

PACIFIC WAR

THE STRUGGLE AGAINST JAPAN 1941-1945



ENGAGEMENT SCENARIOS RULES MANUAL

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1.0 General Introduction

This rules manual is a stand alone complete set of rules for Battle Scenarios 1-12 (see Scenario Manual). If you already know how to play the Pacific War Victory Games edition (1985), then you should have no problem starting with these scenarios. If you have not played in a long time or you are new to Pacific War then I would advise that you start with the Engagement Scenario Rules Manual.

We have maintained the Organization and the numbering system used in the complete Core Rules Manual. As most of the rules used in the Battle scenarios are centered on the Contact Phase and Battle Cycle sequence of play you will find that the majority of phases are not used in the Battle scenarios.

The general descriptions and definitions sections have been maintained so you can become familiar with the terminology in the Core Rules. Once you understand and read these they are identical in the other rules manuals.

Without further ado, read on...

~ Mark Herman

1.1 Scenario Types

There are 34 Scenarios in *Pacific War*, all described in the separate Scenario Booklet. Each Scenario is a complete game, taking anywhere from 20 minutes to many hours to play to completion. The Scenarios are divided into four types: Engagement, Battle, Campaign, and Strategic. The Engagement Scenarios are intended to teach the game and are the simplest and quickest to play whereas the Strategic scenarios are the most complex and time-consuming; the Battle and Campaign scenarios fall between these extremes.

1.2 Quick Start

The Engagement Scenarios are solitaire “hands-on” learning devices to help you become familiar with small pieces of the rules before wading into the complete game itself. They have their own rules booklet, so shift over to that rules booklet if you have not yet mastered the game system.

The Battle scenarios are complete two-player gaming experiences that also have their own complete rules booklet and are very compatible with an afternoon session.

The Campaign scenarios are, in effect, two or more Operations conducted sequentially to recreate a portion of the war, whereas the Strategic scenarios are the war itself, fought in its entirety. Campaign and Strategic scenarios use this rules booklet. All rules that are not specifically noted as necessary for the Strategic scenarios are used for the Campaign scenarios.

1.3 Advanced Concepts

Throughout the Engagement and Battle rules, certain terms are used that are not meaningful until the Campaign and Strategic rules are used:

Activation: In the Campaign and Strategic scenarios, the players must Activate units in order to do almost anything. In the Engagement and Battle scenarios, all units are considered Activated at the beginning of the scenario. Thus, the stipulations in many rules (Movement, for instance) that a unit be Activated can be ignored for the most part. Note, however, that the Battle scenario instructions usually call for units to be Deactivated by the end of the scenario. A brief description

of how to Deactivate is included in the Engagement and Battle rules booklets. Once Deactivated, a unit cannot perform the functions allowed only to Activated units.

Linked: The concepts of Command are not used in the Engagement and Battle scenarios, but they are vital to the advanced scenarios. All units are always considered Linked (to a Command source) in the Engagement and Battle scenarios, so any rule in the Engagement and Battle rules that states a unit must be Linked to perform a function can be ignored.

The flip side is in Campaign and Strategic scenarios for readability we do not use the word linked in every place it could possibly go, so unless you see that the linked requirement is being waived you should assume that a unit, installation, or HQ must be linked to perform most if not all game functions.

Base Units: Base units are immobile ground units that turn map airfield and port locations (that are anchorages) into airbases and ports. A hex can contain only one base from one side. While Bases are considered ground units, unlike mobile ground units they can be overrun.

Note: One of the biggest changes in this edition over the original Victory Games edition is I have simplified and reduced the map clutter regarding airbases and ports. A map location without a base has no ability to operate aircraft or harbor capital ships.

Headquarters and Offensive Support Bases: These two types of playing pieces are used in the Campaign and Strategic scenarios only. Any mention of these counter types in the Engagement and Battle rules can be ignored.

2.0 Components

GMT's *Pacific War* includes the following components:

- 2 Mounted Maps
- 1 Paper map
- 10 sheets of counters
- 1 Core Rules Booklet
- 1 Scenario Booklet
- 1 Engagement Scenario Rules Booklet
- 1 Battle Scenario Rules Booklet
- 1 Battle of the Coral Sea (EEoP) Booklet
- 1 Operation Display
- 1 Allied Force/Task Force Display
- 2 Allied Force Displays
- 1 Allied Task Force Display
- 1 Japanese Force/Task Force Display
- 2 Japanese Force Displays
- 1 Japanese Task Force Display
- 1 Japanese Screen
- 1 Allied Screen
- 1 Japanese Player Display
- 1 Allied Player Display
- 1 pad of Replacement Record Sheets
- 2 Ten Sided Dice (different colors)

A Note on the Rules Order and References

This Core Rules booklet is organized according to the Strategic scenario sequence in which various activities take place and are intended for Campaign and Strategic scenarios. If you are playing the Engagement or Battle scenarios, you can use the core rules, but the other versions are tailored to the shorter scenario levels.

2.1 Playing Pieces

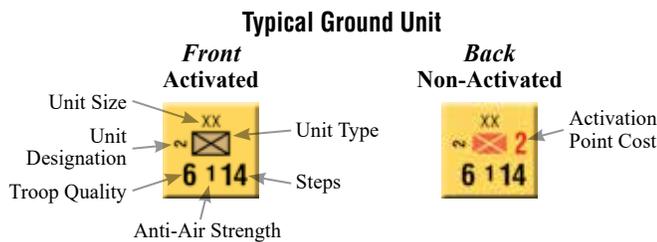
There are three basic types of playing pieces in *Pacific War*: combat units, installations, and markers. Combat units are color-coded by nationality (see Displays). Installations are color-coded simply as Japanese or Allied. Markers are either neutral (used by both sides) or color-coded as Japanese or Allied.

2.2 Combat Units

There are four types of combat units, each of which is subject to distinctive rules for movement and combat: ground, air, naval, and submarine units.

Note: Because submarines act quite differently from surface ships, they are treated as a separate category throughout the rules, although the submarine playing pieces are similar to naval unit counters. The term “Naval Unit” refers specifically to non-submarine ship units.

Each category of combat unit shares similar characteristics, summarized in the following diagrams and explanations.



2.2.1 Ground Units

All ground unit counters are printed with the following items of information:

Activation Point Cost: This cost is the number of Command Points that must be spent to Activate the unit (Campaign and Strategic scenarios only). In some Operations, this cost must be doubled or tripled.

Note: As a general rule, all units in Engagement and Battle scenarios are always Linked (in supply) and Activated (been given their orders and supplies).

Anti-Air Strength: A ground unit can use its Anti-Air Strength to conduct Flak Combat.

Steps: The number of men in a ground unit is indicated by the number of steps printed on the counter. As a unit takes losses, it loses steps, indicated by the use of Hit markers. The number of steps in a ground unit is important to Ground Combat, Strategic Transport, Amphibious Transport, and Paratroop. Also, each side can never be more than 48 ground unit steps in a single hex.

Troop Quality: A unit's Troop Quality (TQ) is a rating of the unit's efficiency, experience, and performance level. Troop Quality is important in Ground Combat, Retreat, Pursuit, Rally, Demolition, and various other game functions. Players are often required to take Troop Quality Checks by rolling the die and comparing the die roll to the

unit's Troop Quality; if the roll is equal to or less than the unit's TQ, the unit passes; if the roll is greater, the unit fails.

Note: When a unit is Broken (as a result of combat) or conducting an amphibious assault alone, or conducting a paratroop, its printed Troop Quality is halved (rounding up).

Unit Designation: A ground unit's designation is simply its name—usually a number, together with one or more letter abbreviations. Units are usually referred to by their size, type, and designation.

The following abbreviations have been used in some designations:

USA:	A	Americal
	M	Marine (with Marine symbol)
	C	Cavalry
	Rs	Reserve
	NL	North Luzon
	SL	South Luzon
	M	Mindanao
V	Vizayan	
BRITAIN:	Sng	Singapore
	I	Indian
	HK	Hong Kong
	Pj	Punjab
	B	Burmese
	Rgn	Rangoon
	AR	King's African Rifles
AUSTRALIA:	SF	Sparrow Force
	GF	Gull Force
FRANCE:	NC	New Caledonia
JAPAN:	G	Guards
	K	Karafuto
	RG	Raiding Group

Unit Size: There are six ground unit sizes in the game: battalion (II), regiment (III), brigade (X), division (XX), corps (XXX), army (XXXX), and army group (XXXXX). The division (XX) is the basic unit of the game.

Corps units appear only among the US and Red (Communist) Chinese. Army and army group units appear only among the Nationalist Chinese.

For reference in the rules where a division “or equivalent” is mentioned:

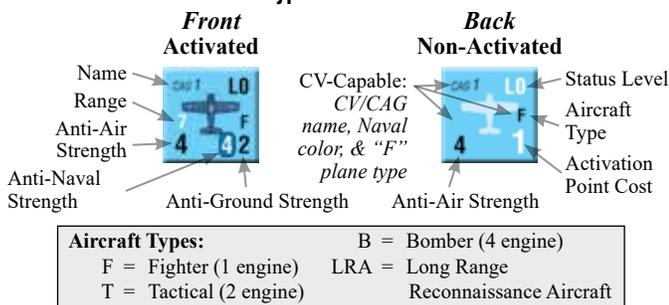
- 3 Battalions = 1 Regiment or Brigade
- 3 Regiments and/or Brigades = 1 Division
- 9 Battalions = 1 Division

Unit size is important for various types of Transport, and in Break-down and Recombination.

Unit Type: There are seven ground unit types in the game: infantry, marine, engineer, special forces, airborne, armor, and base. All unit types are treated alike except when specified in a rule.



Typical Air Unit



2.2.2 Air Units

All air unit counters are printed with the following items of information:

Activation Point Cost: This cost is the number of Command Points that must be spent to Activate the unit (Campaign and Strategic scenarios only). In some Operations, this cost must be doubled or tripled.

Anti-Air Strength: An air unit can use its Anti-Air Strength to conduct Air Combat and Strafe Combat. An air unit counter has its Anti-Air Strength printed on both sides of its counter because it can use the Strength whether it is Activated or not (see CAP, rule 28.7).

Anti-Ground Strength: An air unit can use its Anti-Ground Strength to conduct Strike Combat against ground units or against installations.

Anti-Naval Strength: An air unit can use its Anti-Naval Strength to conduct Strike Combat against naval units. For some air units, this Strength includes torpedoes.

Number of Engines: Air units have either one engine (F), two engines (T), or four engines (B). The number of engines an air unit has is important to certain Air Mission types and to the Replacement rules. Air units are usually referred to by their number of steps, engine abbreviation, carrier capability (CV capable units are F type and use the naval unit color and are indicated by CV or CAG=Carrier Air Group or CAD=Carrier Air Division in the Set up) and Status Level.

Example: A reference to (5)F-CV-L1 air unit means a five-step, single-engine unit, carrier-capable, with a Status Level of 1.

An air unit identified as T-L2 is a T (two engine) unit with a Status Level of 2.

Historical Designations: All air units carry an historical designation. This is for narrative purposes only and it is possible to have two air units with a different number of engines and level with the same historical designation. For game play, the only designations that matter are the number of engines and the level of the air unit.

Range: This is the number of hexes the air unit can travel in one move.

Note: This number is not the number of hexes the unit can fly out and then repeat the same number of hexes again in a return trip. It is the total number of hexes the unit can move before it falls into the sea!

Silhouette: The silhouettes used to adorn the air units are actual aircraft types (Zeroes, B-17s, etc.), but we have not attempted to distinguish among the multitude of types in the actual war.

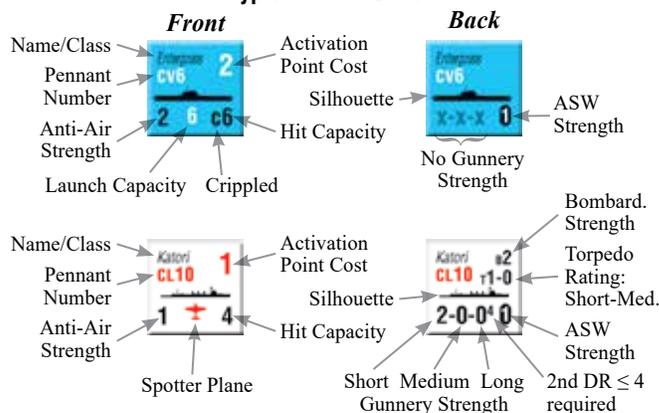
Status Level: An air unit's Status Level indicates its performance level, in much the same way as a ground unit's Troop Quality. Status Level is based on both pilot training and aircraft technology. Status Level is important in Replacement, Air Combat, and various other game functions. There are three Status Levels: L0 (zero, the worst); L1; and L2 (the best).



Long Range Aircraft (LRA) Units: Most air units are combat units, used to engage enemy units in battle. Air units are also extremely important to each player's ability to Search for enemy Task Forces. LRA units are used exclusively for Search. As an examination of the LRA counters will reveal, they have no Combat Strengths. Each LRA unit consists of 1 step of Status Level L0, for all purposes.

Note: Unless using the optional rule (34.9), LRAs cannot fire. They can certainly be attacked by enemy Air Strike Missions.

Typical Naval Units



2.2.3 Naval Units

All naval unit counters are printed with the following items of information:

Activation Point Cost: This cost is the number of Command Points that must be spent to Activate the unit (Campaign and Strategic scenarios only). In some Operations, this cost must be doubled or tripled.

Anti-Air Strength: A naval unit can use its Anti-Air Strength to conduct Flak Combat.

Anti-Submarine Warfare (ASW) strength: A naval unit can use its ASW strength to conduct ASW combat.

Bombardment (Anti-Ground) Strength: A naval unit can use its Bombardment Strength to conduct Bombardment Combat against ground units or installations.

Note: Fortifications are excluded, per rule 2.3.4.

Gunnery (Anti-Naval) Strength: A naval unit can use its gunnery Strength to conduct Naval Combat. During Naval Combat, players determine the Range at which the combat occurs and, once the Range (Short, Medium, Long) is determined, the appropriate (S, M, L) Gunnery Strength is used.

Torpedo Strength: A naval unit can use its Torpedo Strength (short or medium) during Naval combat.

Hit Capacity: The number of hits a naval unit can suffer before it sinks varies from unit to unit, as specified by an individual unit's Hit Capacity. A naval unit with a 'c' next to its Hit Capacity is capable of being Crippled.

Naval Unit Type Abbreviations: The following are Capital Ships, and each unit represents a single ship:

- CV Aircraft carrier
- CVL Light carrier
- CVS Seaplane carrier
- BB Battleship
- BC Battle cruiser

The following non-Capital naval unit counters each represent two ships (with some exceptions, listed in Naval Repairs):

CVE	Escort carrier
CA	Cruiser
CL	Light cruiser

The following naval unit counters each represent six ships, when at full Strength:

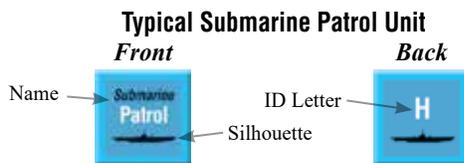
DD	Destroyer
DE	Destroyer escort
APD	Destroyer transport
AA	Amphibious transport
ST	Seaplane tender

Cripples: Naval units whose Hit Capacity is preceded by a ‘c’ are considered crippled when the number of hits received is one less than the Hit Capacity. Crippled naval units have the following restrictions:

1. During Movement Phases, they can move 0 or 1 hex, but not 2 hexes.
2. During Naval Combat, they cannot bid withdraw unless they are Activated and have another Activated non-crippled naval unit with a Gunnery Strength (other than ‘x’) accompany them per rule 29.2.5.
3. Whenever crippled naval units move during the Strategic Transport Phase, a submarine attack procedure is initiated (25.4.B).
4. Crippled aircraft carriers cannot launch air units.

Spotters: Certain naval units have spotter aircraft built into them. These naval units can conduct Searches beyond the hex they occupy (see Search Chart).

Aircraft Carriers: Aircraft carriers (CV, CVL, CVE) are considered air installations and are capable of launching Air Missions. Each aircraft carrier has an additional value affixed: its Launch Capacity. This number is the maximum number of air steps (CV-capable only) that the unit can carry. No aircraft carrier can ever carry more air steps than its Launch Capacity allows (2.3.2.2).



2.2.4 Submarines

Submarines are represented as Submarine Commands that have a number of individual submarines assigned to them and subsequently to a patrol area or to Merchant Shipping Attrition. Naval units that enter a Submarine Patrol area can be searched for and potentially attacked in a submarine/ anti-submarine combat.



