1.0 INTRODUCTION

Across the Pacific is a two-player game of World War II in East Asia and the Pacific. Players maneuver historical forces across the broad range of the Pacific Ocean, Australia and the East Asian land mass in order to achieve victory. The terms 'Allies' or 'Allied player' refer to the player representing the WW II alliance of the U.S., Great Britain, the Soviet Union, Burma, China, Australia, India, New Zealand, the Netherlands, and France. The terms 'Japanese' or 'Japanese player' refer to the player representing the Empire of Japan.

The Campaign game consists of nine turns representing five months each beginning December 1941 and ending August 1945. The Campaign game takes 12-18 hours to complete. Four shorter scenarios are also included.

2.0 GAME EQUIPMENT

Included in each game of *Across the Pacific* are a 34" x 45" map, 960 game pieces, this 24-page rules and scenarios booklet, a 24-page Player's Handbook with notes and examples of play, 8 charts and tables cards described below (Rule 2.2), and a 6-sided die (ziplocked versions do not have a die). If any part is missing or damaged, contact

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If you have never played a wargame before, these rules may seem long and complicated. Even if you have played a wargame before, *Across the Pacific* involves many new ideas and mechanics of play. The rules cover fairly simple concepts. Look over the rules to familiarize yourself with their outline and some of the basic terms; then read the examples of play carefully. After that, go back and read the rules in more detail. It is important that players read all the rules before attempting to play the game.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, thus: 2.2. When that section has subsections, they are identified like this: 2.24.

When the rules refer to another, related paragraph, the number identifying that rule is included parenthetically, like this: (2.2). This will help players find that rule for comparison or reference.

2.1 Game Map

The mapboard depicts the areas of the Pacific Ocean and Asia where the rise and fall of Japan in World War II took place. The American military called these areas the "Pacific Theater of Operations" (PTO) and the "China-Burma-India Theater" (CBI). A hexagonal ("hex") grid has been superimposed on the map to regularize the movement and position of the playing pieces. Each hex contains natural and/or man-made terrain features that may affect the movement of units and combat between units. The Terrain Effects Chart (TEC) printed on the map identifies the features, gives movement point costs for ground units, and shows the effects of different types of terrain on combat. There is a Turn Record Track on the mapboard that records the turn being played.

Areas held by the Japanese and by the Allies at the beginning of the game are listed in 23.0 Scenarios. Note that friendly territory is distinct from a friendly Air Umbrella (9.1).

2.11 *Notes on the Map*. The following notes are meant to clarify potential ambiguities resulting from the realities of Southeast Asia geography:

1) The Owen Stanley Range does NOT extend into the hexside defined by hexes 3927 and 3928.

2) Hex 3251 contains land on both the island of Sumatra and the Malay Peninsula. While it will be very rare, it is possible for ground units to be in both land areas, separated by the sea but occupying the same hex. This is allowed: the two land areas are treated as separated by ocean for all purposes of the game. For clarity, players should use the Stacking Chart for one side or the other to avoid confusion (6.5).

3) Players should refer to Appendix 2.2 Gazetteer in the Players' Handbook to ascertain which islands belong to which political entity as references in these rules to such a political grouping will assume their inclusion (thus, reference to "China south of Hex Row 1000" assumes the inclusion of Hainan and Formosa).

4) The Japanese Home Islands, the Hawaiian Islands, and the Philippines have distinctive borders around each island to make it easy to distinguish them.

5) There are several single hexes (mostly in multi-hex islands) where land is accessible via the sea from two different directions with the land intervening. This occurs, for example, on the Malay Peninsula in hex 2653, on the island of Java in hexes 3747 and 3748, and on the island of New Britain in hex 3626. Naval units that enter the same hex via the sea from two different directions with land intervening are not in the same hex for the purposes

of naval combat. This is allowed; players should use the Stacking Chart for one side or the other to avoid confusion (6.5).

6) Other terrain clarifications are noted in Appendix 2.2 Gazetteer in the Player's Handbook.

2.2 Charts and Tables

Each side has an Order of Battle (OB) chart. The OB charts give the necessary information to set up the game and receive reinforcements on a turn-by-turn basis. The OB charts also specify markers that may come into play (e.g., General Supply, CEL, MAGIC, US Navy Fleet Train, and POL markers).

Each side has a Task Force Composition Chart that allow players to form Task Forces from large numbers of naval units. This has a twofold purpose: (1) to reduce clutter on the mapboard and (2) to introduce some of the fog of war into pre-planning for each turn.

Each side has a Unit Stacking Chart that is used both to organize the air units deployed on each aircraft carrier and to hold the units represented by the stacking substitution markers placed at selected hexes (6.5).

There are five Combat Results Tables (CRTs): #1 Air-to-Air Combat, #2 Aerial Bombardment Combat, #3 Naval Surface Combat, #4 Ground Combat, and #5 *Tokkotai* (*Kamikaze*) Combat. They will be referred to by their number in these rules. These represent the interactions between air, sea, land, and undersea forces in the game. The tables are printed on the two sides of a single chart card. Players consult these tables at various times during the game in order to resolve combat between opposing forces.

The last chart card contains a Naval Surface Combat Resolutions Groupings table to clarify combat opportunities between the various attacking and defending Task Forces and Task Groups, a Sequence of Play outline, and a Unit Counter and Marker Glossary.

2.3 Games Pieces

The 960 die-cut 5/8" square cardboard game pieces, called counters, consist of: units, representing historical military formations and supporting functions; chits that control play during the Strategic and Tactical Phases; and informational markers that are used in the course of the game.

2.31 Units.

The units are color-coded for nationality and function and carry an abbreviation that identifies their historical designation. See Unit Counter and Marker Glossary.

Ground units

The values and symbols printed on the ground units are:

Unit Size: see Unit Counter and Marker Glossary.

Unit Type: see Unit Counter and Marker Glossary.

CEL: Combat Effectiveness Level: A rating of the unit's training and combat worthiness (11.1).

Identification: The historical designation of the unit.

Movement points: The ability, expressed in points, of the ground unit to move on the map during the Strategic Phase.

Combat factor: The comparative value of the unit when resolving combat. This number is used both offensively and defensively when resolving combat. **Exception**: armor units defend at half-strength if not in clear terrain (17.3).

Naval units

The values and symbols printed on the naval units are:

Attack factors:
Bombardment factor: Strength of naval gunfire used in Naval Surface Combat and airfield bombardment.
Torpedo factor: Strength of a unit in a torpedo attack.

Air unit capacity: Number of carrier-capable air units an aircraft carrier can transport or land.

Anti-aircraft factor: Strength of a unit firing at enemy aircraft.

Defense factor: Ability of the unit to withstand attack. Used in defense against naval surface combat.

CEL: Combat Effectiveness Level: A rating of the unit's training and combat worthiness (11.1).

Range: maximum number of hexes a naval unit may sortie during the Tactical Phase.

Unit Identification: The historical designation of the unit. See 1.33 Capital Ships in the Player's Handbook for a list of the historical capital ships represented in the game.
Each BB, BC, CV, and CVL unit represents 2-3 of those type ships. Each LST, APA, LCD, Type-SB, and TR unit represents an abstract number of those type ships sufficient to lift up to one division of ground troops. Each CVE unit represents 5-8 escort carriers; each CA unit represents 3-4 heavy cruisers; each CL or CLAA unit

represents 5-6 light cruisers; each DD, APD, or Type-T unit represents 15 destroyers or destroyer escorts and/or a number of these type ships sufficient to lift up to one regiment of ground troops; each SS unit represents a submarine fleet of approximately 30 submarines.

Air units

The values and symbols printed on the air units are:

Air attack factor: Strength of unit when attacking other aircraft units, including those on the ground (strafing).

Bombardment factor: Strength of unit when attacking surface targets.

There are four different types of bombers:

L = level bombers: can attack naval units and provide ground support. They can be part of an Air Umbrella (9.1).

S = strategic level bombers: can attack naval units but cannot provide ground support. They can be part of an Air Umbrella (9.1) and are important for certain Victory Conditions (24.22). Note that strategic bombers are not connected in any essential way with the Strategic Phase.

D = dive bombers: can attack naval units and provide ground support. They cannot be part of an Air Umbrella.

T = torpedo bombers: can attack naval units but cannot provide ground support. They cannot be part of an Air Umbrella.

Identification: Designates separate units of a specific type of aircraft. Lack of a designation occurs when only one unit of that specific type of aircraft appears in the game.

Aircraft type: The historical identity of the predominant type of aircraft in the unit.

CEL: Combat Effectiveness Level: A rating of the unit's training and combat worthiness; see 11.1.
Note that only Allied air units have a printed CEL; Japanese air units carry a separable CEL marker (16.0).

Defense factor: Used in defense in air-to-air and anti-air combat.

Range: the maximum number of hexes an air unit can sortie from a base. Because an air unit can freely move in any direction, its range forms a circular or umbrella shape.

Each air unit represents 50-250 planes.

2.32 *Markers*. An explanation of markers is on the Unit Counter and Marker Glossary.

2.33 *Chits*. There are 10 Strategic Phase chits and 10 Tactical Phase chits, each divided into 5 Japanese and 5 Allied chits, with abbreviated instructions for actions the players may take when they are drawn in the course of the game.

Strategic Phase Chits. Japanese strategic chits are brown. Allied are olive drab. The five types of strategic chits are:
"Deploy Task Forces"
"Rebase Task Groups"
"Fly CAP" (Combat Air Patrol)
"Fly Ground Support"
"Move Ground Units"

Tactical Phase Chits. Japanese tactical chits are tan. Allied are dark blue. The five types of tactical chits are:
"Carrier Air Strike"
"Land-Based Air Strike"
"Surface Interception/Ground Support"
"Task Groups Sortie"
"Amphibious Landing"

2.4 Game Scale
The size of the area covered by the map has necessitated some map distortion; however, the approximate diameter of a hex is 120 miles at the equator. Unit size varies according to type, see 2.31 Units. Each turn represents 5 months of real time.

3.0 INITIAL SET UP
Choose the scenario to be played (23.0). Organize each player's units and markers according to that scenario on the appropriate OB charts. Place the Strategic Phase and Tactical Phase chits in separate opaque cups. Place control markers on the map according to the initial OB of the scenario being played. The Allies set up on the map first; then the Japanese set up.

4.0 SEQUENCE OF PLAY
Across the Pacific uses a combination of a traditional sequence of play ("phases") with a more innovative system of randomly drawn activity chits picked within "Strategic" and "Tactical" phases. The order of phases is:

1. Posting Phase: players plan for the future, introduce new units, and post units onto the map and the task force displays.
2. Strategic Phase: players make strategic deployments governed by the order of chits that are pulled from a cup.
3. Tactical Phase: players make tactical sorties governed

by the order of chits that are pulled from a cup.

4. Ground Combat Phase: players resolve amphibious assaults and other ground combat between adjacent ground units.

5. End Phase: units are returned to bases and victory conditions are checked.

These five phases are performed by the players in accordance with the outline below. An outline of this sequence of play is located next to the Naval Surface Combat Resolution Groupings chart on a separate card.

4.1 Posting Phase
Unless otherwise specified, each of the following segments is performed in order by the player controlling the Japanese forces first, then by the player controlling the Allied forces. Players should consult the OB charts for their respective sides while performing these segments. Players should also see 23.0 for any special set up instructions.

1. (*Japanese side only*) Check for General Supply markers, and activate Army General Headquarters (Turns 1, 6 and 8 only; see 14.1).

2. (*Allied side only*) Force the activation of a Japanese Army General Headquarters (if applicable; turns 7 and 9 only; see 14.14).

3. Add new POL markers to existing stock.

4. Post new ground units. (Omit on Turn 1)

5. Post new naval units. (Omit on Turn 1)

6. Starting with Turn 6, the Allied player may post the USN Fleet Train marker to any hex within a valid air umbrella extending to Oahu. If the USN Fleet Train is posted, the Allied player must expend one POL marker (only) and form up one (only) Task Force of any type on the Fleet Train marker (see 5.4).

7. Create Task Forces, expending one POL marker for each Task Force formed (5.1 and 14.24).
Note that some scenarios provide for certain naval units to begin the game already formed into Task Forces; these do not require the expenditure of a POL marker.

8. Post new air units. (Omit on Turn 1)

9. Rebase all air units in accordance with 5.5. (Omit on Turn 1)

10. (Japanese side only) Reassign separable CEL markers among friendly air units (16.1). (Omit on Turn 1)

4.2 Strategic Phase
Activities in this phase are governed by the Strategic Phase chits. Strategic actions are voluntary. *Exception*: "Deploy Task Forces" (4.21).

One player randomly draws one chit from the cup. The player whose chit is drawn must undertake the action specified or decline to do so for the turn. The chit is then placed on the appropriate box on the map. Each turn, beginning with Turn Two, the Allied player may require one Strategic Phase chit to be returned to the cup to be redrawn later in the phase per MAGIC (18.0). Once the Allied player has exercised this option, the MAGIC chit is placed on the appropriate box on the map. Note that if the Allied player pulls a Japanese chit, the Japanese player takes the action, not the Allied player, and vice versa. At the players' discretion, one player may draw all the chits, or the players can alternate.

The chits continue to be pulled until all are drawn and all Strategic Phase activities have been performed. All activities of a particular Strategic Phase chit must be completed before the next chit is drawn. Any actions not completed are superseded by either another Strategic Phase chit or the first Tactical Phase chit that is drawn.

Strategic actions are:

4.21 "Deploy Task Forces" - Friendly Task Force markers MUST be deployed from their anchorages or, for the Allies, from the Fleet Train marker to an "on station" hex (8.21).

Friendly submarine units may be deployed from their anchorages to an "on station" hex (8.21 and 17.2).

Task Forces and Submarines may never deploy into an "on station" hex containing any enemy naval unit.

4.22 "Rebase Task Groups" - Friendly Task Group units may be deployed from one friendly anchorage to another (8.22).

Ground units may be carried from one friendly anchorage to another by travelling with a Transport-type Task Group (including TR Task Groups transporting ground units up to and including division size, and Allied APD or Japanese DD or Type-T Task Groups transporting single ground units smaller than division size).

Task Groups may not rebase into a friendly anchorage hex that contains any enemy naval units. CV, CVL, BB, BC, APA, LCD, LST and Type-SB units may not move during Task Group rebasing; they may only move from a friendly anchorage as part of a Task Force (see 5.1 and

5.2. *Exceptions*: 8.4, 10.7, 12.15).

4.23 "Fly CAP" (Combat Air Patrol) - Deploy any air units (except strategic bombers) with an air attack strength greater than "0" over any hex(es) within range that the player wishes to protect (9.31).

4.24 "Fly Ground Support" - Deploy any air units with an "L" or "D" strength over any hex(es) within range where the player wishes to support anticipated combat in the ensuing Ground Combat Phase (4.4 and 9.32).

4.25 "Move Ground Units" - Ground units may be moved up to the maximum of their movement allowance. Overruns may be conducted in any active theater (10.0 and the TEC).

Rear Area Movement (10.9), Island Hopping (10.8), and Air Transport movement (17.4 and 17.5) take place during this segment.

4.3 Tactical Phase
Play during this phase is controlled by the draw of the Tactical Phase chits. Tactical activity is always voluntary.

Example: a "C" (carrier) Task Force on station and ready to strike a target may, at the discretion of the friendly player, withhold a strike when the "Carrier Air Strike" chit is drawn. If withheld, that particular Tactical Phase activity may not take place until the next turn.

Chits are handled in the same manner as in the Strategic Phase until all Tactical Phase activities have been accomplished. All activities of a particular Tactical Phase chit must be completed before the next chit is drawn. Any actions not completed are superseded by either another Tactical Phase chit or the commencement of the Ground Combat Phase.

Tactical actions are:

4.31 "Carrier Air Strike" - Fast carriers (CV and CVL) in a "C" Task Force and escort carriers (CVE) either in an "A" Task Force or operating as part of a Task Group may sortie within the limits of their range (8.34) and launch their air units to attack enemy air and/or naval units within range (12.2). Ferrying (transfer of air units from carriers to airfields) is also commenced at this time. (see 12.28)

Carrier naval units do not have to move at all to launch their air units, but they may not launch their air units and then move. At no time may naval units moving as a result of this chit being drawn enter a hex containing any enemy naval unit.

NOTE: It is possible that CVE units will have the opportunity to move more than once during the Tactical Phase. They might even move beyond the range of a friendly anchorage. This is both allowable and intentional (but see 4.52 and 8.4).

4.32 "Land-Based Air Strike" - Players may launch their ground-based air units to attack enemy air and/or naval units within range (12.3). Flying Boat units and carrier air units that are based either on airfields or on carrier naval units that are not part of a "C" or "A" Task Force or operating as part of a Task Group may also attack enemy air and/or naval units within range at this time.

