



# **WAR** *IN THE* **PACIFIC**

Rule Book II

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## [26.0] GENERALS

Generals serve many vital functions, and most ground units will, one way or another, be directly affected by their Commanding General's (or perhaps an Admiral's) abilities.

Generals may perform in one of two basic roles: either as the commander of a HQ, or as a "local" (or "on-site") commander stacked with ground combat units. Generals commanding HQ's have considerably more influence over events on the ground in any particular area of operations.

**Note:** Where rules indicate "general," this also applies to all admirals, of all nationalities, which possess ratings affecting ground operations.

### [26.1] HQ vs. Local Commanders

#### [26.1.1] Generals Commanding HQ's

Most generals (and some admirals) may command a ground-based HQ (see 29.2 for "ground-type," vs. "naval-type" HQ's). However, some are penalized for being placed in such levels of command, based on their ratings. Unless a general has an "-4" rating under "HQ," he is eligible to command a HQ.

Except as noted (26.6), generals commanding HQ's impart the full range of their ratings (as determined) to all ground units capable of being activated by their HQ. Local ("on-site") commanders (see below) may cancel a HQ general's ratings, imparting his own instead.

In rare instances (see *Optional Rule* 29.2.5), a general commanding a HQ may impart his ratings *in addition to* a local commander's ratings.

#### [26.1.2] "On-site" Generals

Generals occupying a hex with friendly ground units are considered "on-site" commanders. Note: In cases where both on-site and HQ-commanding generals occupy the same hex, players must ensure the distinction is recorded—those generals placed in command of HQ's must be clearly denoted as such.

On-site generals may impart their rating bonuses only to ground units they remain stacked with. *Exception:* Tactical Maps (see 27.13.4).

If a hex is isolated, only an on-site commander may affect units in that hex. If no such general is present, no (friendly) general may affect that hex.

If a hex is linked, and an on-site commander is present, 1D6 is rolled when events require a determination (ground movement, combat, etc.). The DR result determines which general may affect the units involved:

<b>DR</b>	<b>Result</b>
1-3	On-site commander
4-6	HQ commander

DRM's: -1 HQ Commander is an admiral

If no on-site general is present, a DR of "1-3" indicates that no general imparts his ratings to that particular unit/hex.

If a hex is isolated, HQ commanders may not impart their ratings there—only on-site commanders may (and only on a DR of "1-3").

HQ Commanding Generals' and on-site commander's ratings are only combined as per *Optional Rule* 29.2.5. Nor do they ever affect one another. Rather, generally units either benefit (or suffer, as the case may be) from one or the other of them, but not both.

A maximum of two generals per side may be stacked in any ground hex. And, only in the case wherein both a HQ-commanding general *and* an on-site general occupy the same hex may this occur.

#### [26.1.3] Resolving Conflicts

If an unactivated ground unit is within the Command Radius of more than 1 eligible HQ, the *closest HQ*, in air MP's, is considered the controlling HQ for general rating purposes. If equidistant, the owning player chooses which HQ is "controlling."

## [26.2] General Ratings

Generals may possess up to seven individual ratings. They are:

- Troop Quality (TQ) modifier.
- Movement Point (MP) modifier.
- A retreat DRM.
- A combat column shift modifier.
- A HQ Command Point activation modifier.
- A fortification attempt DRM.
- A Tactical Map unit activation modifier.

Only a few selected generals possess ratings (either beneficial or deleterious) in every category. Most have certain strengths and weaknesses. It is up to each player to employ them to their best advantage.

### [26.2.1] Random Ratings

Many generals have parenthesized numbers following specific ratings (e.g., US Gen. Geiger's TQ rating reads "+1 (3).") Parenthesized numbers indicate a DR (1D6) required (that number or *higher*) in order for that rating to apply. If a required DR is failed, that specific rating does not apply. Non-parenthesized numbers *always* apply to generals determined as "present."

Some ratings have multiple DR requirements, and some have DR requirements paired with ratings without a DR required. *Example:* CW Gen. Slim's (\*\*\*) TQ rating reads "+2 (6)/+1." This means that if a "6" is rolled, Gen. Slim's TQ modifier is +2. Any other DR means it is +1. Gen. Slim's column shift bonus reads "+2 (5)/+1 (2)." This means that if a "5" or "6" is rolled, a 2-column shift (in whatever direction favors his troops) applies; if a "2-4" is rolled, a 1-column shift applies; if a "1" is rolled, no column shift applies.

Where "Diff" is indicated (e.g., Gen. Buckner's HQ rating), this indicates the DR Differential between 2D6.

Where "Yr" is indicated, (e.g., Gen. MacArthur's HQ rating: "+1D6 + Yr"), this indicates the *last digit* in the current year (i.e., from 1-6).

### [26.2.2] Troop Quality Modifier

Generals' TQ modifiers range from -2 (worst) to +2 (the best). Leaders with such ratings provide their TQ rating to (for HQ Generals) all units activated, or capable

of being activated by, that HQ; or (for on-site commanders) to all units stacked with them. *Exception:* On Tactical Maps, on-site commanders may impart their ratings to all friendly units situated on the specific island of their location.

All TQ checks, combat calculations, etc. that require computation of a unit's TQ are affected by the Commanding General, with one exception: Unit Mandatory Step loss (see 23.6.1).

*Example:* A broken US Inf. Div. (TQ of "6,"), linked to the US SW Pacific HQ, commanded by Gen. MacArthur (TQ Bonus +1) is forced to make a TQ check. Gen. MacArthur is determined to be "present" (i.e., eligible to impart his ratings). The unit's printed TQ of "6" is increased to "7," prior to its required halving (due to being "broken"). Thus, its modified TQ becomes "4" (half of 7 = 3.5, rounded up to "4"). Without Gen. MacArthur's imparted modifier, its adjusted TQ rating would have been "3."

Opposing generals (Allied/Japanese; whether HQ-commanded or on-site) have no effect on each other's TQ ratings.

### [26.2.3] Movement Point Modifier

Generals' MP modifiers range from -1 (worst) to +2 (the best). Leaders with such ratings provide their MP bonus (or penalty, as the case may be) as above.

The MP rating is added to, or subtracted from, all ground units' basic MP allowances of "6."

On-site commanders may impart their MP modifier only to units they remain stacked with (*exception:* Tactical Maps). Thus, units with an on-site commander do not receive his MP bonus if, in moving, they no longer remain stacked with him (e.g., by a stack's splitting up and moving in different directions).

