is combined or not is determined separately for each Wave.

[31.83] Air/Surface Damage Table (see separate booklet)

[31.84] A given ship may not be attacked more than once by Air Points of the same Wave.

[31.85] When the Striking Player allocates his Air Points in Step I of the Combat Routine, he does so to one target ship at a time. Each separate attack is resolved before any additional attacks are allocated.

[31.86] Once an Air Point enters the Tactical Display it must be allocated to some attack. That is, the Air Point must receive Anti-Aircraft fire from at least some of the defending ships.

[31.87] There is never any movement or withdrawal of ships on the Tactical Display.

[31.88] Each Air Point may make only one attack before it leaves the Display and returns to base.

[32.0] THE STRATEGIC GAME-TURN

GENERAL RULE:

At the end of each Cycle the Players must execute a Strategic Game-Turn. Just like a normal Game-Turn, the Strategic Game-Turn has a special Sequence of Play providing an ordered procedure for the Players to follow.

SEQUENCE OUTLINE

A. REINFORCEMENT/PRODUCTION PHASE

1. Reinforcement and Cargo Arrival Segment: Both Players attempt to unload all cargo allocated in the "Preceding Strategic Game-Turn to Friendly Merchant Shipping pipelines. All Port Backlog situations are resolved. All scheduled reinforcements arrive as indicated.
2. Production Arrival Segment: (Campaign Game Only) Both Players place all newly completed units on the map, as indicated in the Production rules. The Japanese Player then records the placement of one Import Block at each operational Resource Center.

B. MERCHANT SHIPPING PHASE

1. Mode Segment: Both Players may convert Tactical Mode Merchant Shipping units to the Strategic Mode, as desired.
2. Escort Segment: Both Players may allocate Friendly Task Forces to perform Escort on Specific links of Merchant Shipping Pipelines, as desired.
3. Cargo Allocation Segment: Both Players allocate cargo to Friendly Merchant Shipping pipelines. (The cargo being transported should be placed under the MS units in the first link of the pipeline, or have their presence there otherwise recorded on paper.)

C. SUBMARINE PHASE

1. Movement Segment: Both Players Plot the allocation of Friendly Sub Points to specific Subrons, and the movement of those Subrons on the map. All Subrons have their Marker adjusted to show the passage of another Cycle.
2. ASW Air Attack Segment: The Air Points of both Players that were allocated to an Anti-Submarine Role in the previous Cycle attempt to suppress (and possibly attack) Enemy Subrons.
3. Combat Segment: Both Players resolve the attacks of Friendly Subrons on Enemy Merchant Shipping pipelines. All Allied Strategic Mine Attacks are also resolved.
4. ASW Air Allocation Segment: Both Players may now allocate Friendly Air Points to an Anti-Submarine Role in order to suppress Enemy Subrons in the following Strategic Game-Turn,

D. CYCLE SUPPLY PHASE

1. Attrition Segment: Both Players resolve the required attrition for ground, air and naval units.
2. Supply Segment: Both Players may expend Supply Points as desired in order to supply Friendly Headquarters units. The Allied Player receives Chinese Provincial Points and expends those Points in order to maintain Chinese ground units.

E. STRATEGIC BOMBING PHASE

1. Plot Segment: The Japanese Player Plots all Strategic Combat Air Patrol while the Allied Player Plots all Strategic Bombing and Mining Strikes.

2. Strike Execution Segment: The Allied Player resolves all plotted Strategic Bombing and Mining Strikes, in whatever order he desires. All combat results are applied immediately.



3. Repair Segment: The Japanese Player now rolls for the possible Repair of Strategic Bombing damage to Japanese Industrial and Resource Centers. Repaired Centers have their Damage Level Markers removed or adjusted accordingly.
4. Strategic Strike Allocation Segment: Both Players may now allocate Friendly Air Points to the Strategic Role for the purpose of performing Strategic Strikes (or Strategic CAP) in the following Strategic Game-Turn.

F. PRODUCTION PHASE (Campaign Game Only)

Both Players carry out the procedure for determining the number of Production Points they are to receive, adding them to the Production Point Pool. They may then expend these Points as desired, in order to begin the production of new units.

G. END OF THE STRATEGIC GAME-TURN

With the conclusion of the Production Phase the Strategic Game-Turn is completed. The Players should move the Cycle Marker one box on the Cycle Record Track. Play now continues with the First Game-Turn on the new Cycle.

PRODUCTION (CAMPAIGN GAME ONLY)

The Production System allows both Players to create the various combat and support units necessary to play War in the Pacific. This System is regulated by the Production Sequence and the Production rules; and it is graphically displayed for each Player on his Cycle Record Track. Production occurs during the Production Phase of each Strategic Game-Turn. To produce a unit the Players must expend the appropriate number of Production Points and then place the desired unit “ahead in time” on the Cycle Record Track. At the indicated later Cycle Segment the Player will remove the unit from the Track and deploy it on the map. Within the limitations imposed by the following Rules, the Players are free to produce what units they want, when they want them.

Player’s Note:

Without a doubt, both Players’ Production will have a decisive effect on the strategic direction of the war. Whether or not a Player should know what his opponent is producing is an important question, and we make no hard and fast rule about it. In theory, we recommend concealed production because of the realistic elements of uncertainty and surprise introduced. In practice, it is much easier to have open production since this minimizes the possibilities of error (to say nothing of outright cheating).

Note that although the U.S. and Japanese Production Rules are presented in separate Sections, both are accomplished at the same time, during the Production Phase of each Strategic Game-

Turn. Both forms of Production should be carried on simultaneously in order to speed play.

[33.0] ALLIED (U.S.) PRODUCTION

GENERAL RULE:

The production of new units “costs” both Production Points and time. During the Production Phase of each Strategic Game-Turn the Allied Player receives a certain number of Production Points. During that (or subsequent) Strategic Game-Turns, these Production Points may be expended in order to produce U.S. units. The unit for which the Production Points are expended is placed on the U.S. Cycle Record Track (33.4) in the appropriate space indicating the Cycle during which that unit may enter the game.

There are some restrictions regarding the expenditure of Production Points by the Allied Player which place upper limits on the numbers of Points which can be expended to produce certain types of units in any given Production Phase. The number of Production Points received by the Allied Player in each Production Phase is determined prior to the start of the game,

A certain amount (25%) of newly received Production Points can remain unexpended and may be accumulated from Cycle to Cycle. Otherwise, all Production Points must be expended in the Production Phase in which they are received. All accumulated Production Points are “stored” in the U.S. Production Points Pool until they are expended.

Note: Production Points are used by the Allied Player only for the production of U.S. units. Production Points have nothing to do with the appearance of Commonwealth, Chinese, Dutch, or Soviet units. The arrival of non-U.S. Allied units occurs either according to a fixed schedule or as a result of some event during the play of the game. The arrival of such units in the game is covered in the rules concerning the particular countries involved.

PROCEDURE:

During the Production Phase of each Strategic Game-Turn, the Allied Player performs the following steps:

STEP 1: Add to the Production Pool

The Allied Player adjusts the Production Points Available Marker on the Allied General Record Track to reflect the addition of the Production Points that became available that Strategic Game-Turn (see Case 33.1).

STEP 2: Implement New Production

The Allied Player consults the U.S. Production Cost Chart (33.3) and places units newly under construction on the appropriate space of the U.S. Cycle Record Track (33.4), and reduces the number of Production Points in the U.S. Production Pool by adjusting the marker on the Track accordingly.

CASES:

[33.1] U.S. PRODUCTION POINTS

The number of U.S. Production Points available to the Allied Player represents only a percentage of total American production capacity. Whatever is not used for the campaign in the Pacific is assumed to have been utilized for the European Theatre. In War in the Pacific, the percentage available for use by the Allied Player should be mutually decided by the Players before the start of the game. Overall, the historical rate of consumption for the Pacific Theatre was about 30%, although this varied quite a bit over a given period of time. Obviously, any adjustment in this percentage will have a strong impact on the play of the game.

[33.11] The U.S. Production Points Schedule (33.14) lists the Production Points that are added to the U.S. Production Points Pool each Strategic Game-Turn. There are 10 alternative columns on the U.S. Production Points Schedule, each listing a particular percentage of the total Production Points that are available in any given Cycle, from 10% to 100% inclusive.

[33.12] Prior to the start of the game, the Players select which “percentage available column” on the U.S. Production Points Schedule shall be utilized. This particular column is used by the Allied Player for the entire game. The Allied Player may not utilize any other column on the U.S. Production Points Schedule.

[33.13] At the beginning of each Production Phase, the Allied Player consults the U.S. Production Points Schedule to determine the number of Production Points that are added to the U.S. Production Point Pool. He cross-indexes the date of the current Strategic Game-Turn with the selected percentage available column. The resulting number is the number of available Production Points. The Allied Player records this addition on the Allied General Record Track.

[33.14] U.S. Production Availability Chart (see separate booklet).

[33.2] RESTRICTIONS ON U.S. PRODUCTION

[33.21] In any given Production Phase, the Allied Player may not initiate the production of more than one additional unit of any specific type than was initiated in the previous Production Phase. For example, if in Strategic Game-Turn 1/43 the Allied Player initiated the production of one Carrier (CV) unit, then on Strategic Game-Turn 2/43 he could initiate the production of no more than two CV units. This restriction applied even if a player “voluntarily” (due to fluctuations in his production arrangements) reduces the number of a unit initiated in a given Cycle from a previously higher level.

[33.22] When allocating U.S. Production, the Allied Player must conform to the following limitations:

- A. At least 30% (rounded up) of the total Production Points received (and not accumulated) in a given Phase must be used to initiate the production of air units. However, no more than 50% (rounded up) of the total Production Points expended may be used for this purpose.

- B. No more than 40% (rounded up) of the total Production Points received in a given Phase May be expended to create naval units. There is no minimum requirement for the production of naval units.

- C. There are no restrictions on the production of ground units.

- The restrictions of this Case apply only to those Production Points actually received during a given Production Phase. There are no restrictions on the expenditure of those Production Points accumulated from previous Phases. (See Case 33.23).

[33.23] The Allied Player may choose to accumulate (by not expending) a maximum of 25% (rounded up) of the Production Points received in a given Production Phase. These accumulated Points remain in the Allied Production Point Pool until they are expended in some subsequent Production Phase; all other Production Points must be expended in the Phase in which they are received.

[33.24] Fractions of Production Points may not be accumulated: instead, they are automatically discarded.

[33.25] When initiating naval units in production the Allied Player must choose the unit of the desired type with the lowest Pennant Number that is currently available for production.

[33.3] U.S. PRODUCTION COST CHART

[33.31] The U.S. Production Cost Chart lists the number of Production Points which the Allied Player must expend in order to initiate the production of any unit. It also lists the time it takes (in Cycles) for any particular unit to be produced.

[33.32] U.S. Production Cost Chart (33.3) (see separate booklet).

[33.4] SCHEDULING ALLIED PRODUCTION

Each box on the Allied Cycle Record Track corresponds to a certain Cycle of the Game-Year. To initiate production of a unit, the Allied Player should count out the number of Cycles to build listed for that unit on the U.S. Production Cost Chart (33.3), starting at the current Cycle Date (exclusive). He then places the actual unit counter in the box on the Track which reflects the Passage of, and the appropriate number of Cycles. When the Cycle marker advances to the box containing that unit, the unit is removed from the Track and enters the game as described in Case 33.5.