There are optional rules for two special Japanese submarine units (STO and KRS) that have counters akin to naval units that operate on the map. See rules 34.1 and 34.2 for details on these units.

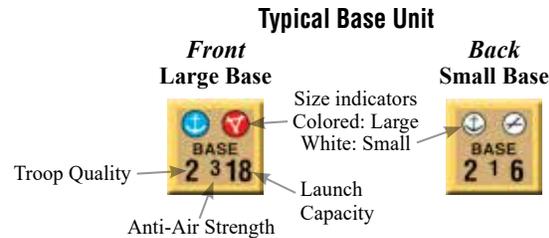
The Submarine rules are in several locations—Merchant Shipping Attrition (9.0), Reinforcements (14.0), Submarine Commands (11.2.2), Submarine Patrols (25.1), Submarine Combat (25.2)—to conform to their roles in the sequence of play.

Note: Submarines are handled in a new manner than the original VG edition. If you are a veteran from those days, you will need to read all of the submarine rules carefully.

2.3 Installations

2.3.1 Base Units

Each side and nationality have a finite number of Base units. Base units are immobile ground units that have a single step, size (small or large), an anti-air flak rating, and a launch capacity. A Base unit either begins a scenario on the map or is built with engineering. Base units are always active.



Note that all Base units have 1 Ground step.

A Base unit on an airfield location becomes an airbase. A Base unit on a port location also becomes a port. A single Base unit on a hex with both an airfield and port location is both an airbase and a port. It is possible to build an airbase (not a port) at any ground hex on the map, but it takes longer to complete; see Engineering (17.0).

Note: Base units on airfield locations are Airbases and have Launch Capacities, but the Launch Capacity of a base unit simply limits the number of air steps that can be Alerted or sent on a Mission; any number of air steps can occupy an Airbase.

2.3.2 Air Installations

Air units must be based on a friendly Air Installation in order to be in play and conduct air missions. There are three types of Air Installations: land airbases, aircraft carriers, and seaplane bases.

The *Pacific War* map shows available airfield (and port) locations. An airfield location without a Base unit is *not* an airbase and is ignored for all game purposes. An airfield location that contains a friendly Base unit is an airbase and can be used to employ air units. All types of air units can land on and operate out of airbases. Airbases either begin a scenario on the map or are built during Campaign and Strategic scenarios with engineers.

2.3.2.1 Land Airbases

Land airbases come in two sizes: small and large. The size of an airbase is determined by the size of the Base unit on an airfield location. Either size can have an unlimited number of air units containing any number of air steps on them at any time.

The number of air steps that a land airbase can launch at any time for a particular air mission or alert is known as its Launch Capacity. Each size airbase has a different Launch Capacity associated with it (6 small or 18 large). Launch Capacity does not affect searching or landing.

A land airbase may become interdicted (and designated with an Interdiction marker) due to enemy air missions and naval bombardment, or as a result of ground combat (31.2.2.D). It takes a combination of hits on the Base unit from air missions and/or naval bombardment to successfully interdict a land airbase (see 4.1).

A successful demolition, elimination by retreat, or change of hex control eliminates the Base unit. During each Airbase Repair Phase, all Linked airbases have all accumulated hits removed.

Note: During Engagement and Battle scenarios, all Airbases are automatically considered Linked. Campaign and Strategic scenarios require a Command Link in order to be Linked.

If a Ground unit at a friendly airbase retreats due to land combat and cedes control of the hex to the enemy, the Base unit is automatically eliminated (it does not retreat) and the hex reverts to an airfield location. If the attacking units have an engineer unit present, they may immediately deploy a Base unit at that location.

Whenever an airbase receives a hit from either an air mission or a naval bombardment, one step of unalerted air units present is also eliminated. Each hit on an Airbase has no effect on its Launch Capacity unless it is interdicted, in which case the launch is reduced to zero until it is repaired. Unalerted air units on airbases can also be directly attacked due to Strafing (28.12), which does not damage the airbase.

An airbase can be constructed on any airfield location, or any ground hex at an additional cost of time for construction. A small (only) airbase may be built on an atoll hex. Construction of airbases is covered in the Engineering rules (17.0).

An airbase (and associated port) in an enemy-occupied, friendly-controlled hex can function normally unless interdicted.

2.3.2.2 Aircraft Carriers

Aircraft carriers are any CV, CVL, or CVE naval unit. Only CV-capable, F air units of the same nationality can operate off—and land on—an aircraft carrier.

Exception: The Doolittle special counter which arrives in April 1942.

Aircraft carriers are naval units that can launch CV-capable F air units. The Launch Capacity of each aircraft carrier is printed on the counter. The total amount of CV-capable air steps that may be embarked on an aircraft carrier is the same as its Launch Capacity.

Each time an aircraft carrier receives a hit, its Launch Capacity is reduced by one and one step of Unalerted air units present is eliminated, owning player's choice. If, due to damage, more air steps are present than the current Launch capacity, excess air steps are immediately eliminated.

An aircraft carrier must reorganize its air units according to the rules of Reorganization in a manner identical to an airbase (28.18). If a carrier is eliminated or has its Launch Capacity reduced to zero, Alerted air steps can be landed on other carriers in the same Task Force or they are eliminated (28.18).

2.3.2.3 Seaplane Bases

- Only air units of the same nationality as the CVS/ST can operate off of and land on a Seaplane Base.
- If a CVS/ST is eliminated unalerted air units using the seaplane base are eliminated.

Seaplane bases are temporary airbases that can be established during the course of play by CVS and ST naval units. Only LRA- and CV-capable F-L0 air units with one step can operate out of and land on seaplane bases. Each seaplane base can operate only one LRA or (1) F-CV-L0 air unit at any given time.

Seaplane bases are established whenever an activated CVS or ST naval unit remains in a Coastal or Restricted water hex containing

land without moving during any particular Battle Cycle. During the next Battle Cycle during an Air Mission Phase, one LRA air unit or (1)F-CV-L0 unit may land on and launch from that seaplane base. The seaplane Force/Control base remains established as long as the CVS/ST refrains from moving.

No more than one seaplane base may be in a hex.

Each hit on a CVS or ST which has established a seaplane base has no effect on the LRA or (1)F-L0 unit present. An LRA or (1)F-L0 unit air unit located on a seaplane base can be attacked through Strafing (28.12).

2.3.3 Ports, Anchorages and Dry Docks

Possible port locations are indicated on the map. Ports have numerous functions in *Pacific War*, most of them specific to activities in the Campaign and Strategic scenarios. For the Engagement and Battle scenarios, ports are important as legal points for Naval Deactivation.

- A port location without a Base unit is considered an anchorage.
- An anchorage is any Restricted water hex, atoll terrain island (2.5.1) or port location without a Base unit. It can hold up to three non-capital naval units or one CVS, no other types of capital ship units permitted.
- A port location with a Base unit is a port. A single Base unit on a hex with both an airbase and port location is both an airbase and a port. Ports can hold any number and type of naval units, unless interdicted (4.2.B), in which case they have the same stacking limit as an anchorage.
- Each side has a number of Dry Dock ports that begin a scenario on the map and cannot be relocated. A Dry Dock port is a port in all respects; in addition, naval units can be repaired at that port. If the Dry Dock port is captured, it is useable by the opposing side if repaired. Dry Dock ports never leave the map once placed but are only useable by the controlling side if in good repair.
- There are also Allied Dry Dock ports located off the East, West, and South map edges.
- The Allies have two Mobile Dry Dock ports (Large Base + Dry Dock marker) which can be constructed. They act in all ways like a permanent Dry Dock port, but they cannot be captured.

2.3.4 Fortifications

There are three fortifications in *Pacific War*:

- Singapore (British)
- Wake Island (US)
- Corregidor (US)

All three fortifications act substantially as naval units in a hex.



So long as a fortification is not eliminated, an amphibious assault against a fortification hex is treated as an assault on a hex occupied by an enemy naval unit (see Amphibious Transport, 23.8).

Fortifications can be engaged only by Air Strikes, (vs. Installation) or by naval units in Naval Combat. In the latter case, the fortification is treated as an unactivated naval unit, and range is bid by both sides as per Naval Combat procedure (30.0). Naval units use their gunnery strength (not bombardment strength) but calculate the effect on the Bombardment versus Installation line of the Air/Naval CRT. Each fortification takes 5 hits to eliminate.

Fortifications do not count toward stacking. A unit stacked with a fortification ignores all retreat results. It can be removed only by elimination.

Once it has taken a hit, a fortification cannot be repaired. Once eliminated, fortifications are permanently removed from the map.

Singapore can be entered by a land hex, in which case the fortification fires with Strength 0.

Corregidor is an island, adjacent to the Manila hex, and it must be amphibiously assaulted.

Wake Island must be amphibiously assaulted.

2.4 Game Markers

Only the following markers are needed to play the Engagement and Battle scenarios. The particular uses of each marker type are covered in the applicable rules. The number of Task Force/Force markers, Offensive Support Base markers, Emergency Supply Link markers (see Campaign scenario rules) and dummy markers (see Optional Rules) are restricted to the counter mix. Other markers and installations are not limited in number.

Front	Marker Description	Back		
	Torpedoes Remaining (1 or 0)			Siege
	Number of Hits (1-10)			Entry Hexside ◀ Allied / Japanese ▶
	◀ Submarine Command (3 Allied; 2 Japanese) Sub Points, General Record Track ▶			Range ◀ Short / M(edium) ▶
	BCM: Battle Cycle Move marker (number indicates amount of Ground movements unit may conduct)			Range ◀ Long / W(ithdraw) ▶
	◀ Allied Control / Japanese Control ▶			Surprise ◀ Allied / Japanese ▶
	Task Force (40 US; 20 Japanese) ◀ Undetected / Detected ▶			Broken ◀ Allied / Japanese ▶
	◀ Air Strike / Air Supremacy ▶			Start Strategic Bombing
	◀ Operation Complete / Interdiction ▶			Air Mission Target
				Operation Naval Movement
				Reaction Naval Movement
				Lighting Condition
				Day
				Month
				Phase

2.5 The Map and Displays

The game map is an equal area projection of the Pacific Theater of Operations with each hex equaling 100 miles.

There are six land terrain types, three water terrain types, and seven terrain features.

Land Terrain:	Terrain Features:
Clear	Homeland Resource
Jungle/Hill	Co-Prosperity Sphere Resource
Mixed	Soviet Border
Mountain	Chinese City
Transport Routes (road/rail/river)	Indian City
Atoll	Siamese City
Water Terrain:	Named Location
Open	
Coastal	
Restricted	

Certain hexes contain both land and water terrain types and are called shoreline hexes in the rules.



Some hexes contain two distinct shorelines separated by the same land mass (for example, hex #4509). These are known as “double shoreline” hexes.

Naval units may only enter all-water and shoreline hexes. Naval units may never move across a body of land which resides within a “double shoreline” hex but may only exit the hex by moving across a contiguous all or partial water hexside.

Ground units may only enter all-land or shoreline hexes. Ground units may never cross an all-water hexside unless it is utilizing amphibious or strategic transport.

Air units may enter all types of hexes across any type of hexside.

2.5.1 Map Definitions



Atoll. An atoll hex is any hex with six white hexsides (i.e., all hexsides of that hex are white). Atolls are treated like a clear terrain hex for all combat purposes.



One-Hex Island. One or more non-atoll land masses surrounded by all water hexsides that typically have a terrain type other than clear terrain.



Named Location. Any hex with a black dot in it (as identified on the map Terrain Key), or a named city star, is considered a named location.



Multi-Hex Island. Several contiguous all-land and/or shoreline hexes surrounded by all-water hexsides.

Anchorage. Any restricted water hex, port location without a Base unit, or atoll terrain island.

2.5.2 Land Terrain Types

These types of hexes have varying movement point costs applicable to ground unit movement and when calculating the land portion of a Command Link (11.5). Certain land terrain types also have an effect on Ground Combat adjudication (31.0).

2.5.3 Water Terrain Types

The type of water hex is used for determining range bidding guidelines during Naval combat (29.0). Restricted water hexes are also anchorages.

2.5.4 Terrain Features

The two types of resource hexes (Homeland and Co-Prosperity Sphere) are used when calculating Japanese Command points (10.1) during Strategic scenarios.

The Sino-Soviet border is used for determining the location of the Japanese Manchurian/Manchukuo Garrison (33.3) during Strategic scenarios.

Control of the three types of cities (Chinese, Indian, and Siamese) is used as an input to determine Strategic Initiative. Chinese and Indian cities (only) are also used for determining surrender conditions and set up parameters during Strategic scenarios.

Named locations and friendly non-interdicted ports are the only type of hexes that Offensive Support Bases may be built on. For all game purposes, cities are also considered named locations.

2.5.5 Map Assembly

Whenever a scenario indicates the use of Map A or B, no assembly is required. Whenever both maps are to be used, about the East edge of Map A against the West edge of Map B.

There is also a separate one-map scenario map (unmounted) that can be used as a substitute for Maps A and B for most of the non-Strategic scenarios.

2.5.6 Chart Screens

Each player has his own chart screen that includes:

- Merchant Shipping Attrition Table (used only in the Strategic scenarios)
- Air/Naval Combat Results Table
- Ground Combat Results Table
- Search Chart

Note: The three tables are identical on both the Japanese and Allied screens; the Search Charts for each side are different.

When playing solitaire, you will need to refer to both Search Charts. We recommend that you use the screens to hide your Force Displays and Player Display from your opponent.

Play Aids Note: Most of the charts, tables, tracks, and summaries of some rule's sections are included on the various displays.

1d10 Die Note: The die rolls for virtually every action in the game—including those resolved using the charts and tables on the screens—include a zero (0) die roll as a possibility. Do *not* read a 0 as a 10, as is done in some other games; it is a zero.

2.5.7 Operation Display

There is only one Operation Display in the game, used by both players in all scenarios. Players will need virtually all of the information on this display. Only the Strategic Initiative Track is omitted from most scenarios (it is used only in the Strategic scenarios).

The Operation Display includes:

- Day Track (20.2.1)
- Lighting Condition Display (26.0)
- Naval Movement Track (23.4)
- Naval Combat Display (29.2)
- Operational Intelligence Condition Box (23.4.F.c)
- Range Bid Chart (29.2.4)
- Strategic Initiative Track (19.1.A)
- Strategic Intelligence Box (7.0)

2.5.8 Player Displays

Each player has his own Player Display. The Phase Track and Air Mission Procedure Schematic diagram should be useful in any scenario.

The Month Track, General Record Track, and various holding boxes and summaries are largely used only in the more advanced Scenarios.

The Playing Piece Nationality Color Codes section of the display is provided to remind the Allied player of his various units. The Japanese player also has a Color Codes section as a reference for Japanese unit color combinations.

2.5.9 Force Displays

Each player has four Force Displays. One is a combination Force and Task Force Display, which is all either player should need to play smaller scenarios.

Each player also has two Force Displays that include no Task Forces, and one Display that is solely Task Forces. Add these to play as you need them, depending on how many Forces and Task Forces you have in play at the time.

Note: The Japanese Merchant Shipping Points Track is included on his Task Force Display. This Track is used only in the Strategic scenarios.

2.5.10 Limited Intelligence and Force Markers

For the most part, *Pacific War* is played with a minimal number of counters actually on the map. Informational markers are all the counters that must be on the map. All combat units will be kept on the players' Force Displays, represented on the map by Force (or, for Activated naval units, Task Force) markers.

Note: The use of these Force markers is not mandatory. A player can place some or all of his units on the map if he wishes. To do so, however, is to give your opponent an edge in determining where your strengths and weaknesses lie.

In the event that you do place your units on the map, the general rule is that your opponent is not permitted to examine your units until he has performed a successful reconnaissance or has engaged your units. For the most part, only the top unit in such a stack will be visible.

Note: Because the Force and Task Force markers merely represent units, throughout the rules, the terms "Force" and "Task Force" are used as virtual synonyms for "units" or "naval units." Thus, unless stated specifically otherwise in a particular rule, any reference to a Task Force (for instance) is equally applicable to an individual naval unit.

2.5.11 Force Markers



A single Force marker can represent any combination of ground, air, and non-Activated naval units. More than one friendly Force marker can occupy a hex, along with any combat units the player may wish to place on the map.

Note: Each Force marker or unit over one in a hex makes enemy reconnaissance of the hex easier.

The Force marker is the only indication on the map that you have units in a given hex, and the composition of that Force is hidden from your opponent until he is entitled to learn its composition. You can freely and without restriction create force markers and remove them when they no longer hold units.