*Example:* An IJA Inf. Div., linked to the Japanese 25<sup>th</sup> Army HQ, commanded by Gen. Yamashita (★★★ MP bonus determined as +2) is moving overland through jungle hexes in Malaya. It *begins* its movement possessing 8 MP's (its basic "6," plus 2 for Gen. Yamashita = 8). It thus may move *two* jungle hexes (each costing 4 MP's). It must, however, make a TQ check to enter the 2<sup>nd</sup> jungle hex (see *Ground Movement Table*). Gen. Yamashita's TQ bonus (of +1 or +2), as applicable, would apply to this check as well.

Generals with *negative* MP ratings serve to *subtract* their rating from their units' basic MP allowance of "6."

If a unit *requires* a general's MP bonus capability in order to move into a hex, and for whatever reason, that general's MP capability is not imparted, the unit still remains eligible to move (i.e., into a different hex), but has 1 MP deducted from its base movement allowance for the initial failed attempt.

*Player's Note:* One logically asks why such generals should ever be placed in command. Some of these generals begin the campaign stacked with units or in command of HQ's. Removing them from command costs CP's (see *Activation Costs Summary; charts*). Moreover, generals may receive promotions based on their performance. Though a MP rating may not be increased via promotion, other ratings may be.

### [26.2.4] Retreat DRM

Generals' Retreat DRM ratings also range from -2 (worst) to +2 (the best). Leaders with such ratings provide this bonus (or penalty, as the case may be) as above.

The Retreat DRM ratings are used as follows. A positive (+1 or +2) rating indicates that a mandatory retreat combat result (either attacker or defender) may be modified by +/- 1 or 2, in the generals' units favor.

A negative (-1 or -2) rating indicates that this modifier must be applied to any combat result, to the effect of increasing the probability of obtaining a *mandatory retreat* result for such affected units.

**Note:** Only the retreat (i.e., the "AR" or "DR") portions of a combat result are modified; the step losses called for stand. In other words, only the "AR" or "DR" designations are "moved."

*Examples:* (See *Examples of Play Booklet*)

### [26.2.5] Column Shift Modifier

Generals' Column Shift ratings also range from -2 (worst) to +2 (the best). Leaders with such ratings provide this bonus (or penalty) as the cases above indicate.

A general's column shift rating serves to shift the final CRT column either in his troops' favor (via a positive rating), or detriment (via a negative rating).

Generals' column shift ratings are the

only rating that may be affected by an opposing general's own rating. If two such generals exert column shift ratings to the same combat, they are combined to produce a single column shift (the stronger general imparting a bonus to his troops; the weaker general's being in effect canceled).

The maximum column shift that may ever be applied to any ground combat as a result of a general's (or multiple generals) rating is 2. *Possible exception:* If *Optional Rule* 29.2.5 is in effect (no maximum column shift applies).

*Examples:* (See *Examples of Play Booklet*)

### [26.2.6] HQ Activation Modifier

Generals' and Admirals' HQ activation modifiers may be a fixed negative or positive number, or may be random. HQ activation modifiers are CP rebates, or penalties, applied when a leader's HQ is activated.

*Example:* Adm. Nimitz is commander of the US P.O.A. HQ. When this HQ is activated (costing 8 CP's), 2D6 (Adm. Nimitz' HQ rating; "+ 2D6") are immediately rolled. The DR result is the number of CP's immediately rebated, and placed back into the P.O.A. HQ's coffers. Rebated CP's may even exceed the actual cost of activating a HQ, in which case these "extra" CP's are, in effect, free.

*Player's Note:* The HQ activation modifier can result in substantial CP savings, especially if more than 1 HQ Commander has a positive rating. This is intentional. One of the more difficult decisions, for the US player, for example, is whether to assign Adm. Halsey (HQ Rating "+4") to command a major HQ, thereby making him potentially ineligible to take to sea as a TF commander.

### [26.2.7] Ground Unit Activation Bonus

This bonus applies only to combat conducted on Tactical Maps. See rules 27.11.1 & 27.11.2.

### [26.2.8] Fortification Bonus

Generals with "F + 1" ratings provide a DRM of +1 to all fortification DR's made by units they are stacked with.

## [26.3] General Availability, Placement, & Movement

Generals, as they become available from the *Reinforcement Track* or *Availability Pool*, may be placed in any friendly hex containing either friendly ground

units or a HQ. “Linked” status does not bar placement in a hex.

Generals may be moved in four ways:

- May accompany any moving stack, or unit, as it moves. Generals have no independent MP allowance; they may only accompany moving friendly units.
- May accompany a HQ as it is redeployed. No MP penalty is imposed; a CP cost for moving the HQ, though, does apply.
- May, during Strategic G/T’s only, be removed from the map (“relieved”) and placed on the *Turn Track*, 2 cycles in advance. From there, once they again become available, they may be placed onto any friendly hex as above, or placed into the *Availability Pool*.
- May be redeployed, from a HQ location to an OSB location, for free, when OSB’s are deployed from HQ’s. The reverse is also true, when OSB’s are disbanded.

Generals may be transported by rail or sea (accompanying ground units) at no additional cost.

On-site generals must remain stacked with a ground unit. Thus, a weak (for example) general may not be deliberately “left behind” by a ground unit which is stacked with him.

### [26.3.1] “Relieving” Generals

Generals may be “relieved” (removed from the map, voluntarily) only during Strategic G/T’s. Note, however, that this act entails expenditure of CP’s (see *Activation Costs Summary*; charts).

### [26.3.2] Availability

All generals have their historic dates of availability listed in *Chartbook II*. Generals must be removed from play when called for. Note that this differs slightly from the “availability” procedure for Admirals.

### [26.4] Elimination (Involuntary)

Anytime a general is involved in combat (i.e., is present in a hex with friendly ground units that either attack, or are themselves attacked—including HQ-commanding generals if they occupy hexes under attack), and any event listed below occurs, a general may be eliminated involuntarily:

Nationality	Status	Effect
(All)	Stacked with a HQ or combat units when eliminated completely	Removed
Japanese	Stacked with <i>Attacking</i> units suffering:	
	>2:1<3:1 step loss ratio	DR <sup>1</sup>
	≥ 3:1<4:1 step loss ratio	DR -1 <sup>2</sup>
	≥ 4:1 step loss ratio	DR -2 <sup>3</sup>
Japanese	Stacked with <i>Defending</i> units Suffering mandatory retreat <i>plus</i> :	
	≥ 3:1<4:1 step loss ratio	DR <sup>1</sup>
	≥ 4:1 step loss ratio	DR -1 <sup>2</sup>
Allied	Stacked with unit with combat DR of <i>natural</i> “1”	DR +2 <sup>4</sup>

#### Notes:

- 1) Roll (unmodified) on *Elimination Table*.
- 2) Same; apply -1 DRM
- 3) Same; apply -2 DRM
- 4) Same; apply +2 DRM

#### GENERAL ELIMINATION TABLE (2D6)

DR	Result
2-4	Eliminated
5-6	<i>Turn Track</i> *
7-12	No Effect

\***Roll 1D6:** Place general that many cycles ahead on *Turn Track*. General becomes available again during that cycle.