[33.5] DEPLOYMENT OF PRODUCED U.S. UNITS

During the Reinforcement Production Phase at the beginning of each Strategic Game-Turn, the Allied Player removes from the U.S. Cycle Record Track any completed units and deploys them on the map along with any scheduled non-American reinforcements.

[33.51] All newly produced U.S. units are deployed in either the West Coast U.S.A. Box or East Coast U.S.A. Box of the Allied Off-Map Movement Display, at the Allied Player’s option.

[33.52] Newly produced units are, in supply and may be used as normal units during the first Game-Turn of the following

Cycle. Naval units are considered to have just completed fueling.

[34.0] JAPANESE PRODUCTION

COMMENTARY:

In her attempt to prosecute a war against the U.S., Japan was saddled on the one hand with a relatively limited productive capacity and on the other with tremendous difficulties in keeping what factories existed supplied with sufficient raw materials, virtually all of which had to be imported, Japanese Production is similar in outline to U.S. Production in War in the Pacific, with one major difference, the number of Production Points available to the Japanese Player is not predetermined, but rather is a function of the resources currently available to Japan and the degree of mobilization of her economy. As these two variables fluctuate with the fortunes of war, Japanese productive capacity changes accordingly.

GENERAL RULE:

During the Production Phase of the Strategic Game-Turn, the Japanese Player calculates the number of Production Points available to him. During that (or a subsequent) Production Phase, these Production Points may be expended in order to produce Japanese units. A unit for which Production Points are expended is placed on the Japanese Cycle Record Track (34.7) in the appropriate space indicating the Cycle during which that unit may be, deployed on the map. There are restrictions regarding the expenditure of Production Points which impel the Japanese Player to observe certain requirements and which place upper limits on the numbers of Points which can be expended to produce naval, ground, and/or air units in any given Production Phase. The number of Production Points received by the Japanese Player in each Production Phase varies, depending upon the number of operational Industrial Centers and the current Economic Multiple. The Economic Multiple may also increase or decrease in any given Production Phase depending upon the number of "Northern" Import Points and "Southern" import Points Transported by the Japanese Player from Japanese-controlled Resource Centers to his Industrial Centers. To a certain extent, expended Production Points may be accumulated and are maintained in the Japanese Production Points Pool,

PROCEDURE:

During the Production Phase of the Strategic Game-Turn, the Japanese Player performs the following steps:

STEP 1: Determine the Economic Multiple

The Japanese Player determines whether he has "sufficient" (see Cases 34.15 and 34.16) Import Points in his Northern Import Points Pool and his Southern Import Points Pool to expend in order to maintain/increase the current Economic Multiple. If he does, he may expend the Points, adjusting the Northern and Southern Import Blocks Available markers on the Import Point Pools Index (34.18) to mark these expenditures. Whether or not he expends sufficient Import Points, he must then roll on the

appropriate section of the Economic Multiple Table (34.47) to determine if the current Economic Multiple remains the same or is immediately increased or decreased. (If sufficient Points are expended the Economic Multiple cannot be decreased and may be increased).

STEP 2: Add to the Production Pool

The Japanese Player takes the current Economic Multiple (as determined in Step 1) and multiplies that value by the number of operational Industrial Centers (see Case 34.21). The result is the number of Production Points which are added to the Japanese Production Point Pool in the current Strategic Game-Turn. For example, if the Japanese Economic Multiple was 1 and all 10 Japanese Industrial Centers were operational, the Japanese Player would receive 10 Production Points (1 x 10 = 10). The Japanese Player adjusts the Production Points Available marker on the Japanese General Record Track to reflect the addition of these Production Points,

STEP3: Implement New Production

The Japanese Player consults the Japanese Production Cost Chart (34.6) and places units newly under construction on the appropriate space of the Japanese Cycle Record Track (34.7) and reduce the number of Production Points in the Japanese Production Point Pool by accordingly adjusting the marker on the Index (34.18).

CASES:

[34.1] RESOURCE CENTERS AND IMPORT POINTS

The Resource Centers (and the Import Points they produce) are divided into two groups in *War in the Pacific*: Northern and Southern, (For a listing of which Resource Centers are considered Northern and which are considered Southern, see Case 34.19.) In order to function, Japanese Industrial Centers (see Case 34.2) require Import Points from both Northern and Southern Resource Centers otherwise the Economic Multiple may be decreased (see Case 34.4). These Import Points must be expended from either the Northern or Southern Import Points Pool. The Japanese Player must therefore ensure a steady flow of Import Points into his Northern and Southern Import Points Pools by "shipping" them from Resource Centers he controls to Industrial Centers in the Japanese Home Islands.

[34.11] Each Strategic Game-Turn, one Import Block (an Import Block is 100 Import Points) is produced at each operational Resource Centers. A Resource Center is operational if it is controlled by the Japanese Player, and has no current Damage Level. Note that at the start of the Campaign Game, all Northern Resource Centers are operational while all Southern Resource Centers are not. Resource (and Industrial) Centers are considered captured (intact) by any ground unit that gains control of the facilities in the hex by physically occupying it (the hex).

[34.12] In order to be added to one of the Import Point Pools, Import Blocks must be transported to any operational Industrial Center (see Case 34.2). Like Supply Points, Import Points (and/or Blocks) are transported either during the Merchant

Shipping Phase of the Strategic Game-Turn or during a regular Game-Turn.

[34.13] Import Blocks shipped from Northern Resource Centers to an operational Industrial Center are added to the Northern Import Points Pool (and the Japanese Player makes the appropriate adjustment of the marker on the Japanese General Record Track. Import Blocks shipped from Southern Resource Centers to any operational Industrial Center are added to the Southern Import Points Pool. Import Blocks from Northern Resource Centers may not be added to the Southern Import Points Pool. Import Blocks from Southern Resource Centers may not be added to the Northern Import Points Pool.

[34.14] No more than one Import Block may ever be produced by any one Resource Center in a single Strategic Game-Turn. There is no limit to the number of Import Blocks which may be shipped to any one operational Industrial Center in the same Cycle.

[34.15] During each Production Phase, the Japanese Player must expend seven Import Blocks (700 Import Points) from the Northern Import Points Pool.

[34.16] Each Cycle during the Production Phase, the Japanese Player must expend three Import Blocks (300 Import Points) from the Southern Import Points Pool.

[34.17] If the Japanese Player does not or cannot meet the requirements of either Case 34.15 or 34.16 (or both), then the Economic Multiple cannot be increased and may be decreased (see Case 34.4). If he meets the requirements of both Cases, then the Economic Multiple cannot be decreased and may be increased in the current Cycle, Note that if the Japanese Player cannot meet both requirements, he is not required to expend any Import Blocks, as there is no benefit for doing so.

[34.18] The Japanese General Record Track is used to record the number of Import Blocks and Import Points (both Northern and Southern) that are currently present in the Import Pools. The Japanese Player should adjust the appropriate Markers on the Track accordingly, as Points and Blocks are added and subtracted from each Pool. (When the total of Import Points present in a Pool reaches 100, the Player should move the correct Points Marker back to 0, and move the corresponding Imports Blocks Marker up one space on the Track.)

[34.19] List of Japanese Resource Centers (see separate sheet). **An additional Japanese Northern Resource Center is located in hex B3028.**

[34.2] INDUSTRIAL CENTERS

Ten Industrial Centers are located in Japan. The number of these Industrial Centers that are operational in any given Cycle helps to determine the number of Production Points the Japanese Player may add to his Production Points Pool.

[34.21] An Industrial Center is operational if it is controlled by the Japanese Player, and has no current Damage Level.

[34.22] During the Production Phase of the Strategic Game-Turn, after the Japanese Player has rolled the dice and consulted the Economic Multiple Table (34.47), he must determine how many Industrial Centers are operational, as per Case 34.21.

[34.3] JAPANESE PRODUCTION POINTS

As with U.S. Production Points, Japanese Production Points represent “capital” equipment and facilities utilized for the war effort. (As such, Production Points do not encompass that portion of the economy allocated to the continued support of already existing units that process is reflected in the accrual and expenditure of Supply Points. This explains, incidentally, why Supply Points are “free” in that they do not “cost” Production Points to create.)

The number of Production Points the Japanese Player receives in a given Cycle depends on the number of operational Industrial Centers and the Economic Multiple. After the Japanese Player has determined the current Economic Multiple (see 34.4) and the number of operational Industrial Centers (see Case 34.21), he multiplies these two values together. The resulting number is the number of Production Points he receives that Cycle; the markers on the Japanese General Record Track are adjusted to reflect the addition of these Points.

[34.4] HOW TO DETERMINE THE JAPANESE ECONOMIC MULTIPLE

At the start of the Campaign Game, the Economic Multiple is 1. Each Cycle during the Production Phase of the Strategic Game-Turn, the Japanese Player must roll the dice and consult a section of the Economic Multiple Table (34.47). This may result in an increase or decrease in the Economic Multiple. As the number of Production Points received by the Japanese Player is directly related to the Economic Multiple (see 34.3 1), the bigger it is, the better for him. Note that the Japanese Player should indicate the current Economic Multiple by placing the Economic Multiple marker on the appropriate box of his General Record Track, adjusting it as necessary.

[34.41] If the Japanese Player meets the requirements to expend both types of Import Blocks from his Import Points Pools (see 34.15 and 34.16) in a given Production Phase, then he must use the “Sufficient Import Blocks Expended” section of the Economic Multiple Table during Step 1 of his Production Phase Procedure that cycle.

[34.42] If the Japanese Player fails to meet the requirements of Cases 34.15 and 34.16 in a given Production Phase, then he must use the “Insufficient Import Blocks Expended” section of the Economic Multiple Table.

[34.43] If the “Sufficient Import Blocks Expended” section of the Economic Multiple Table is utilized, the Japanese Player rolls two dice and consult the line of the table applicable to the current, Economic Multiple. If one of the indicated dice results has been obtained, the Economic Multiple is immediately increased by 1 (exception: see Case 34.45). Any other dice roll has no effect on the Economic Multiple,

[34.44] If the “Insufficient Import Blocks Expended” section of the Economic Multiple Table is utilized, the Japanese Player rolls two dice and consults the ‘Fable, If one of the indicated results has been rolled, the Economic Multiple is immediately decreased by 1 (Exception: see Case 34.46). Any other roll has no effect on the Economic Multiple,

[34.45] The Japanese Economic Multiple may not be increased above its Maximum Limit. The Maximum Limit varies, according to the current Cycle; see the Economic Multiple Table (34.4-11).

[34.46] The Japanese Economic Multiple may never be decreased below Zero,

[34.47] Economic Multiple Table (see separate booklet)

[34.5] RESTRICTIONS ON JAPANESE PRODUCTION

[34.51] In any given Production Phase, the Japanese Player may initiate the production of no more than one additional unit of any type than was initiated in the previous Production Phase. For example, if in Strategic Game-Turn 1/42 the Japanese Player initiated the production of one BaseForce unit, then on Strategic Game-Turn 2/42, he could initiate the production of no more than two BaseForce units. This restriction applies even if a Player “voluntarily” (due to fluctuations in his production arrangements) reduces the number of a unit initiated in a given Cycle from a previously higher level.