Parachute infantry units stacked with a transport air unit may make an airborne assault during this segment (17.4). Ferrying (transfer of air units from airfields to airfields) is also commenced at this time.

4.33 "Surface Interception/Ground Support" - "B" Task Forces may sortie from their "on station" hex to any desired all-sea or coastal hex within the range of the slowest unit in the Task Force where the player wishes to support anticipated combat in the ensuing Ground Combat Phase and/or engage enemy naval units in surface combat or bombard grounded enemy air units (8.31, 12.1). Note: if a "B" Task Force has movement points remaining after engaging enemy naval units, it may complete its movement up to its range (even engaging different enemy naval units).

4.34 "Task Groups Sortie" - Task Groups move from their anchorages to any desired all-sea or coastal hex within range of the slowest unit in the Task Group where the player wishes to support anticipated combat in the ensuing Ground Combat Phase and/or to engage enemy naval units in surface combat or bombard grounded enemy air units (8.32 and 12.1). Note: if a Task Group has movement points remaining after engaging enemy naval units, it may complete its movement up to its range (even engaging different enemy naval units).

APD and Type-T units that are carrying ground units scheduled to make amphibious landings debark these units into their target hex(es).

4.35 "Amphibious Landing" - "A" Task Forces may move from their "on station" hex to any desired target within the range of the slowest moving unit of the Task Force (8.33 and 15.0).

Units from the Task Force's Core may move to any desired target hex within their range (although they do so without cover from their Screen). Core elements that

move to targets beyond the cover of their screen move before the "A" Task Force sorties from its on-station hex. Note: This gives players flexibility to debark ground troops in more than one coastal hex, but at the risk of the amphibious landing naval unit(s) leaving the protection of the Screen.

Ground units carried by LST and Type-SB units may debark immediately (15.1).

NOTE: Type "A" Task Forces may enter hexes containing enemy naval units and initiate naval combat but only into such hexes from which or into which the Type "A" Task Force will designate ground units in an amphibious combat.

4.4 Ground Combat Phase
Unless otherwise specified, each of the following segments is performed in order by the player controlling the Japanese forces first, then by the player controlling the Allied forces. Players may resolve attacks in each segment in any order they choose.

4.41   Debark ground units making amphibious landings using LCD, APA, DD (Japanese only) and TR naval units. Ground units using TR naval units may not make opposed landings.

4.42   Perform unopposed landings and resolve opposed amphibious landings (15.0).

4.43   Resolve ground combat. (Note that units that made amphibious landings in 4.42 may also conduct ground combat in this segment if they are adjacent to enemy units.) Victorious attackers may advance.

4.44   Mechanized movement. Armor and motorized infantry units with a CEL of +1 or +2 may conduct movement activities identical to those allowed by the Strategic Phase "Move Ground Units" chit (4.25). Overruns may only be conducted in active theaters.

4.5 End Phase
Unless otherwise specified, each of the following segments is performed in order by the player controlling the Japanese forces first, then by the player controlling the Allied forces.

4.51 Land all air units on friendly airfields or carriers (if carrier capable and the pilots do not have a CEL of -2) within range. *Exception*: 17.1 Flying Boats. Carrier capable air units may land on any friendly carrier of the owning player's choice. If any friendly aircraft carriers have been damaged or sunk, the owning player may land carrier capable air units of his choice to the limit of the capacity of the remaining aircraft carriers or friendly

airfields within range. Air units unable to land are eliminated. Note where the air units land will affect air umbrellas in the following turn.

4.52 If applicable, any TR, APA, LST, LCD, Type-SB or CVE units that sortied out of an "A" Task Force are placed back in that Task Force (the marker remains in play even if through combat and sorties there are no naval units remaining in the "A" Task Force at that exact moment).

4.53 All naval units that occupy an otherwise enemy-controlled anchorage move out to sea per 8.4. Then return all Task Forces, one at a time, in any order desired, to any friendly anchorage (usually a home base or an anchorage under a POL-supplied air umbrella) as per 8.4.

4.54   Return all Task Groups, one at a time and in any order desired, to any friendly anchorage within range per 8.4. (*Exception*: 17.2 Submarines).

4.55   Check victory conditions for the scenario being played.

4.56   Return submarine units to any desired friendly anchorage.

4.57 Disband all Task Forces. Move all naval units from the players' Task Force Displays onto the map in the anchorage hex containing the corresponding Task Force Marker, and remove the marker from the map. It may be reused in the Posting Phase of the next turn. Remove the USN Fleet Train marker, if in play, to the OB chart for the next turn.

4.58   Return Strategic Phase and Tactical Phase chits to their respective cups and move the Game Turn marker one space forward. Move the Allied "Magic" chit to the OB chart for the next turn.

5.0 REINFORCEMENTS AND POSTING
During the Posting Phase, both players check their respective OB charts for what forces come into play on that turn. Players take the specified forces and post them—either directly onto the mapboard or, in the case of desired Task Forces, onto the Task Force Composition Chart. The Japanese player posts onto the map first (*Exception*: Initial Set-up; see 3.0 and 23.0). Some reinforcements are scheduled to arrive in a specific location. For example, on Turn 2 the Allied 3rd New Zealand infantry division enters the game in Suva (hex 4313) and the Japanese 18th Area Army enters the game in Bangkok (hex 2553). If the entry location for a reinforcement is under enemy control (not necessarily occupied by an enemy ground unit) during the turn those units are scheduled to enter the game, they are lost and

never appear. *Exceptions*: the USN units scheduled to appear on Turn 2 in Espiritu Santo appear in the Hawaiian Islands instead if Espiritu Santo is Japanese-controlled on Turn 2. If Oahu is Japanese-controlled, US ground unit reinforcements may appear at Maui and/or Pago Pago instead (note that stacking limits will apply). Repaired capital ship naval units are posted to the owning player's home base (see 8.11)

5.1 Task Forces and Task Groups

A Task Force is a formation of naval units dedicated to a (usually "large scale") specific operation. The three types of Task Forces that may be formed are "Amphibious Landing" ("A"), "Surface Interception/Bombardment" ("B"), and "Carrier Strike" ("C"). All Tasks Forces have these characteristics: 1) a POL marker must be expended to create them. (*Exception*: see 23.0); 2) they are secretly posted on the Task Force Composition Chart when created; 3) they are the only way a player can use the most powerful naval units; and 4) they must contain two main elements — a "Screen" (the defensive units of the Task Force) and a "Core" (the mission-critical units of the Task Force). All naval units in a Task Force must start the turn at the same anchorage. (*Exception*: USN Fleet Train; see 5.4) Task Forces have the ability to deploy on any allowable sea hex on the map during the Strategic Phase and are disbanded at the end of every turn.

A Task Group is a (usually) smaller formation of one or more naval units in a single stack. Task Groups are always kept on the mapboard. Deployment of a Task Group does not require the expenditure of a POL marker. A Task Group may not contain amphibious landing units (APA, LST, LCD, Type-SB), battleships (BB or BC), or fast carriers (CV or CVL). A Task Group has limited deployment ability during the Strategic Phase (rebasing).

5.2 Task Force Composition

Each Task Force is posted on the Task Force Composition Chart and is represented on the map by a single corresponding Task Force marker. Task Forces may only contain the unit types listed below and on the Task Force Composition Chart. Each Task Force must be composed of a Screen and a Core. The type of units in the Screen and Core vary according to the type of Task Force.

5.21 *"A" Amphibious Landing Force*. Every "A" Task Force must have a Screen that includes at least one DD or CL unit. It may also include CVE, BC, CLAA and/or CA units. The Core must include a LST, APA, LCD, or Type-SB unit. It may also include TR units. Units do not have to be carrying ground units to be included in the Core. The carriers may carry up to their full complement of carrier-trained air units. These may be designated as an Air Strike Group (9.41), Fly CAP (9.31) or provide

support for ground combat (12.5) during the turn.

5.2 *"B" Surface Interception/Bombardment Force*. Every "B" Task Force must have a Screen that includes at least one DD or CL unit. It may also include CA and CLAA units. The Core must include at least one BB or BC unit. It may also include CA units.

5.23 *"C "Carrier Strike Force*. Every "C" Task Force must have a Screen that includes at least one DD or CL unit. It may also include CLAA units. The Core must include at least one CV or CVL unit. It may include BB, BC or CA units. The carriers may carry up to their full complement of carrier-trained air units. These may be designated as an Air Strike Group (9.41), Fly CAP (9.31) or provide support for ground combat (12.5) during the turn.

5.3 Task Force Formation and Deployment

A POL marker is expended for each Task Force formed (14.2) (*Exception*: see 23.0). Postings onto the Task Force Composition chart are kept out of sight from the other player. A corresponding Task Force marker is placed on the map at the friendly anchorage where the Task Force was formed: a home base (8.11), a fleet train (5.4), or a POL-supplied friendly anchorage. The marker should be placed with the "Task Force" side up so that the opposing player does not see what type of Task Force it is until it is used (12.0).

5.4 USN Fleet Train

Starting on Turn 6, during the Posting Phase, the Allied player may post the USN Fleet Train marker to any coastal or sea hex (except a reef/shoals hex) that is connected to the USN Home Base (8.11) by a valid network of air umbrellas. During the ensuing Task Force Formation Segment of the Posting Phase, the Allied player must spend one POL marker to create a Task Force at the USN Fleet Train marker. The naval units to be included in this Task Force may be drawn from any friendly anchorage that is connected to both the USN Fleet Train marker and the USN Home Base by a valid network of air umbrellas. Ground units starting at the same anchorage as transport-type naval units may be carried to the site of the Fleet Train if an"A" Task Force is created (the final disposition of which ground units are carried by which transports is at the Allied player's discretion).

Only one Task Force may be created at the USN Fleet Train per game turn.

During the Strategic Phase the Task Force at the Fleet Train deploys from the Fleet Train to an on-station hex.

During the return step of the End Phase, one Task Force (not necessarily the one that deployed from the Fleet Train) may return to the Fleet Train. Individual naval units in that Task Force must then immediately return to any friendly anchorage that is connected to both the USN Fleet Train marker and the USN Home Base by a valid network of air umbrellas. Naval units may be returned to different friendly anchorages from the USN Fleet Train.

The USN Fleet Train is not subject to the effects of naval or air combat.

> Designer's Note: The Fleet Train allows the Allied player to bring together dispersed naval units into a single Task Force during the Posting Phase and to increase flexibility in basing naval units in the End Phase.

5.5 Air Posting
Carrier capable air units assigned to aircraft carriers enter the game posted to those carriers when they are posted to the map. Carrier capable air units not assigned to aircraft carriers may be posted to aircraft carrier units with available space on the map, or to friendly airfields anywhere within a valid network of friendly air umbrellas during the Posting Phase (9.1). Other air units entering the game are posted to a friendly airfield (*Exception*: 17.1) anywhere within a valid friendly network of Air Umbrellas during the Posting Phase (9.1). Air units already on the map board and the separable CEL markers of Japanese air units may be redeployed during this phase (9.22). Following are the locations of friendly-controlled airfields that can act as a point of origin for each nationality's network of Air Umbrellas:

Japanese	any one of the Japanese Home Islands
American	the Hawaiian Islands or Umnak
Australian	anywhere in Australia
British	anywhere in India
Dutch	anywhere in Netherlands East Indies
Chinese	anywhere in China
Soviets	anywhere in Outer Mongolia or the USSR

Allied air units of any nationality may operate anywhere within a friendly network of Air Umbrellas. See also 14.3. Players may freely rebase carrier-capable aircraft between carriers of the same nationality within the same network of Air Umbrellas during Segment 9 of the Posting Phase.

5.6 Ground Posting
Ground units have posting locations listed on the OB sheets (and on the backs of the units themselves). Ground units must observe stacking limits when posted (6.3). See also 5.0.

6.0 STACKING
Stacking is placing more than one unit in a hex. Stacking rules apply differently to air, naval, and ground units.

6.1 Air Stacking
There is no limit to the number of air units that can be stacked in a friendly airfield hex. There is no limit to the number of air units that can take part in an attack as long as the target hex is within range.

6.2 Naval Stacking
There is no limit to the number of naval units that can be stacked in a friendly anchorage. There is no limit to the number of naval units that can be deployed in a Task Force or remain on the board in a single hex as a Task Group.

6.3 Ground Stacking
Ground units are limited in the number that can be stacked in a single hex. Any number of ground units may move through a single hex. Stacking limitations apply when posting during the Posting Phase and upon completion of the Move Ground Units segment of the Strategic Phase. Overstacked units are eliminated at owner's choice.

An army-size unit counts as four points for stacking purposes; a corps-sized unit counts as two. A division-size unit counts as one. Brigades, regiments and battalions each count one-third.

A maximum of five ground unit points can be stacked in clear or tropical forest terrain. In rough terrain, up to three ground unit points can be stacked. An army and a division, or two corps and a division can stack in a single clear or tropical forest hex. An army may occupy a rough terrain hex alone without being considered overstacked.

Ground unit stacking limitations do not apply to friendly units in the following hexes:

Allied	Oahu, Brisbane, and Vladivostok
Japanese	Tokyo

6.4 Stacking Restrictions for American Forces
American units can stack with all British, Indian, Indian-East African, Indian-West African, Burmese, Australian, New Zealander, Dutch, and Free French units. American forces can stack with KMT forces only in Burma. American forces cannot stack with CCP or Soviet forces.

6.5 Holding Boxes on Off-Map Stacking Charts
During the course of play, certain hexes (e.g., Tokyo, Oahu) may have unmanageable stacks of game pieces. Players may replace such a stack with a substitution marker and place the pieces themselves in the

corresponding holding box on their Off Map Stacking Chart. Unlike the Task Force Composition Charts, holding boxes are open to inspection by the opposing player. (See also 2.11 Notes 2 and 5.)

7.0 ZONE OF CONTROL

Zone of Control (ZoC) refers to the six contiguous hexes that surround the hex a unit occupies. Only ground units have a ZoC. Air units and naval units have no ZoC.

A ground unit's ZoC does not extend into tropical forest or rough terrain hexes nor across mountain or ocean hexsides, but it does extend across rivers and across Great Wall hexsides.

A ground unit with a CEL of +2 ignores the ZoC of a ground unit with a CEL of -1 during the execution of an Overrun (see 10.6).

7.1 Effects on Movement

Ground units must stop when entering the ZoC of an enemy ground unit and may move no further that turn (*Exceptions*: 10.5 and 10.6). Ground units may move directly from one enemy-controlled hex to another enemy-controlled hex, but only at the rate of one hex per turn. Ground units leaving an enemy-controlled hex and not directly entering another enemy-controlled hex may move normally up to the maximum of their movement allowance and may end their movement in another enemy-controlled hex.

7.2 Effects on Combat

A friendly ground unit does not have to attack enemy ground units that have their ZoCs extending into its hex. But if the friendly ground unit does attack an enemy ground unit, all enemy ground units with ZoCs extending into its hex must be attacked.

Defending units forced to retreat into a clear terrain hex in an enemy ZoC are eliminated unless there is a friendly ground unit present in the hex.

8.0 NAVAL UNIT MOVEMENT

Naval units of all nationalities may operate in any all or partial sea hex. Naval units enter the game and are posted as Task Forces and Task Groups during the Posting Phase. Naval unit movement proper occurs during the Strategic Phase when "Deploy Task Forces" or "Rebase Task Groups" chits are drawn, during the Tactical Phase when "Surface Interception/Ground Support," "Task Groups Sortie," "Carrier Air Strike" and "Amphibious Landing" chits are drawn, and during the End Phase, when all naval units are returned to friendly anchorages.

8.1 Anchorage

An anchorage is a hex on the mapboard with an anchor symbol in it. Anchorages do not necessarily represent ports with extensive port facilities. Some anchorages represent protected harbors where large groups of naval units may find haven. The large time scale of the game is such that such anchorages that continue to serve large groups of naval units are considered as being tacitly built up. Examples from the actual war would include Truk for the Japanese and Ulithi for the Allies.

8.11 *Home Base Anchorages*. The USN Home Base is Oahu and/or Maui or, if both of these are occupied by an enemy ground unit, Pago Pago. The Home Base for the British Pacific Fleet that enters on Turn 9 is Brisbane, or if that is occupied by an enemy ground unit, Chittagong. If that is also occupied by an enemy ground unit, then the British Pacific Fleet — with its POL marker — does not enter the game. The Japanese may use any anchorage free of an enemy ground unit in the Japanese Home Islands as their Home Base.

8.2 Strategic Naval Unit Deployment

8.21 *Deploy Task Forces*. Deploy "A", "B", and "C" Task Forces from anchorage to "on station" anywhere on the map in a sea (or coastal) hex not containing reefs/shoals or any enemy naval unit. All Task Forces must be deployed. Friendly submarine units may be likewise deployed "on station." No Task Force (or Task Group of submarines) may ever deploy "on station" into a hex containing an enemy naval unit.