### [26.5] General Listings

*Chartbook II* lists each general’s individual ratings, by nationality.

### [26.6] Allied Restrictions

**On-site Generals.** British and Australian generals may affect any CW (British, Indian, Australian, New Zealander, Burmese, Malay), and in some in-

stances, Chinese ground units. Dutch Gen. ter Poorten may affect Dutch units only. US Army generals may affect US and ANZAC units only. *Possible exception:* US Gen. Stilwell, if he is not in command of the NCAC HQ (see 47.3.2) may affect any Chinese units he is stacked with. USMC generals may affect USMC units, any engineer units, and a maximum of 1 non-engineer US Army unit per Ground Phase. US Army generals may affect USA units, ANZAC units, any engineer units, and a maximum of 1 non-engineer USMC unit per Ground Phase. Chinese ground units may receive bonuses from Allied (non-Chinese) generals only if they occupy hexes outside of China. Chinese Gen. Yueh may affect Chinese KMT units only.

On-site generals may only stack with units they are capable of affecting.

**Mixed Units: “Lead Units”.** If an on-site general is stacked with units other than his own nationality (that he is capable of affecting), and a unit other than his nationality is chosen as a “lead unit” (for attack or defense), that unit’s TQ is automatically reduced by “1.”

For restrictions imposed on HQ-commanding generals, see 26.1.1 & 26.8.

### [26.7] General Promotions

Like admirals, on-site (only) generals may, depending on their performance, receive “promotions” (i.e., upgrades in their ratings). Generals commanding HQ’s are never eligible to receive promotions. *Exception:* HQ commanders also functioning as on-site commanders (i.e., in command of a HQ occupying hexes containing both friendly ground units and their HQ).

Generals are eligible for promotion in the following two circumstances:

- Leads single ground combat resulting in mandatory enemy retreat, with enemy (actual) step loss *at least 3* greater than friendly losses.
- Leads any ground combat resulting in the (involuntary) elimination of an enemy general.

**Procedure:** Generals eligible as a result of an event listed above have 2D6 rolled. Their ratings are increased according to the following table:



### GENERAL PROMOTION TABLE

DR	Result
2-8	(No Effect)
9	HQ Activation Bonus +1*
10	TQ +1
11	Retreat DRM +1
12	Column Shift Bonus +1

\*Note: If a general has a “-HQ” rating (indicating that he may not command a HQ), he now has “+1” rating, and now *can*.

Generals receiving promotions should be so annotated in pencil in the appropriate *Generals & HQ Admirals Chart* (*Chartbook II*), and the owning player should place an informational chit with the general’s counter as a reminder.

Generals may only receive promotions arising from combat results in which they were determined to be the “controlling” general (see 26.1.2)—whether or not their actual ratings applied, or affected the combat. They may not, for example, “ride the coattails” of their higher (HQ) commander.

### [26.8] Allied Admirals: HQ Command & Ground Combat

Certain Allied (and one Japanese, Adm. Toyoda) possess ratings affecting ground combat of units under their command.

All admirals with ground unit command capabilities are listed on the *Generals & HQ Admirals Charts*.

Such admirals only function in their “ground” capacities if in command of a HQ. They may never be placed as an on-site, non-HQ-commanding leader.

Any HQ-commanding admiral who is determined as the controlling commander for ground units under his command without at least one of these four ratings have all ground units’ TQ’s under their command reduced by 1:

- TQ Modifier
- MP Modifier
- Retreat DRM
- Column Shift Modifier

*Examples:* US Adm. Leary, if placed in command of a US Combined (see 29.2) HQ capable of activating ground units, would have the TQ all of those units within his HQ’s Command Radius reduced by

1. CW Adm. Mountbatten, by comparison, since he possesses at least one of the ratings listed above, would have his units’ TQ’s unaffected.



### [27.0] TACTICAL COMBAT: ISLANDS

In order to provide a decidedly more realistic, detailed and accurate representation of combat on atolls and small islands, the ground combat system discussed in 23.2 is modified, but retains essentially the same mechanics and procedures.

Ground combat units need to be deployed tactically (i.e., on the Tactical—as opposed to the regular, main maps) only when ground combat occurs there. And, only if an Intrinsic Garrison is not the only defending ground unit. Until that point, most attacks (e.g., bombardments, etc.) on these islands are resolved on the main map, using the procedures in the foregoing appropriate “regular” rules sets.

The rules sections which follow appear in the same order as the regular Ground Operations rules. Where a regular rule is not specifically mentioned or changed, it may be assumed that the original rule remains in effect.

**Tactical Map Scales.** The tactical maps vary in scale from 0.5 miles/hex (e.g., Betio) to 10 miles/hex.

**Terrain Type Adds.** Two different types of terrain, each with different effects, appear on tactical maps: Mixed (essentially a mix of jungle/rough terrain) and cities.

*Player’s Note:* For simplicity, all urban areas on tactical maps are classified as “cities,” even those which sizes normally would never qualify as such. Though termed “cities,” these sites actually (generally) represent villages/towns. These terrain type effects are discussed in the sections which follow.

**Stacking Limits.** Unlike ground operations on the main (strategic) maps,

stacking limits *do* apply to tactical maps, depending on the scale. The number of ground steps (calculated separately for both sides—i.e., the listed limits apply *separately* to each side) which may stack in a *full* tactical map hex is included on the *Tactical Map Ground Movement Tables* (see charts).

**Partial Hexes.** Stacking limits on partial tactical map hexes are reduced. The amount of land contained in a (non-full) tactical map hex must be determined via mutual agreement. Determine which fraction closest approximates the amount of land in a hex: either  $\frac{1}{4}$ ,  $\frac{1}{2}$ , or  $\frac{3}{4}$ . The stacking limit, then, per side, in that hex is determined by the following table:

(N) <sup>1</sup>	(1/8)	$\frac{1}{4}$	(3/8)	$\frac{1}{2}$	(5/8)	$\frac{3}{4}$	(7/8)
6	(1)	2	(2)	3	(4)	5	(5)
16	(2)	4	(6)	8	(10)	12	(14)
32	(4)	8	(12)	16	(20)	24	(28)
42	(5)	10	(16)	21	(26)	31	(36)
64	(8)	16	(24)	32	(40)	48	(56)
90	(11)	22	(34)	45	(56)	68	(78)
120	(15)	30	(45)	60	(75)	90	(105)

**Note:** (1) (N) = Normal (full) stacking limit per hex (i.e., map scale).

Figures in parentheses are provided for those players who wish (or are able) to “fine-tune” the amount of available land in a hex to levels more exactly. If, for example, the amount of land in a hex is clearly not  $\frac{1}{4}$ , as in hexes containing the smallest amount of land.