[34.52] When allocating Japanese Production, the Japanese Player must conform to the following limitations:

- A. At least 30% (rounded up) of the total Production Points received (but not accumulated) in a given Phase must be used to initiate the production of air units. However, no more than 50% (rounded up) of the total Production Points received may be expended for this purpose.
- B. No more than 40% (rounded up) of the total Production Points received in a given Phase may be expended to create naval units. There is no minimum requirement for the production of naval units.
- C. There are no restrictions on the production of ground units,

The percentage restrictions of this case apply only to those Production Points actually received during a given Production Phase. There are no restrictions on the expenditure of those Production Points accumulated from previous Phases (see Case 34.55).

[34.53] Due to limited shipbuilding capacity in Japan, the Japanese Player may not initiate the production of more than one naval unit in a single Production Phase. This one naval unit may be of any type. For purposes of this rule, however, up to four Sub Points may be considered as a single naval unit; i.e., the Japanese Player may initiate the production of as many as four Sub Points in a single Phase (see also Case 34.54).

[34.54] CD units (which represent small, wooden coastal vessels) are not subject to Case 34.53. The production of a maximum of one CD unit may be initiated in any Production Phase, regardless of the production of other types of naval units,

[34.55] The Japanese Player may choose not to expend (“accumulate”) a maximum of 25% (rounded tip) of the Production Points received in a given Production Phase. These accumulated Points remain in the Japanese Production Point Pool until they are expended in some subsequent Production Phase; all other Production Points must be expended in the Phase in which they are received.

[34.56] Fractions of Production Points may not be accumulated; instead, they are automatically discarded.

[34.57] When initiating naval units into production the Japanese Player must, choose the unit of the desired type with the lowest Pennant Number that, is currently available for production.

[34.6] JAPANESE PRODUCTION COST CHART

[34.61] The Japanese Production Cost Chart lists the number of Production Points which the Japanese Player must, expend in order to initiate the production of any unit. It also lists the time it takes (in Cycles) for any particular unit to be produced.

[34.62] Japanese Production Cost Chart (see separate booklet).

[34.7] SCHEDULEING JAPANESE PRODUCTION

Each box on the Japanese Cycle Record track corresponds to a certain Cycle of the Game-Year. To initiate production of a unit, the Japanese Player should count out the number of Cycles to build listed for that unit on the Japanese Production cost Chart (34.62), starting at the current Cycle Date (exclusive). He then places the actual unit counter in the box on the Track which reflects the passage of the appropriate number of Cycles. When the Cycle marker advances to the box containing that unit, the unit is removed from the Track and enters the game as described in Case 34.8.

[34.8] DEPLOYMENT OF PRODUCED JAPANESE UNITS

During the Reinforcement Phase at the beginning of each Strategic Game-Turn, the Japanese Player removes from the Japanese Cycle Record Track any completed units and deploys them on the map.

[34.81] Japanese naval units may be placed in any major port in Japan (but see 34.84).

[34.82] The Japanese Player may allocate the Air Points of newly produced Air Blocks to any Friendly Headquarters unit in Japan.

[34.83] Japanese ground units may be placed in any operational Industrial Center (see 34.21). However, see Case 34.84.

[34.84] No more than one naval or ground unit May be placed in any hex until all possible deployment hexes have one unit placed in them. Similarly, no more than two naval or ground units may be placed in any hex until all possible deployment hexes have two units placed in them, This restriction applies separately to ground and naval units,

[34.85] All newly produced units are considered to be in supply and may be used normally during the first Game-Turn of the following Cycle. Naval units are considered to have just completed fueling.

[35.0] ALLIED STRATEGIC BOMBING

GENERAL RULE

Strategic Bombing allows the Allied Player to directly attack the Japanese Production System by attacking the Industrial and Resource Centers. If successful, this bombing will result in cumulative levels of Damage which will, in the long run, reduce the total of Japanese Production. Allied Air Points conduct Strategic Bombing through a procedure known as the Strategic Strike.

CASES:

[35.1] THE STRATEGIC STRIKE

Allied Air Points assigned to attack Japanese Industrial and Resource Centers are performing a Strategic Strike. The Strike is plotted in the same manner as a normal Bombardment Strike (see Section 6.0). With the exception that the Strike is plotted and carried out during the Strategic Game-Turn and that all Air Points involved must be assigned a Strategic Role (see Case 5.8).

[35.11] Headquarters that have Air Points allocated to them assigned to perform a Strategic Strike have their supply requirement (in the preceding Cycle Supply Phase) tripled (see Case 14, 17).

[35.12] Any Allied Air Point with a Bombardment Strength may be assigned a Strategic Strike, as long as the Air Point is also capable of being used in a Strategic Role. Air Points may perform Strategic Strikes at normal or extended range, adjusting their Bombardment Strength accordingly.

[35.13] Air Points performing a Strategic Strike may not perform Strike Transfer.

[35.14] Fighter Air Points may be assigned to Escort Combat Air Patrol on a Strategic Strike as with a normal Strike, with the exception that the Air Points must be assigned a Strategic Role. No additional supply is required for Headquarters which are allocated the Fighter Air Points that are assigned to a Strategic Strike (i.e. only the Bombers need the extra supply).

[35.15] If more than one Center is present in the target hex only one Center may be attacked by each Strategic Strike.

[35.16] A given Center may be attacked by more than one Strategic Strike per Execution Segment.

[35.2] JAPANESE STRATEGIC COMBAT AIR PATROL (CAP)

Japanese Fighter Air Points allocated to protect a hex from Allied Strategic Strikes are performing Strategic CAP. This Strike is plotted in the same manner as normal Cover CAP (see Section 6.0), and again with the exception that the Plotting is done during the Strategic Game-Turn and only with Air Points assigned a Strategic Role. Like regular Cover CAP, Air Points assigned to protect a hex other than the one containing their own Air base must first roll on the Air Point Availability Table (Case 7.4) before resolving Air/Air combat, in order to determine the

percentage of Air Points actually able to participate in the combat.

[35.21] Air Points may only be allocated to perform Strategic CAP over hexes containing Industrial and Resource Centers (exception: see Case 35.72).

[35.22] Air Points may not be allocated to Strategic CAP until the 1/43 Cycle, or until at least one Allied Strategic Strike has occurred. Note that the Doolittle Raid (Case 41.83) is considered a Strategic Strike for purposes of this rule. **The “Doolittle Raid” is any airstrike by land-based aircraft flying off carriers (see Case 39.76). Note that such a strike would force an increase in the Japanese Air Garrison as given in Case 28.14.**

[35.23] Headquarters containing Air Points allocated to Strategic CAP do not require any additional supply due to this fact.

[35.3] HOW TO RESOLVE STRATEGIC STRIKES

After both Players have secretly Plotted all Strategic Strikes and CAP during the Strategic Bombing Phase, the Strikes are carried out in the same manner as normal Bombardment Strikes. After all Air/Air combat and Anti-Aircraft fire has been resolved, surviving Allied Air Points attack their target Center. The Allied Player totals the Bombardment Strength of the attacking Air Points. This will indicate the correct Column to use on the Port, Base and Strategic Bombardment Table (Case 7.6). The Player then rolls one die and cross-indexes the result with the proper Column; this will locate a result which is applied immediately.

[35.31] Levels of Damage obtained against Japanese Centers are cumulative, up to a maximum of D4. For example, a Center with a D1 Marker already on it receives another D1 result; it would have a D2 marker placed on it. Suppressed results have no effect.

[35.32] Each Strategic Strike is resolved in the normal manner for Bombardment Strikes, with the exception that a single Strike of more than 250 Bombardment Strength Points is automatically divided into another Strike, with the excess Bombardment Strength attacking separately. However, they may still share the same Escort CAP and Airbase hex.

[35.4] REPAIR OF BOMB DAMAGE

After all Strategic Strikes have been resolved the Japanese Player may attempt to Repair the damage. The Player should roll one die for each affected Center; if the die roll is greater than the Level of Damage on that Center, the Center is immediately Repaired (remove the Damage Marker). For example, a Center with a D1 Damage Level is repaired on all die rolls other than 1; a D2, by all rolls but a 1 or 2, and so on. Note that if the correct number is rolled the damage is completely repaired, regardless of the Level of Damage. (Exception: see Cases 35.5 and 35.6).

[35.5] FIRE-BOMBING (INCENDIARY ATTACKS)

Beginning with the 4/45 Cycle the Allied Player may conduct Incendiary attacks against Japanese Industrial Centers (not Resource Centers). The procedure for such attacks is the same for normal Strategic Strikes. However, the Level of

Damage caused by an Incendiary attack may only be reduced one Level at a time. That is, if the Japanese Player rolls the correct number to Repair a Center affected by Fire-Bombing, its Level of Damage is not completely repaired; instead, it is only reduced by one Level (i.e. from a D3 to a D2).

[35.51] In order to tell the difference between damage done by normal and incendiary attacks, the Players should orient the Damage markers so that the ones indicating normal Damage face South, while the ones indicating Damage due to Fire-Bombing face North.

[35.52] If additional Incendiary Damage is obtained against a Center already damaged by normal attacks all Damage to that Center is assumed to be Incendiary in nature, and is repaired as such.

[35.53] There is never any penalty to the Allied Player for using Incendiary attacks, as this is purely a technical and doctrinal advance for the Allies, Therefore, all Allied Strategic Bombing after Cycle 3/45 is assumed to be incendiary.

[35.6] ATOMIC BOMBS

Beginning with the 8/45 Cycle the Allied Player receives a certain number of Atomic Bombs. Each bomb may be used to attack an individual hex containing Industrial or Resource Centers. The procedure for such attacks is the same for normal Strategic Strikes, except that if at least one B-29 Air Point survives the Japanese CAP and Anti-Aircraft fire, then the attack is successful (an atomic bomb has been dropped in the hex). All Centers in the affected hex are considered to be permanently destroyed (they may never be Repaired) as well as all Railcap or Seacap Centers located in the hex. Place a D Marker in the hex to indicate this. All other units in the hex are unaffected. Only B-29 Air Points may deliver atomic bombs. The arrival of atom bombs is indicated on the Allied Cycle Record Track. Allied bombs are automatically available for immediate use in the Cycle that they arrive. They do not have to be delivered.”

[35.7] STRATEGIC MINING

Beginning with the 4/ 43 Cycle the Allied Player may attempt to interdict. Japanese Merchant Shipping pipelines and naval movement through the use of Strategic Mining. Allied Air Points assigned to such a mission are performing a Mining Strike. The procedure for such a Strike is the same as for a normal Strategic Strike, with the exception that the Strike may only be plotted against coastal and island hexes.

[35.71] Only PBY, B-24 and B-29 Air Points may be assigned to a Mining Strike, The specific Strengths of the Air Points are not used in determining the effect of the Strike. Rather, it is determined solely by Air Point type. Each PBY and B-24 may mine one hex per Strike, and may not perform such Strikes at extended range. Each B-29 Air Point performing a Mining Strike at Normal range may mine up to a maximum of three contiguous and adjacent hexes (all within its normal range, of course). Each B-29 Air Point at extended range may mine one hex per Strike.

[35.72] Allied Mining Strikes may be attacked by Japanese Strategic CAP allocated to the target hex of the Strike. In the case of A 29s at normal range, the Allied Player should indicate on his Strike Plot the order in which the three hexes will be mined, in order to sequence any CAP or anti-aircraft attacks.