You place a numbered Force marker in a hex and place the units it represents on your Force Display in the space numbered the same as the marker.

Example: As the Allied player, in hex 3819 (Manila) you have one large Airbase with 18 steps of air units, one Unactivated destroyer unit, and one 12-step division.

You place the Force marker numbered 8 in hex 3819, and place the units represented by the marker in the 8 box of your Force Display.

When individual ground units represented by the Force marker leave the hex containing the marker leaving other units in place, use a new Force marker to represent the moving ground units.

Example: The 12-step division moves from hex 3819 to 3920. Force marker number 8 remains in hex 3819 and you move new Force marker 16 into hex 3920, where it now represents the 12-step division.

When individual air units represented by the Force marker leave the hex containing the marker, they simply fly on their mission and, upon landing, either become part of an existing Force at their new location or become a new Force.

2.5.12 Task Force Markers



When individual naval units represented by the Task Force marker leave the hex containing the marker leaving other naval units in place, a new Task Force marker is deployed to represent them. This Task Force marker is put into play the moment the naval units are Activated.

A Task Force marker can represent from as few as one naval unit to a maximum of six capital ships and four non-capital ship units.

Units represented by a Task Force marker are placed on the Task Force Display, divided between Core and Screen units, for AA fire or Air Strike resolution.

Only Capital Ships, AA naval units, or naval units transporting ground units may be placed in the Task Force Core. All other ships can only be placed in the Screen.

Only four Screen units or two Core units can conduct Flak Combat against enemy Air Strikes directed at the Task Force.

Units within a Task Force can be exchanged between the Screen and Core at any time, but the Core must always contain at least as many units as the Screen.

Carriers can never be placed in the Screen.

At the beginning of a friendly Movement Phase, two or more friendly Task Forces in a hex can be freely reorganized, merging, splitting, or exchanging units from one to another.

At the conclusion of Naval Combat (when opposing Task Forces no longer occupy the same hex), participating Task Forces can also be re-organized.

3.0 Unit Strength, Damage, and Hit Distribution

All combat units in *Pacific War* have various strengths, as denoted in the Combat Units summary (2.2), and various step levels.



As units take damage, their strengths and step levels are reduced. Whenever a unit of any kind receives a hit, as designated on the Air/Naval or Ground Combat Results Table, place a Hit marker beneath the unit, reflecting the number of hits the unit has taken to date and the number of steps the unit has lost.

Example: A naval unit that takes two hits has a 2 Hit marker placed beneath it. Should the naval unit take another hit, the 2 Hit marker is replaced with a 3 Hit marker.

The number of hits on a unit has various effects (usually involving a loss of strength), according to the type of unit, as described below.

Rounding Note: Any time the rules indicate that a unit's strength must be halved, always round fractions up.

Hit distribution for combat against naval targets is determined by the attacking player when he chooses the target for a naval unit or by establishing target priorities for air strikes.

The attacking player determines which target air units take the hits in both flak and air combat. The first hit in escort versus CAP combat must be taken by the air unit that conducts the combat procedure. Additional hits can be distributed without restriction by the attacking player.

Exception: All hits on Unalerted air units are allocated by the owning player. In ground combat, the hits taken are based on the priorities as stated in Ground Combat.

3.1 Naval Units Damage and Strength

Each step of a naval unit (reflected in the unit's Hit Capacity) represents the amount of damage the unit can take before it sinks. For each hit on a naval unit, reduce each of the following Strengths and Values by 1:

- Anti-Air Strength
- Gunnery Strengths (all Ranges)
- Torpedo Strengths (all Ranges)
- Bombardment Strength
- Anti-Submarine Strength
- Air Step Capacity (for aircraft carriers)

Do not reduce the unit's Activation Cost.

Certain naval units can be crippled (those marked with a c next to their Hit Capacity). Special rules apply to units once they have taken a number of hits that is one less than their Hit Capacity. Many naval

units can regain lost Strength through Repair, Recombination, or Reinforcement, according to the type of unit; see Naval Repair (15.0). When a naval unit has taken a number of hits equal to or exceeding its Hit Capacity, it sinks and is permanently removed from the game.

3.2 Air Units Damage and Strength

Each step of a combat air unit represents 12-15 aircraft.

Note: Long Range Aircraft are not combat aircraft, and they contain only one step each.

Any combat air unit that has no Hit markers beneath it is considered to contain 6 steps (the maximum) of aircraft. Each hit on an air unit represents the loss of one step. For each hit on an air unit, reduce each of the following Strengths and Values by 1:

- Anti-Air Strength
- Anti-Naval Strength
- Anti-Ground Strength

Do not reduce the unit's Activation Cost or Range.

A mission air unit that takes 2 or more hits in the course of a mission is forced to Abort.

When an air unit takes a number of hits equal to or exceeding its number of steps, it is eliminated (although it can be recreated, if Replacement steps are available).

During Air Mission Phases, air units are reorganized into 6-step units as much as possible. During Replacement Phases, air units can be created or receive replacements up to a maximum of 6 steps again.

Note: This is not optional, a hex must contain the minimum number of air units by type possible.

3.3 Ground Units Damage and Strength

Each step of a ground unit represents approximately a battalion.

Any ground unit that has no Hit markers beneath it is considered to contain the number of steps indicated on its counter. Each hit on a ground unit represents the loss of a battalion (or equivalent).

When a ground unit takes a number of hits equal to or exceeding its number of steps, it is eliminated.

During Replacement Phases, ground units can use ground Replacement steps to build up their Strength and some ground units can be recreated after elimination.

Note: The maximum number of ground steps that can ever occupy a single hex is 48 per side.

3.4 Strength Less than Zero

Strengths on some naval units are represented as 0⁺. This indicates that the unit's Strength for that particular function is less than 0.

Note: This rule has no application to Air Step Capacity for aircraft carrier units. An Air Step Capacity of 0 or less means that no aircraft can be based on the unit.

When using the Air/Naval Combat Results Table to determine whether or not a unit with such a Strength inflicts damage, you must roll a 0, and then roll again; the second die roll must be a 4 or less. If successful, refer to the 0⁺ column of the Air/Naval Combat Results Table and find the combat result normally. If you fail either to roll a 0 initially, or to roll a 4 or less subsequently, the attack has no effect.

As air and naval units take step losses resulting in the reduction of their Strengths, their Strengths may be reduced to less than 0. In such cases, the Strength in question is treated as 0⁴.

A Strength of x on a counter indicates that the unit cannot use that Strength at all.

Example: A naval unit with a printed Medium Range Gunnery Strength of 1 takes two hits (reducing its Strength to less than 0). As long as the unit still has two or more hits (until it sinks), its Medium Range Gunnery Strength will be resolved as though it were 0⁴.

4.0 Installations and Interdiction

Airbase and port installations both have Hit Capacities like naval units. When an airbase or port has accumulated a number of hits equal to or greater than its Hit Capacity, it is immediately interdicted (place an Interdiction marker on it).

4.1 Airbase Interdiction

A small airbase is interdicted when the Base unit accumulates 5 hits or more; a large airbase is interdicted when it has 10 hits or more.

A Base unit can be eliminated through demolition (in Campaign and Strategic scenarios only), ground combat, or change of hex control (2.3.2.1).

An interdicted airbase cannot Search, launch Air Missions, or Alert air steps. Already Alerted CAP units can still land. Hits and Interdiction markers can be removed from Linked airbases during the Airbase Repair Phase (and, in advanced scenarios, the Engineering Phase).

Note: If an airbase has not accumulated the necessary number of hits for interdiction before its hits are removed, the airbase is not interdicted. It can be interdicted only by having the required number of hits on it at one time.

Each time an airbase suffers a hit as a result of an Air Strike or Bombardment, one Unalerted air step (attacking player's choice) is eliminated.

If a Strike or Bombardment results in the interdiction of the airbase, one additional air step is eliminated (attacking player's choice).

Note: Hits on airbases, short of interdiction, do not reduce the airbase's Launch Capacity.

4.2 Port and Dry Dock Port Interdiction

- Non-Dry Dock ports cannot be directly interdicted, but if the Base unit that occupies the space is interdicted so is the port.
- Ports are interdicted if the Base unit in the hex is interdicted. Any naval units that are located there in excess of the stacking limit can remain; but once they leave the port location, they must thereafter conform to the stacking limits (2.3.3).
- A Dry Dock port is treated as any port for interdiction purposes. An interdicted Base unit has little impact on Engagement or Battle scenarios, but can be catastrophic in Campaign and Strategic scenarios (see Command 11.0 and Activation 20.0).

5.0 Strategic/Campaign Scenario Sequence of Play

This Sequence of Play is used for all Campaign and Strategic scenarios.

Note: Several phases are omitted when playing a Campaign scenario as noted on the Phase Track on the Player Displays.

5.1 Strategic Phases

The Strategic Phases are not used in the Engagement Scenarios.

5.2 Battle Cycle

(Conducted multiple times until the Operation is concluded)

All of the following phases (Lighting through Day Marker Adjustment) constitute the Battle Cycle.



Once the Contact Phases are concluded, the players continue to play through the Battle Cycle repeatedly, in order, until the Operation has ended.

A. Lighting Phase

Players determine the Lighting Condition (26.0) that will be in effect for the entire Battle Cycle. Lighting will affect search, air missions and naval combat.

B. Advantage Determination Phase

Players determine who will be the Advantage player and who the Disadvantage player for the entire Cycle (27.0). Advantage enables one player to move his units before his opponent.

C. Advantage Movement Phase

Once the Advantage player is determined that player can move his ground and naval units (23.6); he does not move his air units in this phase (except those moving with aircraft carriers).

Note: If using Optional Rules 34.1/34.2 the Japanese KRS/STO submarine units also move at this time.

Submarine combat (25.2) can occur during this phase, but no other combat is allowed.

Both players can conduct searches (24.0).

Note: This is when the embarking and disembarking of ground units occurs.

D. Advantage Air Mission Phase

The Advantage player can launch air missions (28.0), and the Disadvantage player can attempt to interfere with those missions. All forms of air combat can occur during this phase. Any Air Strike Mission against a Task Force that includes aircraft carriers with air units can trigger a Simultaneous Strike (28.12). Paratroop missions may be performed (28.14).

E. Naval Battle Cycle

Naval combat is conducted in a series of phases that are played through once for each hex in which naval combat occurs.

Once all naval combat situations are resolved, the Naval Battle Cycle ends, and play continues with the next phase (Bombardment).

a. Naval Combat Determination Phase

Players determine whether naval combat will occur (29.1), and, if so, which player (if either) will have Surprise (29.1).

b. Naval Combat Phases 1 through 3

Both players use their naval units to conduct naval combat (29.2).

In each of the three phases, more naval units can be brought to bear on the enemy (29.2). (Submarines are not used in this phase.)

F. Bombardment Phase

Eligible naval units can be used to attack ground units and installations in shoreline hexes (29.3).

G. Demolition Phase

Eligible ground units can be used to eliminate Base Units, or to demolish Co-Prosperity Sphere Resource hexes (30.0).

H. Ground Combat Phase

Opposing ground units occupying the same hex can engage in ground combat (31.0).

I. Airbase Repair Phase

All Linked (2.3.2.1) airbases that have taken hits or been interdicted can have that damage removed during this phase (31.7).

J. Rally Phase

All Broken ground units that are not isolated (12.2) and/or in an enemy-occupied hex have an opportunity to Rally during this phase (31.8).

K. Disadvantage Movement Phase

The Disadvantage player can move his ground and naval units (23.6); he does not move his air units in this phase (except those moving with aircraft carriers).

Note: If using Optional Rules 34.1/34.2 the Japanese KRS/STO submarine units also move at this time.

Submarine combat (25.2) can occur during this phase, but no other combat is allowed.

Both players can conduct Searches (24.0).

Note: This is when the embarking and disembarking of ground units occurs.

L. Disadvantage Air Mission Phase

The Disadvantage player can launch air missions (28.0), and the Advantage player can attempt to interfere with those missions. All forms of air combat can occur in this phase.

M. Joint Activation/Deactivation Phase

During this phase, both players have an opportunity to Activate and Deactivate units (20.4, 20.5 & 32.0).

Note: There is no Activation in Battle or Engagement scenarios, but there is deactivation in Battle scenarios.

N. Detection Removal Phase

All eligible Task Forces, with their Detected side up, can be inverted to their Undetected side (32.2).

O. Day Marker Adjustment Phase

At the conclusion of each Battle Cycle, the day-marker is advanced 2 Days on the Day Track (32.3).

5.3 Operation End Procedure

At the instant there are no Activated units on either side, an Operation ends (20.5).

At the conclusion of an Operation, both players must calculate the damage inflicted on enemy units for purposes of adjusting Strategic Initiative (19.3).

Play then resumes with one phase or another, depending on the Time situation at the conclusion of the Operation.

If the Operation just concluded is the final Operation of the scenario, play immediately ends and players refer to the scenario Victory Conditions.

5.4 Month End Procedure

This rule is not used in the Engagement Scenarios.

6.0 Weather

This rule is not used in the Engagement Scenarios.

7.0 Strategic Intelligence

This rule is not used in the Engagement Scenarios.

8.0 Strategic Bombing

This rule is not used in the Engagement Scenarios.

9.0 Merchant Shipping Attrition

This rule is not used in the Engagement Scenarios.

10.0 Command

This rule is not used in the Engagement Scenarios.

11.0 Command Links

This rule is not used in the Engagement Scenarios.

12.0 Isolation Penalty

This rule is not used in the Engagement Scenarios.

13.0 Strategic Transport

This rule is not used in the Engagement Scenarios.

15.0 Naval Repairs

This rule is not used in the Engagement Scenarios.

16.0 Replacements

This rule is not used in the Engagement Scenarios.

17.0 Engineering

This rule is not used in the Engagement Scenarios.

18.0 Operation Player Determination

This rule is not used in the Engagement Scenarios.

19.0 Strategic Initiative

This rule is not used in the Engagement Scenarios.

20.0 Activation in the Operation Player Activation Phase

This rule is not used in the Engagement Scenarios.

21.0 Operational Intelligence

This rule is not used in the Engagement Scenarios.

22.0 Operational Intelligence: Ambush CV Condition

This rule is not used in the Engagement Scenarios.

23.0 Movement

Only combat units can be moved from one hex to another in *Pacific War*. Combat units include air, naval, and ground units. The rules and restrictions for moving each type of unit in each of the phases that permit movement vary as described below.

23.1 Ground Unit Movement

23.1.1 Movement and Movement Cost

A ground unit must be Activated in order to move or paratroop and can only move from land hex to contiguous land hex (except when moving by Amphibious Transport 24.8).

Each ground unit has a Movement Point Allowance of 6. Each time a ground unit moves, it spends a portion of its Movement Point Allowance. A ground unit can never exceed its Movement Point Allowance in one phase, although it can spend its entire Allowance in each phase in which it is eligible to move.

The Movement Point costs for ground units (other than armored units) are as follows:

- A. Enter a Clear hex from another land hex: 2 MPs.
- B. Enter a Jungle/Hill hex from another land hex: 3 MPs.
- C. Enter a Mixed hex from another land hex: 6 MPs.
- D. Enter any land hex from another land hex by crossing a Transport Route hexside: 2 MPs. All railroads, rivers, and roads are transport routes.

Note: Entering a hex with a river has no impact on movement as it does in most wargames the cost is built into the other MP costs. More importantly as rivers are transport routes moving from river to contiguous river hex is 2 MPs per hex.

- E. Embark on amphibious transport (23.8) unit: 6 MPs.
- F. Disembark from amphibious transport (23.8) unit: 6 MPs.

Note: Movement by amphibious transport costs a ground unit no Movement Points; only embarkation and disembarkation costs are borne by the ground unit.

Armored units pay the same costs but can only move through Transport Route hexsides (into any kind of hex) or into Clear hexes.

23.1.2 Ground Unit Movement During Battle Cycles

- A.  When a Ground unit is activated, it has a Battle Cycle Move (BCM) marker assigned to it. The BCM is numbered from one to four on two of its edges. Place a BCM under each active Ground unit with a value equal to the number of weeks in the current Operation.

- B. Place a BCM marker under each activated ground unit with the BCM number oriented toward the top of the counter.

Example: A 21-Day Operation has a BCM of 3. A Ground unit can move during a number of Battle Cycles equal to the number of weeks in the operation, so a two-week Operation yields 2 Battle Cycle moves per unit activated for the Operation, 3 for a three-week Operation, and 4 for a four-week Operation.