**Control of Hexes.** On tactical maps, the defending side (*possible exception:* Philippine Guerillas—*Optional Rule* 25.11), upon deployment, controls *all* hexes of an island. Thereafter, control of hexes resides with the side which occupies, or was the last to occupy, a hex. *Note:* See also 25.2 (B), “Control of Facilities.”

### [27.1] Ground Movement

Most tactical map scales have varying ground MP allowances. Each tactical map scale has its own unique MP table (see charts).

[27.1.1] There are no rail hexes depicted on the tactical maps. A few contain road hexes. Those that do have the MP cost for these hexes (e.g., Bataan) printed on those maps.

[27.1.2] There is no minimum MP cost of “2” to enter any hex. The cost to enter any given hex is regulated by the governing MP cost table.

[27.1.3] Movement by sea (including amphibious assault) or air transport does cost ground units MP’s. Use the Other Terrain in Hex (OTIH) multiplied by the indicated multiplier—depending on the phase debarked or deplaned—in order to determine the amount of MP’s to debark. **Note:** For air transport purposes, use the same listed Naval Phase, but consider the OTIH as always “clear.” See rules 27.1.9 & 27.7.2 regarding units’ eligibility to continue moving following debarkation.

[27.1.4] Units may be retreated individually (unlike regular ground combat). This will only occur when some units are broken and others not. A key difference between tactical map combat and regular (main map) combat is that, when making TQ checks following combat, each unit must be rolled for individually. Thus, some units, following their passing of TQ checks, may be eligible to ignore mandated retreats, while those failing (or previously broken) may not. Thus, in tactical combat some units may be retreated, while others “stand in place.”

[27.1.5] The rule mandating suppression of an airfield hex (23.3.1) following infliction of a “mandatory retreat” on its defenders continues to be in effect, though players should note that the tactical maps may contain *several different* airfield hexes. Suppression of one of these airfields has no impact on others present on the island.

[27.1.6] Units may not enter a hex containing both friendly and enemy units without initiating combat (i.e., attacking), regardless of the activation status of units already present. Note that this differs from the main-map rules of combat.

#### [27.1.7] Ground Attacks across Rivers

When units attack across rivers (i.e., their entry arrow crosses one), reduce their number of steps present by half (rounded down). And, when consulting the CRT, use the unit size band corresponding to the modified number of attacking steps, not the actual number.

#### [27.1.8] Ground Attacks across Crossing Arrows

If any units attack across a crossing

arrow, a column shift of 1 column left applies. The number of attacker steps present is not changed.

*Player’s Note: Generally, crossing arrows depict where ground movement is allowed, across otherwise all-water hexsides.*

#### [27.1.9] Combining Forms of Movement, Deactivation and Activation

##### Amphibious Assaults

Amphibious assaults on tactical maps may be made into clear (including cities/towns) and jungle hexes only.

*Player’s Note: All other terrain types prohibit amphibious landings.*

*Exception:* If a tactical island consists of no clear or jungle terrain, landings may be made into other types (generally, these maps include specific instructions governing such situations).

Amphibious assaults on tactical maps are resolved normally (with all such units’ TQ’s halved, rounded *up*). Immediately following any amphibious assault (including those made into hexes containing no enemy units), each unit must be checked for deactivation (17.1.12).

Units conducting landings into jungle hexes automatically deactivate following the Joint Assault Segment.

Units landing in clear hexes must *individually* make a TQ check—with all such units’ TQ ratings halved (rounded *up*). If a unit’s landing hex contained any enemy units, or if any *activated* enemy ground unit is adjacent to the landing hex, then USMC, and all Japanese units must add +1 to their TQ check DR. All other Allied units must add +2 to their DR’s. Units passing this special TQ check are free to either:

- Pursue a retreating enemy, if applicable and otherwise allowed, **or**
- Continue ground movement, after having paid all MP costs to land if the landing hex is free of enemy units.

Units failing their TQ deactivation DR’s immediately deactivate—but suffer no other adverse effects. Note: As always, natural TQ DR’s of “zero” always succeed.

Units which conduct amphibious assaults during a G/T must make this deactivation DR immediately following each combat they participate in during that G/T—including the landing hex, in that case whether enemy-occupied or not.

Note that this DR precedes, and is entirely separate from, any subsequent pursuit DR’s.

##### Deactivation

Unlike ground operations on strategic maps, units may be deactivated after Ground Phases following their participation in ground combat. Units not involved in ground combat during a G/T (e.g., moving only) are not subject to deactivation during regular G/T’s.

Units are deactivated in the following circumstances:

- After all *pursuit combat* for an attacking unit is concluded: Automatic deactivation.
- After successful pursuits in which an attacking unit chooses not to continue attacking: A mandatory TQ check is made, using the unit’s pursuit TQ rating, as calculated per 27.3.2. Units passing this check remain activated; units failing are deactivated.
- Units “locked in combat” (27.10.1):
  - 1) Units failing a mandatory deactivation DR: Automatic deactivation.
  - 2) Units which make a second (or more) attack in a hex: Automatic deactivation following their last attack made in that hex, *unless* a successful pursuit follows. If so, then refer to applicable “pursuit” result, above.

##### Activation

Any ground unit activated on a tactical map pays ½ the normal activation costs. *Example:* An “isolated” division (printed activation cost of “2”) would cost 3 CP’s to activate.

*Player’s Note: In protracted offensive combat operations on tactical islands, players will discover that, in general, ground combat is substantially more expensive, in terms of CP’s required, than on the strategic maps. This is necessary in order to portray the inherent difficulties and costs of assault supply, as opposed to the normal strategic map supply lines, which generally are traced over well-established overland lines, traced from a friendly port. It is also necessary in order to more accurately depict the duration of most historic tactical map combat.*

#### [27.2] TQ Ratings: General

Any ground unit’s *final* applied TQ rating may not exceed “8.” Note: This ap-



plies to all ground operations, not merely those on tactical maps.

### [27.3] Pursuit

Ignore rules section 23.4. The following sections supplant that section.

[27.3.1] Whenever one side retreats (whether by choice or not), the other side can attempt to pursue. If the non-retreating side chooses not to pursue, the non-retreating unit(s) loses a number of steps equal to *half* (rounded up) the number of steps called for.

[27.3.2] In order to pursue, any pursuing units must individually make a TQ check. This TQ check is dependent upon the type of terrain the pursuing units are attempting to enter:

- Clear (not including cities): TQ used normally.
- All other terrain types: TQ/2\*

\*Units attempting to pursue into these terrain types have their TQ's halved (rounded up) prior to rolling.