[35.73] Air Points performing Mining strikes may be attacked by the Anti-Aircraft Strength of any port in the hex; otherwise they are all immune to anti-aircraft fire.

[35.74] For each 25 Load Points (or fraction of 25) of Merchant Shipping pipeline traced into or out of a Mined hex the Allied Player should roll one die. On a die roll of 6 an MS unit in the pipeline immediately suffers a D1 result. This is done during the Submarine Phase of the Strategic Game-Turn; after all submarine attacks have been resolved,

[35.75] Task Forces entering Mined hexes immediately undergo a Mine attack. The owning Player of the Task Force should roll one die. On a die roll of 6 the attack is considered to have been successful. The owning Player must place all naval units in the affected Task Force in a cup, and blindly pick one. The naval unit chosen immediately undergoes an attack on the Submarine Damage Table (Case 13.65), in order to determine the exact Level of Damage for that unit. The Task Force may then continue its Plotted Missions. (But see Case 10.9).

[35.76] Note that Mined hexes attack both Japanese and Allied Merchant Shipping and naval units equally.

[35.77] During the Bomb Damage Repair Phase of the Strategic Game-Turn the Allied Player must roll one die for each Mined hex. On a die roll of 1 the Mines are considered to be removed. Otherwise, the Mines remain in the hex, and may attack any number of ships over any period of time.

[35.78] During the Bomb Damage Repair Phase the Allied Player may voluntarily eliminate any of his Mined hexes, simply by announcing his intention to do so. (There is no penalty or cost for doing this). There is no way for the Japanese Player to remove Allied Mines.

[35.79] As there are no Mine markers provided in the game, the location of mined hexes must be recorded on paper and are always available to both Players. Alternately, Players may wish to show the presence of Mines by placing blank counters or coins in the hex. (If coins are used, we suggest Roosevelt dimes, both for their small size and for their symbolic impact when deployed face-up on the map.)

[36.0] AIR BLOCKS AND TRAINING LEVELS

GENERAL RULE.

For purposes of production, attrition, and replacement, all Air Points in the game are grouped together into various Block Types. Within certain limits, the composition of these Block Types will change over time, as each country's industries begin producing newer (and hopefully better) types of aircraft. In certain Scenarios the Players will receive Air Point reinforcements in terms of Air Blocks, while in the Campaign Game the Air Blocks themselves must be produced,

Air Points may also be present in various stages of production, known as their Training Level. All land-based Air Points have the following Training Levels: Untrained Replacements, Trained Replacements, Untrained Units, and Trained Units. All carrier Air Points (those that make up the Carrier Air Blocks) have two further Training Levels: Carrier-Trained Replacements and Carrier-Trained Units. All Air Point Units enter the game as actual Air Points (of that Training Level); all Air Point Replacements also enter the game as actual Air Points but must use the Replacement rules (26.3).

PROCEDURE:

Unless noted, all Air Points in the game are assumed to be fully trained (that is, Trained Units for land-based Air Points, and Carrier-Trained Units for carrier Air Points).

Untrained (UT) Air Points should be noted on each Player's Air Display by rotating the Air Point Marker 90° to the right.

Trained (but not Carrier-Trained) (NCT) Air Points should be noted on each Player's Air Display by rotating the Air Point Marker 90° to the left.

CASES:

[36.1] EFFECTS OF AIR POINT TRAINING LEVELS

[36.11] Untrained Air Points have their Air Combat, Bombardment, and Anti-Naval Strengths halved (round fractions up). Untrained Transport Air Points have their Load Capacity halved (retain fractions). Their Ranges remain normal however. Strikes containing Untrained Fighter Air Points may never receive the Bounce when resolving Air/Air combat. In addition, when distributing Friendly Air Point losses due to Air/Air combat the Enemy Player must eliminate or abort all defending Untrained Air Points before any of the losses may be distributed to Friendly Trained Air Points.

[36.12] Carrier Air Points that are Trained, but not Carrier-Trained, function as normal land-based Air Points. The only restriction placed on them is that they may not be allocated to carrier naval units.

[36.13] Once introduced into the game; there is no way by which the Training Levels of Air Points may be altered,

[36.2] USE OF AIR BLOCKS

When playing the Scenarios, the Players must receive the Air Blocks at the times (and Training Levels) indicated on their Reinforcement Tracks. In the Campaign Game, however, a Player may withdraw his Air Blocks from production in any of their Training Levels, at his option. In Case, the exact types and number of Air Points that make up each Block is subject to change. For example, a U.S. Fighter Air Block that is received in 2/42 would be composed of (8) P-39 and (6) P-40 Air Points, while the same Air Block received in 8/42 would be composed of (2) P-38, (6) P-39 and (6) P-40 Air Points.

When initiating Air Blocks into production (in the Campaign Game) the Player must write down (n a separate piece of paper) the number and types of Air Blocks being initiated during that

Cycle (they do not appear on the Cycle Record Track). As the game progresses the Player may take an Air Block out of production at any one of its Training Levels, according to the Air Block Training Schedule (36.21). This may be done during the Production Arrival Segment of the Strategic Game-Turn.

[36.21] Air Block Training Schedule (see separate booklet).

[36.22] Explanation of Air Block Training Schedule.

The first number lists the minimum number of Cycles each Air Block must spend in production before reaching the listed Training Level.

The second number (in parentheses) indicates the number of Production Points immediately rebated to the Player if the Air Block is taken out of production at the listed Training Level.

- N.A. = Not Applicable (Air Points of these Air Blocks can never receive Carrier-Training).

[36.23] Production Points received as rebates are immediately added to the accumulated Production Points in the Player's Production Point Pool. They may be expended later in the same Strategic Game-Turn, if desired.

[36.24] Because British and Anzac Air Blocks are not produced, they must always arrive in the Cycle (and Training Level) listed.

[36.25] A Player must withdraw an Air Block from production when it has reached its highest Training Level (either as a Trained or Carrier-Trained Unit).

[36.26] As Dutch and Soviet Air Points are never received as reinforcements or placed in production, there are no Air Blocks, per se, for those Air Points.

[36.27] Allied and Japanese Air Block Composition Schedules (see separate booklet)

Example: A U.S. Tactical Air Block takes 8 Cycles to complete, and costs 4 U.S. Production Points to initiate into production (this cost is listed on the U.S. Production Cost Chart, Case 33.3). If the U.S. Player initiated such a Block into production (expending the necessary 4 Production Points to do so) in Cycle 1/42, the U.S. Player would have the following options:

- withdraw the Air Block after the completion of 4 Cycles (i.e., in 5/42) and receive (3) B-25, (4) B-26, (3) A-20, (2) SBD and (2) PBY as Untrained Replacement Air Points, and immediately receive a Rebate of 2 Production Points; or
- withdraw the Air Block after the completion of 5 Cycles (i.e. in 6/42) and receive the Air Points listed in (A) above as Untrained Air Points, and immediately receive a rebate of 1 Production Point; or
- C, withdraw the Air Block after the completion of 6 or 7 Cycles (i.e., in 7/42 or 8/42) and receive (4) B-25, (3) B-26, (4) A-20, (1) SBD and (2) PBY as Trained Replacement Air Points, and receive a rebate of 1 Production Point; (Note: in 8/42 the Player would actually receive (6) B-25, (1) B-26, (5) A-20 and (2) PBY as Trained Replacement Air Points, because the composition of the Tactical Air Block changes on that date); or

- C. Withdraw the Air Block after the completion of 8 Cycles (i.e. in 9/42) and receive (6) B-25, (1) B-26, (5) A-20, (2) PBY as Trained Air Points, with no Production Point rebate.

[36.3] HOW TO USE REPLACEMENT AIR BLOCKS (CAMPAIGN GAME ONLY)

As Air Points are eliminated, the owning Player should move the corresponding Air Points Eliminated Marker (for the correct Air Block) on his General Record Track, in order to keep an accurate record of the number of Air Points of that Block Type eligible to be Replaced. Whenever the player withdraws Air Blocks from production as either Untrained Replacement, Trained Replacement, or Carrier-Trained Replacement Air points, the Air Points Eliminated Marker for that Air Block would be moved downward on the General Record Track accordingly.

[36.31] Replacement Air Points are treated in all ways as normal Air Points of their Training Level.

[36.32] The exact number and type of Air Points that compose a Replacement Air Block is determined solely by the Player's Air Block Composition Chart and the current Cycle Date. The type of eliminated Air Point and its Training Level (as long as they were of the correct Block Type) being replaced have absolutely no bearing on the Replacement procedure.

[36.33] Replacement Air Blocks may be withdrawn from production only if sufficient Friendly Air Points of that Block Type have been eliminated (and have not already been replaced).

[36.34] There is no limit to the number of times an Air Point may enter the game as a Replacement, be eliminated, and be replaced again.

[36.35] All Air Points are eligible for Replacement, regardless of the manner in which they were eliminated. (Exceptions: see Cases 36.36 and 36.37).

[36.36] Japanese Air Points operating as Kamikazes are not eligible to be replaced.

[36.37] British, Anzac, Soviet and Dutch Air Points are never eligible for replacement. Note that Lend-Lease U.S. Air Points are considered to be either British or Anzac and may not be replaced.

Example:

In the Production Arrival Phase of Cycle 5/43, the Japanese Player has 23 Air Points of the Carrier Air Block recorded as being eliminated (and not already replaced) on his General Record Track. Consulting his notes on the past production of Japanese Air Blocks he sees that a Carrier Air Block was initiated into production in Cycle 1/42 and is now available as a Carrier-Trained Replacement, according to the Air Block Training Schedule. He therefore decides to withdraw it from production, and reduces the number of eliminated Air Points on the General Record Track by 10, to 13. The Replacement Air Points; Carrier-Trained (1 x Kate, 1 x Val, 1 x Judy, and 7 x Zero) arrive as newly produced Air Points and are immediately placed at a Japanese Air Headquarters in Japan.

[37.0] WEATHER

GENERAL RULE:

Weather has an important influence on the play of the game. All Game-Turns are designated as either "Clear," "Winter," or "Monsoon" on the Player's Turn Record/Reinforcement Tracks. Clear is assumed to be the normal weather condition and there are no special effects for it. Winter and Monsoon Game-Turns, however, modify certain of the rules which govern the play of the game. The effect of Weather varies greatly, depending on the specific location involved.

SUMMARY OF WEATHER EFFECTS

Clear

There are never any special effects for Clear Weather.

Winter

Arctic Movement Area: The following effects apply to all hexes of the Arctic Movement Area:

- A. No Amphibious Assaults may occur (although they may be planned);
- B. The Cargo Capacity (and therefore the Naval Capacity as well) of all ports is halved (retain fractions);
- C. The Naval Capacity of all support Forces is halved (retain fractions);
- D. The Basic Cost of all land hexes is increased by 4;
- E. The Construction Allowance of all ground units is halved (round fractions down);
- F. All airbases automatically receive an additional Damage Level 1. This additional Damage Level may not be repaired, and is automatically removed at the end of Winter. Airbases in the Aleutians (see Case 25. 1) have their automatic Level of Damage increased to D2.

Temperate Movement Areas: The Loading and unloading cost for all APB and Tactical Mode Merchant Shipping units performing an Amphibious Assault is increased to 10 Movement Points per Load Point. This effect applies only to all hexes of map B, and the Japanese island of Honshu on map D.

Tropical Movement Area: There are no effects for Winter in the Tropical Movement Area.