The deploying Task Forces (and submarines) are not considered to have entered any intervening hexes, thus no naval combat can be initiated (even if the Task Force's or submarine's starting anchorage was completely surrounded by enemy naval units). Players will need to anticipate the subsequent Tactical Phase: from an on-station hex an "A" Task Force will move to conduct an amphibious landing; a "B" Task Force will move to intercept an enemy Task Force or Task Group (or provide ground support); and a "C" Task Force will move and launch a carrier air strike.

Example of an 'A' Task Force "on station": deploy an amphibious Task Force from an anchorage to a location within three hexes of a desired amphibious landing hex, e.g., an American amphibious landing Task Force from Pearl Harbor to a sea hex three hexes from the island of Saipan. During the Tactical Phase the Task Force would sortie and the landing would be designated, and in the Ground Combat Phase, the landing would be resolved.

Example of a 'B' Task Force on station: deploy a battleship Task Force from an anchorage to a location where, in the ensuing Tactical Phase, the battleships could attempt to engage enemy naval units in surface

combat or add their bombardment strength to a ground support operation. Kurita's Task Force, originating at Brunei Bay and deploying within range of San Bernardino Strait and Leyte Gulf, would correspond to this example.

Example of a 'C' Task Force on station: deploy a carrier Task Force from an anchorage to a location where, in the ensuing Tactical Phase, the carriers' planes could make a strike—either against enemy naval units or in support of a ground attack. The Japanese strike against Pearl Harbor, originating from the anchorage at Etorofu, was such a strike.

8.22 *Rebase Task Groups*. When a "Rebase Task Groups" chit is drawn, the player may deploy any desired Task Group from its friendly anchorage to any other friendly anchorage that is not occupied by any enemy naval unit. The deploying Task Groups are not considered to have entered any intervening hex, thus no naval combat can be initiated (even if a Task Group's starting anchorage was completely surrounded by enemy units). Players will need to anticipate the subsequent Tactical Phase. Task Groups can initiate naval combat, perform ground support, and conduct smaller amphibious landings when the "Task Groups Sortie" chit is drawn.

Example: the Japanese player could rebase a small naval force of cruisers and destroyers from Tokyo and deploy it to Rabaul in anticipation of the Task Group making a sortie and attacking down "the Slot" towards Guadalcanal during the subsequent Tactical Phase.

When they rebase, transports (Japanese DD or Type-T, Allied APD, and both sides' TR units) may also embark ground units located in the transport's starting anchorage and debark them in the transport's destination anchorage. See also 17.6 and 17.7.

8.3 Tactical Naval Unit Movement

All Task Forces and Task Groups may sortie to the limit of the range of their slowest naval unit during the Tactical Phase when the appropriate chit is drawn. Note that movement is different from deployment as described above and naval units in the Tactical Phase move hex by hex, one at a time, with each hex entered containing an enemy naval unit obligating the player to initiate naval combat.

Example: when a friendly "Amphibious Landing" chit is drawn, an "A" Task Force containing an LST unit sorties up to three hexes from on station to its target hex. When a "Surface Interception/Ground Support" chit is drawn by the opposing player, a "B" Task Force containing a BB unit with a range of five

sorties up to five hexes from its on-station hex to its target hex containing the "A" Task Force. Surface combat then takes place, with resolution conducted according to CRT #3.

8.31 *Surface Interception/Ground Support ("B" Task Force)*. "B" Task Forces sortie from on station to desired hexes, up to the limit of their range. They may end their sortie in hexes where ground combat is anticipated in the ensuing Ground Combat Phase or they may enter hexes where enemy Task Forces or Task Groups are located, thus initiating surface combat (12.1).

8.32 *Task Groups Sortie*. Friendly Task Groups move, bombard, or engage in surface combat with enemy Task Groups and/or Task Forces. APDs and Type-Ts may also debark land units. Task Groups may move only as far from their anchorages as their range allows. CVE units may move and be involved in naval combat when this chit is drawn, but then they may not launch an air strike until the "Carrier Air Strike" chit is drawn (8.34).

NOTE: TR units that sortie as Task Groups may carry up to one division's worth of ground units and may debark them at a friendly anchorage.

NOTE: A player may sortie more than one discrete Task Group from the same friendly anchorage with the only restrictions being that each discrete Task Group has a range equal to the shortest range of any naval unit in that Task Group and that each discrete Task Group sortied remains together.

Example: on Turn One, the Allies start with four naval units in Surabaya, three with a range of six (the British CL-1, the Dutch CL-1, and DD-1) and one with a range of three (the Dutch SS-1). Assuming that the Japanese have declared a Southern operation and the Surprise Attack Rule (23.12) is in effect, these naval units will not act until the Allied "Task Groups Sortie" chit is drawn in the Tactical Phase. When drawn, the Allied player might opt to move all four naval units to any target hex within three of Surabaya or move the Dutch submarine to a hex within three hexes and then the three faster naval units to a different target hex within six hexes of Surabaya or any other combination. What the Allied player may *not* do is move all four units three hexes out, "drop off" the Dutch submarine in one hex and then continue moving the three faster naval units up to their printed range and ending that discrete sortie in one — or more — different hexes.

8.33 *Amphibious Landing ("A" Task Force)*. Transport (TR, APA, LST, LCD, or Type-SB) units (and their carried ground units) in the Core may move away from

the "A" Task Force marker into or adjacent to any coastal/island hex within range. The remaining units of the "A" Task Force, (including transport units that did not sortie by themselves) represented by the marker, then move from the on-station hex into or adjacent to any desired target hex within range. Ground units that are carried by LST or Type-SB naval transport units may be immediately debarked into their target hexes in anticipation of the subsequent Ground Combat Phase.

An "A" Task Force may initiate surface combat with enemy naval units, but only in hexes from which or into which it will land amphibious ground units. See 15.0 for further details.

8.34 *Carrier Air Strike ("C" Task Force and CVE).* "C" Task Forces move from their on-station hex to any sea/coastal hex in range of the slowest unit in the Task Force and launch air strikes. CVE units in the screen of an "A" Task Force or operating as part of a Task Group may also move and launch air strikes—although they do so without cover from their Task Force Screen and/or other friendly naval units in their Task Group. "C" Task Forces may NEVER INITIATE any naval surface combat (i.e., move into a hex containing any enemy naval units) at any time. Type "C" Task Forces may not perform airfield bombardment with their surface ships.

8.4 End Phase Naval Unit Movement

At the beginning of the End Phase all friendly naval units occupying an otherwise enemy-controlled anchorage hex must move one hex to sea. This must be to an all ocean hex and all friendly naval units that were in the enemy-controlled anchorage hex must move to the same hex. In the rare case that an all ocean hex free of enemy naval units is unavailable, the friendly naval units remain where they are and the anchorage is unavailable for use by the enemy player for the remainder of the current game turn. Then Task Forces are returned to any friendly anchorage at any distance (usually a home base or an alternative source of POL). Then Task Groups are returned to any friendly anchorage within range in any order of the owning player's choosing. If a friendly controlled anchorage within range is not available, the friendly naval units are returned to the closest friendly controlled anchorage. Opponent's choice if there are two or more equidistant. Task Groups may be split up; a Task Force may not (*Exception*, see 5.4 USN Fleet Train). Unlike air units, naval units are not eliminated if they are beyond the range of a friendly controlled base. The returning Task Forces/Groups are not considered to have entered any intervening hex, thus no naval combat can be initiated (even if the destination anchorage is completely surrounded by enemy naval units).

Submarines return to any friendly anchorage after each side has checked for victory conditions (see 4.55/4.56 and 17.2).

9.0 AIR MOVEMENT

A nationality's non-carrier-capable air units may only operate out of any hex where that nationality's ground units may operate (see 10.2). *Exception*: Japanese and American Flying Boats operate per 17.1. Air unit movement occurs in the Posting Phase when air units enter the game and existing air units are rebased, in the Strategic Phase when "Fly CAP" or "Fly Ground Support" chits are drawn, in the Tactical Phase when "Carrier Air Strike" or "Land Based Air Strike" chits are drawn, and in the End Phase when air units return to base. Air units have an unlimited movement allowance within their air umbrella network during the Posting Phase and can move up to the limit of their range in all other air actions.

9.1 Air Umbrella

An Air Umbrella is the circle created by a radius in hexes equal to the range of an air unit with a level (L) or strategic (S) bombardment factor. No other units, including dive (D) bombers and torpedo (T) bombers, may be used to create an Air Umbrella. Note that Japanese Submarine units may extend and American Submarine units may cut Air Umbrellas (17.2).

The creation of networks of contiguous or overlapping Air Umbrellas is a key component of *Across the Pacific*. Both players' victory conditions require establishing a network of Air Umbrellas between certain geographical objectives while denying such a network to their opponent. Both players use a friendly network of Air Umbrellas to rapidly deploy new air units from rear areas to the front lines and to rebase air units already on the mapboard during the Posting Phase. The player controlling the forces of Japan also uses a friendly network of Air Umbrellas to reassign the CEL markers of Japanese air units, and to move POL and General Supply markers from the Southern areas of the Netherlands East Indies, Malaya, and British Borneo to the Japanese Home Islands.

Note that a player may have more than one network of air umbrellas on the board at any given time. For example, the Allied player may have a network including Oahu, a second network including Brisbane and a third network including Imphal.

A network of air umbrellas can be extended as far as the range of the most forward air unit in the network.

Two networks of contiguous or overlapping air umbrellas can become one by extending towards one another until

the umbrellas of the most forward units of each overlap or are contiguous. Competing friendly and enemy air umbrellas have no effect on one another (***Exception***: an American submarine unit can block the effects of Japanese air umbrellas. See 17.2).

9.2 Posting Phase Air Movement
At the beginning of the Posting Phase, each player takes stock of the extent of their air umbrellas. A valid network of air umbrellas provides an open field under which the player can both place newly arriving air units and rebase existing air units.

9.21   The network of contiguous or overlapping air umbrellas must extend back to the point of origin of the reinforcement or the point of origin of the air unit to be rebased.

> Example: The Allied player has an air unit in Oahu with a range extending to Johnston Island but not to Wake Island. He can bring in or rebase new air units to Johnston but not to Wake. In the next turn, the newly based air unit in Johnston has a range extending to Wake and during that Posting Phase air units can be brought into Wake.

Having taken stock of existing valid networks of air umbrellas, the friendly player places reinforcing air units from their place of origin to anywhere within the net and also rebases desired air units to anywhere within his network.

9.22   During Segment 10 of the Posting Phase, the Japanese player may trade air units' CEL markers. Restrictions apply: Only air units within a common air umbrella network can trade CEL markers. Carrier trained and non-carrier trained air units cannot trade CEL markers. See 16.0.

9.3 Strategic Air Movement
Air movement occurs during the Strategic Phase when either the "Fly CAP" or "Fly Ground Support" chits are drawn. Note that the two Strategic Phase chits (and the two Tactical Phase chits, "Carrier Air Strike" and "Land-Based Air Strike") each draw on mutually exclusive groups of air units. Players must thus plan ahead to divide their air strength into groups of air units to accomplish the four tasks separately.

9.31 *Fly CAP*. CAP (Combat Air Patrol) refers to fighter planes that are flown as protection above potential targets such as Task Forces and airfields. Any air unit with an air-to-air factor may be placed on CAP.

Exception: Allied air units with "S" bombardment factors may never be assigned to fly CAP.

Carrier air units allocated to fly CAP in the same hex as their Task Force are placed in the CAP section on the Task Force Composition chart. Carrier Task Force or Task Group air units assigned to CAP other than above Task Forces and land-based air units assigned to CAP may be left in their own hex or moved to a hex within their range. These units must have a CAP marker placed on them. Each side is limited to five CAP markers. Thus, only five hexes (in addition to Task Force CAP) can be placed under CAP by each side.

> Example: a "C" Task Force may wish to place some or all of its fighter strength on CAP at this time, in anticipation of an air-to-air battle with striking enemy forces.

> Designer's Note: CAP limits reflect the fact that not everyone was always ready across the whole theater. Planes were caught on the ground throughout the war; they were strafed by day or bombarded by night.

For CAP combat, see 12.23 and 12.33.

9.32 *Fly Ground Support*. Friendly air units with an L or D strength may fly to provide ground support. Air units, either carrier or land based, assigned to fly ground support, move from their hex of origin to a hex within their range where   ground combat is expected to take place during the ensuing Ground Combat Phase. These hexes may or may not have enemy ground units in them when the friendly ground support missions are flown. At least one air unit flying ground support must stay in the hex (and survive any action by enemy CAP) in order to provide ground support during the Ground Combat Phase (12.5). Air units flying ground support may be marked with a Ground Support Marker to show their mission.

9.4 Tactical Air Movement
Air unit movement occurs during the Tactical Phase when either "Carrier Air Strike" or "Land-Based Air Strike" chits are drawn.

9.41 *Carrier Air Strike*. Carrier air strikes must be done within the air units' range. The striking aircraft must be within range of their targets and must undergo CAP and anti-aircraft fire, if any. T, D and L air units attack as separate groups. See 12.2 Carrier Air Strikes for the resolution of carrier air strike combat.

Ferrying (transfer of air units from carriers to airfields) is also commenced at this time. (See 12.28)

9.42 *Land-Based Air Strike*. Land-based air strikes must be done within the air units' range. Land-based air strikes follow the same procedure as carrier strikes, except that the units take off and land from airfields. See 12.3 Land-Based Air Strikes for the rules for combat.

Airborne operations (dropping parachute units) are done at this time. (See 17.4). Ferrying of air units from airfields to airfields is also commenced at this time.

9.5 End Phase Air Movement
During the End Phase, all surviving friendly air units are returned to base. 'Base' is defined as an aircraft carrier for carrier capable air units or friendly airfield within range if the unit is land based, its aircraft carrier is damaged or sunk, or the air unit has a -2 CEL. Flying boats may use any friendly coastal hex as a base (see 17.1). Carrier capable air units that were on deck when their aircraft carrier received damage in combat and that survived per CRT #2, 3, or 5 are returned to their Home Base (see 8.11). Air units and, for the Japanese, pilots that can not return to their base and have no alternative base within their range are eliminated from the game.

The choices a player makes about where to land friendly air units with L or S bombardment factors will have a profound effect upon the extent of the network of contiguous and/or overlapping Air Umbrellas available in the following game turn.

10.0 GROUND MOVEMENT
Ground movement occurs when the "Move Ground Units" chit is drawn or by naval transport when the "Rebase Task Groups" chit is drawn during the Strategic Phase and when the "Task Groups Sortie" chit is drawn during the Tactical Phase. Ground units may move both by land and by sea during the same turn. A ground unit may move as many hexes as desired up to the limit of its movement allowance. An eligible ground unit can always move one hex into legal terrain. Ground unit movement is completely voluntary.

To move a ground unit, trace a contiguous line of hexes from the unit to its destination. Generally, each hex entered counts one movement point, but the Terrain Effects Chart must be consulted for exceptions.

10.1 Restrictions
10.11 Ground units that enter an enemy ZoC must stop and can move no further that turn. Hexes containing enemy ground units cannot be entered by friendly ground units unless they are being overrun (10.6) or are subject to an amphibious landing (15.0). Hexes containing friendly ground units can be entered by other friendly ground units, but stacking limits (6.3) must be observed by the

end of the Strategic Phase.

10.12 Mountain hexsides. To cross a mountain hexside, the ground unit must begin the turn adjacent to the hexside. Crossing that hexside consumes all of the unit's movement points.

Exceptions: 1) *The Ledo-Burma Road*. All ground units use one movement point to move any number of contiguous hexes that are not obstructed by enemy units along the Ledo-Burma Road.

2) *The Kokoda Trail*. Non-motorized ground units may cross the Owen Stanley Range on the Kokoda Trail for one extra movement point. Because of the extreme terrain of the Owen Stanley Range, armor and motorized units may not use the Kokoda Trail.

See also 17.9 Mountain Capable Units.

10.13 Ground units with a movement allowance of 0 (zero) may never move by any method. They remain in their initial deployment hex until the end of the scenario or until they are destroyed by combat.

10.2 Restrictions by Nationality
A) American Forces may operate anywhere except in the USSR and Outer Mongolia (*Exception*: see 22.0 Doolittle Raid). Additionally, American ground units may not operate in Manchukuo and Jehol, or Korea and may only operate in China in coastal hexes south of hex row 1000 (including the islands of Hainan and Formosa). American ground units may attack land hexes adjacent to the coastal hexes but may not occupy them. *Exception*: the American MM unit may operate in any hex of China south of hex row 1000. (See 19.0 Collapse of the Burma Front.)

B) The Free French unit may operate only on New Caledonia and the New Hebrides.

C) USSR units may operate anywhere in the USSR, Inner and Outer Mongolia, Manchukuo and Jehol, Korea, and China north of hex row 1100. USSR units may attack land hexes adjacent to these areas but may not occupy them.