[27.3.3] Units failing their pursuit TQ checks lose the full number of steps called for in the preceding CRT, remain in their hex and deactivate. Units passing their TQ checks move into the retreating unit's hex (losing the full number of steps called for, but do not deactivate).

Unlike strategic map ground combat, successful tactical map pursuit does allow the pursuer to continue attacking. And, successfully-pursuing units may continue to pursue and attack up to the limit of their MP allowance.

If all enemy units are eliminated, there is no pursuit, and all victorious attacking units are deactivated.

[27.3.4] Broken units may pursue, using half their TQ (cumulative). Non-activated units can never pursue.

[27.3.5] Pursuing ground units continue to expend MP's normally for every hex they enter. Ground units may not initiate a pursuit if, by moving into the retreating units' hex would cost MP's exceeding a pursuing unit's allowance. Exceptions: 1) Pursuing units do not pay the MP costs for "entering enemy hexes;" 2) Banzai charges (see 27.9).

*Example:* On Okinawa (*MP Cost Table "C"*), a USMC division begins the Ground Phase adjacent to a Japanese Bde. occupying rough terrain. The Marine unit

pays 1.5 MP's to enter the rough hex, plus an additional 5 MP's for entering an enemy-occupied hex, for a total expenditure of 6.5 MP's. The Marine attack dislodges the Japanese defenders, who retreat into a city (clear) hex. The Marine unit has 9.5 MP's remaining, and can thus easily initiate a pursuit attempt into the city hex now containing the retreating defenders—as its cost is only 2 (OTIH + 1). If the Marine div. passes its pursuit TQ check, it may initiate combat in that new hex. This process may continue until the retreating defenders reach a hex the Marine div. cannot enter (due to insufficient MP's remaining and/or failure of a pursuit TQ check). **Note:** See 27.3.7 regarding USMC unit pursuits.

[27.3.6] Only via pursuit can any ground unit expend additional MP's following any attack, no matter how many MP's units may have remaining.

#### [27.3.7] Higher USMC Casualties: Pursuit

Each hex a USMC unit enters via pursuit causes 1 step loss. This step loss is assessed *immediately* upon the unit's entering the hex (i.e., prior to any combat calculations).

#### [27.3.8] Pursuit Combat: Voluntary

Units are not required to attack following successful pursuits. If units decline to attack, they are subject to a deactivation DR (see 27.1.9). Regardless of activation status, such units remain stacked with the pursued units.

#### [27.4] TQ Checks: Fortifications

Units occupying intact fortifications (defined as at least an undamaged Level "1") subtract 1 from all TQ DR's.

#### [27.5] Sieges

Sieges may not be conducted on tactical maps.

#### [27.6] Forced March

(*Optional Rule* 23.1.4). Forced marches may not be conducted on tactical maps.

#### [27.7] Sea/Air Transports & Reinforcements

[27.7.1] Reinforcing units may be landed via sea transport in any friendly-controlled hex if not adjacent to (or containing) enemy units. Units may be similarly-landed via air transport, but the hex of debarka-

tion must contain a wholly-controlled friendly airfield. Units may be landed in friendly-controlled hexes adjacent to enemy units only in port, anchorage, airfield, city or OSB hexes.

[27.7.2] All reinforcements must make a TQ check immediately after landing, using their full (normal) TQ value. Units passing these checks are free to continue movement up to their allowable limit. Units failing their checks immediately deactivate.

[27.7.3] Reinforcements landed via sea transport must land on friendly-controlled beach hexes (coastal clear hexes) that are not adjacent to enemy units, if such hexes exist.

#### [27.8] Japanese "Last man" Defense

The Japanese player may, on any tactical map, declare a defense "to the last man."

##### [27.8.1] Combat DRM's

Allied units attacking Japanese units defending to the last man must apply a base -1 DRM to their combat DR. Additional DRM's (cumulative) may apply, based on the attacker:defender odds ratio:

- For each ratio whole number *exceeding* the defender, the Allied player may add a +1 DRM to his combat DR, *and/or*
- Apply a +1 DRM to the Japanese minimum casualty determination DR (see 27.8.2), *and/or*
- Apply -1 DRM to the Allied minimum casualty determination DR.

The Allied player may apply these odds-based additional DRM's in any combination he desires, to a maximum application of DRM's equal to the odds differential. *Example:* In an Allied 4:1 attack, the Allied player may apply a (cumulative with all other DRM's) +3 DRM to his attack DR, a +3 DRM to the Japanese minimum casualty determination (27.8.2) DR, a -3 DRM to his own minimum casualty determination DR, *or any combination of the above totaling 3*.

If the Japanese defender odds are superior, apply the reverse of the above procedure (i.e., any additional DRM's are applied by the Japanese player, as he sees fit—in his favor).

### [27.8.2] Minimum Casualty Calculation

When the Japanese player declares a “last man” defense, the *minimum casualties* that will result from a combat must be calculated. Both sides roll 1D6, separately, prior to the combat DR. These DR’s may be modified per 27.8.1, above. DR results indicate the minimum number of step losses that each side will suffer in the ensuing combat.

Units/steps destined to satisfy this requirement are not eliminated until after the original combat odds are calculated. These step losses are assessed after the combat die is rolled.

For minimum casualty calculation purposes, Allied units are never liable for the loss of more than twice the number of defending enemy steps present. The CRT called-for combat results may result in (cumulative with the minimum losses called for) an Allied loss total greater than twice the number of enemy steps present, but in no case may the minimum loss called for exceed this value.

[27.8.3] All units defending “to the last man” may ignore mandatory retreat results (in effect, treating them as “Optional Retreats”), if un-broken. If any such units *voluntarily* retreat, they are still liable for the full step loss as indicated by the special 1D6 DR (per 27.8.2) or the CRT, whichever is higher—whether they pass TQ checks or not.

[27.8.4] All Japanese units defending to the last man have their TQ’s raised by “1” (cumulative with all other applicable modifiers).

*Example; Japanese “last-man” defense: (see Examples of Play Booklet)*

### [27.9] Banzai Charges

On tactical maps, Japanese attacks may be declared as “banzai charges.” Japanese units of Brigade-size or smaller (only) are eligible.

[27.9.1] To do so, one unit is designated by the Japanese player as leading the *banzai* attack. Any other units (otherwise able to) may join in this attack (also designated as *banzai* chargers) by passing a TQ check normally. These secondary units are rolled for individually, prior to any *banzai* attacks being made. Units failing this TQ check are immediately “bro-

ken” and deactivated, and are returned to their last-occupied hex (if different from the combat hex). Secondary units passing this TQ check attack *individually & sequentially*. Thus, after the 1<sup>st</sup> (designated “lead”) *banzai* unit concludes its attack, any/all secondary *banzai* units conduct theirs, in any order chosen by the Japanese player.