Monsoon

Arctic Movement Area: There are no effects for Monsoon in the Arctic Movement Area.

Temperate and Tropical Movement Area: The following effects apply only to jungle hexes of maps A, B, and C:

- A. The Basic Cost of all jungle hexes is increased by 2;
- B. All airbases in affected jungle hexes automatically receive an additional Damage Level 1. This additional Damage Level may not be repaired, and is automatically removed at the end of Monsoon.
- C. Units engaged in ground combat in affected jungle hexes have their Attack Strength halved (retain fractions);

D. The Construction Allowance of all ground units in affected jungle hexes is halved (round fractions down).

Note: Weather never affects a country's Railcap or Seacap, or the movement of ground units by those capabilities.

[38.0] SPECIAL RULES.NAVAL

CASES:

[38.1] ALLIED ASW SWEEP (SWEEP: ENGAGEMENT VALUE: 0)

Allied naval units that are assigned to attack Japanese Subrons are performing an ASW Sweep Mission.

Procedure

Allied naval units with a Screening Value may attack Japanese Subrons by entering the hex containing the Subron Marker. The Allied Player may then total the Screening Value of all ships in the Task Force, roll one die, and cross-index the result on the ASW Table (13.72). He then completes the attack procedure by rolling one die again, as in the normal ASW procedure.

Plotting

Same as Movement Mission.

[38.11] Naval units performing an ASW Sweep expend twice the usual number of Movement Points to enter each hex during the Naval Phase.

[38.12] Allied Task Forces may be Plotted to perform ASW Sweeps in any Game-Turn, beginning with the 1/44 Cycle. Japanese Task Forces may never perform an ASW Sweep.

[38.13] Each Subron may be attacked once per Naval Phase by ASW Sweep. However, there is no limit to the number of separate Subrons an Allied Task Force may attack in the same Phase.

[38.14] Only one squadron (the largest) allocated to a Subron may be attacked in any given Naval Phase, and all results of the attack, (if any) are applied secretly by the Japanese Player. (This is done in order to keep the composition of Japanese Subrons secret. In theory, the Allied Player could be attacking a Dummy Subron.)

[38.15] ASW Sweep is considered a Combat Mission,

[38.2] TOWING MISSION (TOW. ENGAGEMENT VALUE: 4)

Naval units assigned to assist in the movement of Friendly ships with a D4 Damage Level are performing a TOW Mission.

Procedure

The Towing unit must spend an additional 20 Movement Points in the hex with the damaged unit. Thereafter the two ships may move together as Speed Class 1 units.

Plotting

On the Task Force's Index Card the Player should record:

A. The specific hex in which the Tow is to begin;

B. The specific unit to be Towed (if more than one damaged ship is present in the hex).



[38.21] Only Japanese DD and DE units may Tow Japanese ships.

[38.22] Until Cycle 1/43 only Allied DD and DE units may TOW Allied ships. After that date (and until the end of the war) Allied CV, CVL, CVE, BB, BC, CA, and CL units may Tow any Allied ship with a Fueling Cost of 20 or less.

[38.23] Within the above restrictions, any ship may Tow any other Friendly ship. Friendly ships may never Tow Enemy ships.

[38.24] Once the Tow is accomplished the Movement Allowance of both ships is reduced as if the Towing unit had had its Speed Class reduced to I (due to damage) in that hex (See Case 9.84). Of course, this would apply only if the Towing ship began the Phase as a Speed Class 2 or 3 unit.

[38.25] If the ships are placed on the Air/Surface or Surface/Surface Tactical Display the Tow is considered to be "broken," and both ships revert back to their pre-Towing state. Afterwards, the Tow may be re-established by expending another 20 Movement Points in the hex.

[38.26] If subjected to a submarine attack, both ships must be placed in the same defensive group. Additionally, both units have 2 added to all attack die rolls on the Submarine Hit Table (13.64). They still remain as separate targets, however.

[38.27] Towing is considered to be a Non-Combat Mission.

[38.28] Ships being towed are considered to have the same supply status as the ship which is performing the tow.

[38.3] TRANSPORT MISSION (TRAN: ENGAGEMENT VALUE: 1)

In addition to performing Amphibious Assaults, APB and (Tactical Mode) MS units may load, carry, and unload cargo in a hex that does contain a Friendly port or ground unit. The procedure for doing so is the same as for an Amphibious Assault except that no advance planning is required. Transport is considered to be a Combat Mission.

[38.4] JAPANESE SUBMARINE DOCTRINE

For reasons of doctrine and training, Japan's excellent submarine force never embarked on a campaign against the long Allied Merchant Shipping routes to the Pacific. For, this reason Japanese Subrons may never attack Allied MS pipelines (although they may attack Allied Tactical Mode MS units). This is an "historical" restriction and may be ignored if both Players agree to do so before the start of the game. A word of caution however: unrestricted Japanese submarine attacks on Allied Merchant Shipping will greatly affect the outcome of the game.

[38.5] JOINT SHIPPING UNITS

All APB, SF, and (Tactical Mode) MS units are considered “joint shipping units,” since they are actually composed of numerous smaller ships. For this reason, they may be voluntarily “broken up,” reorganized, and deployed in smaller groups, through the placement of additional units and Damage Level markers. **Joint shipping units may not be repaired, though they may be recombined.** Simply reduce the ship’s capacity by 1/4 for each Damage Level deployed (see Case 9.8) and deploy additional units (with Damage Levels) to make up for the difference. For example, a Player could split one APB into two APB units by deploying an additional APB unit from the counter tray in the hex and placing a D2 marker on both of the units; or split the unit into four APB units, all with D3 markers on them, etc. The cost to reorganize joint shipping units in a hex is 20 Movement Points.

[38.6] TACTICAL PORT BACKLOG

If more than one APB (and/or Tactical Mode MS unit) attempts to unload cargo in the same hex during the same Game-Turn, the cost for all of the units to unload cargo in that hex during that Game-Turn is increased to 10 Movement Points (instead of the usual 5) per Load Point. The actual “size” (current Damage Level) of the APB (or MS) units involved has no effect on this rule. Amphibious Assaults performed in the Temperate Movement Area affected by Winter Weather would have their unloading cost increased to 20 Movement Points per Load Point.

[38.7] COASTAL GUNS

Beginning with the 4/42 Cycle all ports are considered to have a Coastal Gunnery Strength equal to the port’s Cargo Capacity.

[38.71] A port’s Coastal Gunnery Strength may attack only Enemy naval units and may be attacked only by bombarding the port itself (in order to reduce the port’s Cargo Capacity). A D4 Damage Level on the port reduces its Coastal Gunnery Strength to zero (even if the port would still have a Cargo Capacity).

[38.72] Amphibious Assaults may not be conducted in hexes containing an Enemy Coastal Gunnery Strength.

[38.73] During a Naval Phase, a port’s Coastal Gunnery Strength may attack all Enemy ships that have conducted a Bombardment Mission against the port. This is done after all results of the Bombardment are applied. The surviving Coastal Gunnery Strength may immediately conduct one separate attack on each ship in the Bombarding Task Force. This Combat is resolved on the Surface/Surface Damage Table.

[38.74] When resolving Coastal Gunnery combat, the Speed Class of the bombarding ships is reduced to 1, and all Damage Point results on them are doubled. In all other respects the combat is treated as normal Surface/Surface combat; damaged bombarding ships roll for Critical Hits after the Coastal Gunnery Strength has completed its attacks.

[38.75] Certain ports begin the game with a Coastal Gunnery Strength. These are listed in Case 41.69.

[38.8] JAPANESE CD UNITS AND ALLIED PT BOATS

[38.81] Japanese CD units that are not performing MS Escort (see Case 15.4) and end any Active Naval Phase in a hex not containing a Friendly port must immediately roll on the Critical Hit Table (see Case 9.7). In all other respects, the CD units are treated like normal ships.

[38.82] Allied PT boats (which performed functions somewhat similar to the Japanese CD units) are not represented in the game. Instead, from Cycle 1/43 onwards, all Allied ASW attacks in hexes within 6 hexes of an Allied port with a Cargo Capacity of at least I have 2 added to their die roll on the ASW Table (13.72).

[38.9] JAPANESE HYBRID CARRIERS

At any time during the Campaign Game, the Japanese Player may remove B133 and/or BB4 (Ise and Hyuga) from the map and place them in production in order to convert them into Hybrid Carrier (XCV) units. They may be removed from any major port in Japan.

[38.91] Each such conversion costs 2 Production Points and takes 7 Cycles to complete. Each ship placed in production would be considered a naval unit in regards to Case 34.53.

[38.92] XCV units are the only ships with both a Surface Attack /Bombardment Strength and an Air Capacity. They are considered carriers for all Search and Contact reports, and for deployment on the Air/Surface Tactical Display. On the Surface/Surface Tactical Display they are considered to be combatant ships.

[38.93] All XCV units have an ASW Strength of 3 (under the normal carrier restrictions).

[38.94] Only Air Points noted as Seaplanes on the Japanese Air Chart may be allocated to XCV units.

[38.95] XCV units roll for Critical Hits as carrier units.

[38.96] XCV units may appear only in the Campaign Game and the Leyte Scenario. There is no way for the Japanese Player to convert ships other than BB3 and BB4, or for the Allied Player to ever make such a conversion.

[39.0] ADDITIONAL SPECIAL RULES**CASES:****[39.1] EXPANDING ALLIED SUBMARINE SQUADRONS**

Beginning Cycle with 1/44, the Allied Player may “expand” his submarine squadrons so that they contain a maximum of 12 (rather than 6) Sub Points. Such expanded squadrons (and the Subrons they compose) have the usual Zone of Control and use the same Search and attack procedures as before, except that the Allied Player should roll two dice when determining the number of Sub Points available (see Case 13.5).

(Note: The Search of a 12 Sub Point squadron will always be successful, since the Allied Player would always have a Search Point total of at least 6).

[39.2] CREATING HEADQUARTERS (HQ) UNITS

A Player may create a Headquarters unit in any hex by expending (removing from play) the required amount of Supply Points in that hex, according to the following schedule:

HQ Unit	Cost (in Supply Points)
Force	400
Division	125
Wing	50
Group	15

[39.21] HQ units are not in Supply when created. Additional Supply Points must be expended for this purpose.

[39.22] HQ units may only be created in a hex containing a Friendly airbase. They may not be created in hexes containing Enemy ground units.

[39.23] Because Japan and the Allied Off-Map Holding Areas represent an unlimited source of supply for both Players there is no cost in Supply Points to create HQ units there.

[39.24] A Player may voluntarily eliminate a HQ unit. This may be done at any time during the Game-Turn.

[39.25] Headquarters on Carriers: HQ units (of any size) may automatically be placed on any supplied carrier unit, at no cost to the Player. This may be done at any time during the Game-Turn. These HQs are considered an organic part of the carrier itself and may never be unloaded into a land hex. Such HQ are placed with the carrier unit in the appropriate box of the Player's Task Force Display.

[39.26] HQ aboard carriers remain in supply as long as the carrier unit itself remains in supply. There is no additional Supply Point of Fueling Cost for HQ units, they are "built-in" to the carriers' Fueling Costs.

[39.27] When a Task Force contains more than one carrier it is not necessary to have a separate HQ for each of the carriers. Instead, a single HQ should be deployed, representing the Air Capacity of the entire Task Force. (It is never necessary to know precisely which Air Points are on what carriers within the same Task Force).