D) The Imperial Burmese unit may operate in Burma and India.

E) Imperial Indian units may operate anywhere except China, Manchukuo and Jehol, Korea, the USSR, and Inner and Outer Mongolia. They may operate in Hong Kong.

F) All other British Imperial units and Australian and New Zealand units have the same restrictions as the Imperial Indian units, except that they may also operate in

Hainan and Formosa. All Allied Imperial units (British, Australian, New Zealand, Imperial Indian and Imperial Burmese) may attack land hexes adjacent to the areas they operate in but may not occupy them.

G) Dutch units may only operate in the Netherlands East Indies, Brunei, Australia, and New Guinea. See 21.0 Collapse of Netherlands East Indies.

H) Japanese units may operate anywhere. (*Restriction*: see 14.13).

I) The Japanese Indian National Army (INA) ground unit may operate in India, Burma, Thailand, and Malaya. If the Burma Front collapses (19.0), the INA unit may also operate in China. The Japanese INA unit may attack land hexes adjacent to these areas but may not occupy them.

J) Japanese home islands: Only the units of the following nationalities may operate in the Japanese home islands: Japanese, American, British, Australian, New Zealand, and Imperial Indian with a CEL of +1.

K) The Alaska Territorial Guard (ATG) may only operate in Alaska and the Aleutians; that is, the seven islands from Unalaska (0008) to Attu (0018).

> Note: The Alaska Territorial Guard was composed of 6,400 Aleuts, Athapascans, Inuiaq, Haida, Tlingit, Tsimshian, Yupik, and European Americans. The ATG could not have been sent outside of Alaska because it was a community-based volunteer force in which the men and women served without pay to protect their homes.

See also 17.8 Chinese Units.

10.3 Movement by Transport
Transports may embark ground units in anchorage hexes and debark them in other friendly anchorages at any distance when the "Rebase Task Groups" chit is drawn during the Strategic Phase. Deployment into friendly anchorages containing any enemy naval unit is not allowed.

Transports may embark and/or debark ground units in a friendly anchorage hex when the "Task Groups Sortie" chit is drawn during the Tactical Phase, but they are limited by the transport unit's range. Hexes containing enemy naval units may be entered if the transport is accompanied by other naval units with "B" or "T" attack factors, but doing so will initiate a naval combat that must be resolved before transported ground units debark.

10.4 Movement After Combat
Attacking ground units that participate in combat where enemy ground units completely vacate a hex due to elimination or retreat may voluntarily move into the vacated hex, up to stacking limits. Defending ground units may not advance after combat.

10.5 Mechanized Movement
Armored and motorized infantry units with a CEL of +1 or +2 may move again after the resolution of ground combat up to the limit of their movement allowance. This movement is in addition to movement after combat. ZoC rules apply, but note that even in an enemy ZoC the mechanized unit could move two hexes (one during movement after combat; one during mechanized movement). See also 13.0.

10.6 Overrun
Ground units with CEL of +2 may enter hexes occupied solely by enemy ground units with CEL of -1 and achieve automatic elimination during the Move Ground Units segment of the Strategic Phase; the advancing unit may move directly through the defender's hex. Overrun does not cost the moving unit any additional movement points. Overrun may be performed during regular and/or mechanized movement. Overrun may *not* take place in an inactive theater.

10.7 Movement into Airfields and Anchorages
Ground units that move into vacant enemy airfields or anchorages are said to occupy and control them. If the ground unit moves out again the airfield or anchorage remains in the control of that unit's forces. Because of the scale of *Across the Pacific*, friendly airfields and anchorages do not have to be garrisoned to remain friendly. If an airfield or anchorage has never been occupied by a ground unit of either side, it is under the control of the player whose initial territory included it (*Exceptions*: 20.0 Collapse of the Philippines and 21.0 Collapse of the Netherlands East Indies).

Ground units may move into enemy airfields occupied only by enemy air units. The air units are considered overrun and are removed from play, along with any separable CEL markers present. Ground units may move into enemy anchorages occupied by enemy naval units. The friendly ground units occupy the anchorage hex, but the enemy naval units are not eliminated. Rather, the enemy player immediately rebases them to the nearest anchorage under his control.

CV, CVL, BB, BC, APA, LST, LCD and Type-SB units forced to move in this manner may do so without being formed into a Task Force and without the expenditure of a POL marker.

10.8 Island Hopping
When the "Move Ground Units" chit is drawn, all friendly

ground units with an "anchor" in their unit box may move directly from one island/coastal hex across an all sea hexside to an adjacent island/coastal hex that is not occupied by enemy units. This action takes the unit's entire movement allowance. Units moving by island hopping do not need to have naval transport present. Units that have island hopped may attack or defend against an adjacent enemy-occupied unit normally during the following Ground Combat Phase.

Units may not use island hopping to satisfy a retreat result. Island hopping is allowed in an inactive theater. See also 23.0.

10.9 Rear Area Movement

Players have a limited ability to move their ground units from a friendly occupied coastal hex (including islands) to a friendly anchorage when the "Move Ground Units" chit is drawn.

Any friendly ground unit occupying any coastal hex (including one-hex islands) that is not adjacent to an enemy ground unit may be picked up and placed in any friendly anchorage that a) is not adjacent to an enemy ground unit, b) contains a friendly naval transport unit capable of lifting it (LST, APA, LCD, TR, Type-SB and, for units smaller than divisions, APD, Type-T, and Japanese DD), and c) is connected to the coastal or island hex by a valid network of Air Umbrellas. Friendly and enemy units on islands in neighboring hexes separated by an all-sea hexside are not considered to be adjacent for purposes of this rule.

Only one ground unit (of up to and including division size) may be moved in this manner in each Game Turn.

11.0 GENERAL RULES OF COMBAT

Combat is one or more friendly units attacking one or more enemy units. Initiating combat is always voluntary. Attacks may be odds-based or absolute, depending on the specific type of attack. Torpedo, strafing, and bombardment attacks by air units and torpedo attacks and airfield bombardment by naval units are examples of absolute attacks: the total factors are added up, the proper column of the appropriate CRT is located, the die is rolled, and Die Roll Modifiers are applied to determine the outcome. Air-to-air combat, naval surface combat or anti-aircraft combat, and combat between ground units are examples of odds-based attacks: the attack factor of the attacking units is compared to the defense factor of the defending units, and a ratio is formed, with fractions rounded down (for example, a unit with 5 combat factors attacking a unit with 3 combat factors forms the ratio of 1-1). The ratio being determined, the proper column is found on the appropriate CRT, a die is cast and Die Roll Modifiers (DRMs) are applied to determine the outcome.

Detailed descriptions of all combat results are found with the appropriate Combat Results Tables on the separate CRT card.

11.1 Combat Effectiveness Level

Every combat unit in the game has a Combat Effectiveness Level (CEL). The CEL is an abstraction of unit quality. "Hard" factors such as unit size and equipment are taken together with "soft" factors such as morale, doctrine, and battle history to arrive at a number ranging from +2 (best) to -2 (worst). The CEL is applied as a DRM only when a unit attacks; it has nothing to do with a unit's defensive strength.

11.11 *Improvement of Initial Allied CELs*. Starting with Turn 5, all Allied units have a minimum CEL of "0." Any Allied unit with a printed CEL of "-1" that has survived through the end of Turn 4 is deemed to have improved to a CEL of "0."

11.2 Die Roll Modifiers

CELs and the presence of aerial ground support and/or naval bombardment can affect the ability of a unit to fight. This is represented by adding to or subtracting from the combat die roll. These are referred to as Die Roll Modifiers (DRMs).

12.0 NAVAL AND AIR COMBAT

Combat initiated by naval and air units occurs during the Tactical Phase. The timing of the various combats is governed by the draw of the Tactical Phase Chits.

12.1 Naval Surface Combat

Surface combat between naval forces occurs when a friendly Task Force ("A" or "B" only) or Task Group (including friendly submarines) enters a hex occupied by an enemy Task Group and/or Task Force. This situation can result upon the draw of the following friendly Tactical Phase Chits: "Surface Interception/Ground Support," "Task Groups Sortie" and "Amphibious Landing." Only the naval forces corresponding to the pulled chit may act at that time. The appropriate Task Force markers are flipped and revealed when the owning player decides to act on the chit.

Each round of surface combat consists of selecting a target, torpedo combat, and then surface bombardment.

After the target is selected, the torpedoes are fired and results are applied simultaneously. Then surface bombardment values are determined and results are applied simultaneously as well. Note that if one side has torpedoes and the other side does not, the side with torpedoes fires them and the results are applied before surface bombardment is resolved. During each of the two steps of surface combat, both sides get to fire at their full

value before losses are taken.

> Designer's Note: Surface naval combat resolution reflects the fact that most naval combat in the Pacific occurred at night. Torpedo-bearing craft were usually able to close with the enemy before gunfire flash identified targets at long distances.

12.11 *Initiating Surface Combat*. When the appropriate chit is drawn, Task Forces move from their "on station" hex (or Task Groups from their friendly anchorage) to any partial or full sea hex within range. If that hex contains enemy naval units, surface combat is initiated. The naval forces entering the hex occupied by enemy naval units are the attackers. The attacker must have at least one naval unit with either a Torpedo or Bombardment factor in order to initiate naval surface combat.

If a player has more than one force eligible to act because of a chit draw (two "B" Task Forces or multiple Task Groups, for example), each discrete force's surface combat must be completely resolved before any other eligible forces act.

12.12 *Target Protocols*. Surface bombardment combat takes place between groups of naval units. Even a single naval unit is considered a group. Three groups need to be considered when resolving surface combat: Task Groups, a Task Force Screen, and a Task Force Core. Surface bombardment and defense factors are totaled separately for each of the three groups present.

Refer to the "Naval Surface Combat Resolution Groupings Chart" to identify target groupings for naval surface combat.

> Example: If a "B" Task Force sorties into a hex occupied by an enemy Task Group, the Task Force Screen attacks and is attacked by the Task Group. After losses are applied, the Task Force Core attacks but is NOT attacked by the Task Group. After losses are applied, the "B" Task Force may continue its sortie. Note that if the Task Group had destroyed the Screen with torpedo combat it would be allowed to attack the Core with its bombardment strength.

If there is more than one enemy Task Force (or Task Forces and a Task Group) in the hex entered by the attacking naval units, the defending naval units are attacked in the following order: "B" Task Force, "A" Task Force, "C" Task Force and, finally, Task Groups. If there is more than one enemy Task Force of a given type in the hex entered by the attacking naval units, the order of attack is determined randomly between the Task Forces of that type. Task Groups are combined into one total.

12.13 *Firing Torpedoes*. Total the torpedo factors of the attacking naval units and allocate them to individual defending naval units. Locate the appropriate column on CRT #2, roll the die, apply the single highest CEL of each group of units attacking a given defender to the die roll and note the results. The defender then repeats the procedure with defending units that have torpedo factors. The results are then applied simultaneously to both sides.

12.14 *Surface Bombardment*. Total the surface bombardment factors of all of the attacking naval units and the defensive factors of all of the defending naval units. Compare these totals to create a ratio and round off in the defender's favor to the nearest whole number (e.g., 17 surface bombardment factors versus 9 defensive factors results in a 1 to 1 ratio). Locate the appropriate column on CRT #3, roll the die, apply the single highest CEL of the attacker(s) to the die roll and note the results. The defender than repeats the procedure with his naval units having surface bombardment factors. The results are then applied simultaneously to both sides.

12.15 *Completion of the Round of Surface Combat*. After both sides have fired and losses have been applied, the attacker may move any surviving naval units further, up to the limit of their range. An attacker may even enter another hex containing other enemy naval units and initiate another surface combat there. If the attacker stays in the hex of the original surface combat (thus ending its sortie), the defender must retreat any surviving naval units one hex in a direction of the defender's choosing but not, if possible, into a hex with enemy naval units. In the rare case that there is no adjacent sea hex free of enemy naval units, the retreating units move two hexes (or more, if necessary) to the first such hex available. No naval combat is initiated by such a retreat. CV, CVL, BB, BC, APA, LST, LCD and Type-SB units forced to move in this manner may do so without being formed into a Task Force and without the expenditure of a POL marker. An attacking Task Force otherwise entitled to force the retreat of a defender may force that retreat even if combat has left the attacking Task Force without any surviving naval units at that exact moment. In that case, the defender retreats, and the attacking Task Force marker is immediately removed from the map, unless it is an "A" Task Force with elements that have sortied away from the marker (4.52). In a hex where the defender has multiple Task Forces or a combination of Task Forces and a Task Group, the attacker must attack each of the defending elements in order to force the defender to retreat. (The attacker has the option to move the attacking units out of such a hex at the conclusion of a round of combat with each successive defending element as long as the attacker has any range allowance remaining. If not, the attacker must attack every defending element.)

Each discrete attacker may have combat with each discrete defender only once when each chit is drawn. Thus, an attacking "B" Task Force may not move one hex to engage a defending "A" Task Force, have combat, and then move out of the hex and move back in order to force a second round of combat. If, however, the attacker had two "B" Task Forces within range of the defending "A" Task Force, the first attacking "B" Task Force could attack the defending "A" Task Force and complete its move. The second attacking "B" Task Force could then attack the same defending "A" Task Force as part of its activities. Note that Task Groups that sortie together are always combined, so they can attack the same discrete defender only once.

12.16 *Airfield Bombardment*. Any naval CA, BC or BB units that find themselves in a hex without enemy naval units but with enemy air units that have not yet flown may bombard those units. Total the CA, BC, and BB units bombardment factors, locate the appropriate column on CRT #1, roll the die and apply the highest CEL of the units bombarding and determine air unit losses. CA units in a screen or operating as a Task Group fire separately from BB or BC units operating in a Task Force core. Just as with surface combat, a given unit may bombard a group of grounded enemy air units only once during the Tactical Phase (but the group of grounded enemy air units could be bombarded several times during the same Tactical Phase by different Task Forces, the Screen and Core of the same Task Force, and/or Task Groups).

12.2 Carrier Air Strikes

Carrier strikes are attacks by carrier air units during the Tactical Phase when the friendly "Carrier Air Strike" chit is drawn and the appropriate Task Forces are revealed. The targets for carrier strikes may be enemy naval units (resolved as torpedo and/or dive and/or level bombing attacks), enemy air units still on the ground or on the enemy's carrier flight decks (resolved as strafing), or enemy air units aloft in a hex (resolved as air-to-air combat. *Exception*: 12.29).

Carrier strikes are performed by groups of one of more air units. Each group of attacking air units fires only once during the "Carrier Air Strike" section of the Tactical Phase.

> Designer's Note: The carrier air strike sequence reflects the fact that perfect coordination of fighters, torpedo bombers and dive bombers was rarely achieved. Combat results were usually attritional rather than synergistic.

12.21 *Initiating Carrier Air Strikes*. All carrier air units within range may combine to attack the same target hex. Carrier air units may be launched by fast carriers (CV and CVL) in a "C" Task Force and/or by escort carriers (CVE) in either an "A" Task Force or a Task Group. Attacking air units are grouped by type: fighter escorts (including strafing aircraft and—for the Japanese—*kamikaze* aircraft), torpedo bombers, dive bombers and, finally, level bombers. Each attacking group faces defending fighters providing CAP and then anti-aircraft fire. Losses from each type of defense are taken before resolving their attacks. Any damage caused by one attacking group is taken by the defending units before the next attacking group resolves its attack. Committing air units to an airstrike is completely at the discretion of the owning player; but after determining the composition of the attacking wave of air units and committing the strike, each wave must be resolved even if the defense encountered would cause excessive losses to the attacking air units. Each wave must fight any enemy CAP and must attack Task Groups. Pressing attacks against a Task Force Screen or Core is at the discretion of the attacker.

Multiple targets may be selected by carrier-trained air units originating out of the same hex. All air units are assigned to a specific target, and each attack is then resolved per the rules below in any order of the attacker's choosing. Note that carrier-capable aircraft operating out of an airfield or from aircraft carriers not part of a Task Force or in a friendly anchorage are treated as "Land-Based Aircraft" (12.3).

12.22 *Target Protocols*. If a target hex contains both enemy naval and air units, the attacking carrier strike may target one or both groups. If a target hex contains both enemy Task Force(s) and a Task Group, the attacker may choose to attack one of the Task Forces or the Task Group, but only one. Between two or more Task Forces, the target is chosen at random by the attacker.

12.23 *Defending Combat Air Patrol (CAP) and Anti-Aircraft Fire*. If the defender has CAP in the target hex, all defending air units providing CAP are totaled into one group.

> Example: The hex being attacked contains three different enemy forces: a Task Group, an "A" Task Force and a "C" Task Force. The Task Group contains a CVE with one air unit flying CAP; the "A" Task Force also has a CVE with one unit flying CAP, and the "C" Task Force has a CV with two units flying CAP. The hex is also protected by two land-based aircraft flying CAP. All 6 of these air units are totalled into one group when defending in air-to-air combat against attacking planes.