### [27.9.2] Effects

The lead attacking unit (*must* be the 1<sup>st</sup> unit activated for the attack, and *after* having determined eligibility, per 27.9.1) has its TQ raised by “2” (cumulative, as always, with all other applicable modifiers). All other secondary *banzai* units not deactivated have their TQ’s raised by “1” for combat purposes.

[27.9.3] A mandatory +1 DRM to the ensuing combat is gained by the Japanese attackers, by doubling the number of attacker steps lost as called for on the CRT. An additional +1 DRM (to a maximum +3) may be gained by tripling the losses called for, and so-on. Each DRM applied (including the mandatory first) results in a mandatory attacker step loss of one, in addition to any (doubled) step losses called for by the CRT.

[27.9.4] Units conducting *banzai* charges may pursue (using the TQ used in resolving the preceding combat), but each such unit suffers 1 step loss for each hex entered in pursuit. Pursuing *banzai* chargers (only) may ignore MP costs as long as they remain eligible to pursue.

[27.9.5] If Allied defenders are cleared from a hex prior to (secondary) *banzai* charging units actually attacking, these units may make pursuit TQ checks in order to enter the hex(es) retreated to, using their current TQ ratings +1 (i.e., their combat TQ bonus of +1 applies to this pursuit check also). Note that rule 27.9.4 (regarding mandatory casualties) applies. Thus, in such circumstances the *minimum* number of steps lost by these pursuing secondary units is one. Units failing this pursuit TQ check remain in the original combat hex, but are not deactivated.

*Example; Banzai charge (see Examples of Play Booklet)*

### [27.10] Units “Locked in Combat”

[27.10.1] After any combat which results in attacking and defending units still occupying the hex (i.e., neither side re-

treats), each attacking unit must individually make a deactivation DR in order to continue attacking. This *voluntary* DR constitutes a TQ check (Note: “Broken” units suffer a +1 DRM to this TQ check DR), and is dependent upon the type of terrain occupied:

### TERRAIN TYPE TO CHECK

Clear	TQ check normally
Jungle, Rough	TQ/2 (rounded up)
City, Mixed	TQ/2 (rounded up), +1 DRM

Units passing this deactivation DR may continue attacking (and may continue to do so as long as, following each individual combat DR, they continue to pass this TQ check). Units failing this DR immediately deactivate, in the combat hex. Units not rolling remain in the hex, are not deactivated, but may neither move nor attack for the remainder of that G/T.

[27.10.2] When rolling for multiple units to determine eligibility to continue attacks “locked in combat,” any/all units which pass their TQ check (enabling them to continue attacking) *must*—regardless of the odds which result—continue that attack. And, recall that each unit is rolled for individually.

[27.10.3] Pursuits are allowed following combat involving units “locked in combat,” according to the provisions of 27.3.

### [27.11] Activating Divisions: Casualties

[27.11.1] Divisions which have taken appreciable losses may not be activated automatically. The number of steps present in a division may require the passage of an “activation DR (1D10),” based on the following tables:

CW/US ARMY		USMC		ANZAC	
# steps Present	DR	# steps Present	DR	# steps Present	DR
13-16	--	11-14	--	8-10	--
11-12	5	9-10	6	6-7	6
9-10	6	7-8	7	4-5	7
7-8	7	5-6	8	≤ 3	8
5-6	8	≤ 4	9		
≤ 4	9				

JAPANESE	
# step Losses	DR
0-4	--
5-6	6
7-8	7
9-10	8
11+	9

The listed DR required is the result (that # or higher; may be modified by generals present with “activation” DRM’s—see 27.14) needed in order for that particular division to be eligible for activation. Units failing this DR pay no penalty for failure, other than being ineligible for activation during that G/T. They may continue to roll during subsequent G/T’s normally.

Each G/T in which a division fails an activation DR, place an “Activ +1 DRM” counter on that unit. The next G/T in which that unit attempts activation, apply that +1 DRM to that unit’s activation DR. These DRM’s are cumulative.

#### [27.11.2] Breakdown Units

This rule applies to component units of divisions that are broken down as well. For “# of steps present” (or, for Japanese units, “# of step losses”) purposes, the parent division’s strength remains the value used. In such cases, disregard the difference between the total printed step strengths of a division’s component units and that division’s (parent) counter. In other words, factor only actual step losses incurred by such units of that division.

Breakdown units are only subject to this rule if the *majority* of a division’s component units are (or were) present on an island.

#### [27.12] Weather Effects on Movement & Combat

[27.12.1] The +1 MP penalty for entering jungle hexes in *Monsoon* weather (on strategic maps A, B, & C) continues to apply. This MP penalty also applies to mixed terrain.

[27.12.2] *Monsoon* weather conditions also produce a column shift of 1 left in jungle and mixed hexes.

#### [27.12.3] Storms and Squalls

If, on the main (strategic) map, any part of an island is affected by storms or

squalls, these conditions are assumed to prevail over all hexes of the equivalent tactical map. Such conditions have the same effects as detailed in Optional Rules 59.3.1 & 59.3.2.

#### [27.12.4] Winter Conditions

In the Arctic Movement Area, the same +1 MP penalty per hex applies to tactical map hexes.

#### [27.13] Generals: Additional Effects & Capabilities

[27.13.1] An additional general rating category, an activation DR modifier (“Act”) exists on tactical maps. Generals with ratings in this category modify divisional (and component unit) activation DR’s as may be required due to losses (see 27.12.1).

[27.13.2] Activation ratings range from -1 (worst) to +2 (best), and serve as DRM’s for each individual unit required to make and pass such DR’s.

#### [27.13.3] HQ-Commanding Generals

HQ-commanding generals, when determined as the “controlling” (see 26.1.2) general, affect all hexes of a tactical map island—whether located there or not.

#### [27.13.4] On-site Generals

Non-HQ-commanding generals must remain stacked with at least one friendly unit they are capable of affecting. The provisions of rule 26.6 (“Allied Restrictions”) apply to tactical maps.

An unlimited number of on-site generals may be deployed onto tactical maps. If such generals are of the same rank, the owning player may choose (within the provisions of 26.6) which general is the “controlling” general (when the on-site general there is determined as “controlling”). Generals of subordinate rank on tactical maps may be chosen in the event that only by doing so may the restrictions of 26.6 be met.

Like HQ generals, on-site generals may affect all hexes of the tactical map they are deployed on. Unlike on strategic maps, they need not be stacked with specific units in order to affect those specific units.

Only one general may affect units in any given hex. More than one general may stack in a hex, but only 1 may affect it. If stacked together two (or more) generals may affect different hexes, in what-

ever fashion the owning player desires, in conformance with 26.6.