- C. During any Battle Cycle that the ground unit moves, it expends one of its available Battle Cycle moves denoted by turning the marker

underneath the active ground unit. When the Ground unit expends its last Battle Cycle move, remove the chit and, at the conclusion of the Battle Cycle, flip the ground unit to its Deactivated side.

- D. A ground unit that loses a battle immediately expends one week of movement (one BCM), if available, or else it deactivates (retreat, 31.2).
- E. Embarking units on a transport does not cost a ground unit BCM use.
- F. Disembarking a unit from a transport, whether this leads to combat or not, costs one BCM use.
- G. When a Reaction unit is activated, it receives a 2 BCM marker.
- H. Ground units do not expend BCM during a Contact Phase.

23.1.3 Stacking Limitations

Each side can have a maximum of 48 steps of ground units in a given hex at any time (for a theoretical maximum of 96 opposing steps). If a ground unit would exceed this limitation by moving into a hex by any means—including Retreat, Pursuit, or Withdrawal—it cannot enter the hex.

23.1.4 Entering an Enemy-Occupied Hex

The instant a ground unit enters a hex occupied by an enemy ground unit, if no Entry Arrow marker is already in place to indicate the hexside crossed, place an Entry Arrow marker on the map.

Note: If a friendly or enemy Entry Arrow marker is already in place pointing to the same hexside, do not place another.

If an enemy or friendly Entry Arrow marker is in place pointing to a different hexside, place another friendly marker on top of the first but pointing to the new hexside.

The marker is placed in the hex from which the ground unit moved from to enter the enemy-occupied hex, with the arrow pointing toward the hex entered (use the green side of the marker for an Allied unit, and the yellow side for a Japanese unit). This marker remains in place as long as opposing units occupy the same hex and is removed at the instant that opposing units no longer occupy the hex.

Once a ground unit enters a hex occupied by enemy ground units, the moving unit's movement ends for that phase.

23.1.5 Overrun

At the instant a ground unit occupies a hex containing any of the following but containing no enemy mobile ground unit, the hex is considered Overrun.

An empty installation is considered overrun even if a ground unit ends its move in the hex via naval movement but does not disembark. Overrun has numerous effects, depending on what is in the hex.

- A. Co-Prosperity Sphere or Homeland Resource Hex: An Overrun Co-Prosperity Sphere hex instantly comes under the control of the overrunning player, who can place a Control marker on the hex. If the hex had an enemy Control marker on it, that marker is removed. At the instant you place a Control marker on a Co-Prosperity Sphere hex, move the Strategic Initiative marker one space in your favor (Strategic scenarios only).

- B. Enemy Base unit: An Overrun of an enemy Base unit instantly removes the Base unit and all air units at that location are eliminated. All naval units at that location receive one hit and are removed from play to return as reinforcements on the next turn. The hex now reverts to an airfield/port location where the controlling player can use engineering units to construct their own airbase/port or convert into a friendly small airbase (17.12).
- C. Enemy Offensive Support Base: An Overrun enemy Offensive Support Base is instantly eliminated.
- D. Enemy Anchorage: Any enemy naval units occupying an Overrun anchorage at the end of the Operation are eliminated.

23.2 Air Unit Movement

23.2.1 Battle Cycle Movement

Only an Activated air unit can move. An air unit moves from hex to contiguous hex, tracing a flight path that is no longer than its Range. If an air unit exceeds its Range by a hex, it is immediately eliminated.

An air unit must always begin and end a move at a friendly Air Installation (e.g., airbase). Terrain has no effect on the movement of air units.

Note: The Range of an air unit includes all the hexes through which the unit moves, not just the hexes in one direction on a round trip.

For instance, an air unit with a Range of 8 can fly a maximum of 4 hexes out and 4 hexes back to land at the same Air Installation, or it can fly a maximum of 8 hexes out to land at another Air Installation.

23.2.2 Contact Phase Movement

This rule is not used in the Engagement Scenarios.

23.3 Naval Unit Movement



Only an Activated naval unit can move. Each naval unit can move a variable number of Water hexes during a Contact Phase. A naval unit can move up to two hexes in a Battle Cycle Movement Phase, according to numerous restrictions listed by phase below.

23.4 Operation Player Contact Phase Movement

This rule is not used in the Engagement Scenarios.

23.5 Contact Phase Reaction Player Operational Movement

This rule is not used in the Engagement Scenarios.

23.6 Movement During a Battle Cycle Movement Phase

During the Advantage or Disadvantage Movement Phase, the Advantage or Disadvantage player, respectively, can move his Activated ground and naval units. He can move his units in any order, but he must move all of one type of unit (ground or naval) before moving the other type.

23.6.1 Ground Unit Movement

If a ground unit has remaining BCM movement and is not in a hex occupied by enemy ground units it can move once up to the limit of its Movement Point Allowance by expending one BCM. Ground units can enter hexes occupied by enemy ground units during a

Movement Phase but must end their movement for the phase in the enemy-occupied hex.

Note: A ground unit must expend a BCM to move and if entering a solely enemy occupied hex it must attack.

23.6.2 Naval Unit Movement

Each friendly Task Force can move 0, 1, or 2 hexes during a friendly Movement Phase.

A Task Force must end its movement for the phase at the instant it enters a Coastal or Restricted Water hex that contains an enemy Task Force. A Task Force is *not* obligated to cease movement when entering an enemy occupied Open water hex. A Task Force is *not* obligated to cease movement when entering an enemy Submarine Patrol zone hex in any water type, but is subject to submarine combat (25.2).

The player whose phase is in progress conducts any Searches he wishes to conduct (while the non-Phasing player does likewise) before moving any naval units. He then moves all the Task Forces he wishes to move one hex and both players conduct Searches again; and then he moves his Task Forces another hex and both players Search again.

Note: Search is covered in section 24.0 but be aware that the moving Task Force (or even if it doesn't move) is searched for no more than once and the result of a search will determine if the Task Force is detected that has implications for whether movement can continue during a Contact Phase, and how much information is conveyed by a successful search.

23.6.3 Movement During an Air Mission Phase

Note: Air units do not move during the Movement Phase, but during the Air Mission Phase. They are covered here as I wanted to put all movement rules in one location. Air Missions are covered in 29.0.

- A. During an Air Mission Phase, non-Activated air units cannot move but they may be Alerted or perform CAP if enemy air units enter their hex.
- B. Activated air units can move during a friendly Air Mission Phase to perform Air Strike, Air Supremacy, Paradrop, or Ferry missions.
- C. During an Air Mission, all air units from the same hex participating in the same Mission must move together (unless a unit is forced to Abort).
- D. Air units are moved hex by hex until they reach the Target hex.
- E. In the event of an Interception, CAP combat occurs the instant the CAP player announces the Interception (28.6).
- F. Units from different hexes can move together on an Air Mission when a stack enters a hex containing friendly air units, which are then "picked up" and added to the stack. Otherwise, each stack of Mission air units originating from a different hex must complete its movement alone to the target hex before another stack of Mission air units can begin to move.
- G. After an Air Mission is completed and the units are returning to base, each stack of air units going to a different landing hex must complete its movement before another stack of Mission air units can begin to move. Units together in a stack but going to different hexes can move together and "drop off" air units from the stack as they move through hexes.

23.7 Exiting the Map

Allied naval units (including AA and APD units carrying ground units) can exit the map through any Open Water hex on the South, East, or West map edge.

Allied ground units using ground movement can exit any West or South map edge land hex that they would normally be allowed to enter.

Allied air units can never exit the map (unless they are aboard an aircraft carrier). Aircraft carriers that exit the map retain any air units onboard at the time.

Any Allied unit that enters or exits the map is placed in the appropriate map edge Holding Box. Each Naval Repair Phase (even if the unit is a ground unit), it advances one box along the Holding Box Track until it is eligible to return to the map. Once it is eligible to return, it becomes available as a Reinforcement in the next Reinforcement Phase.

Japanese ground units using ground movement can exit the map edge into India through the hexrow 5801-5812 provided the hex through which they exit is Linked (33.5).

Japanese naval and air units cannot exit the map.

Japanese ground units that exit the map can never re-enter the map.

23.8 Amphibious Transport

23.8.1 General Rule

- A. A ground unit can embark on an amphibious transport (AA) naval unit when they occupy the same hex during any friendly Contact or Battle Cycle Movement Phase. Embarkation is considered the ground unit's movement not the naval units and does not cost a BCM use.
- B. A ground unit can disembark from an AA in any friendly Movement Phase in a shoreline hex, even if the AA has moved, provided there is no enemy naval unit (excluding submarine Patrol zone) in the hex. This costs a BCM use.
- C. A ground unit can disembark from an AA in any friendly Movement Phase in a shoreline hex if there are enemy naval units in the hex, provided the AA has not moved in the current phase. Fortifications are treated as a naval unit for this purpose. This costs a BCM use.
- D. After disembarking, the AA cannot leave the hex during that phase.
- E. Each AA unit, regardless of the number of steps, can carry up to one division of ground units (1 division is the equivalent of 3 regiments or brigades, or 9 battalions).

Note: Armor units can be amphibiously transported only by AA units (not by DD or APD units, as described below), and they can disembark only in Clear hexes or hexes containing Transport Routes.

- F. Each time an AA unit takes a hit (short of elimination), 2 hits are inflicted on the total steps being transported (not 2 hits on each ground unit carried). When an AA unit is eliminated, all ground units being transported are also eliminated.

23.8.2 DD's and APD's

Allied APD's and Japanese APD's and DD's can also be used as transports, identical to AA naval units in all respects, except as follows:

- A. An APD or Japanese DD, regardless of the number of steps it has, can carry only 1 regiment or brigade (equivalent to 3 battalions).
- B. If the naval unit takes a hit (short of elimination), only 1 hit is inflicted on the units being transported. If the naval unit is eliminated, whatever it is carrying is also eliminated.
- C. All of the naval unit's Combat Strengths—except Anti-Air—are halved until the ground unit(s) disembark.

23.8.3 Amphibious Assault

- A. When a combat unit disembarks into a hex occupied by an enemy ground unit, the disembarking player must initiate combat (amphibious assault) whether he is the Operation player or not.
 - a. If the Advantage player conducts the assault, he must initiate combat in the ensuing Ground Combat Phase.
 - b. If the Disadvantage player conducts the assault, he must initiate combat in the Ground Combat Phase of the next Battle Cycle (he cannot Deactivate his assaulting units until the assault is resolved).
- B. During this combat, the unit conducting the assault has its Troop Quality halved (round up) for the combat ratio determination only, unless a friendly ground unit already occupies the assault hex, or the assault hex is being simultaneously attacked by friendly ground units from another land hex.
- C. If a unit performing amphibious assault suffers a mandatory retreat result and does retreat, it takes double the losses specified on the Combat Results Table, embarks, and immediately Deactivates.
- D. If the assaulted hex is not occupied by enemy ground units, the assaulting unit still can move no further.
- E. A unit performing amphibious assault cannot pursue.

24.0 Search

In order to attack anything in *Pacific War*, you must Detect it. In order to find out what enemy units occupy a given hex; you must conduct a successful Reconnaissance. Both Detection and Reconnaissance come under the heading of Search.

Design Notes: During naval operations, one of the more significant factors in the outcome of engagements was “who saw who first.”

Air search was a problematical affair in which the number of accurate detections was small in comparison to the number of sightings claimed. As a naval unit approached the origin of the search, the probability of detection increased because the loiter time for search aircraft increased the chance of an accurate position report.

The reason that a search unit can search only a limited number of times per phase (or that a target unit can be sought only a limited number of times) lies in the historical search patterns flown during the war. Each air unit would be responsible for a search arc limited to a given number of degrees. Numerous individual aircraft (all represented within the same air unit in the game) would be required to fly one of these search arcs in order to cover a full 360 degree search from a given location.

Another important aspect of search is that it allows the players to play a hidden movement game without the difficulties attendant in many “simultaneous pre-plotted movement” games. Although the players can see enemy Task Force markers on the map, their units cannot react to the presence of the enemy without a successful detection as a prerequisite for combat.

Technically, according to the game rules, nothing can be attacked unless it is Detected. In fact, all Force markers (and everything they represent), Land Airbases, Seaplane Airbases, ports, Offensive Support Bases, Headquarters, Resource hexes, terrain features, and virtually anything else on the map are always automatically and permanently considered Detected. The only targets that you must actually Search for in order to Detect (and attack) are Task Force markers and moving air units.

24.1 Detection

Once a successful Search is carried out against a Task Force marker or moving air units, they remain Detected as follows:

- A. A Detected Task Force marker is flipped from its Undetected side to its Detected side, and it remains Detected until the Detection Removal Phase. It does not matter which enemy unit Detected the Task Force; any enemy unit can attack it while it is Detected.
- B. A Detected air unit remains Detected until it lands (or is destroyed). When any unit on an Air Mission is Detected, every unit on the Air Mission is Detected (28.5.1).

Example: If one air unit is forced to Abort before reaching the target hex and returns to its Air Installation, it is considered Detected until it lands, as are the air units that continue the mission.

24.2 Reconnaissance

Every successful Search will result in the target being Detected; but the Reconnaissance information gained from a successful Search can vary. The results listed on the Search Chart indicate three successful Search results that offer different degrees of accuracy in their reporting. The target player is obliged to reveal no more about his situation in the target hex than is required by the Search result called for by the chart.

A ground unit entering a land hex with an enemy force present constitutes a Green Reconnaissance result.

24.3 Search Procedure

Any combat unit, port, Air Installation, Offensive Support Base, or Headquarters can conduct a Search in the hex they occupy (whether Activated or not, whether linked or not), but only air units can Search outside the hex they occupy (whether Activated or not, whether linked or not).

Note: Submarine Patrol Areas use different rules for search (25.2).

Search involves no movement whatsoever on the part of the searching unit. To conduct a Search, simply select the unit that will Search, count the number of hexes from the hex the searching unit occupies to the target of the Search, and refer to the Search Chart. Roll one die and refer to the portion of the Chart appropriate to the Lighting Condition, type of searching unit, and range. If the number rolled on the die is listed in the appropriate portion of the Chart, you have Detected the target; the color of the number refers to the Chart's Reconnaissance Level key, which indicates how much information you receive about the target.

24.3.1 When Search Is Performed

Players can attempt to Search only during the following phases:

- Operation Player Contact Phase
- Reaction Player Contact Phase
- Advantage Movement Phase
- Advantage Air Mission Phase
- Disadvantage Movement Phase
- Disadvantage Air Mission Phase

24.3.2 Contact Phase Search

Both players are entitled to conduct Searches with all of their combat units with the following restrictions:

- A. Submarine Patrols cannot conduct Search.
- B. A unit can conduct only one Search in any one Naval Movement increment.
- C. A hex can be the target of a Search only once in any one Naval Movement increment. When conducting a search during a Contact Phase use the Day portion of the Search Chart (26.6).

Example: The Allied player has two LRA units, A and B.

During the Japanese Operation Contact Phase, before the Japanese player has moved a Task Force and the Naval Movement marker is still in the zero space, the Allied player conducts a Search of Task Force X with LRA A and the Search fails.

He cannot attempt to Search Task Force X with LRA B, because he has already searched the hex it occupies during this Naval Movement increment.

Once the Japanese player moves his Task Forces and moves the Naval Movement marker into space 1, the Allied player can Search for Task Force X again, even if Task Force X itself did not move, because it is now a new Naval Movement increment.

24.3.3 Movement Phase Search

Both players are entitled to conduct Searches with all of their combat units and submarine patrols with the following restrictions:

Note: For readability Submarine Patrol, Submarine Patrol Area and Submarine Patrol Zone are used interchangeably, they all mean the same thing.

Note: Submarines can attack detected enemy Task Forces that enter any hex that is within their zone (within three hexes of the Patrol marker). Usually, the submarine will both detect and then conduct an attack, but if a detected enemy Task Force enters a Patrol area an attack can immediately occur.

- A. A hex can be Searched only once during the phase.
- B. A Task Force can be Searched for only once during the phase whether it moves or not.
- C. A Submarine Patrol area can conduct only one Search attempt during an enemy Movement Phase per movement increment (25.2.A).
- D. A unit can conduct only one search per Movement Phase.

24.3.4 Air Mission Phase (Advantage or Disadvantage) Search

In an Air Mission Phase (Advantage or Disadvantage), both players are entitled to conduct Searches with all of their combat units with the following restrictions:

- A. Submarine Patrol Areas cannot search during an Air Mission Phase.
- B. Only Mission air units can be the target of a Search and they can be Searched for only once each time they enter a hex, only by units in the hex (28.5.1).