Just as with Surface Combat, three groups need to be considered when resolving anti-aircraft fire: the Task Group, the Task Force Screen, and the Task Force Core.

Anti-aircraft factors are totalled separately for each of the three groups present and each sum will be applied only if that group is attacked.

For each wave of attacking air units, defending CAP will engage in air-to-air combat with the attackers. Losses are applied simultaneously. Then the defending naval units (Task Group or Task Force Screen) fire their anti-aircraft at the attackers and losses are applied. The attackers may then press their attacks against units of the Screen. If the attackers wish to strike against the Core of a Task Force, they also have to survive the anti-aircraft fire from the defending Core before they can resolve their attacks. Note that a defending Task Force Screen or Core is not revealed to the attacker until after the decision to engage the Screen (or Core) has been made. The decision may not be revoked upon discovery that the composition of the Screen (or Core) would cause excessive losses to the attacking air units.

12.24 *Fighter Escorts and Strafing Attacks*. The first wave of the air strike is composed of all attacking air units that will provide fighter escort and/or strafe enemy air units that are either on the ground or still on carrier flight decks. If the Japanese player is attacking and so desires, air units that may make *kamikaze* attacks are also combined in the first wave. Any air units with air-to-air factors may be part of this first wave, but they will then not be able to participate in any other action during the attack, even if they have "T", "D" or "L" factors.

The air-to-air attack factors of the attacking aircraft are totalled and compared to the defense factors of the CAP units. Similarly, the air-to-air attack factors of the units flying CAP are totalled and compared to the defense factors of the incoming fighters. Thus two odds-based ratios are created: defenders versus attackers and attackers versus defenders. The air-to-air columns on CRT #1 are used. The die is cast once for each ratio, and the highest CEL of the side using its attack factors is applied as a DRM; losses are applied simultaneously. In both cases, the firing player chooses the enemy's losses. Surviving defending units in CAP are set aside to engage the remaining waves of the strike. Any surviving attacking units that will not strafe (or, for the Japanese, will not escort *kamikazes* or make a *kamikaze* attack themselves) are retired from the attack. They will take no further part in the air strike, although they remain aloft in the hex.

Any attacking *kamikaze* units and their escorts, and attacking units that will strafe must jointly undergo anti-aircraft fire from the defending Task Group or Task Force Screen. The Japanese player then resolves any desired *kamikaze* strikes against those defenders according to the procedure in 12.4.

Any attacking *kamikaze* units and their escorts, and attacking units that will strafe then jointly undergo anti-aircraft fire from the Task Force Core. The Japanese player then resolves any remaining *kamikaze* strikes against those defenders according to the procedure in 12.4.

Then strafing units attack air units on the decks of carriers in the Core. Air units in the defending carrier's Air Strike Group holding box are considered to be "on deck" and are liable to strafing. The strafing units total their air attack factors, locate the appropriate column on CRT #1, roll the die, apply the highest CEL among them as a DRM, and apply the losses to the enemy. After losses to the enemy are applied these attackers are retired from the attack. They will take no further part in the air strike, although they remain aloft in the hex.

Attackers strafing grounded enemy air units go next, resolving their attack as above.

12.25 *Torpedo Bomber Attacks*. Only attacking air units possessing "T" attack factors comprise the second wave of the air strike. Their air-to-air defense factors are totalled, and they undergo combat with any surviving defending CAP and anti-aircraft fire as above. Surviving attackers select specific enemy targets, total up all their "T" factors designated for a specific target, locate the appropriate column on CRT #2, roll the die, apply the highest attacking CEL as a DRM and apply the results. After all torpedo bomber attacks have been resolved, these attackers are set aside; they will take no further part in the air strike, although they remain aloft in the hex.

12.26 *Dive Bomber Attacks*. Only attacking air units possessing "D" attack factors comprise the third wave of the air strike. These attacks are resolved as in 12.25 above. Use the appropriate column on CRT #2 for dive bombing attacks.

12.27 *Level Bomber Attacks*. Only attacking air units possessing "L" attack factors comprise the fourth wave of the air strike. These attacks are resolved as in 12.25 above. Use the appropriate column on CRT #2 for level bombing attacks.

12.28 *Ferrying Carrier Air Units, Aloft Air Units, and Intercepting Attacks*. During the Carrier Air Strike segment of the Tactical Phase, carrier air units may be flown off the carriers and moved towards or to friendly airfields. They need not reach the airfield during their sortie in the Tactical Phase; they can complete the ferry(again using their full range) during End Phase Air Movement (9.5). This is the only mission these air units may undertake during the turn, but it may be useful in extending a friendly network of Air Umbrellas. These air

units land in the End Phase and are not considered to be on the ground for the purposes of an enemy strafing or bombardment attack. Enemy naval units may not attack ferrying air units with anti-aircraft fire.

Ferrying air units and air units remaining aloft in a hex may be attacked by enemy air units moving into the ferrying or aloft air units' hex when the enemy "Land-Based Air Strike" or "Carrier Air Strike" chit is drawn during the Tactical Phase. The ferrying or aloft air units engage in one round of air-to-air combat with the attacking air units. Losses are applied simultaneously.

12.29 *Enemy Air Units Providing Ground Support*. Attacking air units may *not* attempt to destroy in-range enemy air units assigned to provide ground support in the upcoming Ground Combat Phase. Enemy air units flying ground support missions may only be attacked in hexes that also contain friendly air units flying CAP missions. See 12.33 below.

12.3 Land-Based Air Strikes

Land-Based Air Strikes are attacks made by land-based air units and carrier-trained units not assigned to an aircraft carrier that has deployed or sortied. All carrier-trained air units that are assigned to an aircraft carrier in a friendly anchorage (and not assigned to a Task Force) or are based on a friendly airfield at the moment the "Land Based Air Strike" chit is pulled are considered to be land-based air.

Land-based air units from different airfields may combine to attack a given target hex within range; or air units originating from one friendly airfield may be split to attack several distinct targets. Once all air units have been assigned to targets, the attacks are resolved in any order of the attacker's choosing.

Land-based air strikes are resolved in the same manner as those for carrier air strikes (12.2) with the following exceptions:

12.31 Parachute infantry units stacked with an air transport unit may conduct an airborne assault at this time. The timing of the airborne assault(s) is also of the attacker's choosing and may even be launched between the resolution of the various land-based air strikes; see 17.4.

12.32 Allied air units with "S" bombing factors are combined into the wave of attacking level ("L") bombers. They do not attack separately. (There are no carrier-trained air units with "S" factors.)

Friendly land-based air units are returned to a friendly airfield during the End Phase (except carrier trained air units with a CEL of -1 or better that performed a land-based air strike can land on friendly carrier naval units both in range and with available air unit capacity; flying boats may return to a friendly coastal hex, as defined in 17.1). Air Transports completing an Airborne Assault are expended; see 17.41.

12.33 *Defending CAP versus Enemy Air Units Providing Ground Support*. At the end of his Land-Based Air Strike segment of the Tactical Phase, the player examines the map for any hex where there is friendly CAP and an enemy air unit assigned to provide ground air support in the upcoming Ground Combat Phase. The friendly CAP (only) may fire upon and be fired upon by the enemy ground support air units (only) for one round of air-to-air combat with the highest CEL of each side applied as a DRM and losses applied simultaneously. If all enemy air units in the hex assigned to provide ground support are destroyed, the hex will receive no ground support in the upcoming Ground Combat Phase.

12.4 *Kamikaze* (*Tokkotai*) Strikes

Kamikaze strikes are a type of Japanese air attack on enemy naval units. *Kamikaze* strikes are only made by air units with pilots that have CELs of -2. Air units with a CEL of -2 may take off from aircraft carriers but they may never land on an aircraft carrier. Use of *kamikaze* strikes is voluntary; regular air attacks can be made by Japanese pilots who have CELs of -2. Ground support missions may not be performed by Japanese pilots who have CELs of -2.

Kamikaze attacks are resolved along with strafing as part of the first wave of an air strike (see 12.24). The Japanese player selects how many air units with -2 CELs will conduct *kamikaze* strikes and allocates those air units to their respective targets. For each kamikaze attack, locate the appropriate column on CRT #5 *Tokkotai*, roll the die and apply the results. All *kamikaze* air units committed to the attack are eliminated regardless of the outcome. Note that as an exception to 11.1 the CEL of -2 does not modify the die roll when using CRT #5.

12.5 Ground Support

Ground support is the presence of a friendly air unit (with "L" or "D" strength, but not Allied units with "S" strength) and/or a friendly naval unit (BB, BC, or CA) in a hex containing an enemy ground unit. When the enemy ground unit is attacked during the Ground Combat Phase, the friendly air unit and/or naval unit lends support by way of a DRM during ground combat resolution.

Ground support may be attempted by either the attacker or defender (or both) in any particular ground combat. Defensive ground support does not affect the attacker's die roll; instead it adds to the defender's die roll on the defender's (bottom) half of the Ground Combat Results

Table (CRT #4).

Both attacking and defending ground support is placed in the hex where the defending ground unit is located. Note that while air units from both sides can lend ground support in the same hex, naval units cannot. Opposing naval units would have to fight it out with only one side's units available to lend ground support during the ground combat phase.

Either one air unit or one naval unit lending ground support separately adds one to the ground combat resolution die roll. Ground support is cumulative: at least one air unit bombardment factor plus at least one naval unit bombardment factor adds 2 to the ground combat resolution die roll. However, there is a maximum of +1 for each type of support (maximum = +2).

Air units are placed on ground support during the Strategic Phase. Naval units are placed on ground support during the Tactical Phase. Thus, players must plan ahead to ensure ground support for ground attacks.

13.0 GROUND COMBAT
Ground unit combat is the last combat that takes place during a Game Turn and follows the General Rules of Combat (11.0).

Amphibious landing ground combat precedes other ground combat; see 4.4.

Ground units may not attack adjacent enemy air units (10.7). No unit can attack an enemy unit not adjacent to it.

13.1 Ground Combat Modifiers
The face value of both attacking and defending units' combat strength may be subject to modification.

13.11 *Terrain effects*. Ground combat is the only type of combat that can be affected by terrain. If a unit is attacking across a mountain hexside (with or without a road) or across a river, the attacking unit's combat factor is halved (round down all fractions). If an armor unit defends in any terrain except clear, its combat strength is halved (17.3). In all cases, the strength of units subject to terrain effects is totalled first and then halved.

Cities, anchorages, and airfields have no effect on ground combat.

13.12 *ZoCs*. While attacking is completely voluntary, if a player decides to attack, all enemy units exerting a ZoC on the attacking ground unit must be attacked. All the enemy units do not have to be attacked by that single unit; another friendly unit could join in a multiple unit attack. In multiple unit attacks, all enemy units exerting a ZoC

must be attacked.

13.13. *Die Roll Modifiers (DRMs)* Both attacker and defender modify their die rolls by the CEL of their strongest unit (11.1) and, when available, through the presence of ground support (+2 maximum; 12.5).

13.2 Combat Resolution
After terrain effects, zones of control, presence of ground support, and CEL of participating ground units are taken into account, the combat is resolved. The strength of ground units is unitary and may not be split up and applied to different target hexes. All defending units in a hex have their strength totalled and must attack and be attacked as one. Selective or "soak-off" attacks are not allowed (this includes defending hexes containing more than one Japanese unit if a *Banzai* charge is declared; see below.) Separately add both the attacker's and defender's combat strengths and form a ratio.

> Example: two Japanese 3-4 divisions attack a Chinese 2-1 army across a river. The Japanese units are halved; yielding a ratio of 3 to 2; becomes 1 to 1. The attacker rolls a die and consults the 1 to 1 column on the top half of CRT #4, "Attacker's Table." DRMs are taken into account: one of the Japanese divisions has a +1 CEL, the other has a 0 CEL and there is no ground support; this yields a DRM of +1 to the attacker's die roll. Before results are applied, the defender rolls a die and consults the same column (1 to 1) on the bottom half of CRT #4, "Defender's Table." The defending Chinese army has a CEL of 0 and thus no DRM applies.

Results are then applied to attacker and defender. Surviving attacking units may move into the defender's hex if it is vacated by elimination or retreat. Units required to retreat but with no place to go are eliminated. Units attacking amphibiously from naval units may retreat back onto the naval units if necessary.

13.3 *Banzai* Charge
Any time one or more Japanese ground units are defending in combat (including against an amphibious landing), the Japanese player may announce a *Banzai* charge. This decision must be announced after the odds are calculated but before the attacking Allied player rolls the die on CRT #4. The Japanese player then rolls the die and consults the Defender's half of that CRT on the previously calculated odds column, adding 2 to the die roll regardless of the *Banzai* unit's actual CEL. Modifiers for naval and/or air support may also be added. The results are applied to the Allied force. The Allied player does NOT roll the die; all involved defending Japanese ground units are eliminated.

14.0 SUPPLY

Supply in *Across the Pacific* is represented by Japanese General Supply, POL allowances, and the maintenance of communication and supply represented by the networks of air umbrellas.

14.1 Japanese General Supply and Army General Headquarters Activation

On Turn 1, a General Supply marker appears in Japan. On Turns 6 and 8, General Supply markers appear at the resource hex in Malaya. The Japanese player may expend a General Supply marker during the Posting Phase only on the turn it appears. General Supply markers are expended in order to activate Army General Headquarters (and their respective armies), that are then activated for the remainder of the game. The Army General Headquarters is placed on the map at its headquarters city (Southern Army General Headquarters in Saigon, China Army General Headquarters in Shanghai, and Kwantung Army General Headquarters in Mukden). Activation is voluntary, with certain exceptions, see below. Note that whatever choices the Japanese player makes will also impact the navy.

Army General Headquarters may not be destroyed; if they are alone in a hex and attacked and their hex is occupied by enemy forces they are simply relocated to another friendly hex.

The General Supply markers appearing in Malaya cannot be used by the Japanese player unless both (1) the resource hex in Malaya is under Japanese control and (2) a valid network of air umbrellas extends unbroken from the resource hex to an anchorage hex in Japan.

14.11 *Army General Headquarters areas of control*. The China Army General Headquarters controls all Japanese army forces in China. As long as it remains inactive, no ground attacks are allowed in China. When the China Army General Headquarters is activated, the following areas are considered active (allowing all actions): China and North China, Inner Mongolia, India, and Burma. The Kwantung Army General Headquarters controls all Japanese army forces in Korea and Manchukuo and Jehol. As long as it remains inactive, no ground attacks are allowed in those areas, Outer Mongolia, or the USSR. When the Kwantung Army General Headquarters is activated, those areas are considered active (allowing all actions). The Southern Army General Headquarters controls all Japanese army forces in Southeast Asia and the Pacific—including the Japanese Home Islands. As long as it remains inactive, no ground attacks are allowed in those areas. When the Southern Army General Headquarters is activated, the following areas are considered active (allowing all actions): Indochina,

Thailand, Malaya, Burma, Australia, the Japanese Home Islands, and every other island on the map except Formosa and Hainan [China] and Cheju-do [Korea]. Note that Burma will be active if either the China or Southern Army General Headquarters are activated and that until the Southern Army General Headquarters is activated no amphibious landings are allowed in Japan.

> Designer's Note: the Japanese player must expend the Turn 1 General Supply marker and activate the Southern Army General Headquarters in order to launch the historical attack in Southeast Asia and the Pacific. Historically, the Japanese activated the Southern Army on Turn 1; the China Army on Turn 6; and the Allies forced the activation of the Kwantung Army on Turn 9. But in the game it is up to the Japanese player to make activation decisions. If the Japanese player wishes to attempt closure in the China war, for example, he may activate the China Army General Headquarters on Turn 1. It might still be possible to gain and expend the Malaya-based General Supply markers on Turns 6 and 8 by collapsing the Burma Front and occupying the Malaya resource hex with a ground unit.

14.12 *Actions in inactive theaters*. Japanese and Allied ground forces in an area not yet activated are inactive. Air and naval units, however, are always allowed freedom of movement and attack (but see 23.13). Inactive ground units may not make attacks, although they may move and be transferred to other Army General Headquarters theaters. When transferred, they are considered to be part of the new Army General Headquarters and may be used the same way as any other forces of that Army General Headquarters. In addition to Allied and Japanese ground combat, the following actions by Allied and Japanese ground units are forbidden in any inactive theater: overrun, amphibious landing (opposed or not), and airborne assault. See also 14.13

14.13 *USSR non-aggression treaty*. Because of a non-aggression treaty with the USSR, the Kwantung Army General Headquarters may not be activated until Turn 8. Until the Kwantung Army General Headquarters is activated, Japanese air and ground units may not enter any hex within the USSR or Outer Mongolia and Soviet air and ground units cannot leave the USSR or Outer Mongolia.