#### [27.14] Deployment onto Tactical Maps

Units deployed on island hexes on the main map need never be deployed tactically until immediately (defined as during the G/T in which an invasion is declared “imminent”) prior to an invasion. Invasion thus triggers tactical map deployment.

Until an invasion occurs (or is declared imminent, in the case of bombardment of ground units; see 27.14.1), all attacks on an island (e.g., bombardments, strafing, etc.) are resolved on the main map, using all the provisions of the “regular” rules.

#### [27.14.1] Deployment Sequence, Bombardment, & Pre-attack Reconnaissance

Bombardments of ground units occurring during the G/T in which a landing will occur may be (at the bombarding player’s option) resolved on the Tactical Map, with individual (rather than collective) targets designated. The invading player may conduct bombardments on the tactical map at any point after declaring “invasion imminent.” Prior to this point, all bombardments of that island are conducted on the main map.

Bombardment results against ground units from any single G/T may be combined, from results obtained on the main map, and results obtained on the tactical map—if both types of bombardments were conducted during that G/T. The general rule to follow in such instances is that all bombardments conducted on the main map are resolved and applied first.

**Note:** Bombardments/strafing of airfields and other installations are resolved on the main map, unless airfields are broken down on tactical maps (see 27.16).

#### Deployment Sequence:

**Step 1:** The invading player reveals that an invasion of that island is imminent—that is, that such will occur during the present G/T. This revelation may be made at any point during that G/T.

**Step 2:** The defending side must openly deploy, and reveal (accurately, including the total number of steps present) 1 ground unit (the top unit in a stack,



if more than 1), *and* the total number of *steps* present (of all units in the hex) on all un-fortified beach hexes. Note: “Beach” hexes are defined as all clear terrain coastal hexes, including cities. On non-beach hexes, no units need be deployed. Their locations, by hex number, must of course be recorded.

**Step 3:** On fortified beach hexes (defined as possessing at least an intact fortification level of “1”), the defending side must reveal the total number of ground steps present.

**Step 4:** The defending side must deploy any fortifications on any beach hex. But, the exact *level* of these fortifications need not be revealed (they may be if desired). Thus, on such hexes, the minimum that must be deployed is a Level “1” fort. These fortifications may, in fact, be of higher levels. If so, their exact level is recorded by the defending side (while *revealing* only the Level “1” required). On non-beach hexes, no fortifications need be revealed. Their presence and status is recorded, as per Step 2.

**Step 5:** The invading side plans & records their amphibious (and air assault, if applicable) landings for that G/T, including the designated landing hexes and the exact units to land there (resolved during the Ground Phase).

Play then proceeds to the Joint Activation Segment.

#### [27.14.2] Revealing Hidden Units

Hidden units and installations are deployed openly when an opposing ground unit moves adjacent to (or occupies) their hex.

Hidden units are also deployed (“revealed”) whenever they move if, at any point during that move, they occupy any clear terrain hex or any other type hex within the tactical map ground MP range of any enemy unit—traced from the enemy unit to the moving friendly unit’s hex (but not including the assumed listed extra MP cost to enter that (enemy-occupied) hex.

*Player’s Note: On some of the larger tactical maps (e.g., Panay, in the Philippines) it might be possible for units to “hide out,” usually in difficult terrain, not being revealed until an enemy unit moves adjacent. Without the above “movement-revealed” provision, a side could, theoretically, move*

*hidden units ad infinitum, always remaining far enough from the nearest enemy unit so as not to be detected. In reality, small-unit patrols (not represented in the game) would, of course, eventually detect these units.*

#### [27.15] OSB’S

Regular (non-beachhead) Offensive Support Bases (OSB’s), when deployed on tactical maps, may be placed (in order of priority) in linked:

- A) Port or anchorage hexes
- B) City/town/village hexes
- C) Beach hexes

**Note:** The locations of ports and anchorages are generally fixed on tactical maps. If a friendly ground unit controls such installations on the tactical map, they are considered to control it on the main map—regardless of potential apparent anomalies in the respective locations of these installations.

A side “controls” such hexes if they occupy, or were the last to occupy, all land hexes containing, or adjacent to them. In effect, then, ports and anchorages may be ignored on the main map. Whichever side controls them on the tactical map controls them on the main map.

#### [27.16] Deployment & Conversion of Airfields

**[27.16.1]** Until a landing occurs, or is imminent (27.14.1), all bombardment (and repair) of airfields and effects against fortifications is resolved on the main map.

**[27.16.2]** When a landing does occur, the defending side must deploy such installations (as required) tactically.

#### [27.16.3] Subsidiary Airfields

Only Level “3” (main map) and larger airfields may be converted into multiple tactical-map airfields.

Subsidiary airfields may then be deployed, and the total airfield level must equal the original, main-map level.

On tactical maps, only clear terrain (including cities) may contain a Level “4” or larger airfield. Airfields of any size may not be placed in mixed (jungle/rough) terrain hexes.

On tactical maps, airfields must occupy a coastal hex, or must be able to trace a ground movement path *to* a coastal hex containing (exclusive of the airfield hex itself):

- All clear terrain (any length) *or*
- A maximum of 1 jungle or rough hex (but not a mixed-terrain hex) between the airfield hex and a coastal hex, that is either clear or jungle itself.

If subsidiary airfields exist on tactical maps, bombers are eligible to operate at full-capacity from *any of them*, regardless of the subsidiary airfield’s size—as long as the net airbasing capacity *total* of all friendly-controlled subsidiary airfields remains at least “2” (or “3” if 4-engined BMR’s).

Air Points on tactical map subsidiary airfields must be sub-deployed on a side’s *Air Display*, with each subsidiary airfield separate and distinct from the others. The maximum AP deployment limit at any subsidiary airfield remains the *cumulative* friendly-controlled subsidiary airfield basing capacity *total*.

**Under-construction Airfields.** If an airfield is under-construction when tactical map deployment is required, the engineer and a “construction” marker are placed in the appropriate tactical map hex. Note that no airfield may be “built” (or ever occupy) any mixed terrain hex.

#### [27.16.4] Pre-war A/F sites

Some Tactical Map islands do not have existing A/F sites depicted *on* those islands. For these islands, when tactical map deployment (27.14) is mandated, players are free to place these A/F sites (via placement of appropriate-sized A/F counters) in any eligible hex(es) of that island.

For informational purposes, these islands are:

2A Camiguin I.	10B	Palaus
2A Panay	11B	Eniwwetok
3A Palmyra	12B	Molokai
5B Maloelap Atoll	14B	Viti Levu
6B Ulithi	15B	Funafuti
7A Jolo	16A	Soemba
7B Hachijo-Jima	18A	W. Samoa
8A Cebu	19A	Bali
8A Tawi tawi	19A	Paramushiro
9A Leyte	24A	Batan Is.