[39.28] Only Carrier-Trained Air Points may ever be allocated to Headquarters loaded on carriers (exception: see Cases 39.76 and 39.77).

[39.29] Air Points allocated to carriers suffer attrition as normal.

[39.3] CRATING AIR POINTS

In order to be treated as cargo, Air Points must first be crated, i.e. dismantled for shipping (exception: see Case 39.76). This may be done at any Friendly HQ unit to which the Air Points are currently allocated. **Air Points are not subject to attrition only if they have been crated for the entire preceding Cycle (i.e. the preceding four Game-Turns).**

[39.31] During the Friendly Ground Segment of each Game-Turn a HQ may crate (and/or uncrate) a number of Friendly Air Points equal to the Headquarter's Air Point Capacity. (For example, a group HQ could crate and/or uncrate 10 Air Points per Game-Turn).

[39.32] While crated, Air Points are not subject to attrition.

[39.33] As there are no Markers to represent crated Air Points, their presence in a hex must be noted on paper. Once crated, Air Points may be moved by a number of different methods (e.g. Railcap, Seacap, Merchant Shipping, etc.).

[39.34] Crated Air Points present in a hex are attacked by Enemy bombardment attacks directed against Supply Points. (The attack on the Air Points, however, would be resolved using the Air point, bombardment Table.)

[39.35] The number of crated Air Points that equals one Load Point for movement purposes varies depending on the Block Type. This is listed on the Player's Air Block Composition Schedules (round fractions up).

[39.36] Crated Air Points may be "uncrated" (returned to normal) by reversing the crating procedure in a hex containing both a Friendly airbase and HQ unit.

[39.4] KAMIKAZE STRIKES

Toward the end of the war, the Japanese desperately sought to halt the Allied advance through the use of suicide aircraft known as Kamikaze (Divine Wind), Kamikaze Strikes are a form of Naval Strike and may be used only in the Leyte Scenario and the Campaign Game. Restrictions on the use of Kamakaze Strikes will be provided by the Special Rules for those Scenarios,

Procedure

Kamikaze Strikes are Plotted and carried out in the same manner as Naval Strikes, except that the Kamikaze Strength and Kamikaze Range of the affected Air Points are used in place of the normal values. Additionally, since Kamikaze tactics depend on actually crashing the attacking aircraft into the defending Allied ship, all Kamikaze Air points are immediately eliminated following the completion of their attack, regardless of the results of that attack.

[39.41] Trained Air Points (see Section 36.0) used as Kamikaze have their Air Combat Strength halved (round fractions up), Untrained Air Points (again, see Section 36.0) used as Kamakaze have their Air Combat Strength reduced to 1.

[39.42] Air points making a Kamikaze strike must rise the Low Approach Mode when resolving combat on the Air/Surface Tactical Display,

[39.43] Certain Japanese Air Points have two Kamikaze Strengths. The first indicates their Kamikaze Strength when performing Kamikaze Strikes within their Normal or Extended Range; the second is their Kamikaze Strength when performing Strikes at their Kamikaze Range.

[39.44] As there is no way for aircraft committed to Kamikaze Strikes to "return to base" all Abort combat results against Kamikaze Air Points are treated as Eliminated combat results instead. The Allied Player may add the Eliminated and Abort results together into one total before allocating losses to Kamikaze Air Points. **Example: example, a combat result of 5/1 on attacking Untrained Kamikaze Air Points would result in the elimination of 6 Air Points.**

[39.45] The amount of Damage Points achieved by Kamakaze Strikes on certain defending Allied naval units adjusted as follows:

Unit	Adjustment
DD, DE	Plus 25%
CW CV or CVL	Minus 50%
CW CVE	Minus 25%
Note* Round all fractions down.	

[39.46] Kamikaze Air Points may never attack on the Air/Air combat procedure, (they are fully loaded with highly explosive material and in no condition to dogfight.)

[39.47] Only Air Points with a listed Kamikaze Strength and Range may perform Kamikaze Strikes. Allied Air Points may never perform Kamikaze Strikes.

[39.48] Eliminated Kamikaze Air Points may not be Replaced (see Section 36.0).

[39.5] BOMBARDING ISLAND HEXES

All bombardment attacks against island hexes are automatically considered to be directed against all possible Enemy ground targets in the hex. (It is not necessary to specify the specific target when plotting the Bombardment).

[39.6] DEMOLITION

In order to prevent Friendly ports, bases, Resource Centers, Rail Capacity, etc., from falling intact into Enemy hands, the Friendly Player may conduct demolition operations in the hex. Demolition may be conducted by any Friendly ground unit (including intrinsic garrisons) in the hex,

[39.61] Demolition operations may be conducted at the end of any Friendly Ground Segment. The owning Player should roll one die and consult the “250+” Column of the appropriate Bombardment Table (that is, as if the facility had been subjected to an Enemy bombardment on the “250+” Column), All results are applied immediately.

[39.62] Damage Levels achieved as a result of demolition may be repaired as normal. Damage to Resource and Industrial Centers due to demolition may be repaired as if it were Incendiary Bomb Damage (see Case 35.5).

[39.63] Ground units conducting demolition operations may riot move or engage in ground combat during that Game-Turn,

[39.64] Engineer units conducting demolition operations add 2 to all required die rolls on the Bombardment Tables.

[39.65] A unit may conduct demolition operations against only one specific facility in tire hex in a given Game-Turn. No more than one unit may conduct demolition in the same hex during a single Game-Turn (Exception: see case 39.66).

[39.66] A unit deployed on an island hex and conducting, demolitions may be considered to attack one, some, or all of the facilities in the hex, at the option of the Owning Player.

[39.67] Units may not conduct demolition operations in hexes containing Enemy ground units,

[39.7] SPECIAL AIR RULES

[39.71] **Seaplanes:** Seaplane Air Points are marked as such on each Player’s Air Chart. They may operate either as normal land-based Air Points or, actually as Seaplanes. When functioning as Seaplanes, the Air Points may not conduct any Strikes except Air Search. However, Seaplane Air Points may be deployed on any coastal, lake, or island hex, regardless of the presence o’ Friendly airbases or Headquarters units. (If airbases and HQ are present, Seaplanes simply do not count against their Air Capacity.) **Seaplanes may be attacked by normal bombardment and strafing procedure, even though they are not allocated to any HQ.**

[39.72] Bomber (B) and fighter-Bomber (FB) Air Points have a pare tit ties] zed Air Combat Strength. Such Air Points may never receive the Bounce and attack with an Air Combat StFC112111 of I in Air/Air combat, However, Allied B-17, B-24, and B-29 Air Points do lot have a parenthesized Air Combat Strength, and attack with their full Air Combat Strength when solving Air/Air combat. Such Air Points are still considered bombers; they may never receive the Bounce or conduct Strafing Strikes.

[39.73] Fighter-Bomber (FB) Air Points operating in their FB role resolve Air/Air combat as stated in Case 39.72. However, after receiving an Enemy Air/Air attack, the FB Air Points may choose to “jettison their bombs” and immediately revert to their Fighter Role. They would then attack the Enemy Air Points using their normal Air Combat Strength; afterwards they would return to base without completing their plotted Strike. Alternately, the Air Points may choose to retain their bombs and continue their plotted Strike. They would then attack as Fighter-Bombers. All FB Air Points of the Strike must take the same option.

[39.74] Alternate Airbases: Air Points performing a Strike that are Plotted to return to an Airbase that receives any Damage Level during the same Phase may instead return to some other Friendly airbase within their range, as if they were plotted to perform a Strike Transfer. (This rule will be especially important when carriers are sunk and the Air Points allocated to them must seek an alternate place to land.)

[39.75] Allied Air Supply: Allied Transport Air Points may unload supply in hexes that do riot contain a Friendly airbase. The procedure for doing so is the same as for an Air Assault (see Case 6.9), except that Supply Points rather than airborne units are involved and no advance planning is required.

[39.76] Beginning in Cycle 6/44, the Allied Player acquires the capability of shipping a certain number of Air Points uncrated through Merchant Shipping pipelines originating off the map, There is no cost for doing ill is. For each 25 Points worth of Thruput Capacity (round fractions down), the Player may transport uncrated Air Points according to the following schedule-2

Cycle Date	Load Points of Air Points (per 25 Points of Thruput Capacity)
6/44 - 8/44	1
9/44 - 4/45	2
5/45+	3

Note: Although the Air Points remain uncrated, the number of Air Points for each Block type that compose a Load Point remain as listed on the Players' Air Block Composition Schedules.

[39.77] Use of Allied Carriers as Aircraft Transports: Allied carrier units may be used as "aircraft transports" in order to carry land-based Air Points that would otherwise have to be crated to move by sea. In addition to their normal Air Capacity, all Allied carriers may transport air Points according to the following schedule:

Carrier's Air Capacity	Type of Air Point carried	
	F, FB, D,T or B	B (B-25, B-26, A-20, B-18 only)
less than 3	None	None
3 - 4	2 (4)	1 (1)
5 - 14	4 (8)	2 (2)

If the carrier's Air Capacity is not being used (i.e. no Carrier-Trained Air Points are allocated to the carrier) the number of Air Points in parenthesis may be transported instead. While a carrier is functioning as an aircraft transport, all Air Points allocated to the carrier may not perform any Missions other than "Flying Off" (see Case 39.78). **Note:** Commonwealth (CV and CVL units may not function as aircraft transports if any Carrier-Trained Air Points are allocated to the carrier,

[39.78] FLYING OFF:

Non-Carrier-Trained Air Points being transported by carriers (see Case 39.77) may conduct Strikes from the carriers, but they may not be Plotted to return to the carrier (i.e. they may take off but not land on the carriers). During a given Air Phase the following number of land-based Air Points may "Fly Off" from a carrier:

Carrier's Air Capacity	Number of Air Points
Less than 3	None
3 - 4	1
5 - 14	2

After all non-Carrier-Trained Air Points have flown off the carrier, any Carrier Trained Air Points allocated to the carrier may function normally.

[39.79] Limits on Group Headquarters (Optional Rule): In order to more realistically restrict the operations of the larger aircraft types from small airbases, Players may apply the following rule: all Bomber (B) Air Points may not conduct Bombardment or Naval Strikes when allocated to Group Headquarters units. All other Air Points are unaffected.

[39.8] CHANGES IN ENGAGEMENT VALUE AND MISSION PLOTS

Once their Mission Plot has been completed, Task Forces must perform their assigned Missions, regardless of actions or attacks by the Enemy Player, except as listed below. Task Forces performing Missions also have an Engagement Value assigned to them due to that Mission. This Value is assigned due to the Mission and may not be altered, except as listed below.

[39.81] A Task Force that engages in combat on the Surface/Surface Tactical Display has its Mission Plot voided for the remainder of the Phase. This applies only to those ships

which actually fired (attacked an Enemy ship) on the Display. Ships that did not fire may continue their Plotted Missions, or they may also have their Mission Plot voided, at the owning Player's option (see also Case 39.82).

[39.82] A naval unit which suffers any Damage Level (D1, D2, etc.) may have its Mission Plot voided, at the option of the owning Player. If the damaged naval unit is a capital ship, Screening Forces (of any type; see Case 13.6) may also have their Mission Plots voided, up to a maximum Screening Strength of 6. If the damaged naval unit has a D4 Damage Level, then any one ship capable of performing a TOW Mission (see Case 38.1) may have its Mission Plot voided. (This may be done in addition to any Screening Forces for a capital ship.)