14.14 *Allied forced activation*. If Japan does not activate the China Army General Headquarters by the end of Turn 6, the Allied player may activate it on Turn 7. If Japan does not activate the Southern Army General Headquarters on Turn 6, the Allied player may activate it on Turn 7. If Japan does not activate the Kwantung Army General Headquarters on Turn 8, the Allies may activate

it on Turn 9. Activation is voluntary, but if the Allies do not force activation of an Army on the specific Game Turn noted above, they may not activate it on a later turn.

14.2 POL and Naval Supply
The allocation and expenditure of naval supply in *Across the Pacific* is controlled by Petroleum, Oil, and Lubricants (POL) markers, representing the amassing of supply necessary to put a large naval force (Task Force) to sea.

14.21 *POL markers*. Each side has a designated number of Petroleum, Oil and Lubricants (POL) markers. These markers arrive as reinforcements. Certain naval units (CV, CVL, BB, BC, APA, LST, LCD, and Type-SB) must be deployed in Task Forces in order to move and fight. It is necessary to expend a POL marker to form a Task Force. POL markers may not be directly attacked or destroyed by combat units, but if the player does not control the POL point of entry, it is lost. The Japanese player receives a maximum of 12 POL markers in a game; the Allied player, 20. The turn of arrival for POL markers is listed on the Order of Battle Charts and on the backs of the markers themselves. Each player may expend up to six POL markers per turn, provided they are available. A maximum of two may be expended by each player in any given turn for each type of Task Force: "A" (amphibious), "B" (bombardment) and "C" (carrier).

Note that in each scenario some naval units begin the game deployed into Task Forces and do not require the expenditure of a POL marker for their composition (23.0).

14.22 *Japanese POL*. The Japanese player receives three POL markers in Japan on Turn 1 and two POL markers on Turn 2. This represents the entire supply of war-directed POL available in Japan itself.

> Designer's Note: Historically, because the U.S. cut off trade of POL to Japan in late 1941, Japan resorted to war. Japan seized the oil-rich areas of the Netherlands East Indies and British Borneo and thus assured a further supply of POL for war needs. In the game, Japan can decide whether or not to launch a Southern operation. If Japan does not, the 5 POL markers of Turns 1 and 2 may be all that will be available for the entire game. Of course, they need not be expended at once—the formation of Task Forces is entirely up to the decision of the Japanese player.

14.23 *Transferring POL*. POL markers from the Southern regions may become available beginning Turn 3. (If the Japanese do not control the oil resource hex on the turn it produces a POL marker, the marker is lost and will not enter the game.) In order to transfer these POL markers to Japan, the Japanese player must control the oilfield hex

where the POL marker appears and a valid network of air umbrellas extending unbroken from the oilfield hex to an anchorage hex in Japan. Alternatively, the Japanese player may form Task Forces at other locations as long as an air umbrella or a valid network of air umbrellas covers both the anchorage and the oilfields themselves, and the naval units comprising the Task Force are in place at the anchorage where the Task Force is to be formed. Historically, for example, Japan formed Task Forces at Lingga Roads under an umbrella covering Palembang and at Brunei Bay under an air umbrella covering that location.

14.24 *Allied POL*. Allied POL markers arrive with USN naval reinforcements at Oahu, or Maui if Oahu is occupied by a Japanese ground unit, or Pago Pago if both Oahu and Maui are both occupied by a Japanese ground unit. *Exceptions*: One POL marker appears with the USN carriers that enter the game on Turn 2 in Espiritu Santo. The Commonwealth POL marker appearing on Turn 9 must be expended to create the British Pacific Fleet Task Force. (See 8.11 and 19.0)

Note that in the Campaign Game the Allied player receives no POL markers on Turn 1 and hence cannot voluntarily form any Task Forces on Turn 1. (But see 23.11.B.1.b and 23.52.)

14.3 Air Umbrella
Air units can be posted out to the farthest point from a home base through a valid network of air umbrellas existing at the start of the Posting Phase. See 9.1 and 24.0.

15.0 AMPHIBIOUS LANDINGS
Amphibious landings are the transfer of ground units from naval units to coastal hexes. Amphibious landings were a characteristic feature of the Pacific war, and as such they form an important part of the game. Amphibious landings involve four phases: posting, strategic, tactical and ground combat. In the Posting Phase, amphibious landings are planned and amphibious Task Forces ("A" Task Force) are created (5.2 and 5.3). In the Strategic Phase Type "A" Task Forces are deployed to on-station hexes within range of their targets and Task Groups are rebased to friendly controlled anchorages within range of their targets. In the Tactical Phase, Type "A" Task Forces and Task Groups sortie to their targets. Troops carried by LSTs, Type-SBs, Type-Ts, and APDs may be debarked on their target hexes immediately or may be held on board until the beginning of the Ground Combat Phase. In the Ground Combat Phase, troops carried by TRs, APAs, LCDs and (for the Japanese) DDs (and any troops reserved on LSTs, Type-SBs, Type-Ts or APDs) are landed into invasion hexes free of enemy naval units; then opposed amphibious landings are resolved on CRT #4.

Amphibious landings can take place against hexes either occupied ("opposed") or unoccupied ("unopposed") by enemy ground units and free of enemy naval units. APAs, LCDs, LSTs, Type-SBs, Type-Ts, APDs, and Japanese DDs may carry ground units either to opposed or unopposed landings. TRs may only carry troops to unopposed landings. Naval units are liable to air attack or surface interception either before or after disembarking ground units.

15.1 Procedure

15.11 *Type "A" Task Forces*. When a player's "Amphibious Landing" chit is drawn, the player reveals any friendly Type "A" Task Force markers on the map. If there are two friendly Type "A" Task Forces in play, each one's sortie must be completely and separately resolved before the next is begun in whichever order the controlling player sees fit.

The player moves desired naval units transporting troops from the Naval Task Force Composition Chart to the Type "A" Task Force's on-station hex and then sorties them onto or adjacent to any desired target hex within range. After all such movement, the Type "A" Task Force itself may sortie from its on-station hex to any hex within its remaining range (see also 4.35). The Type "A" Task Force may enter hexes containing enemy naval units and may initiate naval combat but only into hexes into which or from which the Type "A" Task Force will designate invasion hexes and land troops. The Type "A" Task Force may perform airfield bombardment normally.

> Developer's Note: This sequence allows a Type "A" Task Force to invade multiple, distant targets but at the risk of some of the troop transports operating beyond the protection of the Task Force Screen.

Troops may never be landed in an invasion hex containing any enemy naval unit. Troops carried by LSTs or Type-SBs are debarked and landed into their target hexes immediately if desired by the controlling player. These troops remain on the target hex even if the naval units that transported them are destroyed or driven off by subsequent enemy combat. Troops carried by APAs, LCDs, or TRs must wait until the Ground Combat Phase to land on their invasion hexes, and those hexes must be free of enemy naval units at the beginning of the Ground Combat Phase.

Troops may be landed in any target hex containing or adjacent to the naval unit carrying them. If amphibiously attacking ground units fail to dislodge the defending ground units during the amphibious assault portion of the Ground Combat Phase, they must retreat back to transports (not necessarily the units that landed them) in or adjacent to the hex. If there are no transports available,

the retreating ground units are lost. They do not get a "second chance" to clear the invasion hex in the regular combat portion of the Ground Combat Phase.

15.12 *Task Groups*. Amphibious assaults launched by Task Groups when a friendly "Task Groups Sortie" chit is drawn follow the procedure outlined in 15.11 above but with the following exceptions:

1. Troops carried by Type-Ts and APDs are debarked into target hexes free of enemy naval units immediately if desired by the controlling player. (Troops aboard Japanese DDs must wait until the beginning of the Ground Combat Phase to debark.)

2. Task Groups making amphibious assaults sortie from a friendly anchorage rather than an on-station hex.

3. Task Groups are not restricted by which hexes they may initiate naval combat in.

4. The Task Group must end its sortie in the hex it launches its invasion from - even if the naval units in the Task Group have range factors remaining.

16.0 DISTINCTION BETWEEN AIRCRAFT AND THEIR PILOTS

Most of the combat units in the game have a CEL printed directly on their face. Japanese air units, however, do not. Both Japanese carrier capable and land-based air units, except transport air units, must have a separate CEL marker stacked under them at all times to represent the level of training of their air crews. See the Historical Notes for the rationale behind this rule.

> Designer's Note: The game presents the Japanese player with an opportunity to do better than the historical situation and, perhaps, to avoid *kamikazes* altogether. If the Japanese player can conserve the higher quality pilots from turn to turn, these can be used as CELs for the newer, better planes that come in as air unit reinforcements later in the game.

16.1 Allocating CEL markers

During Segment 10 of the Posting Phase, the Japanese player may freely trade CEL markers among air units within the same valid network of air umbrellas. The Japanese player must assign every applicable air unit a CEL marker, none may be deliberately held back. If there are extra CEL markers, stack them in Japan for future use. *Restriction*: Carrier capable air units may not take on non-carrier capable CEL markers and vice versa.

16.2 CEL Markers as Casualties

When Japanese air units are lost due to being bombarded on the ground or being strafed while on the ground or on a

carrier flight deck, only the air units are lost; the CEL markers survive. If a carrier is damaged during combat, any CEL markers assigned to surviving air units also survive. In all other cases, when a Japanese air unit is lost, the CEL marker assigned to it is also lost.

17.0 UNITS WITH SPECIAL CAPABILITIES
17.1 Flying Boats

Flying boats are non-carrier capable air units that do not fly from or return to airfields. Flying boats fly from and return to any friendly coastal hex, which is considered to be a flying boat base. A friendly coastal hex is defined as any partial sea hex or one hex island that is under a friendly air umbrella or occupied by a friendly ground unit. Flying boats may extend a network of friendly air umbrellas. Flying boats may not base in hexes containing enemy units or in hexes containing enemy-controlled airfields or anchorages (whether or not they are garrisoned by enemy ground units).

17.2 Submarines

Submarines operate as standard naval units but also have a strategic value. They are the only units that are returned to base *after* checking for victory conditions. Submarines deploy "on station" during "Deploy Task Forces" in the Strategic Phase. However, they sortie within range of enemy units and attack during "Task Groups Sortie" in the Tactical Phase. Japanese and American submarines have different strategic values.

17.21 *Japanese submarines*. Japanese submarines may extend a Japanese air umbrella as if it were an "L" air unit with a range of one (*except* a submarine may not extend an air umbrella into or through either an all-land hex or a reef/shoal hex).

> Example: At the beginning of the End Phase of a turn with the islands of Shemya (hex 0017) and Kiska (hex 0116) both vacant of Allied ground units, the Japanese have ferried Betty "A" to hex 1432 and Mavis "A" to hex 1419. IJN submarine units are in hexes 0117 and 0218. During End Phase air movement, Betty "A" lands at the airfield in hex 0430, extending a Japanese air umbrella over hex 0220. This air umbrella is contiguous to that created by the IJN submarine in hex 0218, which in turn overlaps the one created by the IJN submarine in hex 0117, thereby making both Shemya and Kiska friendly coastal areas to the Japanese per 17.1. This allows the Japanese to create a flying boat base at Kiska and land Mavis "A" there, putting all of the Aleutian Islands and Midway under a Japanese air umbrella for the start of the next turn.

> Designer's Note: This benefit reflects the Japanese use of submarines as supply ships during the war.

17.22 *American submarines*. American submarines may cut into a Japanese Air Umbrella. This is the only example of a unit that can negate an enemy air umbrella. The submarine unit negates the Air Umbrella for the hex that the submarine unit occupies on station and for the six contiguous hexes around it. An American submarine may not negate a Japanese air umbrella in either an all-land hex or a reefs/shoal hex.

> Example 1: An American submarine in Tinian (hex 2429) would prevent redeployment of Japanese parachute infantry into or out of the airfields on Tinian, Saipan or Guam and would prevent rear area movement into or out of the anchorage at Saipan.

> Example 2: It is the end of Game Turn 9, and the Japanese have fulfilled all three conditions for a Japanese substantive victory (see 24.21). An uncontested American submarine in hex 4825 would cut the air umbrella to Brisbane and reduce the Japanese victory down to a marginal victory. (An additional uncontested American submarine in hex 3151 would cut the air umbrella to the Malaya Resource hex and further reduce the Japanese victory down to a draw!)

> Designer's Note: This benefit represents the American strategic doctrine of using submarines to sink Japanese merchant ships. Because merchant ships are abstracted in the game as coming under the benefit of "Air Umbrellas," American submarines can, in turn, negate the benefit of the Japanese Air Umbrellas.

17.23 *Submarine warfare*. Submarines may attack surface naval units by torpedo combat and are liable to attack from them by both torpedo combat and bombardment. Only air units with a level bombardment strength ("L") may attack submarines at sea. When an air unit attacks a submarine at sea, use the "ASW" column on the CRT #2, regardless of the "L" strength of the attacking air unit. Submarines may attack other submarines. Submarines attacked in port are treated like all other naval units for defensive purposes.

17.24 *Dutch submarine unit*. The Dutch submarine unit has no special strategic properties and does not affect any air umbrella in any way.

17.25 If Japanese submarines extend and Allied submarines cut a given Japanese air umbrella in the same hex, the Japanese submarine's influence takes precedence.

17.3 Armor and Motorized Ground Units

Armor and motorized ground units with a +1 or +2 CEL may use mechanized movement (10.5). Armor and motorized ground units may never cross a mountain hexside (*Exception*: The Ledo-Burma Road. See 10.12). If an armor unit defends in any terrain except "clear," its combat strength is halved. Motorized ground units always defend at full value.

17.4 Parachute Infantry and Air Transport Units

Both sides receive parachute infantry units throughout the game. These units may be redeployed from one friendly airfield to another within the same network of Air Umbrellas during the Strategic Phase when the "Move Ground Units" chit is drawn. A parachute unit may make an airborne assault on the same turn that it redeploys. When used in concert with Air Transport units, parachute infantry may make airborne assaults against enemy-controlled (but not enemy-occupied) hexes. When not making airborne assaults, parachute infantry units function exactly as other infantry units.

17.41 *Air Transport Units*. Air Transport units are the only air units in the game that do not have a CEL. Air Transport units do not initiate air combat, but they may be taken as losses as a result of enemy air-to-air, anti-aircraft, or strafing attacks. Air Transport units are expended and removed from the game immediately after they perform an airborne assault in concert with friendly parachute infantry units. Air Transport units behave in all other ways as other friendly air units.

The Soviet ANT-3 air transport unit may only carry the Soviet parachute infantry brigade. The Allied C47 air transport units may carry any of the other Allied parachute infantry units (US 503 and 511 RCT and the Imperial Indian 50 Brigade).

17.42 *Airborne Assault*. During the "Land-Based Air Strike" segment of the Tactical Phase, a friendly parachute infantry unit stacked with a friendly Air Transport unit may conduct an airborne assault. One air transport unit is required for each parachute infantry unit. The air transport unit moves to any hex within its range and places the parachute infantry unit in that hex. Per 17.41 the air transport unit is then removed from the game. An individual parachute infantry unit may make more than one airborne assault; each airborne assault requires the expenditure of an air transport unit.

Parachute infantry units may not be "dropped" into hexes containing enemy ground units. They may, however, be "dropped" into hexes containing only enemy air or naval units. Any air units on the ground are immediately destroyed; the naval units are immediately rebased to the nearest friendly anchorage (see 10.7). Parachute Infantry units exert a Zone of Control and may participate in all ground combat on the turn that they are dropped.

If the target hex has enemy CAP or enemy naval units conducting anti-aircraft fire, the enemy must destroy all friendly escorts before the transport can be taken as a casualty (this is an exception to the usual Air-to-Air combat rules.) If the transport is a casualty, the parachute infantry unit is also lost, and the airborne assault fails.

17.43 *Japanese SNLF Parachute Unit*. The SNLF parachute infantry unit also has an "anchor" symbol on it. This allows it to participate in Island Hopping (10.8).

17.5 Glider Infantry Units

The Allied forces contain two glider infantry units, the US 187 and 188 regiments. Like parachute units, these two units may be redeployed from one friendly airfield to another in the same network of Air Umbrellas when the "Move Ground Units" chit is drawn during the Strategic Phase. Glider infantry units may not make airborne assaults.

17.6 LSTs, Type-SBs, APAs, LCDs, and TRs

LSTs, Type-SBs, APAs, and LCDs may make opposed landings, that is, land their troops in hexes occupied by enemy ground units. TRs may not make opposed landings, but must land troops on vacant or friendly-controlled hexes. LSTs and Type-SBs can be considered to have landed their troops right away, during the activities of the "Amphibious Landing" chit. TRs, APAs, and LCDs have to wait until Ground Combat resolution to be considered "empty," thus loaded they are prone to air and surface attacks for a longer time. TRs may only participate in amphibious invasions when they are part of a Type "A" Task Force.