25.0 Submarines

This rule is not used in the Engagement Scenarios.

26.0 Lighting Conditions



At the beginning of each Battle Cycle, the players determine what Lighting Conditions will be in effect for the entire Cycle. The Lighting Condition will affect Air Missions, Naval Combat Phase and Search.

Design Note: The time of day during which a successful search was made was often problematical. An enemy force could be sighted during daylight, dusk, or night. The effect of timing on battle was often crucial.

During the Battle of the Philippine Sea, the US forces sighted the Japanese fleet at dusk and the decision was made at that time not to launch an air strike and face night landings. The next day presented the same situation and the strikes were launched—yielding a 75 percent loss of landing air strike aircraft.

Another factor concerns the deliberate arrival of forces at the operation objective at night to conduct a landing or reinforcement without aerial interference or to conduct a night surface engagement such as occurred during the Guadalcanal Campaign. The vast majority of surface engagements that occurred during the war in the Pacific were conducted at night.

26.1 In the First Lighting Phase of an Operation:

- If the Operational Intelligence Condition is Ambush (or Ambush-CV), the Reaction player places the Lighting Condition marker in any section of the Lighting Condition Display at his discretion.
- If the Operational Intelligence Condition is Intercept or Surprise Attack, the Operation player can place the Lighting Condition marker in any section of the Lighting Condition Display at his discretion.

Note: The Operation Player can preserve the option to affect the Lighting condition to use at a later time, if he wishes. He is not obligated to use it in the first Battle Cycle of the Operation. See below.

- If neither player selects a Lighting Condition, refer to the Random Determination portion of the Lighting Condition Display, roll the die, and place the Lighting Condition marker in the portion specified.

26.2 In the Second and Subsequent Lighting Phases of an Operation:

- If the Operation player has not yet used his once-per-Operation option, he can move the Lighting Condition marker 2 spaces clockwise on the Lighting Condition Display.
- If the Operation player has used his option or chooses not to use it at this time, move the Lighting Condition marker 1 space clockwise on the Lighting Condition Display.
- Any time the Lighting Condition marker enters the Random Determination portion of the Lighting Condition Display (even if the Operation player uses his option to place it there), immediately roll the die, and place the marker in the portion specified by the die roll.

26.3 Lighting Condition Effects on Air Missions

Day Lighting Conditions (either A.M. or P.M.) have no effect on the game in any way.

Dusk and Night Lighting Conditions have the following effects on Air Missions:

- Dusk Lighting Conditions require that all units flying Air Missions (not CAP) must conduct a Dusk Landing Procedure at the conclusion of the Air Mission. The owning player rolls the die for each air unit individually. If the die roll is more than 3 times the Status Level of the unit, the unit loses one step; if the die roll is 3 times the Status Level or less, there is no effect on the unit.
- Night Lighting Conditions prohibit any Air Missions except the following:
 - Japanese T-L2 units can conduct Air Strikes against Task Forces (only);
 - US (not other Allied) F-L2 units can be Alerted and conduct CAP against such a Japanese Strike in the Target hex (no interception).
 - In both of these cases, the Anti-Naval Strength of the Japanese units and the Anti-Air Strength of the Allied units are halved when resolving combat (round down).
 -  The two Allied F Night Fighters can fly at Night with no penalties to landing or combat.

- Flak Strengths are halved at night.

26.4 Lighting Condition Effects on Flak Combat

All Anti-Air Strengths used in conducting Flak Combat are halved when the Lighting Condition is Night.

Day and Dusk Lighting Conditions have no effect on Flak Combat.

26.5 Lighting Condition Effects on Naval Combat

When determining the Range at the beginning of a Naval Combat Cycle, use the Day/Dusk or Night column of the Range Determination Table (see Operation Display).

In subsequent Naval Combat Phases, using the Range Bid Chart. Long Range can never be bid during Night Lighting Conditions.

26.6 Lighting Condition Effects on Search

When conducting a Search during Day, Dusk, or a Contact Phase, use the Day portion of the Search Chart.

Use the Night portion of the Search Chart only when conducting a Search during Night Lighting Conditions.

27.0 Advantage Determination

During the Advantage Determination Phase, determine which player will be the Advantage player and which will be the Disadvantage player for the entire Battle Cycle. The Advantage player has the benefit of performing various actions before the Disadvantage player can do so.

27.1 In the First Advantage Determination Phase of an Operation:

- If the Operational Intelligence Condition is Ambush (or Ambush-CV), the Reaction player is automatically the Advantage player.
- If the Operational Intelligence Condition is Surprise Attack, the Operation player is automatically the Advantage player.
- If the Operational Intelligence Condition is Intercept, each player rolls the die. The player with the higher die roll is the Advantage player. If both players roll the same number, the Operation player is the Advantage player.

27.2 In the Second and Subsequent Advantage Determination Phases of an Operation

Each player rolls the die and applies the following modifications to the die rolls:

- If the Operational Intelligence Condition is Ambush (or Ambush-CV), the Reaction player adds 2 to his die roll.
- If the Operational Intelligence Condition is Surprise Attack, the Operation player adds 2 to his die roll.
- If the Operational Intelligence Condition is Intercept there is no die roll modifier.
- The player with the higher modified die roll is the Advantage player. If both players have the same result after applying modification, the Operation player is the Advantage player.

28.0 Air Missions

The rules on night air combat reflect the creation of the Japanese night torpedo bomber units and the introduction of night fighters for US carriers beginning at the middle of the war. There were other night air operations during the war but all were of little significance at the strategic level. (See 26.3.B.d.)

Important Note: There are three combat air unit types **F** (single engine), **T** (two engine), and **B** (four engine). The CRTs use the letter designations whereas the Search Charts use the original edition's engine designations. In all cases consider the letter or the number of engines on air units to be interchangeable in the rules and charts.

Design Note: Each air unit represents an air group of various types of aircraft. The three combat air unit types are **F** (single-engine), **T** (two-engine), and **B** (four-engine aircraft). All fighters are included as F, single-engine types (including P-38s and other multi-engine fighter aircraft).

Each air step represents 12-15 aircraft. Each air unit has a particular Status Level that represents both pilot and aircraft quality.

In the Strategic scenario, the Allied player has a shortened training cycle in which to deploy his elite (Level 2) air units later in the war, to reflect the improved airframes that eventually came off US production lines (such as the Hellcats).

The Japanese aircraft types did not dramatically change during most of the war and, of the few improved types that were developed, few ever became available.

The air replacement rules reflect the problems the Japanese faced due to the declining quality of their replacement pilots. Players, through more judicious use of Japanese airpower, can improve the quality and quantity of what was historically available.

28.1 Air Mission Eligibility

The following characteristics are common to each of the four Air Mission types:

- A. Only Activated air units can perform an Air Mission.
- B. The Air Installation from which the air units depart must be non-Interdicted (and Linked in Campaign and Strategic scenarios).
- C. The total strength flying from an Air Installation cannot exceed its Launch capacity. No redistribution of strength or creation of new units is permitted.
- D. No hex can be designated as the target of an Air Mission more than once in a single Air Mission Phase.
- E. A "suicide mission", in which an air unit has insufficient Range to reach its target and land again, is not allowed except for Kamikazes.

28.2 Air Mission Types

The only time air units can be used to perform any of the four possible types of Air Missions is during a friendly Air Mission Phase. While an Air Mission is in progress, it may be subject to Flak, CAP (Combat Air Patrol), and Interception from enemy units. The general characteristics of each type of Air Mission are as follows:

- A. **Air Strike.** The general purpose of an Air Strike Mission is to attack enemy naval or ground units, or enemy installations. Any type of air units except LRA units can participate in Air Strike Missions.
- B. **Air Supremacy.** Air Supremacy Missions are conducted in order to engage enemy air units in Air Combat. Only F air units with a Status Level of 1 or 2 can participate in Air Supremacy Missions.
- C. **Ferry.** An air unit conducting a Ferry Mission simply moves from one friendly Air Installation to another during an Air Mission Phase. Any type of air unit can conduct a Ferry Mission.
- D. **Paradrop.** In conducting a Paradrop mission, an air unit transports an airborne ground unit to a designated land hex, where the ground unit "jumps." Only T and B air units can perform Paradrop Missions and they can perform such missions only during the Advantage Air Mission Phase. F air units can participate to serve as escorts.

28.3 General Course of an Air Mission

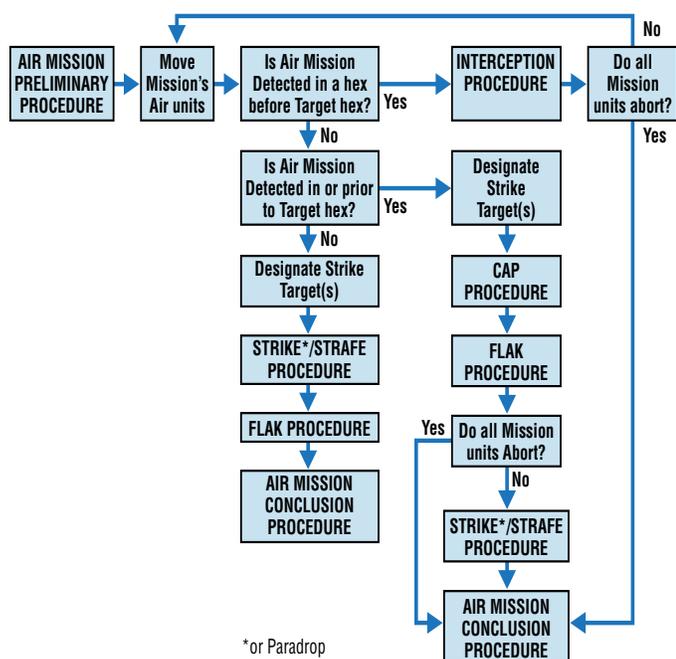
Essentially, each Air Mission involves one or more air units flying from their Air Installation to a target hex and performing a task there. On the way to the target, over the target, and on the way back to a friendly Air Installation, the air units performing the Air Mission may be subject to Interception, Flak, and CAP. The order in which the various procedures that make up an Air Mission occur can vary according to circumstances. The Air Mission Procedure Schematic Diagram, shown below and reproduced on each player's Display Sheet, illustrates the order in which events occur in an Air Strike, Air Supremacy, and Paradrop Mission.

Note: To conduct a Ferry Mission, simply refer to the Ferry Procedure (28.16) below.

28.3.1 Air Mission Procedure Schematic

- A. Move the Mission air units.
- B. Any time an Air Mission enters a hex, other than the Mission Target hex, that contains enemy air units and is Detected prior to or upon entering, it may be Intercepted.
- C. Once all air units have entered the Target hex, if they were Detected prior to or in the Target hex, a CAP and Flak procedure precedes the adjudication of the Air Mission. If the Mission units were not Detected prior to the Target hex, a Flak procedure follows the adjudication of the Air Mission.
- D. At the conclusion of all combat or after all Mission units have Aborted, the Air Mission is concluded.

Note: Air units can take off from different Air Installations and only meet over the target hex.



28.3.2 Air Mission Preliminary Procedure

To begin any Air Mission other than Ferry, perform the following steps:

- A. Place the Target marker in the Target hex (wherever you intend to perform your Mission), with the Supremacy side up for an Air Supremacy Mission, or the Strike side up for an Air Strike or Paradrop Mission.
- B. Place all air units that will participate in the Mission (the Mission air units) in their Air Installation hex(es).
- C. Determine whether or not the Mission is Coordinated (see the Coordination Procedure).

28.3.3 Coordination Procedure

- A. All Air Supremacy missions, and all Air Strike missions consisting of only one air unit, are automatically Coordinated.
- B. All Ferry and Paradrop missions are automatically Uncoordinated.
- C. Air Strike missions consisting of more than one unit may or may not be Coordinated. To attempt to Coordinate a multi-unit Air Strike mission, roll one die. The die roll must be equal to or less than 3 times the lowest Status Level represented among the Mission air units (i.e., if there are only L2 units, you must roll a 6 or less; if there are L1 and L2 units—or only L1 units—you must roll a 3 or less; if there are any L0 units, you must roll a 0). If the die roll exceeds the required results, the Air Strike is considered Uncoordinated for the entire Mission.
- D. Use the Uncoordinated line on the Air/Naval CRT for each Air Combat the Mission air units are involved in. If Coordinated, use the Coordinated line of the CRT.

28.4 Air Mission Movement Procedure

Only an Activated air unit can move. An air unit moves from hex to contiguous hex, tracing a flight path that is no longer than its Range. If an air unit exceeds its Range by a hex, it is immediately eliminated. An air unit must always begin and end its movement at a friendly Air Installation. Terrain has no effect on the movement of air units.

Note: The Range of an air unit includes all the hexes through which the unit moves, not just the hexes in one direction on a round trip.

For instance, an air unit with a Range of 8 can fly a maximum of 4 hexes out and 4 hexes back to land at the same Air Installation, or it can fly a maximum of 8 hexes out to land at another Air Installation.

28.5 Search and Alert Procedure

28.5.1 Air Detection

Any time an Undetected Mission air unit enters a hex containing an enemy ground unit, naval unit, Base unit, Offensive Support Base, or Headquarters, the enemy player can attempt to Detect the air unit. At the instant any air unit participating in the Mission is Detected, the entire Mission is considered Detected for all purposes until the conclusion of the Air Mission. An air unit (or stack of air units) can be searched for only once each time it enters an enemy occupied hex.

28.5.2 Alert Procedure

- A. Any time a detected air unit enters a hex occupied by enemy air units, the enemy player can Alert a number of air steps (whether Activated or not) up to the Launch Capacity of the non-Interdicted Air Installations in the hex, provided the Air Installation is not Interdicted. It is not permitted to redistribute strength between air units at this time even if strengths do not sum up to the exact Launch capacity.

Example: A hex containing a small Airbase can place no more than 6 air steps on Alert.

A hex containing both a small Airbase and a CV naval unit (capacity of 5) could Alert 11 steps.

A hex containing a small Airbase with a 3-strength and a 4-strength air unit could Alert either unit, but not both.

- B. Alerted air steps are never subject to Strafe Combat, and they do not suffer damage from Air Strikes against their Air Installations (although they may suffer damage from air combat).
- C. Once Alerted, an F air unit may be used for CAP and engage mission air units in air combat. All other Alerted F air units in the same hex can be used to modify the CAP unit's Anti-Air Strength for Air Combat (see modifications on the Air/Naval Combat Results Table).

28.6 Interception Procedure

Any time an Air Mission enters a hex other than the Mission Target hex that contains enemy air units and is Detected prior to or upon entering, perform the following procedure:

- A. The non-Mission player can Alert F air units in the Interception hex and designate one of those units to conduct Air Combat against the Mission air unit(s) in the hex (see Alert Procedure, 28.5.2).
- B. Resolve the Intercepting air unit's Air Combat attack against the Air Mission unit(s) using the CAP vs Coordinated or CAP vs Uncoordinated line of the Air/Naval Combat Results Table (see Air Combat Procedure, 28.8).

Note: In an Interception, the Mission player does not resolve Air Combat against the Intercepting air units.

Note also that Mission air units can be forced to Abort due to Interception (see Abort Procedure, 28.9).

28.7 CAP Procedure

Any time a Detected Air Mission enters the Mission Target hex, and it contains at least one enemy air unit, perform the following procedure:

- A. The non-Mission player must Alert air units in the hex up to the Air Installation Launch Capacity (see Alert Procedure, 28.5.2).
- B. The non-Mission player can, at his option, designate one Alerted F unit as his CAP unit. If he has no Alerted F unit, he cannot designate a CAP unit.
- C. Determine whether or not the Mission player designates an Escort unit:
 - If the non-Mission player has designated a CAP unit, the Mission player must designate one Mission unit as an Escort unit. The Escort unit must be an F unit if one is available; otherwise, any T or B unit is designated.
 - If the non-Mission player designated no CAP unit, the Mission player can, at his option, designate one Mission F unit as his Escort unit (if he has no Mission F unit, he cannot designate an Escort unit in this case).
- D. Determine whether or not Air Combat is conducted:
 - If there is a designated CAP unit, conduct Air Combat between the CAP unit and the Escort unit (see Air Combat Procedure, 28.8).
 - If there is no CAP unit but there is a designated Escort unit, conduct Air Combat between the Escort unit and the Alerted non-Mission units (see Air Combat Procedure, 28.8).
 - If there is neither a CAP nor an Escort unit designated, there is no Air Combat.