[39.83] If any naval unit of a Task Force suffers any Damage Level during a Naval Phase, the Player may be allowed to void the Mission Plot of the entire Task Force under the following circumstances:

1. A: If a Task Force contains any of the following naval units: carriers, Merchant Shipping, APB or Support Forces and any of these units suffer any Damage Level.
2. B: If the total Defense Strengths of those ships whose Mission Plots have been voided (due to Case 39.82) equals more than 20% of the total Defense Strength of the entire Task Force, then the owning Player may void the Plots "of some, none, or all of the ships remaining in the Task Force, at his option,

[39.84] Naval units and Task Forces that have had their Mission Plots voided may not perform any Combat Missions for the rest of the Naval Phase and may not attempt to engage Enemy Task Forces. Such Task Forces have an Engagement Value of zero.

[39.85] Task Forces performing a Movement Mission have a variable Engagement Value. The owning Player must assign (on the Mission Plot) an Engagement Value of between zero and 14 (inclusive) for all Task Forces with Movement Missions. (In effect, he is establishing the degree to which the Task Force is willing to accept Surface combat.)

[39.86] Task Forces in need of Fueling after performing a Combat Mission (see Case 14.2) have their Engagement Value reduced to zero.

[39.9] JAPANESE SUPPLY

Japan ordinarily represents an unlimited source of Supply Points for the Japanese Player. These Supply Points may be drawn from any operational Japanese Industrial Center. Generally, they will be moved as cargo through Japanese MS pipelines to Friendly bases "overseas." In such cases, the Supply Points could either be drawn from an Industrial Center located in a port hex, or be drawn from some other Center and moved (by Railcap and Seacap) to a port. Japanese Supply may be drawn at any time during the Game-Turn or the Strategic Game-Turn.

[39.91] If at any time the Japanese Player can not produce at least one Production Point during a Strategic Game-Turn (this may only occur during the Campaign Game) his entire economy and production system "collapses." The Japanese Player may no longer produce units or withdraw units from production. More

importantly, Japanese Industrial Centers cease to be a source of supply Points.

[39.92] When the Japanese economy collapses, all Supply Points located in Japan are removed from the map, and are replaced by 20 Supply Blocks. These Supply Blocks may be deployed by the Japanese Player anywhere in Japan, and represent the country's final stocks of military and economic goods.

[39.93] After the Japanese economy has collapsed, Japan continues to provide Basic Supply to all Japanese ground units able to trace a Supply Path to any Friendly printed port in Japan.

[39.94] Once the Japanese economy has collapsed, it may never recover. There is nothing the Japanese Player can do to create more supply or resume production.

[39.95] The collapse of the Japanese economy does not necessarily eliminate the Japanese Player or end the game. However, it will obviously greatly weaken the Japanese position.

[39.96] In the addition to the above rules, it is necessary to reflect Japan's complete dependence on imported oil. At the beginning of any Game-Turn in which the total number of Japanese Merchant Shipping units is less than 31, the Japanese Player must consult the following Table:

Total No. of MS units	Effect (on all ports in Japan)
26 - 30	Reduce Cargo Capacity by 4
21 - 25	Reduce Cargo Capacity by 8
16 - 20	Reduce Cargo Capacity by 12
15 or less	Reduce Cargo Capacity by 16
Only port hexes in Japan are affected by this rule.	

[39.97] OIL CENTERS (OPTIONAL RULE)

To represent the fact that the oil produced at the two Oil Resource Centers shown on the map (hexes C1117 and C1511) could readily be used by naval units, all ports in these hexes do not need to expend Supply Points in order to use their Naval Capacity. This would apply so long as the Oil Center itself was operational.

[39.98] JAPANESE IMPORT DEPOTS

For the sake of convenience, it is suggested that Japanese Import Points be transported directly from the Resource Center to Japan through a Merchant Shipping pipeline. However, Import Points and Blocks may be placed in Import Depots (these are printed on the back of Japanese Supply Depot markers). The Import Depots are used in the same manner as Supply Depots and are placed on the Japanese General Record Track. The location of Japanese Import Blocks on the map is recorded by deploying an Import Depot marker in the hex a-M placing the correct Supply Block counter underneath (e.g., a 1 Supply Block counter under an Import Depot marker would indicate the presence of 1 Import Block in the hex). Face the Import Depot marker North to indicate Northern Import Points (and Blocks) and South to indicate Southern Import Points (and Blocks). While deployed on the map, Import Points may be bombarded in the same manner as Supply Points (this would have to be a separate Strike or Mission, however).

40.0 PLAYER'S NOTES

10.1 NAVAL

Carrier Task Forces: Carriers are far and away the most important ships, but they are only as effective as the Air Points they carry. The mechanics of Air Search and Air/Surface combat combine to make carrier air battles a real joy. Success in such contests is highly luck-dependent, as was the case in the actual war. In general, carriers should be grouped together as much as possible (consistent with Friendly fueling capabilities), because they are vulnerable and there is strength in numbers. This is not true, however, if the enemy outnumbered you or if you wish to deceive your opponent about your intentions. In those circumstances, it is best to split your carriers up (into at least two Task Forces) to produce multiple Search Reports and minimize the possible ill effects of Strike Sequencing (i.e. all the planes being caught on deck). Choose the time and place for carrier battles carefully. A nearby Friendly land airbase is handy, since even if your carriers are lost, the Air Points will still have some place to land.

Capital Ships: BB, BC and CA ships are needed for surface combat and bombardment purposes and to provide anti-aircraft protection for carriers. Although vulnerable to air attack, Speed Class 3 can strike back through high-speed bombardment runs conducted at night against the Enemy airbase hexes.

Light Cruisers: Neither fish nor fowl. The Japanese CLs are pretty awful, but at least they have low Fueling Costs. Allied CLs, on the other hand, tend to have excellent anti-aircraft Strengths, especially later in the war.

Destroyers: their main role is anti-submarine, but they are also necessary to "flesh out" Task Forces for surface combat and anti-aircraft purposes. Their low Fueling Costs, transport capabilities, and freedom from Refit and Yard Periods are also an advantage.

Submarines: because of their dual search and attack abilities, submarines are extremely useful. Moreover, since their Contact Reports are always "True," the information they provide is much more reliable. In the long run their primary role should be against Enemy MS pipelines (although Japanese Doctrine may prevent this). In a more tactical sense, Sub Points should be deployed around various geographic "choke points map, in order to channel and interdict Enemy naval movement.

Fueling, Refit, and Yard Periods: Fueling is a crucial restriction, and one that will determine the amount of naval operations that an area can support. Except when high speed is truly required, ships should conserve supply by operating as Speed Class 2 units. Refits are required for capital ships and carriers, but may be postponed. Players should not be afraid to put off a Refit if the situation warrants it. Simply remember that using a ship constantly now means that the ship will not be available later. Unless you hold the initiative (and thus are able to judge the level of enemy activity in the month ahead) Yard Periods should be staggered so that a goodly number of ships are always available.

Air Points should be kept as far “forward” as possible, since they provide long-range search and attack abilities. Be aware of range limitations and suit the type of aircraft to the job at hand. Air Points require a lot of supply, tend to disappear of their own free will (through attrition), and under certain circumstances can be caught and destroyed on the ground. Players should avoid needless losses in air operations. Weak, piecemeal attacks are generally ineffective. If the situation is truly one-sided, cut your losses by withdrawing the Air Points entirely. When taking losses due to attrition, eliminate old and less effective aircraft types in order to phase in newer and better varieties. When conducting air operations, it is easy to underestimate the difficulties involved. The temptation exists to use all your Air Points at once in massive Air Strikes. This may work, but is likely to result in having no Air Points available to meet Enemy threats in the following Phases of the Game-Turn. Truly complex operations (such as a carrier-supported amphibious assault against strongly held Enemy land airbases) require a fine hand and a great deal of planning.

40.2 GROUND

Supply is the key to all ground operations. A Line of Communications is a valuable asset, but it will not always be possible to maintain. The combat system itself puts a premium on fire support (i.e. Friendly bombardments to alter the die roll). Ground operations, while very necessary, depend on the success of Friendly air and naval operations.

40.3 LOGISTICS

Like the man said, Logistics is about “all the guys everywhere who sail from tedium to apathy and back again, with an occasional side-trip to monotony.” Logistics operations may not be exciting, but they are critically important in modern warfare. This was especially true in the Pacific where the long distances and lack of local industry (to say nothing of ordinary foodstuffs) combined to produce enormous logistics “tails.” Supply is the one necessary requirement for all operations, and it is far better to have too much than too little.

40.4 TACTICAL

Surface/Surface: Although affected by initiative, surface combat is often a test of brute strength. Concentrate large amounts of fire on a few enemy ships and keep hammering away at them until they sink (or withdraw). Use ranges effectively, capital ships (especially BB and BC) may be able to stay back, while light cruisers and DDs must close to engage. A D1 Damage Level has few immediate effects, but it opens the door to more serious results. Begin withdrawing damaged ships as soon as possible; otherwise they may not make it. Also be aware of your Breakoff Level. If you are about to lose an engagement, ships can be positioned so that they can quickly withdraw once the Breakoff Level has been exceeded.

Air/Surface: On defense, one should obviously deploy the highest Anti-Aircraft Strengths toward the Core and around valuable targets. If likely targets must be deployed outside the

Core, the Player can either group them in a single Arc (with only a 1/3 chance that a given Strike’s Path of Approach will allow it to attack), or seek more “average” results by splitting the targets up among all the Arcs of the Inner Ring. When attacking, separate Waves are necessary only when the number of Air Points so outnumbers the defense so as to produce Attack Differentials higher than those allowed on the Table. Combined attacks are very important, as they serve to drop the Speed Class of the target ships. When faced with a strong defense, it is often better to pick off a destroyer in the Outer Ring instead of making a costly and unproductive attack against the Core. Unless you are hunting for a specific target (e.g., APB to break up an amphibious landing) it is best to choose a General Priority attack, as this provides the greatest freedom of action.

Air/Air and Anti-Aircraft: Be aware of how the Tables work, and the dual effects of both Attack Strength and the number of Air Points involved. Loose fighter escort is best when it is likely you will receive the Bounce; close escort is preferable when it seems that your opponent will attack first. When distributing Air Point losses to your opponent’s Strikes, choose those Air Points that will most weaken his attack and/or those which are the most versatile and hardest to replace. Attempt at all costs to prevent Combined attacks (for example, by attempting to eliminate all the Torpedo Bombers in a Strike).

40.5 SCENARIOS

40.5.1 Pearl Harbor

(The most difficult Scenario, and one that should be saved for last).

Japanese: The strike at Pearl Harbor is an excellent idea. Although there will probably be no carriers present, the ships and Air Points deployed in Hawaii are perfectly acceptable targets. A more innovative strategy is to concentrate on the supply at Pearl Harbor instead. This will leave most of the Allied fleet intact, but will immobilize it, and force a major re-deployment back to the U.S. West Coast. Additionally, it will strain the Allied logistics net and make it more difficult to maintain the required MS pipelines to Australia. In either case, it is always worthwhile to eliminate the Allied SF at Pearl. Amphibious operations will be necessary against the historical invasion areas (i.e. Philippines, Dutch East Indies, Wake, Guam). Since most of the Japanese APB are available for only a short period of time, they should be used to the utmost. On the ground, push into Malaya (for Singapore) and Burma (thus cutting off China and possibly threatening India). Your ultimate aim is to keep expanding until the Allied fleet is forced to come out and fight, and to sink it when it does.