LSTs, Type-SBs, APAs, LCDs and TRs have a lift capacity of one division (or up to three smaller units). Armies and Corps can never be transported.

17.7 APDs, Type-Ts and Japanese DDs

APDs, Type-Ts, and Japanese DDs may make opposed landings with their smaller capacities. APDs and Type-Ts may be considered to have landed their troops right away, during the activities of the "Task Groups Sortie" chit. Japanese DDs have to wait until Ground Combat resolution to be considered "empty," thus loaded they are prone to air and surface attacks for a longer time.

APDs, Type-Ts and Japanese DDs have a lift capacity of one unit, but it must be smaller than a division (e.g., one regiment, brigade, SNLF, or RCT). APDs, Type-Ts and Japanese DDs can never carry a division or larger units or armor units of any size.

Japanese DD units in the Screen of a Task Force may not also transport ground units.

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7.8 Chinese Units

In addition to fighting the Japanese, the forces of the Communist (CCP) and Nationalist (KMT) Chinese were fighting each other. To reflect this, CCP and KMT units may never combine to make an attack, and the KMT air unit may not fly ground support for CCP units. CCP and KMT units may never voluntarily stack together; if forced to stack together—for example as the only option in a combat retreat—they must resolve the situation by the end of the next Strategic Phase. If they do not, mixed stacked KMT units north of hex row 1100 and CCP units south of hex row 1000 are eliminated. All Chinese units must remain in China, except the KMT Expeditionary Force (17.82).

CCP units must remain north of hex row 1100. CCP units may only combine attacks with USSR units and may not attack units in hexes south of hex row 1000. CCP units may attack units in land hexes both adjacent to North China and north of hex row 1100 but may not occupy such hexes.

KMT units may attack land units in hexes both south of hex row 1000 and adjacent to China but may not occupy such hexes. (*Exception*: see 17.82).

17.81 *Chinese Irregulars*. CCP and KMT irregular (guerrilla) units exert a ZoC only in the hex that they occupy. In addition, irregular units have a limited ability to re-enter the game one time (only) after they have been eliminated in combat. On the second Posting Phase after an irregular unit has first been eliminated in combat (Turn 8 for a unit destroyed on Turn 6), it is reconstituted at full strength and deployed in any vacant hex behind Japanese lines. In the rare case that there are no vacant hexes behind Japanese lines, the guerrilla unit may be placed with that faction's regular units as desired (subject to stacking restrictions). CCP units must be placed north of hex row 1100, the KMT unit south of hex row 1000.

17.82 *KMT Expeditionary Force*. Five KMT ground units—the 1, 5, 6 and 66 corps, and the CEF division—may operate in Burma. These units are differentiated from other KMT ground units by an Indian yellow-filled unit box. The KMT air unit may also operate in Burma as long as there is at least one KMT expeditionary ground unit there. KMT expeditionary units may attack hexes adjacent to Burma (or China south of hex row 1000) but may not occupy them (but see 19.0).

17.83 *KMT Reinforcements*. The OB charts show the KMT reinforcements assuming the Japanese have activated the Southern Army General Headquarters on

Turn 1. If, and only if, the Japanese instead activate the China Army General Headquarters on Turn 1, all KMT reinforcements arrive in the Posting Phase of Turn 2.

17.9 Mountain Capable Units

The Allied forces contain two units, the American regiment MM ("Merrill's Marauders") and the Imperial Indian division C ("Chindits"), that have enhanced mobility in mountainous terrain. These two units need not start adjacent to a mountain hexside in order to move across. They may move to a mountain hexside and then cross. It does not cost any additional movement points beyond the normal cost of the hex entered for these units to cross the mountain hexside, but they must stop and move no further that turn after crossing, even if they would otherwise have movement points remaining.

18.0 MAGIC

Starting on Turn 2 during the Strategic Phase, the Allied player may cause a newly drawn Strategic Phase Chit to be placed back into the cup and a new chit to be drawn. The Allied player may exercise this only once per turn and only during the Strategic Phase. If the same chit is drawn anew, the draw stands; the Allied player may not preempt it again. The decision to return a chit to the cup must be exercised immediately; once a player performs the actions dictated by the chit, the opportunity to return the chit to the cup is lost. All ten Strategic Phase chits are drawn; the use of Allied Intelligence may only affect the order in which the actions will be performed.

19.0 COLLAPSE OF THE BURMA FRONT

As soon as the Japanese occupy Imphal, Cox's Bazar, and Chittagong simultaneously with at least one ground unit in each hex, the Burma Front is said to have collapsed, and the British take a much reduced part in the Pacific War. They are tied up with Indian affairs. All British and Imperial Indian ground units are immediately removed from the mapboard, except the C (Chindit) ground unit will remain in play if it has already entered the game. British air and naval units may fight on with the Australian and New Zealand forces.

No future British and Indian ground and air reinforcements will enter the game unless and until Imphal, Cox's Bazar and Chittagong are each recaptured and retained by the Allies. These cities can be recaptured either by KMT Expeditionary Forces entering via Burma, by an amphibious landing by other Allied forces, or by a combination of the two. British and Imperial Indian reinforcements will resume as per the OB charts starting on the game turn following the recapture of the last of the three objectives. Any British or Indian units that would have arrived as reinforcements during the time between the Collapse of the Burma Front and the reoccupation of

the three key cities do not ever enter the game.

The American MM ground unit may enter the game in India even if the Burma Front has collapsed, but the Allied player may opt to enter the MM unit in either the Hawaiian Islands or China with the KMT instead. The MM unit can move into any hex of China south of hex row 1000. This is an exception to 10.2. But see also 6.4.

The British Pacific Fleet scheduled to arrive on Turn 9 in Brisbane and its POL are not affected by the collapse of the Burma Front, unless Brisbane is also occupied by a Japanese ground unit, in which case the British Fleet and its POL marker will not enter the game at all. If the Burma Front collapses, the CEL of the Japanese "INA" unit becomes +1 and remains so for the rest of the game (use the substitution counter). Also, the turn after the Burma Front collapses, the Japanese INA ground unit may operate in China and units of the KMT Expeditionary Force (17.82) may operate in India; both cases remain in force for the remainder of the game.

20.0 COLLAPSE OF THE PHILIPPINES
As soon as there are no American ground units in the Philippine Islands, the Philippines are said to have collapsed. All airfield and anchorage hexes that do not have an *Allied* ground unit in them at the moment of the collapse are immediately placed under Japanese control (including Jolo and Tawi Tawi).

21.0 COLLAPSE OF THE NETHERLANDS EAST INDIES
As soon as there are no Dutch ground units in Java, Borneo, and Dutch New Guinea, the Netherlands East Indies are said to have collapsed. All airfield, anchorage, and oil hexes that do not have an *Allied* ground unit in them at the moment of the collapse are immediately placed under Japanese control. Note that Brunei in Borneo and Lae in Papua/New Guinea are British possessions at the start of the war and are not affected.
Surviving Dutch air and naval units, as well as any Dutch ground units still extant outside the Netherlands East Indies, remain on the map board and may operate in conjunction with the Australian and New Zealand forces.

22.0 DOOLITTLE RAID
On Turn 2, if, and only if, the Southern Army General Headquarters is activated (i.e., face up), the Allied player may launch the Doolittle Raid. The raid is made by posting the USAAF B-25 "A" unit to the airfield by Vladivostok (hex 0435) during step 8 of that turn's Posting Phase.

The B-25 is "interned" at the airfield adjacent to Vladivostok and may not be moved from there until the Posting Phase of the game turn following that in which

that airfield is placed under an Allied Air Umbrella that leads back to an Allied-controlled Oahu (i.e., if the qualifying Air Umbrella is put into place during the End Phase of Turn 6, then the B-25 may redeploy normally during the Posting Phase of Turn 7).

If the Allied player launches the Doolittle Raid, the Japanese player is required to fly at least three CAP missions (each using one of the five available markers) over any hex on the Japanese Home Islands on Turn 2.

The Allied player is not required to launch the Doolittle Raid on Turn 2, but if the option is not taken, it may not be exercised on a future game turn.

23.0 SCENARIOS
There are five scenarios included in the game. All five scenarios use the entire map. Players familiar with the rules of the game should be able to complete scenarios 23.3 "Battle of Midway" and 23.5 "The Rising Sun" in two to three hours, scenario 23.4 "Guadalcanal" in four to six hours, scenario 23.2 "Remember Pearl Harbor" in nine to thirteen hours and scenario 23.1 "Across the Pacific" in twelve to eighteen hours.

Each scenario has set-up instructions, special rules and, if applicable, unique victory conditions. Players should familiarize themselves with the game systems and mechanics by playing the solitaire scenario 23.5 "The Rising Sun."

In all scenarios, the following rules apply: All hexes of the Japanese Home Islands, the Kurile Islands, the Ryuku Islands and Bonin Islands are considered to be occupied by a Japanese ground unit for the purposes of island hopping, flying boat bases, airborne assault, and amphibious landing. Only the presence of an Allied ground unit in a hex will negate this effect. Thus, an Allied USMC division may not use island hopping to move from Etorufu in hex 0228 to Kunashiri in hex 0329 unless Kunashiri already contains another Allied ground unit. Similarly, Allied ground units on TR-type naval units may not make landings *on their own* in Sasebo in hex 1237 (such ground units could land if a ground unit is *first* debarked from and landed by an APD, APA, or LST naval unit).

23.1 Across the Pacific
This is the grand campaign, the entire Pacific and East Asia war from December 1941 through August 1945. The Japanese player holds the strategic initiative and must use it to try to better the historical performance of the Japanese forces or even try to bring the war in China to a decision before turning his attention on the Western Allies. This is the longest and most involved scenario of the game. It begins on Turn 1 and will last through Game

Turn Nine unless one player achieves a Decisive Victory before then per 24.1.

23.11 *Set-Up Instructions*.
A. The Japanese player places control markers in anchorages and airfields under Japanese control. At the start of Turn 1, the Japanese control the following: Japan (including the Kurile Islands, the Ryuku Islands and Bonin Islands), Sakhalin Island, Manchukuo, Jehol, Korea, Inner Mongolia, Occupied China (i.e., China east of the partition line and including Amoy, Formosa, Hainan and Hong Kong), French Indochina, Thailand (*except* Bangkok), the Mariana Islands (*except* Guam), the Caroline Islands, the Palau Islands, the Marshall Islands, the Gilbert Islands (including Nauru and Ocean), New Ireland, Bougainville, and Marcus Island. The Allied player controls all other anchorages, airfields and resource (including oil) hexes. Markers with the Netherlands flag, the Philippine colonial flag, and the British Imperial Burmese flag are provided to show control of objectives in these areas.

B. Players set up per Turn 1 of their Order of Battle Charts. The Allied player sets up first.

1) *Allied*:
a) post all forces onto the map except the three Chinese irregular units. Some units must be set up in specific hexes; for example, the Free French regiment must set up in Noumea on New Caledonia. Other units are allowed more freedom in the initial set up; for example, the five CCP regular ground units may set up in any land hex north of hex row 1100 and west of the partition line. Stacking limits for ground units must be observed at all times during initial posting. At least half (round up) of all regular Chinese ground units (CCP and KMT) must set up adjacent to the partition line.

b) create a "B" Task Force in Singapore consisting of the RN DD-1 unit in the Screen and the RN BB-1 unit in the Core. This Task Force (historically designated Force Z) is created without the expenditure of a POL marker.

2) *Japanese*:
a) post all forces onto the map (again, stacking limits for ground units must be observed at all times). Air units without specific set-up instructions may be placed in any Japanese controlled airfield hex.

b) create a "C" Task Force in Etorofu
Screen: IJN DD-8 and DD-9
Core: IJN CV-1, CV-2, CV-3, BC-2 and CA-2. The CV units also have their full complement of air units with them. This Task Force (historically assigned to the raid on Pearl Harbor) is created without the expenditure of a POL marker.

3) Allied player posts the three Chinese irregular units on the map in any hex behind Japanese lines (i.e., east of the partition line). CCP units must remain north of hex row 1100, the KMT unit south of hex row 1000.

C. Players then start the game with the Posting Phase of Turn 1. Note that Segments 4, 5, 6, 8, 9 and 10 of the Posting Phase are not performed on Turn 1 (4.1).

23.12 *THE SURPRISE ATTACK*. The initial Japanese attacks in the Pacific achieved complete strategic surprise. To model this, the following restrictions are placed on the Allied forces during Turn 1.

Use the following if, and only if, the Japanese activate the Southern Army General Headquarters during the Posting Phase of Game Turn One.
A
t the beginning of the Strategic Phase of Turn 1, remove the following Allied Strategic chits from the cup: "Deploy Task Forces" and "Rebase Task Groups." The remaining Allied Strategic chits may be acted upon only by the CCP and KMT Chinese units.

At the beginning of the Tactical Phase of Turn 1, remove the following Allied Tactical chits from the cup: "Carrier Air Strike" and "Amphibious Landing." *Only* the KMT air unit may act when the Allied "Land Based Air Strike" chit is drawn.

The Allied "B" Task Force in Singapore (Force Z) may sortie only when the Allied "Surface Interception/Ground Support" chit is drawn during the Tactical Phase. (Essentially, its 'On Station' hex is Singapore itself.)

All Allied naval units that are at anchor (i.e., the Allied "Surface Interception/Ground Support" and "Task Groups Sortie" chits have not yet been drawn or the Allied player—incredibly—leaves the units at anchor after they have) have a minus two (-2) DRM applied to their anti-aircraft combat die rolls *regardless* of their printed CEL (this is an exception to 11.1). An Allied Task Force or Task Group that sorties uses its printed CEL during anti-aircraft combat. Note that an Allied Task Force or Task Group always uses its printed CEL when resolving naval surface combat.

23.13 *THE CHINA WAR*. The Japanese may wish to bring the China War to a conclusion instead of launching their historical attack in Southeast Asia and the Pacific.

Use the following if, and only if, the Japanese activate the China Army General Headquarters during the Posting Phase of Turn 1:

3 Japanese armor units (1st, 2nd and 3rd Armor XXs) that are part of the initial set-up may use mechanized movement (10.5) on Turn 1 (only) even though these units have a CEL of "0" and would otherwise not be allowed to do so. Only CCP and KMT Chinese ground units may move when the Allied "Move Ground Units" chit is drawn during the Strategic Phase of Turn 1.

US units in an inactive Southern Theater may not attack Japanese units until after any US unit is attacked by the Japanese. Japanese air and naval units in an inactive Southern theater may not attack any US air or naval unit until after any one of the following occurs:

- any USN unit is enlisted into a Task Force;
- any US air unit is reassigned during Step 9 of the Posting Phase;
- any US unit is moved when the "Rebase Task Groups" chit is drawn during the Strategic Phase;
- the Allied player uses a US submarine unit to cut a Japanese air umbrella;
- any US unit begins a turn in non-US territory;
  any non-US Allied unit begins a turn in US territory.

(US territory is defined as any hex of the following: Hawaiian Islands, Aleutian Islands, Philippine Islands, Midway, Guam, Samoa, Baker, Howland, Johnston, Wake, and Palmyra). (Note; the USN units posting to Espiritu Santo and the US Americal Division posting to Noumea on Turn 2 do NOT allow Japanese attacks in an inactive Southern theater.)

NOTE: These rules do not form an exception to the prohibition against ground combat in inactive theaters (14.12). Rather, they limit air and naval movement and combat in an inactive Southern theater.

23.14 *Victory*. Victory in the "Across the Pacific" Scenario is determined by Section 24.0. The historical result of this scenario is an Allied Historical Victory per Section 24.22.

23.2 Remember Pearl Harbor
This is the "short" campaign scenario simulating World War II in the Pacific and East Asia Theaters from May 1942 through August 1945. The game begins with the Japanese having launched a "Southern Operation" and achieved their impressive historical gains. It begins on Turn 2 and will last through Turn 9 unless one player achieves a Decisive Victory per Section 24.1.

23.21 *Set-Up Instructions*.

A. The Japanese player places control markers in all anchorage, airfield and resource (including oil) hexes under Japanese control: every place listed in 23.11 above plus Bangkok, Guam, Wake Island, Rabaul, Admiralty Islands, Brunei, Malaya, and Burma. In addition, the Netherlands East Indies and the Philippines have both collapsed (20.0, 21.0), and all anchorages, airfields, and resources in these areas are under Japanese control.

All other anchorages and airfields are controlled by the Allies.