28.8 Air Combat Procedure

Air Combat can occur in three ways:

- A. CAP unit against Escort unit (and vice versa). To resolve CAP vs Escort, take the Anti-Air Strength of the CAP unit, modify it for any other Alerted F non-Mission units (see Air/Naval Combat Results Tables, Modifications), and refer to the Air/Naval CRT to determine how many hits are inflicted on the Escort unit. Then take the Anti-Air Strength of the Escort unit and follow the same procedure. Hits are applied to units simultaneously after both have had an opportunity to fire. If the Escort unit is eliminated, unsatisfied excess hits can be applied to other Mission units.
- B. Intercepting unit against Mission air units. Follow the same procedure as above but no Mission air unit can fire at the Intercepting unit.
- C. Escort unit against Alerted units when there is no CAP unit. Follow the same procedure as above but no Alerted air unit can fire at the Escort unit.

28.9 Abort Procedure

Any non-Kamikaze Mission air unit that takes 2 or more hits during a single Air Mission and is not completely eliminated must Abort. An Aborted air unit can use none of its Combat Strengths for the remainder of the Air Mission. The specific details of an Abort vary according to where the Abort occurs.

Note: Kamikaze air units never abort.

28.9.1 Aborting in a Target Hex

An air unit that Aborts due to Flak or CAP in a Target hex must remain in the Target hex until all combat in that hex is completed by both sides.

Example: An air unit takes 2 hits from CAP in a Target hex. The unit must remain in the Target hex to take further possible damage from Flak, despite the fact that the air unit cannot use its Combat Strengths to participate in the Air Mission.

28.9.2 Aborting as a Result of Interception

An air unit that Aborts due to Interception before reaching the Target hex must immediately move to a friendly Air Installation and land. The Aborted air unit moves normally and can be subjected to further Interception. Once the Aborted air unit lands or is eliminated, the remaining air units on the Air Mission can (at the owner's option) continue their movement to the Target hex.

28.10 Flak Procedure

Any time an Air Mission enters a Target hex (only) containing ground units, naval units, Air Installations, or ports, conduct the following procedure according to the type of Air Mission:

- A. Determine which units in the Target hex can conduct Flak Combat:
 - a. Air Supremacy Mission: All ground units and any Base unit (with or without port) can conduct Flak Combat.
 - b. Paratroop Mission: All ground units and any Base unit can conduct Flak Combat.
 - c. Air Strike Mission (with no Activated or non-Activated naval targets): All ground units and any Base unit can conduct Flak Combat.
 - d. Air Strike Mission (including or exclusively against non-Activated naval targets or Submarine Headquarters with unactivated submarines): All ground units, up to 4 non-Activated naval units, and any Base unit can conduct Flak Combat.
 - e. Air Strike Mission (with one or more Task Force targets): Each Task Force in which at least one unit is attacked can conduct Flak Combat. Each such Task Force conducts Flak Combat individually using either 4 screening units or 2 core units.
- B. Determine the Anti-Air Strength of units conducting Flak Combat and refer to the Air/Naval CRT. Use the Improved Flak line for the Allies beginning in February 1943 and all Battle Scenarios that occur on or after this date; in all other cases, use the Normal Flak line.
- C. In any case except an Air Strike against Task Forces, add together the Anti-Air Strengths of all participating units into a single combined Anti-Air Strength and refer to the Air/Naval Combat Results Table.

- D. In an Air Strike against one or more Task Forces, resolve Flak Combat for one attacked Task Force at a time, adding together the Anti-Air Strengths of either 4 screening or 2 core units from that Task Force and referring to the Air/Naval Combat Results Table. Repeat this process for other Task Forces attacked by the same Air Strike.

Note: Never add Anti-Air Strengths of 0 to Anti-Air Strength totals. A 0 is used as a Strength only if no unit participating in Flak Combat has an Anti-Air Strength of 1 or more.

28.11 Strike Procedure

- A. The Mission player designates the target of his Strike. His target can be either enemy Task Forces or all other units in the hex.

Example: If a target hex contains an enemy Task Force, an enemy Force marker, and a Base unit, the Mission player must designate either the Task Force(s) or everything in the hex except the Task Force(s).

- B. The Mission player announces which Mission units will attack which Target units. Aborted units cannot attack but must remain in the Target hex until the end of the Air Mission. Once an individual air unit's target(s) is designated, it cannot be changed even if the target is destroyed before the air unit attacks.

Note: Even if all air units Abort, they must designate a Target for determining Flak.

- C. Each Mission air unit individually attacks one Target piece or group of target naval units using its Anti-Ground or Anti-Naval Strength. Refer to the Air/Naval Combat Results Table for each attack.
- D. When one air unit attacks a group of naval targets, they must be designated by their priority: primary, secondary, etc. When more than one target is attacked, each target must receive one hit before another can receive a second hit, and so on. Critical Hits are added to the total.
- E. To resolve an individual attack by an air unit, find the air unit's Anti-Naval Strength (if attacking Task Forces or non-Activated naval units) or Anti-Ground Strength (if attacking anything else), and use the Air/Naval Combat Results Table normally.

Note: Each type of attacking air unit (F, T, B) has a separate line on the CRT for attacking naval targets and there are also separate lines for attacking ground units or installations.

Note also that a ground unit never makes more than one Troop Quality Check per Air Mission Phase.

- F. The attacker chooses the first hit against Unalerted air, and the defender chooses all other hits.

The following examples come from the Comprehensive Example:

Detected Air Strike vs a Target Hex with CAP: 1st Battle Cycle, Disadvantage Air Mission Phase. The B air unit leaves Townsville and is detected when it reaches the Rabaul hex due to a successful search. The three Japanese air units present totaling 6 steps alert, which consist of (2)F-L1, (3)T-L1, and an LRA (equal to 1 step).

Since an alerted F air unit is present in the target hex, a CAP vs Escort procedure occurs. The air mission consists of no F air units; therefore, the B air unit directly participates in the air combat. The combat is simultaneous, so it does not matter which side adjudicates first.

The CAP air unit has a printed strength of 5 which is reduced to 1 (Anti-Air rating of 5 minus 4 hits). The die roll is 1, scoring 1 hit on the B air unit using the CAP versus Coordinated Mission line (air strike missions with only one air unit are always coordinated) on the Air/Naval CRT.

The B air unit's return fire has a printed strength of 2 which is not reduced since the unit is at full strength (6 steps). The die roll is 2 on the Coordinated Strike versus CAP line on the Air/Naval CRT, yielding a result of 1 hit on the CAP air unit.

The B air unit then declares that the installations are the target of the strike. Based on this information, the Flak fires at the B air unit with a Flak value of 3, calculated in the following manner: Large Airbase (3) for a total of 3. The die roll is 2 on the Unimproved Flak versus Air line of the Air/Naval CRT, resulting in a 1 hit result. Since the B air unit has taken 2 hits, it immediately aborts and does not conduct its strike mission and returns to the Townsville Airbase.

Air Strike Mission vs Unalerted Air Unit: 1st Battle Cycle, Advantage Air Mission Phase. A Japanese T air unit moves from Rabaul to Port Moresby via Lae Airbase, where it is joined by an F air unit. The Japanese pass their Coordination die roll, so the mission is considered coordinated.

Upon entering the Port Moresby hex, a search is conducted which fails; therefore, the Allied F air unit cannot alert and is grounded during the attack. The Flak will occur after the strike has been adjudicated.

The T air unit attacks the Airbase with a printed Anti-Ground Strength of 5 which is reduced to a modified strength of 2 (5 minus 3 hits). The die roll is 1 which, upon examining the Air versus Installation line of the Air/Naval CRT, shows a 2 hit result.

The F air unit strafes the Unalerted air unit with a printed Anti-Air rating of 7 which is reduced to 3 (7 minus 4 hits). The die roll is 3, which yields 1 hit on the Air versus Unalerted (Grounded) Air line of the Air/Naval CRT. The Airbase takes 2 hits and the Allied F air unit takes 3 hits (2 for the hits inflicted on the Airbase and 1 from the strafing) which eliminates it.

The Flak strength of the hex is 1, Small Airbase (1) for a total of 1. The die roll is 1 on the Unimproved Flak versus Air line on the Air/Naval CRT, resulting in 1 hit taken by the T air unit. The 3 hit marker is replaced with a 4 hit marker. The Japanese air units return from whence they came.

Air Strike vs Naval Task Force without CAP: 1st Battle Cycle, Disadvantage Air Mission Phase. The two (4) F-CV-L1 carrier air units in Allied Task Force 1 attack Japanese Task Force 4 in the Guadalcanal hex. The Allied air units fail their coordination die roll but, since there is no CAP in the hex they are attacking, it has little meaning.

Japanese Task Force 4 consists of CL1, CL8, APD5, CVS4. The Japanese detect the air strike. Since there is no CAP available, no air combat occurs.

Flak combat (due to the successful detection) occurs before the strike is adjudicated. The Japanese player places CL1 and CVS4 in the core with CL8 and APD5 in the screen. The Flak value can be determined in one of two ways, but the most advantageous is using the two screen naval units yielding a Flak value of 3. The die roll is 4 which yields no hits. The best that could have been achieved would have been 1 hit.

The air units designate CVS4 as the primary target and CL8 as the secondary target. The Anti-Naval strength of both units is 4 (Anti-Naval strength of 6 minus 2 hits). The first die roll is 1 which yields 2 hits. Each of the targets receives one hit. The second die roll is 2 which yields 1 hit. Since the CVS4 is the primary target, it receives the next hit and sinks (its hit capacity is 2 hits). The air units return to their carriers.

Carrier Strike Mission vs Enemy Task Forces: 3rd Battle Cycle, Advantage Air Mission Phase. The US carrier force launches a coordinated strike (coordination die roll of 2) against an open water hex containing two Japanese Task Forces. Since the Japanese had already detected the US Task Force from whence the strike is originating from and successfully detect the air mission when it enters their hex, the Japanese player has the option to immediately declare a simultaneous strike (can only be done during an Advantage Air Mission Phase).

All three Japanese air units (two from Task Force 1 and one from Task Force 3) are alerted and conduct CAP versus Escort combat. Combat is simultaneous.

The Japanese CAP uses one of the F-CV-L2 air units. Its printed Anti-Air strength is 7 which is modified to a 6 (7 Anti-Air minus 2 hits, plus 1 for 3 steps of alerted L2 air unit steps present). The die roll is 4 on the CAP versus Coordinated Mission line, yielding a 1 hit result on the Air/Naval CRT.

The US Escort uses one of the two identical air units. Its printed Anti-Air value is 6 which is reduced to 4 (6 Anti-Air minus 2 hits). The die roll is 4 on the Coordinated Strike versus CAP line, yielding a 1 hit result on the Air/Naval CRT.

The Allied player then declares that both air units will attack Task Force 1. Since Task Force 3 is not being attacked it does not fire Flak, but Task Force 1 does with a Flak value of 4 (both CVs are in the Core and the CA and DD in the Screen; using either combination the Flak value is 4). The die roll is 4 on the Unimproved Flak versus Air line resulting in 1 hit which the Japanese player places against the Escort air unit giving it a second hit and causing it to abort.

The remaining US air unit, which has not received any damage, declares that CV6 is its sole target for its strike. The printed Anti-Naval strength is 6 which is reduced to 4 (6 Anti-Naval minus 2 hits). The die roll is 1 on the F air unit versus Naval line yielding 2 hits, both of which are applied against CV6. Then both Allied air units return to their carriers.

Since the Japanese player declared a simultaneous strike at the beginning of the strike, the three Japanese air units in Task Forces 1 and 3 also fly to the US Task Force 1 to conduct a similar strike mission procedure which will be adjudicated during the ensuing Disadvantage Air Mission Phase.

28.12 Strafe Procedure

Any time there are un-Alerted air units at a Target hex Air Installation, Mission F air units in the Target hex can perform Strafe Combat instead of Strike. To do so, each Mission air unit individually uses its Anti-Air Strength to attack the un-Alerted air units (not the Air Installation), using the Strafe vs Unalerted (Grounded) Air line of the Air/Naval Combat Results Table. All Mission air units make their attacks before hits are allotted, at the Mission player's discretion, among the target air units.

28.13 Simultaneous Strike Procedure

During an Advantage Air Mission Phase (not during a Disadvantage Air Mission Phase), any Air Strike Mission against a Task Force that includes aircraft carriers with air units can trigger a Simultaneous Strike.

The Disadvantage player can announce a Simultaneous Strike provided that:

1. all Disadvantage air units on Target aircraft carriers are Alerted,
2. if the Air Strike originated from an aircraft carrier, the Task Force containing the carrier has already been Detected; and
3. the current Operational Intelligence Condition is not Ambush-CV (during the first Battle Cycle only).

When performing a Simultaneous Strike, conduct the initial Air Strike normally, including CAP, Flak, and Strike Combat. However, the Alerted Disadvantage air units do not return to their carriers; instead, during the Advantage Phase, they are moved to the hex from which the Advantage player's Air Strike originated. During the ensuing Disadvantage Air Mission Phase, the air units can conduct an Air Strike Mission in that hex and then return to a friendly Carrier with their remaining Range.

Note: Disadvantage air units using Simultaneous Strike do not Reorganize at the conclusion of the Advantage Air Strike Mission, even if they performed CAP. Instead, they Reorganize at the conclusion of the Disadvantage Air Mission Phase.

28.14 Paratroop Procedure

Only T and B air units can be used for a Paratroop mission and the mission can be conducted only during an Advantage Air Mission Phase.



At the beginning of the phase, one or more activated airborne ground units must occupy the same hex as the air units and the Advantage player must use one eligible air step for each step of airborne units.

Announce the Mission type, place the Mission air units and airborne units on their Airbase hex, then move them hex by hex to any non-Mountain land Target hex. At the Target hex, the Advantage player simply places the airborne units (or the Force marker representing them) and returns the air units to their Airbase (or to another friendly Airbase).

In the event the Paratroop Mission is attacked, it is considered Uncoordinated; air units on a Paratroop Mission cannot initiate combat of any kind. Each air step eliminated also eliminates one airborne ground unit step.

Airborne units dropped into an enemy-occupied hex must initiate combat in the following Ground Combat Phase in the same manner as Amphibious Assault. Paratrooped units use half their Troop Quality (rounded up) in the phase in which they attack unless other friendly ground units already occupy the hex.

Airborne units paratrooped onto a one-hex island cannot retreat (re-embark) as amphibious assault units can. The paratrooped unit can move no further in the phase in which it is dropped.

28.15 Air/Sea Rescue Procedure

When an Allied Air Mission is conducted against a hex that is in a Submarine Patrol zone (within 3 hexes of the marker), the losses taken by the Air Mission in the hex are automatically reduced by one (Allied player's choice), and that one step is received by the Allied player as a Replacement step of the same type and Status Level during the Replacement Phase.

Note: A rescued Air step does not allow an air unit that has taken 2 or more hits to avoid Aborting.

28.16 Ferry Procedure

Any number of Activated air units from a single Air Installation can perform a Ferry Mission. Announce the type of Mission, place the Mission air units on their Air Installation hex, then move them hex by hex to a target friendly Air Installation hex (which need not be disclosed to the enemy player until landing).

In the event the Ferry Mission is Intercepted, it is automatically considered Uncoordinated. Units on a Ferry Mission cannot initiate combat of any kind.

Note: Air units on a Ferry Mission cannot be forced to Abort, regardless of how many hits they may suffer.

28.17 Air Mission Conclusion Procedure

At the conclusion of an Air Mission (if using the schematic the Air Mission Conclusion Procedure box) all surviving Mission air units simply move to a friendly Air Installation, land and reorganize (28.18), conducting any Interceptions as they occur along their route.

28.18 Air Unit Reorganization

At the conclusion of an Air Mission, all air units in the Target hex must reorganize. At the conclusion of a friendly Air Mission Phase, all air units must reorganize at each friendly Air Installation.

To reorganize, the owning player combines air units of the exact same type (including CV capabilities) and Status Level into the largest possible units so that no Air Installation contains more than one air unit of the same type and Status Level with fewer than 6 steps.

Air units on CAP landing on aircraft carriers may reorganize prior to landing. If a CAP air unit's carrier has been sunk, it may land on another carrier in the same Task Force.

Note: This is the only time when steps can be redistributed between air units. No new air units can be created nor can any ever be created outside of the air replacement step procedure for any reason.

Example: At the conclusion of the Allied player's Air Mission Phase, one Allied large Airbase (capacity of 18 steps) is occupied by the following air units: (3)F-L1; (4)F-L1; (2)F-L0; (6)F-L0; (3)T-L1.