Allied: The Allied Player is in for a pounding. Relax and make the best of a bad situation. It will be very difficult to successfully defend any area that the Japanese are truly determined to take. In the Philippines and in Malaya, retreat into your entrenchments and hold on until the supply runs out. Burma will become isolated once Rangoon falls, and the units there must force-march out in the best order possible. The

extent of Allied fleet actions will be somewhat determined by the success of the Pearl Harbor attack. In any case, avoid piecemeal confrontations with large bodies of the Japanese fleet. Instead, watch for Japanese mistakes and carry out operations against weakly held and undefended areas. Hopefully, Japanese expansion will finally outrun their abilities, and the Allied Player will be able to ambush a significant fraction of the Japanese navy.

40.5.2 Midway

Almost a pure carrier battle; a good introductory Scenario, especially in its Basic version.

Japanese: Avoid the historical error of overly dividing your forces. While the Japanese have overwhelming strength they must carry out a difficult amphibious operation in the face of a well prepared enemy. Although the chosen Primary Objective is really only a lure to force the Allied fleet into action, the invasion attempt must be strong enough to actually succeed. Otherwise, the Allied fleet can simply remain in port.

Allied: The Allies are outnumbered, but they are on the defensive and have their Intelligence advantage. The best strategy is to split your carriers into two (mutually supporting) Task Forces. Constantly attempt to deceive and mislead the Japanese Player about your intentions. Although the Scenario will probably come down to a classic carrier battle, remember that the Japanese amphibious potential is not great. This allows the Allied Player to bide his time until the Japanese forces are busy softening up the invasion hex.

40.5.3 Guadalcanal

A fairly long Scenario, with emphasis on surface naval engagements.

Japanese: The Allies hold the initiative and in order to win the Japanese Player must regain it from them. As the Guadalcanal airbase will almost certainly fall to the initial assault, your main effort must be to keep it from functioning effectively. Constant pressure must be maintained, especially by surface naval forces (although submarines will also be effective in the constricted waters around Guadalcanal). Once isolated, it should be possible to retake Guadalcanal; immediately begin construction of an airbase at hex 2016 in order to support this effort. Night operations will be the rule as long as strong Allied air power remains on Guadalcanal.

Allied: Seize the airbase on Guadalcanal, and keep it supplied and stocked with Air Points. The Japanese fleet is quite powerful (especially at night) so heavy naval losses are probably inevitable. Most engagements will be fought near your territory however, so it should be possible to pick off damaged ships with air power once night is over.

40.5.4 Burma

A pure ground and air battle, and fairly simple.

Japanese: The Japanese Player has two options: either to strike westwards into India, or to turn against China (while remaining on the defensive against the British). The latter

strategy has the advantage of forcing the British to attack, while keeping away from the bulk of the Allied airpower.

Allied: Allied forces are split, and are connected only by a tenuous line of Air Transport. The early game strategy will be determined by the Japanese, but Allied capabilities will continue to grow. While the Chinese can blunder around in a somewhat exciting fashion, the British are in for a long, slow drive over some of the world's worst terrain. Air Power is your one big advantage, and it must be used to keep the Allied Air Points in China supplied, to interdict the Japanese logistics net, and to support all ground operations.

40.5.5 Leyte

A fairly short scenario, emphasizing combined naval/air/amphibious operations, plus Kamikazes.

Japanese: Although outnumbered, the Japanese position is far from hopeless. Conserve your strength until Allied intentions are clear (and air reinforcements have arrived), then strike with all available forces. Most of what is attempted will fail, with heavy losses; but you may be able to overload the Allied defenses and thus pull off an upset.

Allied: This situation is somewhat akin to Midway in reverse: now it is the Allies who are attempting an assault in the teeth of a lesser but determined enemy. Leyte Island is actually a good place to invade, since it is far enough away from the main Japanese airbases around Manila and won't trigger any additional air reinforcements. Regardless of which area is chosen, be certain to protect your APBs because victory will be impossible without them.

40.5.6 Campaign Game

This Scenario allows for a full range of strategies, plus the additional element of production. It is extremely time and space consuming and should only be attempted once Players have become thoroughly familiar with the game.

Japanese: Most of the Pearl Harbor Scenario advice is still valid. Throughout 1942 the Japanese Player should expand in an attempt to "shorten the war." This should draw the Allied fleet out so that a decisive battle can be fought. Overly ambitious plans, such as invading Hawaii or Australia, are simply not feasible. The Japanese Merchant Shipping is quite limited, and the further you go from Japan, the harder it will be to remain in supply. For this reason, idle portions of the Japanese fleet should be kept in Japan as much as possible. An eventual attack in China is a good idea that will free up some ground troops. However, success in China will not solve the major Japanese problems. The outcome of the major battles of 1942 will determine the later course of the war. Even under the best of circumstances, it will be necessary to have ground in the face of the Allied advance. A fighting withdrawal should be conducted until the point where the Allies could actually begin to seriously threaten Japan with Strategic Bombing. At that point you must hold at all costs and prevent the establishment of airbases within range of the Home Islands. Friendly facilities (airbases, railcap, etc.) should be built up as much as possible. Just, remember that if you build a facility and then allow the Allied Player to capture

it, you are making his task that much easier. In terms of production, all the choices are difficult. The Japanese economy simply has no hope of competing with that of the United States. In naval units, concentrate on MS and CD, with perhaps a few CVE thrown in. Air Blocks are critical, but are both costly and time-consuming. Carrier Air Points are the most versatile, followed by Bombers and (land-based) Fighters. As difficulties increase toward the end of the war, you will probably be forced to withdraw poorly trained Air Points and initiate Kamikazes. Except for BaseForces and an occasional engineer, it should not be necessary to build any amount of ground units.

Allied: Time, in every way, is on the side of the Allied Player. As is the case with the Japanese, the advice given for the Pearl Harbor Scenario remains accurate for the early stages of the war. Afterwards, when you must fight to defend an area make sure it is done on your terms. As long as the Allies are able to avoid a one-sided naval defeat, they should be able to begin inching back towards Japan late in 1942. Island-hopping is a perfect strategy, because the Japanese Player will be unable to adequately defend all his territories at once, and by-passed units can be left “to die on the vine.” Amphibious operations will need land air cover until the Allied carrier force becomes overwhelming. Once within range of Japan, begin Strategic Bombing to cripple his industries. Equally important is a strong Submarine campaign against Japanese MS throughout the entire war. As far as production is concerned, the Allied Player needs a lot of everything but has the Production Points to buy it. Because of the high lead time required, an enormous amount of planning will be necessary to anticipate future needs. MS, BaseForces and Support Forces are your safest bet, as they will always be required as the Allied logistics network keeps increasing in length.

41.0 RULES SUMMARY

Although (for obvious reasons) it is difficult to summarize a game like *War in the Pacific* the following section may be helpful to those already familiar with other SPI games, This summary is an informal part of the rules and does not in any way supersede them. If a Player has any doubt about a rule, he should refer to a specific Section or Case, and not to this summary.

1. Examine the counters and the Game Charts and Tables. These should provide a fairly good idea of the more important elements being simulated in the game. There are three basic kinds of units: naval (mostly individual ships), air (markers used to record the presence of “Air Points,” which represent 10 aircraft apiece), and ground (mostly regiments, brigades, and divisions).
2. The map is divided into various Movement Areas in order to re-create the curvature of the earth. Air and naval units pay either 4, 5 or 6 Movement Points to enter a hex; ground units ignore the Movement Areas and have their movement costs determined by terrain.
3. The Sequence of Play provides for an Air Phase followed by a Naval Phase. This pattern is repeated

three separate times, and then the Game-Turn is completed by carrying out a single Ground Phase. Four Game-Turns compose a Cycle. At the end of each Cycle, Players carry out a Strategic Game-Turn, which allows for the arrival of reinforcements, production of new units, the arrival of cargo through Merchant Shipping pipelines, the movement and combat of submarines, and the loss of units through attrition.

4. Written orders (Plots) are required for most air and naval operation, but not for ground operations. These Plots serve to make a Player decide what his units will do in the current Phase before he is aware of the intentions of his opponent.
5. Air Points themselves are not deployed on the map. Instead, they are allocated to various Headquarters units which are deployed on the map, generally on airbase hexes. The numbers and types of Air Points at a Headquarters is recorded on each Player’s Air Display.
6. Under normal circumstances, Air Points may automatically Search for Enemy ships (Task Forces). Once a Task Force has been found, Friendly Air Points may attack it by conducting Air Strikes. When resolving a successful Air Search, a Player will receive a somewhat ambiguous “Contact Report” which may or may not accurately describe the ships that have been found.
7. Air Strikes against naval units are resolved on a separate Display, which simulates the arrangement of ships in the Task Force. Strikes against land targets (bombardment) do not use a Display and are simply resolved using various Combat Results Tables.
8. Ships operate in groups known as Task Forces. Each ship has a certain Speed Class which determines the number of Naval Phases in a Game-Turn that a unit may be Active (perform Missions). This Speed Class may be voluntarily lowered by a Player in order to reduce the ship’s fueling requirements.
9. Each ship (and the Task Forces that they form) has a certain Movement Allowance which determines the number of Movement Points the ship may expend to perform Missions during an Active Naval Phase. Within certain restrictions ships may freely combine Missions in the same Phase, so long as they expend the required number of Movement Points.
10. Depending on its current Speed Class and the Missions they perform, naval units must periodically refuel. A Fueling Mission costs 20 Movement Points and must be carried out in a hex containing a Friendly port or Support Force. The number of Supply Points that must be expended by the port (or Support Force) is determined by the Fueling Cost of the naval unit involved.
11. Once each Cycle, carriers and capital ships must undergo Refit at a Friendly port, by remaining in the port for a certain number of Active Phases (the equivalent of one Game-Turn) and expending Supply

Points equal to the ship's Fueling Cost. In the Campaign Game, longer periods of maintenance, known as Yard Periods, are also required. Friendly ports may also repair damaged ships through their Repair procedure.

12. Ground units move hex-by-hex on the map, and must expend Supply Points to do so. (They may also move by rail, sea and air.) The maximum number of Supply Points a unit may expend is equal to the unit's Supply Allowance (which is always seven times the unit's Supply Multiple). Basically, the larger a unit is, the more supply it needs to move and have combat.
13. Ground Combat occurs between opposing units in the same hex. Except when one side is fortified or entrenched, opposing units may not end a Ground Phase in the same hex.
14. Most ground units form battlegroups, and may be rebuilt by expending a certain amount of supply. Most units may also re-organize into larger or smaller units.
15. Submarines (Sub Points) are special naval units which move only during Strategic Game-Turns. They are allocated to administrative units known as Subrons. Subrons have a Zone of Control extending six hexes in all directions and may search for and attack Enemy Task Forces.
16. Merchant Shipping units are naval units which are used to transfer cargo from hex to hex. They may either do so in their Tactical Mode (operating as a normal naval unit) or in the Strategic Mode, for shipping pipelines which can more efficiently transfer cargo over extensive distances.

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