B. Players set up as follows:
1) Allied player eliminates the following units from Turn 1 on the Order of Battle Chart:
    USN: BB-1, CA-2 and DD-3
    RN: BB-1, DD-1 and CL-1
    RNN: CL-1, DD-1 and SS-1
    USAAF: P-36, P-40 "B", B-17 "B" and P-40 "C"
    RAAF: Wirr "A" and Wirr "B"
    RAF: Bln, Buf "A" and Hur "A"
    RNAF: Buf "B"
    17 Indian XX, 9+ Indian XX, 11+ Indian XX
    Burmese XX
    18+ British XX
    Netherlands 1 XX, BF III and 2 XX
    Australian 8 XX
    US Army GDB X, P XX, VM XXX, NL XXX,
    SL XXX and WDB II

The following units have their arrival changed:

USN BB-4 unit arrives as a reinforcement in the Hawaiian Islands during the Posting Phase of Turn 3;

USN BB-5 unit arrives as a reinforcement in the Hawaiian Islands during the Posting Phase of Turn 5;

USN SS-1 unit begins the game in Espiritu Santo;

USN SS-2 begins the game in Brisbane.;

RAN CA-1 unit begins the game in Espiritu Santo.

The Allied player then posts all remaining units (except for Chinese irregulars) for Game Turn 1 per the OB chart. Ground stacking limits must be observed at all times. Again, at least half of all regular Chinese (CCP and KMT) ground units (round up) must be set up adjacent to the partition line.

2) Japanese player eliminates the following units from Turn 1 on the Order of Battle Chart:
- L3Y and Ki-57 air transport units
- three Turn 1 POL markers

• Turn 1 General Supply marker

All carrier units set up with their full complement of carrier-trained air units and their CEL markers.

Southern Army General Headquarters is set up in Saigon face up; i.e. activated.

IJN sets up as follows:

Truk	BB-1, BB-2, BC-1, CA-5, CA-6, DD-2, DD-3, TR-2, LCD-1, CVL-1, CL-1, CL-2, SS-2, CV-3
Tokyo	BB-3, CV-1, CV-2, BC-2, CA-2, DD-8, DD-9
Rabaul	One IJN DD
Kwajalein	One IJN DD
Babelthuap	One IJN DD

The remaining IJN naval units are posted to any desired Japanese-controlled anchorage.

Japanese ground units set up as follows:

in Hong Kong   38th Mot XX with IJN TR-5

in any Japanese controlled anchorage (*except* Hollandia or Rabaul)   21st *or* 53rd *or* 54th Infantry XX with IJN TR-3

(The two XX not with TR-3 set up in Japan. If they all set up in Japan, the IJN TR-3 may set up in any Japanese controlled anchorage.)

Any one division (XX)-sized unit that originally set up in Manchukuo and/or Jehol may be set up in Truk or Tokyo instead (this represents Japanese rear area movement conducted on Game Turn One).

Menado	3rd SNLF Parachute III
Palembang	1RG Parachute III
Singapore	5th Mot XX, 18th Infantry XX, 3 TG Tank X, IG Mot XX
Luzon	4th, 16th, 48th Infantry XX
Java	2nd, 56th Infantry XX
Wake Island	S1 SNLF III
Guam	SSA III
Rabaul	SSB III

Rangoon, Akyab, Myitikina: 55th, 33rd Infantry XX
Brunei or Mindanao   K SNLF III

All other Japanese ground units that originally set up in Hokkaido, Manchukuo and Jehol, Inner Mongolia, Hankow, Amoy, Shanghai, Central and North China and Korea set up per the Order of Battle Chart. Ground stacking limits must be observed at all times.

Air units on the Turn 1 Order of Battle are set up in any desired Japanese controlled airfield hex. The Mavis "A" air unit sets up in Truk (hex 2826).

The Japanese player then creates a Task Force of any type in Truk (hex 2826) using any of the IJN naval units there. This Task Force (historically assigned to fight American carriers in the Coral Sea and pave the way for the invasion of Port Moresby) is created without the expenditure of a POL marker.

C. Allied: set up the three Chinese irregular units on the map in any hex behind Japanese lines (i.e., east of the partition line—CCP units must remain north of hex row 1100, the KMT units south of hex row 1000).

D. Players then start the game with the Posting Phase of Turn 2.

23.22 *Victory*. Victory in the "Remember Pearl Harbor" Scenario is determined by 24.0. The historical result of this scenario is an Allied Historical Victory per 24.22.

23.3 Midway
This short scenario lasts for only one turn (Turn 2) and simulates the action in the Pacific from May through September 1942 that saw the high water mark of the Japanese advance and the stemming of that advance by the Allies at the Battle of Midway.

23.31 *Set-up Instructions*. Same as 23.21 above.

23.32. *Victory*. Victory in the "Midway" scenario is determined during the End Phase of Turn 2 (see 4.5). If either player has won a decisive victory per 24.1, then record that victory. If not, the following criteria are used. The Japanese player has four victory conditions to be met. They are:

1) Have a ground unit occupying the Midway Island hex;
2) Have a ground unit occupying Port Moresby;
3) Have a ground unit occupying any of the Aleutian Islands;
4) Have destroyed or damaged more Allied CV naval units than have had destroyed or damaged Japanese CV and CVL naval units.

For the Japanese player to count numbers 1, 2, and 3 above, the ground unit must be connected by a valid network of Air Umbrellas to any airfield hex located in one of the Japanese Home Islands.

Levels of victory based on number of Japanese victory conditions met:

4	Japanese Decisive Victory
3	Japanese Substantive Victory
2	Japanese Marginal Victory
1	Draw
0	Allied Incredible Victory

Victory conditions are set up as a comparison of players' performances to the achievement of their historical counterparts. Thus, although historically the Allies won an "incredible victory" at Midway and a strategic victory at Coral Sea, the historical result is set as a draw in Scenario 23.3. Players must exceed historical results to win. (Historically the Japanese fulfilled their Victory Condition #3 for a total of 1— a draw.)

23.4 Guadalcanal
This short scenario lasts for only two turns (Turns 2 and 3) and simulates the action described in 23.3 above, extending the situation to include the ground combat in the Solomon Islands and on New Guinea from May 1942 through February 1943. Both sides were exhausted by these campaigns, but this period is widely viewed as the turning point against the Japanese during the Pacific War.

23.41 *Set-up Instructions*. Same as 23.21 above.

23.42 *Victory*. Victory in the "Guadalcanal" scenario is determined during the End Phase of Game Turns Two *and* Three. The Allies and Japanese each have four victory conditions. If either player has won a decisive victory per 24.1, then they record that victory. If not, the following criteria are used:

During the End Phase of Turn 2, if the Japanese player has fulfilled *all four* victory conditions set forth in 23.32 above, the scenario ends immediately with the Japanese player winning a Decisive Victory. Turn 3 is not played.

If neither player has fulfilled the conditions of 24.1 and the Japanese player has not fulfilled all four victory conditions of 23.32, Turn 3 is played.

A. The four Allied victory conditions are:

1) Have more ground *units* in New Guinea than the Japanese;
2) Create a valid network of Air Umbrellas stretching from Allied controlled Attu through Allied controlled Oahu and on to Allied controlled Brisbane;
3) Eliminate all Japanese ground units from the islands of Guadalcanal, Espiritu Santo, and New Caledonia; and
4) Have destroyed or damaged more Japanese CV and CVL naval units than Allied CV and CVL naval units destroyed or damaged.

B. The four Japanese victory conditions are:

1) Have more ground *combat factors* in New Guinea than the Allies;
2) Have Brisbane and Broome under a valid network of Air Umbrellas connected to an airfield in the Japanese Home Islands;
3) Have a ground unit occupy an airfield on any one of the islands of Guadalcanal, Espiritu Santo, or New Caledonia and have that ground unit connected to an airfield in the Japanese Home Islands by a valid network of Air Umbrellas; and
4) Have destroyed or damaged more Allied CV and CVL naval units than Japanese CV and CVL naval units destroyed or damaged.

During the End Phase of Turn 3, the players each determine how many of their victory conditions they have achieved and compare their total to their opponent's. The difference determines the victor and the overall level of victory for the player with the higher number.

4	Decisive Victory
3	Substantive Victory
2	Tactical Victory
1	Marginal Victory

If the difference is zero, the result is a Draw.

Victory conditions are set up as a comparison of players' performances to the achievement of their historical counterparts. Thus, although historically the Allies won strategic victories at Guadalcanal and New Guinea, the historical result is set as a draw in Scenario 23.4. Players must exceed historical results to win. (Historically, the Allies fulfilled their #3 victory condition and the Japanese fulfilled their #2 victory condition for one point each — a draw.)

23.5 The Rising Sun (solitaire)
This short scenario lasts for Turn 1 only and is intended for solitaire play. The player takes the active role of the Japanese while Allied play is governed by the following rules. It simulates the rapid advance of the Japanese during the opening months of the Pacific War from December 1941 through April 1942 and is a good way for players to familiarize themselves with the rules and systems for the game.

23.51 *Set-up Instructions.* Same as 23.11. Note that the Japanese player is not obligated to launch the Southern operation, but it is more difficult to win if he does not. If the Southern Army General Headquarters is activated, the surprise attack rule is in effect (23.12). If the China Army General Headquarters is activated instead, see 23.13.

23.52 *Allied Naval Actions.* The Allied "B" Task Force that starts the game in Singapore will always sortie to engage in surface combat as many Japanese transport units carrying ground units as are in range. If no such units are available, it will sortie to engage any Japanese Task Force in range. If there is no such Task Force available, it will sortie based on the roll of one die as explained below.

The Allied Task Group that starts the game in Singapore will always sortie to engage in surface combat as many Japanese transport units carrying ground units as it has in range (even if doing so would result in the slower Dutch submarine having to make a separate sortie). If no such units are available, it will sortie to engage any Japanese Task Force or Task Group in range. If there is no such Task Force and/or Task Group available, it will sortie based on the roll of one die as explained below.

The three USN BBs that start the game in Pearl Harbor never sortie; they always remain at anchor.

The other Allied naval units will sortie based on the roll of one die (each Task Group will roll the die once for each discrete sortie):

1 naval unit(s) remains at anchor.

2-3 naval unit(s) sorties out to sea to the maximum extent of their range and as far away from Japanese naval units as possible.

4-6 naval unit(s) sorties to engage as many Japanese naval units as possible in surface combat. If there are no Japanese naval units in range, the Allied units will behave as if they rolled a 2 o 3.

23.53 *Allied Ground Units Actions.* All Allied ground units move to 1) maintain a line of defense, 2) occupy as many airfields in China as possible, and 3) destroy as many Japanese ground and/or air units as possible. (Only Chinese Allied ground units may move on Turn 1.)

23.54 *Mulligans.* In solitaire play, the Japanese player may "mulligan" the draw of an action chit in either the Strategic or Tactical Phases; that is, he may draw a different chit from the cup and then place the chit originally drawn back in. The first "mulligan" costs the Japanese player one victory point, the second two victory points, the third three victory points, and so on. There is no limit to the number of "mulligans" the Japanese player may draw (but doing so will make the scenario much more difficult to win).

23.55 *Victory.* During the End Phase of Turn 1, the Japanese player totals his victory points as follows:

1 point   each airfield and anchorage hex under Japanese control (hexes that have both count as 2 points)
2 points each resource symbol in the hex (thus Palembang is worth 7 points: 6 for the oil resources and 1 for the airfield)
1 point   each Allied unit destroyed except BB units
2 points each Allied BB unit destroyed
1 point   each Allied BB unit damaged
2 points each POL marker remaining in Japan
25 points   if the Burma front collapses
5 points if there are Japanese ground units in both Kweilin and Chengdu (in addition to the points for the airfields)
-1 point each combat unit destroyed
-1 point each CEL marker destroyed
 less   points for each "mulligan" taken (23.54).

Points scored for control of airfields and anchorages in Manchukuo and China (including Hainan and Formosa) are doubled if, and only if, the China Army Headquarters has been activated.

The Japanese player starts the game with 67 points. Subtract that from the total scored. Compare the result to 96, the historical gain by the Japanese forces. If the number is the same, the Japanese player has matched the historical accomplishments and scored a draw. If the number is lesser or greater, then he has fallen short of/exceeded the historical performance. The greater the difference, the greater the defeat or victory.

NOTE: Players will find it difficult to exceed the historical Japanese performance by more than a point or two.

24.0 VICTORY CONDITIONS
Each of the three short scenarios (23.3, 23.4, and 23.5) has its own unique set of victory conditions. All five scenarios may end in a decisive victory if

one side fulfills the conditions of 24.1. If either of the long scenarios (23.1 and 23.2) lasts until the end of Turn 9, victory is determined by 24.2

In no case can one's own side be awarded a victory of any level if the opposing player has a ground unit in an anchorage in one's Home Base (i.e., Oahu/Maui for the Allies and the Home Islands for the Japanese) with a valid network of air umbrellas stretching from that anchorage to an airfield in the opposing player's Home Base. Samoa does not count as an Allied for the purposes of this rule only.

24.1 Decisive Victory Conditions
Check for decisive victory conditions during the End Phase of each turn. If the conditions are met, the game is over and the side meeting the conditions records a Decisive Victory.

24.11 *Japanese Decisive Victory*. All four of the following are true: the Japanese

1) have a ground unit in either Oahu or Maui and have a valid network of air umbrellas stretching from that ground unit to any airfield in the Japanese Home Islands;

2) control at least one oil resource hex and the Malaya resource hex and valid network of air umbrellas stretching from that oil resource hex through the Malaya resource hex to any airfield in the Japanese Home Islands;

3) have caused the Philippines and the Netherlands East Indies to collapse and control Manila *and* Singapore *and* Surabaya and have a valid network of air umbrellas stretching from each of those cities to any airfield in the Japanese Home Islands OR the Japanese control every airfield in China and have a valid network of air umbrellas stretching from each Chinese airfield to any airfield in the Japanese Home Islands; and

4) control Mukden *and* Seoul *and* Shanghai and have a valid network of air umbrellas stretching from each of those cities to any airfield in the Japanese Home Islands.

24.12 *Allied Decisive Victory*. Both of the following conditions are true: the Allies

1) have a ground unit any anchorage in the Japanese Home Islands and have a valid network of air umbrellas stretching from that ground unit to any airfield in Oahu (only); and

2) have created a valid network of air umbrellas stretching from an Allied ground unit in Attu through Allied *controlled* Oahu and on to an Allied *occupied* Brisbane.

24.2 End of Game Victory Conditions
At the conclusion of the End Phase of Turn Nine, the players compare their achievements with the following conditions to determine the level of victory either side has attained.

24.21 *Japanese victory conditions*.

A. *Substantive victory* : All three of the following are true: the Japanese

1) have a ground unit in Brisbane OR control every airfield in China *and* have a valid network of air umbrellas stretching from that ground unit or each controlled Chinese airfield to any airfield in the Japanese Home Islands;

2) control at least one oil resource hex *and* the Malaya resource hex and have a valid network of air umbrellas stretching from that oil resource hex *through* the Malaya resource hex to any airfield in the Japanese Home Islands;

3) control Mukden *and* Seoul *and* Shanghai and have a valid network of air umbrellas stretching from each city hex to any airfield in the Japanese Home Islands.

B. *Marginal victory*: All three of the following are true: the Japanese

1) control at least one oil resource hex *and* the Malaya resource hex *and* have a valid network of air umbrellas stretching from that oil resource hex *through* the Malaya resource hex to any airfield in the Japanese Home Islands;

2) have cut the Allied supply line from Brisbane to Hawaii (i.e., the Allies do not have a valid network of air umbrellas stretching from an Allied *occupied* Brisbane to either Oahu or Maui); and

3) control Mukden *and* Seoul *and* Shanghai and have a valid network of air umbrellas stretching from each city hex to any airfield in the Japanese Home Islands.

24.22 *Allied victory conditions*.

A. *Historical victory*: All four of the following are true (Note this is the historical result of the War in Asia and the Pacific): the Allies

1) have placed a valid network of air umbrellas consisting solely of "S" bomber air units (i.e., B-17, B-24 and/or B-29 air units) over any anchorage in the Japanese Home Islands that stretches back to Attu *or* Maui *or* Oahu, and have a ground unit in either Iwo Jima *or* Okinawa.

2) have cut the supply line from the Southern Area resource hexes to Japan (i.e., the Japanese do *not* control an oil resource hex *or* the Japanese do not control the Malaya resource hex *or* the Japanese do not have a valid network of air umbrellas from an oil resource hex through the Malaya resource hex and on to any airfield in the Japanese Home Islands).

3) have prevented the Japanese from controlling *all* Chinese airfield hexes at the same instant at any time throughout the game.

4) have a ground unit in Mukden or Seoul or Shanghai and have a valid network of air umbrellas from such units stretching back to Brisbane or Imphal or Oahu or Maui or Vladivostok.

B. *Substantive victory*: The Allies succeed in meeting both conditions (1) *and* (2) *and* either (3) *or* (4) of the historical victory conditions above.

C. *Marginal victory*: The Allies succeed in meeting either condition (1) *or* (2) *and* either (3) *or* (4) of the historical victory.

24.23 *Draw*. A drawn game occurs if none of the above sets of victory conditions is met by either side.

25.0 Credits

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