The Allied player must reorganize these air units to the following configuration: (6)F-L1; (1)F-L1; (2)F-L0; (6)F-L0; (3)T-L1.

Note that when reorganizing CV-capable air units cannot recombine with non-CV-capable air units.

28.19 Kamikazes

In Strategic scenarios, the Japanese player can begin to build Kamikaze air units any time after the Strategic Initiative reaches Level 2 in favor of the Allies. Kamikazes are always F-L0 air units and they can contain up to 6 steps (see Replacements, 16.3).

Kamikazes are treated as normal air units except for the following:

- A Kamikaze can perform no Mission other than Air Strike against Task Forces.
- A Kamikaze cannot perform CAP (since it has no Anti-Air Strength).
- Kamikazes never Abort.
- A Kamikaze can expend its entire Range to reach a Target unit (it does not return to a friendly Airbase).
- After resolving a Kamikaze's Air Strike, the Kamikaze is immediately eliminated regardless of the outcome of the attack.
- Kamikazes use the F vs Naval line of the Air/Naval Combat Results Table.

29.0 Naval Combat

As the war was predominantly a naval war, any strategy in the game must be based upon the proper use of aircraft carriers and surface combatants.

The Naval Combat Cycle comprises four phases:

- Naval Combat Determination
- Naval Combat 1
- Naval Combat 2
- Naval Combat 3

This Cycle is played to completion for each naval combat situation that exists on the map.

Design Note: The naval units in the game represent either individual capital ships, cruiser divisions (2 ships of a class), or miscellaneous squadrons/groups of small naval combatants. Strong emphasis is placed on ranged combat, as the effectiveness and tactical nature of the war in the Pacific was most important during naval actions. The effects of lighting on range bidding contribute to the decisive nature of night actions.

29.1 Naval Combat Determination Phase

Japanese Surprise

When opposing Task Forces occupy the same hex and they are not separated from one another by land, determine during this phase whether or not those units engage in naval combat. This determination is made based on the type of water in the hex (Open, Coastal, or Restricted) and on whether either, both, or neither of the opposing Task Forces is Detected.

Note: The term "Task Forces" used below applies as well to non-Activated naval units that are part of a Force. Remember that non-Activated naval units can still Search and participate in combat, although they cannot initiate combat.

Players then determine Surprise, as follows:

- A. If the opposing naval units have Detected one another in any type of water, begin Naval Combat Phase 1 with neither side achieving Surprise.
- B. If the opposing naval units have both failed to Detect one another in Open Water, skip all three Naval Combat Phases (in that hex) for that Battle Cycle.
- C. If the opposing naval units have both failed to Detect one another in Coastal or Restricted Water, immediately invert both Task Forces to their Detected side and begin Naval Combat Phase 1 with neither side achieving Surprise.
- D. If one side's naval units have Detected opponents and are not Detected themselves in any type of water, begin Naval Combat Phase 1 with the Undetected side achieving Surprise.

If either side has achieved Surprise, place the Surprise marker (with the appropriate—Allied or Japanese—side up) in the box provided on the Naval Combat Display as a reminder.

29.2 Naval Combat

29.2.1 Phase 1

Once it is determined that a naval combat will take place in a hex, begin Naval Combat Phase 1. Each player places four naval units from his engaged Task Force on the Naval Combat Display on the Operation Display Sheet. If a player has fewer than four naval units in his Task Force, he places all he has. The players then determine the current Range by referring to the Range Determination Procedure, and combat is then resolved.

Note: There is no bidding for Range in Naval Combat Phase 1 and, consequently, neither side has an opportunity to withdraw.

If either player has Surprise, only that player can fire in this Segment; if neither player has Surprise, both can fire.

Each naval unit fires individually at a target, with gunnery and/or torpedoes, using the Strength on his counter appropriate to the Range. The same enemy naval unit can be the target of more than one friendly firing unit. All fires must be declared before any are resolved.

If a unit fires guns and torpedoes, it must declare which it is firing first and both attacks must be directed at the same unit; the second firing cannot be withheld in the event that the first firing eliminates the target.



Allied units that have Torpedo Strength can fire only once per Operation. Japanese units with Torpedo Strengths can fire only twice per Operation. Place a 0 Torpedoes marker on an Allied naval unit that has fired torpedoes once or a Japanese naval unit that has fired twice in an Operation; place a 1 Torpedo marker on a Japanese naval unit that has fired once in an Operation.

To resolve fire, the player determines which Strength is being used (Gunnery or Torpedo, at Short, Medium, or Long Range) and refers to the Air/Naval Combat Results Table. He then makes a die roll and cross-references the appropriate Combat Strength of the firing unit with the die roll result and reads down to the appropriate combat type (gunnery or torpedo) and range (Gunnery S, M, L or Torpedo S, M). All hits are applied simultaneously at the conclusion of each Combat Phase. Once all combat is resolved, go to Naval Combat Round 2.

29.2.2 Naval Combat Phase 2

If neither player bids Withdraw, each player places 4 more naval units from his Task Force on the Naval Combat Display. Again, if a player has fewer than four naval units in his Task Force at this time, he places all he has. Players bid for Range using the Range Determination Procedure. Either player can bid to Withdraw at this time (see Withdrawal 29.2.5 for restrictions). If one player has Surprise, only that player can fire. Combat is resolved in the same manner as Phase 1, after which Naval Combat Round 3 commences.

29.2.3 Naval Combat Phase 3

If neither player bids Withdraw, each player places all remaining naval units from his Task Force on the Naval Combat Display. Players then bid for Range using the Range Determination Procedure. Note that either player can bid to Withdraw (see Withdrawal 29.2.5 for restrictions). Regardless of whether either player has Surprise, both players can fire with all of their units.

At the conclusion of Naval Combat Phase 3, the Advantage player has the option to Withdraw. If he declines the option, the Disadvantage player can Withdraw. If the opposing Task Forces remain in the hex and neither Withdraws, neither can move during an ensuing Movement Phase; both must continue the combat in the next Naval Combat Cycle beginning automatically at Short Range.

All Naval Combat Phases in a continuing naval combat are conducted as Phase 3 and no Naval Combat Determination Phase is conducted. Any new Task Forces arriving in the hex can participate in the continuing Naval Combat Phases as though they had been there from the beginning. Once one side or the other has either been totally eliminated or has Withdrawn, all surviving Task Forces can reorganize.

29.2.4 Range Determination Procedure

During Naval Combat Phases, players must determine the Range at which their Task Forces engage so they know which gunnery and torpedo Strengths (Long, Medium, or Short) to use in resolving their combat. There is no long range Torpedo combat.

During Phase 1, the Range is automatically determined according to the type of water and the Lighting Condition.

Beginning in Naval Combat Phase 2 prior to resolving any combat, players bid for a new Range by each selecting a Range Bid marker and revealing them simultaneously. In conjunction with the current Range, the bids determine the new Range during Phase 2 using the Range Bid Chart on the Operation Display.

Example: Naval Combat Phase 1 occurred during Day Lighting in Coastal Water; thus, Phase 1 was automatically conducted at Medium Range.

In Phase 2, the Japanese player bids for Medium Range and the Allied player bids for Short Range. Referring to the Range Bid Chart, the result is that Phase 2 combat is conducted at Short Range.

The following restrictions apply to bids according to type of Water hex in which the naval combat occurs:

- A. Long Range can be bid only in Open Water and only if the Lighting Condition is Day or Dusk.
- B. Medium Range can be bid only in Open or Coastal Water in any Lighting Condition.
- C. Short Range can be bid in any type of Water in any Lighting Condition.

- D. Withdraw can be bid only in Phase 2 or 3, and only by a Task Force (see Withdrawal 29.2.5 for restrictions).
- E. Each time an AA unit takes a hit (short of elimination), 2 hits are inflicted on the total steps being transported (not 2 hits on each ground unit carried). When an AA unit is eliminated, all ground units being transported are also eliminated.
- F. Each time an APD or DD unit that is transporting ground units takes a hit (short of elimination), 1 hit is inflicted on the total steps being transported. When the APD or DD is eliminated, all ground units being transported are also eliminated.

Note: Task Forces may also be able to Withdraw at the conclusion of Phase 3 (see Withdrawal).

29.2.5 Withdrawal Procedure

Any time players are eligible to bid for Range, either can bid to Withdraw (except as noted below).

When one side Withdraws, neither side places any new naval units on the Naval Combat Display for that phase. Instead, the Withdrawing player immediately moves all of his naval units in the hex into any adjacent Water hex that contains no enemy naval units or dummies. If no such adjacent hex exists, the Task Force cannot Withdraw.

As the Task Force Withdraws, the non-Withdrawing Task Force can fire one last time; the Withdrawing Task Force cannot return fire.

Example: During Naval Combat Phase 3 of a Naval Combat Cycle, the Allied player bids Withdraw and the Japanese player bids Short Range. The Range in Phase 2 was Medium, so Range remains Medium for Phase 3 (as indicated on the Range Bid Chart).

The Allied player moves his Task Force one hex, and the Japanese player conducts one final fire at Medium Range as the Allied player Withdraws.

If both players bid Withdraw at the same time, the Operation player Withdraws and the Reaction player remains in the hex. In this case, the Reaction player does not have an opportunity for a final fire.

After Naval Combat Phase 3, the Advantage player has an option to Withdraw without being fired upon. If he declines the option, the Disadvantage player can Withdraw without being fired on.

If the opposing Task Forces remain in the hex and neither Withdraws, the naval combat must continue in the next Battle Cycle (see Naval Combat Phase 3). The following units can never Withdraw:

- Cripples, unless Activated and accompanied by at least one Activated (2.2.3) non-Crippled naval unit with a Gunnery Strength (other than x).
- Amphibious Transports (does not include DDs and APDs used for transport) unless accompanied by at least one non-Crippled naval unit with a Gunnery Strength (other than x).

Note: A naval force that includes both Task Force(s) and non-Activated naval units cannot Withdraw.

The following example comes from the Comprehensive Example:

Naval Combat: 4th Battle Cycle, Naval Combat Cycle. During the Advantage Movement Phase, the Japanese Task Forces 1 and 3 enter the China Strait which contains Allied Task Force 2. During any Naval Combat Determination Phase that opposing Naval units occupy the same Restricted water hex, naval combat will occur.

As already indicated in the Coral Sea example explanation, both sides detect each other when the Japanese enter the hex, and the lighting condition is night. The range for the first round of naval combat is automatically short range and both sides are obligated to place four naval units on the Surface Combat Display. Since combat is simultaneous it does not matter which side adjudicates first.

All naval units use their short range gunnery and torpedo strengths on the back of the counter. All gunnery combat will be conducted on the Short Range versus Naval line of the Air/Naval CRT, with the Torpedo combat being conducted on the same CRT using the Submarine or Naval versus Naval line. There are also no modifiers for the printed values unless the optional Night Combat rule is in use (it is not in use in this example).

The Japanese fire first with CA1 firing at Allied CA2; the die roll is 3, resulting in 1 hit. CA2 fires at Allied CA2; the die roll is 7, resulting in no hits. CA3 fires at Allied CA2; the die roll is 2, resulting in 2 hits, for a total of 3 hits against Allied CA2. All three of these units were capable of also firing their torpedoes but elected not to do so.

DD1 fires at Allied CA1 with both its gunnery and torpedo strengths. The die roll for the gunnery combat is 5 which yields no hits, but the torpedo die roll is a zero which results in 4 hits plus a critical hit. The critical hit die roll is 6 which yields an additional hit, totaling 5 hits versus CA1 (place a 1 torpedo marker on top of DD1). The total results are Allied CA1 receives 5 hits and CA2 receives 3 hits.

The Allied return fire has both naval units fire at Japanese CA1. Allied CA1 uses its gunnery and torpedo strengths; the die roll for the gunnery combat is a zero, resulting in 3 hits and a critical hit. The critical hit die roll is a 2 which results in zero additional hits. The die roll for the torpedo combat yields a zero also, resulting in one hit but the subsequent critical hit die roll is 4 with no additional hits (place a 0 torpedo marker on top of CA1).

Allied CA2 conducts its gunnery combat (it has no torpedo value) which results in a die roll of 2, resulting in 2 hits. Japanese CA1 takes a total of 6 hits which sinks it.

The hits inflicted on the Allied naval units are now applied; Allied CA1 receives 5 hits (eliminating it) and CA2 takes 3 hits (a 3-hit marker is placed under the counter).

At the beginning of Naval Combat Phase 2, both sides bid for range or withdrawal. Both players bid short (in restricted water the only other bid would be withdraw). The Japanese player places another 4 naval units on the surface combat display (which are all those remaining).

The Allied CA2 only needs an additional 2 hits to be eliminated (which will not be elaborated on).

The return fire from the Allied CA2 is against the AA1 carrying the all-important Japanese ground units. The gunnery strength of Allied CA2 is 5 minus 3 (for the 3-hit marker from the previous phase) for a total strength of 2. The die roll is 2 which results in 1 hit on AA1. Since AA1 is carrying ground units, the result inflicts a total of 2 hits between the two ground units. The Japanese player decides to eliminate both steps from the 144th Infantry Regiment.

Since there are no remaining Allied naval forces, there is no Naval Combat Phase 3 and the Naval combat is concluded. The Japanese Task Forces are reorganized at the Japanese player's discretion.

29.3 Bombardment

During the Bombardment Phase, players can perform Bombardment with any Task Force occupying a shoreline hex that contains no enemy naval unit. Bombardment can be used against any ground unit or Base unit in the hex.

To perform Bombardment, the player reveals whatever naval units he plans to use (that have Bombardment Strengths on their counters) and the target player reveals whatever ground units he has in the hex.

The bombarding player fires each of his units individually at any target he wishes. He can fire at a target more than once, but no ground unit can be forced to make more than one Troop Quality Check per Bombardment Phase.

Refer to the Air/Naval Combat Results Table, using the firing unit's Bombardment Strength and either the Bombardment versus Installation (for Base unit) or Bombardment versus Ground Unit line, whichever is appropriate.

30.0 Demolition

This rule is not used in the Engagement Scenarios.

31.0 Ground Combat

Design Notes: The conflict on land during the war in the Pacific was, to say the least, diverse. The major land campaigns, such as those occurring in Malaya and Burma, were quite different from those waged in the central Pacific. The war also saw the amphibious assault raised to a science. Even in the assault on various islands, diversity was great.

The land combat in the Solomon Islands and New Guinea was drawn out and bloody, whereas the battles for the atolls—while just as bloody—tended to end quickly.

The casualties taken by the US during an amphibious assault were usually around one-half to two-thirds of those taken by the Japanese defenders, except that nearly all of the Japanese casualties were KIA's (Killed in Action).

The land combat in China, for the most part, occurred late in the war, as both sides conducted a long "sitzkrieg." The land combat in Malaya, the Philippines, and Burma early in the war was initially quite mobile as the new Japanese battle doctrine overwhelmed its opponents in those areas.

The land combat system in conjunction with the game's central operational theme is designed to cover this wide diversity through simple mechanics. It is the strategic and operational nature of the conflict that is important, not the tactical aspects. The combat system is designed to allow fairly large advances over the course of a month, but a successful defense will shut an offensive effort down. When US/Allied units are cornered and forced to retreat, they surrender as they did during the beginning of the war in large numbers. The Japanese forces, when similarly cornered, exact a stiff toll on the attacker, as the Allies are forced to dislodge their opponents from every spider hole and cave.

What you will discover is that an amphibious assault that involves enough troops and prevents enemy naval intervention will succeed, but the cost will be high. During the war, only one amphibious assault was ever stopped—the first Japanese assault on Wake Island—which boded ill for the Japanese concept of 'perimeter defense.'

31.1 Ground Combat Phase

During the Ground Combat Phase, both players examine, each hex that contains both Allied and Japanese ground units, one at a time. Any time a combat unit deactivates it forfeits any available BCM it has remaining. The Operation player determines the order in which the hexes are examined, and the following rules are applied:

- A. If there are no Activated units on either side in the hex, there is no ground combat in the hex.
- B. If there are Activated Operation player units, the Operation player immediately states if he will or will not attack.
 - If neither side had any Ground units enter the battle hex during the current Battle Cycle, each of the Operation player's Activated ground units must resolve combat and expends one BCM or Deactivate all active units, forfeiting any BCMs remaining.
 - If the Operation player had one or more Ground units enter the battle hex during the current Battle Cycle and the hex previously contained only enemy unit(s), the Operation player must conduct an attack and does not expend an additional BCM.
 - If the Operation player had one or more Activated Ground units enter the battle hex during the current Battle Cycle with enemy and friendly units already present, the Operation player may choose whether or not to conduct an attack, expending one BCM, but if no attack is conducted one BCM must still be expended.
 - Resolve a combat according to the procedure below (31.1.1).
- C. If the Reaction player has no Activated units in the hex, then he cannot attack.
- D. If there are no Activated Operation player units or the Operation player is not conducting a combat while there are Activated Reaction Player units in the hex, the Reaction player must immediately resolve combat expending one BCM or Deactivates all active units, forfeiting any BCMs remaining. If he will attack, resolve a combat according to the procedure below (31.1.1).
- E. If either side is conducting an amphibious assault in a hex, that player's units must attack regardless of whether the assaulting units belong to the Operation or Reaction player.

Note: Owners of the original VG edition will find that based on 35 years of experience I have simplified the ground combat conditions.

Rule 31.1 is a long set of conditions that says if the Operation player moved units into a solely enemy occupied hex, he *must* attack and if not subsequently reinforced he must continue the attack or end the attack.

To simulate reinforcing an attack if the Operation player had units co-located with Reaction player units and moved activated units into the hex he *MAY* attack, but he still expends a BCM. Subsequently, the Operation player must attack and if not it ends the attack.

Once the Operation player has decided not to attack the Reaction player has less options and must either immediately counterattack or go on the defensive.

Design Note: Units from both sides can be co-located in the same hex indefinitely.

Imagine the situation on Bougainville where the Allies never formally captured the entire island.

If you consider Guadalcanal, you had a situation for an extended period of time where both sides from August 1942 to February 1943 co-existed on the island with each side periodically launching attacks while each side received a stream of reinforcements.

The simulation allows for these situations to exist and are part of the operational challenge each side will periodically face.

31.1.1 Ground Combat Resolution

A player who initiates combat in a given hex is the attacker and his opponent is the defender. All units in the hex participate except attacking non-activated units.

All participating units and any of their markers are revealed to the opposing player. Each player chooses a lead unit for the ground combat. The Troop Quality rating of the lead units is modified for a variety of conditions (31.1.2).

To resolve ground combat, refer to the Ground Combat Results Table (CRT). The Ground CRT has two components, first you determine the initial CRT Column by Cross-referencing the attacker and defender Troop Qualities (the lead unit chosen by each player) then modify this Troop Quality Column by applying the Lead Troop Quality modifiers. Find the column on the main body of the Table.

Roll the die (applying any necessary modification to the die roll) and read across on the line appropriate to the number of steps involved to find the result. If neither side retreats, combat is concluded after taking losses. If either player is forced to retreat or chooses to retreat, follow the Retreat procedure (31.2).

31.1.2 Lead Ground Unit Troop Quality Modifiers

All Troop Quality column modifiers are cumulative; if the final result is less than zero, it is an auto 0 result. Modifiers are applied in the following order:

1. Lead unit is broken halve its Troop Quality value (round up).

Note: A broken ground unit can initiate combat, but its Troop Quality is halved.

2. Lead unit is conducting an Amphibious Assault: halve Troop Quality value (round up).
3. Jungle/Hill hex or a hex that contains a river: defender plus 2.

Note: If a river is in a hex, treat the terrain as Jungle/ Hill hex terrain. If this hex is already Jungle/Hill, there is no additional affect.

4. Mixed/Mountain: defender plus 3.
5. Armor Advantage (optional; per 34.15): plus 1 to advantaged side.

31.2 Retreat Procedure

The Ground Combat Results Table may result in a Mandatory Retreat outcome for either side. Otherwise, an Optional Retreat result is obtained.

Regardless of type, a retreat costs the retreating side one ground activation if one is available. In all cases, a ground unit with no available activations after retreat automatically deactivates.

31.2.1 Optional Retreat Result

When the ground CRT specifies an optional retreat, the Operation player has the option to retreat one hex. If the Operation player chooses not to retreat, the Reaction player has the option to retreat one hex. If the Reaction player also chooses not to retreat, both forces remain in the hex and each force loses the number of steps specified for it on the CRT. Both forces then Deactivate forfeiting any available BCM.

If the Operation player does choose to retreat, he immediately refers to the Mandatory Retreat Result section (31.2.2 below) and follows the procedure. The Reaction player cannot retreat if the Operation player chooses to retreat.

If the Reaction player chooses to retreat (following the Operation player's decision not to retreat), he immediately refers to the Mandatory Retreat Result section (31.2.2 below) and follows the procedure. The Operation player cannot retreat once he passed his option to the Reaction player, whether the Reaction player chooses to retreat or not.

31.2.2 Mandatory Retreat Result

When the Ground CRT specifies a mandatory retreat, the indicated side may be forced to retreat one hex. The other player's force cannot retreat but may be able to pursue. When retreating (by either optional or mandatory retreat result), the following priorities and conditions apply:

- A. A unit that is already Broken (previous to retreating) must retreat one hex when receiving a mandatory retreat result. The unit loses as many steps as called for by the CRT (round up) plus 1 additional step. After retreating, the unit immediately Deactivates, forfeiting any available BCM. The non-retreating player's unit can attempt to pursue.
- B. A unit that is not Broken (previous to retreating) must make a Troop Quality Check (31.4) using the Troop Quality of the same unit that was used to calculate the combat in the first place even if that unit is eliminated in the combat.
 - If the unit fails its check, it must immediately retreat one hex, lose as many steps as called for by the CRT, Deactivate all units, forfeiting any available BCM, and all units remaining from the combat become Broken; the non-retreating player's units can attempt to pursue.
 - If the unit passes its Check, it can do either of the following:
 - a. Retreat all units one hex, lose half as many steps as called for by the CRT (round up), and Deactivate, forfeiting any available BCM (the non-retreating player's unit can attempt to pursue); or
 - b. Remain in the hex, lose as many steps as called for by the CRT, and not Deactivate.
- C. Non-Activated units must join a retreat.

D. If a unit occupying a friendly Airbase receives a mandatory Retreat result, passes its Troop Quality Check and does not Retreat—the Base unit is Interdicted, which would also interdict any associated port location.

31.2.3 Blocked Retreat

A unit cannot retreat into a hex:

- Occupied by an enemy ground unit.
- With terrain through which the unit could not normally move.
- Where it would exceed the stacking limit of 48 steps.
- By crossing an enemy Entry hexside.

A unit cannot choose to retreat if there is no hex into which it can legally retreat. If a unit is forced to retreat and has no legal hex into which to retreat, apply the following rules:

- If the unit is Allied, it is removed from play (it has surrendered). The Japanese take no losses and there is no pursuit.
- If the unit (or units) is Japanese and the Allied unit (or units) has a total step strength equal to or less than the Japanese step strength in the hex, both sides take the full number of losses called for by the CRT, both remain in the hex, and neither Deactivates. There is no pursuit.
- If the unit (or units) is Japanese and the Allied unit (or units) has a total step strength greater than the Japanese step strength in that hex, the Japanese unit is eliminated and the Allied unit loses a number of steps equal to half (round up) the Japanese steps removed (ignore the CRT result). The Allied unit remains in the hex and does not Deactivate. There is no pursuit.

Note: Base units cannot retreat, however they can be converted with Engineers. See 17.11 Capturing an Enemy Airbase.

31.3 Pursuit

If all enemy units are eliminated, there is no Pursuit.

Whenever one side retreats (whether mandatory or optional), the opposing side's active ground units may attempt to pursue. The presence of other friendly deactivated units does not affect Pursuit outcomes. Pursuit does not cost any BCM.

If the non-retreating unit chooses not to pursue the retreating unit, the non-retreating unit Deactivates, forfeiting any remaining BCM.

If the retreating unit is pursued, the non-retreating Lead unit makes a Troop Quality Check (31.4):

- If it passes the check, the owning player can move any or all of the units involved in the combat into the retreating unit's hex and takes one additional step loss, the pursuing unit(s) do not Deactivate and the retreating unit takes additional losses equal to one half (round down) of the CRT result it just received but not less than 1 step.
- If it fails the check, it Deactivates and takes no additional losses.

A Broken unit can pursue using half its Troop Quality. A non-Activated unit cannot pursue.

31.4 Troop Quality Check



Whenever a Troop Quality Check is called for (for Demolition, Rally, Retreat, etc.), roll the die and compare the die result with the Troop Quality of the selected ground unit.

- If the die roll is equal to or less than the unit's Troop Quality, the unit passes the check.
- If the die roll is greater, the unit fails.

In ground combat, when an unbroken Lead unit makes a TQ check its outcome is applied to all units in the hex even if its TQ was halved for a previous calculation.

When making a Troop Quality Check for a Broken unit, halve the unit's printed Troop Quality before rolling the die (round up).

When the Air/Naval Combat Results Table calls for a Troop Quality Check (a T result), make the TQ Check normally. If the unit making the check is not already Broken and it fails the check, it is immediately Broken. If it passes the check, there is no effect.

If the unit making the check is already Broken, has 2 or more steps in it, and fails the check, then it immediately loses 1 step and remains Broken. If it passes the check or has only 1 step in it, there is no effect (it remains Broken).

31.5 Step Loss Procedure

Once it is determined how many steps a player's units must lose as a result of a ground combat, hits are scored against those units as follows:

- One step must be lost by the lead unit, even if this step loss will eliminate the unit.
- That same unit must lose all other steps called for until either:
 - a. all step losses have been taken, or
 - b. the lead unit has only one step remaining.
- Once the lead unit has only one step remaining, the owning player can assign step losses to any other friendly ground units in the hex until all step losses have been taken.
- If any friendly units must be eliminated, the lead unit must be eliminated first.

Example: Following a catastrophic attack, the Allied player has three units that suffered 5 hits. The lead unit has 3 steps in it, each of the others has 2 steps.

The first step loss must be from the lead unit and subsequent step losses must also come from that unit until it has one step remaining. So, the first two steps are removed from the lead unit (leaving it with 1 step).

The Allied player must now resolve three more hits and he cannot do it without eliminating at least one unit. Therefore, he must eliminate the lead unit.

Then he must choose to either eliminate one of the remaining units for two steps or remove one step from each of the two remaining units.

31.6 Siege



If a ground unit begins an Operation stacked with an enemy unit in a hex other than an atoll or a one-hex island, the Operation player can declare a siege if he has at least a 2-to-1 advantage in ground unit steps at the time of siege declaration. Place a Siege marker in the hex.

By definition, a unit under siege has no valid retreat hex. If, at any time, the Operation player's units retreat (voluntarily or otherwise) or their advantage is reduced below 2-to-1, the Siege marker is automatically removed, and the siege situation ends immediately.

The following example comes from the Comprehensive Example:

Ground Combat (Amphibious Assault): *The Japanese player attempts an Amphibious Assault to capture the Port Moresby hex. The Japanese are attacking with a Marine Battalion (Troop Quality of 7) and an Infantry Regiment with 2 hits (Troop Quality of 6). The Allied player is defending the hex with an Infantry Brigade (Troop Quality of 5).*

The combat is adjudicated during the Ground Combat Phase even though the Japanese forces entered the hex during the previous Movement Phase.

Comparing the Japanese Troop Quality of the Marine Battalion versus the Allied Ground unit is done as follows:

- *The Japanese are conducting an Amphibious Assault which halves their Troop Quality (round up), resulting in a Japanese Troop Quality of 4 versus the Allied Troop Quality of 5.*
- *Comparing these on the Troop Quality Matrix results in the 9 column being used initially for the Combat calculation.*
- *Since the hex being assaulted is a Mountain hex there is a 3-column shift (in the defender's favor) moving the combat resolution to the 6 column.*
- *The Japanese are attacking with 2 steps of ground forces versus four Allied ground steps, yielding a force ratio of .50 (2 divided by 4). This ratio requires no die roll modification. The die roll is 6 which is a 3/0 result with a mandatory attacker retreat.*
- *The Japanese attempt to pass their Troop Quality Check but fail with a die roll of 8. Since this is an amphibious assault, with a retreat the attacker losses are doubled—which is more than sufficient to eliminate the Japanese units. The Allied ground unit receives no damage.*

31.7 Airbase Repair

During the Airbase Repair Phase, each player can remove all Hit and Interdiction markers on a linked Base unit. A player can choose to leave damage on an Airbase if he wishes.

31.8 Rally

All un-isolated (12.2) Broken units in a hex containing no enemy ground units during the Rally Phase can attempt to Rally, simply by passing a Troop Quality Check. As in calculating Ground Combat, only one Broken unit's Troop Quality is used for all Broken ground units in the hex.

Reminder: The Broken unit whose Troop Quality is used for the Check has its Troop Quality halved (round up).

A player can attempt to Rally units in any number of eligible hexes each Rally Phase, but no more than one Rally attempt per phase can be made in a given hex. If the Rally succeeds, remove the Broken marker. If the Rally fails, leave the Broken marker where it is and Deactivate the unit.

32.0 Deactivation

During the last Joint Activation/Deactivation Phase of most Battle Scenarios, a Task Force in a friendly port or anchorage (Atoll or Restricted Water hex that contains no enemy naval units) is Deactivated. Ground units can be Deactivated in any land hex. Air units can be Deactivated in any friendly Airbase whether linked or not.

Deactivation is not required for units in Engagement Scenarios.

Units Deactivated as a result of combat remain Deactivated for the rest of the Battle or Engagement scenario.

Note: See Activation (20.0) for details on both Activation and Deactivation in Campaign and Strategic scenarios.

32.1 Ground Unit Withdrawal

As an exception to the rule that ground units cannot exit an enemy-occupied hex, ground units that are not being Sieged can do so by Deactivating (rendering them unable to move or initiate combat), and only during the Joint Activation/Deactivation Phase.

When a ground unit Deactivates during this phase in an enemy-occupied hex, it can be re-embarked on Amphibious Transports or moved into a neighboring hex that is not enemy-occupied and does not contain an Entry Hexside marker pointed in the opposite direction.

All units in a hex which withdraw during the same phase must enter the same hex.

Each time one or more units withdraws; each is immediately Deactivated and the group loses one ground step (if all units are un-Broken) or three ground steps (if any unit in the group is Broken).

All units in a hex need not withdraw at once, but each time one or more units exit a hex, the losses are assessed again.

Units under siege cannot withdraw.

32.2 Detection Removal

During the Detection Removal Phase of each Battle Cycle, all Task Forces on their Detected side that occupy hexes containing no enemy air, naval, or ground units, (not Base units) are flipped to their Undetected side.

Successful Detections that occur during an Operation or Reaction Player Contact Phase cannot be removed until the Detection Removal Phase of the first Battle Cycle.

At the end of an Operation, all Task Force markers are removed as the naval units they contain are Deactivated.

32.3 Calendar Time Passage

During an Operation the Day marker is moved around the circular Day Track to account for the passing of Days. The Day marker is moved during the phases listed below.

The Day marker is moved during the phases listed below:

- During the Operation Player Contact Phase, each time the Operation Naval Movement marker is advanced into a tinted space on the Naval Movement Track, advance the Day marker one Day on the Day Track.
- During each Day Marker Adjustment Phase, advance the Day marker two spaces on the Day Track.

In Battle scenarios the Day marker begins in the zero space on the monthly time track. When the number of Days specified in the scenario instructions have passed the scenario is concluded.

Note: In Battle Scenarios the players must Deactivate their units by the end of the game, so it is important to leave yourself sufficient time to return naval units to ports or anchorages.

Note: Engagement scenarios do not use Days, but are conducted over the length of one or two Battle Cycles.

33.0 Countries and Resource Hexes

This rule is not used in the Engagement Scenarios.

34.0 Optional Rules

This rule is not used in the Engagement Scenarios.

35.0 Solitaire Guidelines

This rule is not used in the Engagement Scenarios.

36.0 Miscellaneous Hits Chart

The following chart is provided as a reminder of how various types of damage affect miscellaneous targets (targets other than combat units).

Target Type	Hit Capacity	Effect
OSB	5	Eliminated
Construction	5	Eliminated
Base unit with Small Airbase	5	Interdicted
Base unit with Large Airbase	10	Interdicted
Port or Dry Dock Port	Same as co-located Base Unit	Interdicted
Co-Prosperity Sphere Resource	Demolition only	Interdicted
Homeland Resource Hex	Strategic Bombing	Reduction

Index

This is the complete Core Rules Index. Many references in this manual will point you to rules that are not in *this* manual. See Core Rules if you want to see a rule not used in the Engagement Scenarios Rules Manual.

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