## [27.17] Deployment & Conversion of Fortifications

The main map fortification strength and size (see 39.7) level determines the strength levels of fortifications deployed on the tactical map. Tactical map fortifications may be of any strength level, or combination of levels, so long as the main-map fortification strength and size levels are not exceeded.

### [27.17.1] Conversion Procedure

Determine the size level of fortifications present on the main map. This is the number of ground steps on the tactical map that may deploy “fortified.” If the size level on the main map is not exceeded by the number of ground steps deployed on the tactical map, then all the steps on the tactical map benefit fully from the current strength level of the main-map fortification—however they are situated.

If the fortification size level on the main map is exceeded by the number of ground steps present on the tactical map, then some of those ground steps’ fortification levels must be reduced.

In such cases, the owning player either deploys the excess steps as un-fortified, or he must reduce the overall fortification strength levels (of *all* ground steps) deployed, using the following formula:

**(Original printed fortification strength level) minus (Total ground steps present minus Original fortification size level).**

*Example:* (see *Examples of Play Booklet*)

[27.17.2] When islands are contested, fortifications may still be constructed on tactical maps, exactly as per 39.7.1.

### [27.17.3] Transfer of Damage Points

Airfields and fortifications possessing damage levels on the main map must have these damage points transferred, on a 1-for-1 basis, to the tactical map when they are required to be deployed there. The owning side must apportion such damage equally. Thus, an installation may not be allotted a 2<sup>nd</sup> “hit” until all others of the same type have received 1 hit, etc. And, the first “hit” must be applied to the *largest* installation of each type affected.

### [27.17.4] Effects of Fortifications

**Unoccupied Fortifications.** An unoccupied fortification (of any level) provides no defensive benefit, and may be entered freely by enemy units

which pass a normal TQ check. Thus, such a move is, in effect, considered a “pursuit.” No mandatory step loss (e.g., for pursuing USMC units) is inflicted upon units entering unoccupied enemy fortified hexes. Units failing this TQ check may continue to move, except that they may not directly enter the subject fortified hex. They *may* again attempt to enter these fortified hexes—from a different hex.

*Player’s Note: Tactical Map unoccupied fortifications represent “delay” points, garrisoned by small numbers of troops.*

**Absorbing Step Losses.** Intact fortifications may “absorb” step losses inflicted upon *un-broken* units, on a 1-for-1 basis. *Exception:* If more than 1 defender step loss is called for by the printed CRT result, at least 1 actual step loss must be taken by defending units. Fortifications “absorbing” required defender step losses do not inflict “damage” hits on those fortifications—they *permanently reduce* that fortification’s strength level, similar to the provisions of rule 39.7.6 (“Fortification Reduction”). Such reductions, then, are not “repairable.”

Such absorption of step losses occurs prior to any mandated (or voluntary) retreats.

*Example:* (see *Examples of Play Booklet*)

*Player’s Note: The foregoing concept (“absorbing of step losses by fortifications”) is vitally important to understand, as it will usually provide the bulk of Japanese ability to defend island hexes against overwhelming opposition.*

The provisions of 39.7.5 (“Fortification Effects on Combat”) and 39.7.7 (“Beachhead Defense”) continue to apply.

### [27.17.5] Repair of Fortifications

During Engineering Segments of G/T’s, repairs of tactical map fortifications are performed per 39.7.8, with two exceptions. The owning player may opt to pay a one-time CP cost for *all* on-island fortifications, then distribute any repairs equally to all, or may pay for each fortification individually—rolling for each individually. If enemy units are stacked in the same hex as the fortification, a -2 DRM applies (as opposed to the normal -1 DRM).

## [27.18] Bombardment

All normal bombardment (air, naval) provisions remain in effect, with the following exceptions.

[27.18.1] Tactical-level bombardment of hexes on tactical maps occurs as per 27.14.1. Note that this will often require immediate tactical deployment (see Step 2; 27.14.1).

[27.18.2] Bombardment (both air and naval) of installations (but not of Air Points) and of ground units on tactical map hexes suffer a **base column shift of 1 left** prior to resolution. See *Bombardment: Ground Units* charts for additional terrain-based column shifts.

[27.18.3] Damage to fortifications, if more than 1 fortified hex is present *and visible* on a tactical map, is applied as follows. The first damage level achieved is applied to the nominated individual target hex. If one exists, the following damage level must be applied to *another* (visible) fortified hex, regardless of its present damage level. The 3<sup>rd</sup> damage level is again applied to the original (nominated) target. Each subsequent damage level is alternated in this fashion, apportioning all “hits” on other than the nominated hex in alternating fashion.

No damage to fortifications exists in other than the nominated target hex if that hex does not itself contain a fortification. In this case, all *Bombardment Table* “D” results are ignored.

[27.18.4] When apportioning fortification “hits” to multiple fortified hexes, hits must be allotted to fortifications capable of sustaining damage (without exceeding their level) before allotting hits to others.

[27.18.5] If, in using the *Bombardment of Ground Units Table*, a damage level result obtained is less than a targeted intact fortification’s level, the listed “D” result is halved (rounded *up*). Treat each separate bombardment combat result achieved on the same target *separately*.

### [27.18.6] Additional Bombardment Column Shifts

In addition to the basic shift of 1 column left (using the *Bombardment of Ground Units Table*), other column shifts are applied in non-clear terrain (see chart). These shifts are in addition to the base shift of 1 column left for these bombardments resolved on tactical maps.

[27.18.7] When ground units are forced to make TQ checks via bombardment, such checks are made *prior to* applying any required damage to existing fortifications. Thus, such troops would still gain the -1 DRM to their TQ check DR, as long as their fortification is intact at that point—even if that fort is *destined* to be damaged beyond its printed level by that same attack.

#### [27.18.8] Bombardment of Airfields

If multiple airfields exist on a tactical map, during a bombardment of that island's airfields *on that map*, a procedure similar to apportioning hits to multiple fortifications is followed.

The nominated target airfield receives the full damage result gained on the *Bombardment Table*. For each AP block type rolled for (on the *Bombardment of Air Points Table*), each subsidiary airfield then receives half the listed damage (rounded down). Also, a -1 DRM is applied to the 1D6 DR to determine the level of damage inflicted to each subsidiary airfield itself.

[27.18.9] Special strikes (interdiction) of moving ground units on tactical maps are conducted as if the ground units affected were moving on the main map, with the same MP penalty costs—regardless of the scale of the tactical map in question.

#### [27.19] Embarking Units on Tactical Maps

Ground units may be embarked for sea transport (or amphibious assault) from:

- Port/anchorage hexes
- Any clear terrain hex not occupied by, or adjacent to, enemy ground units

[27.19.1] Sea embarkation is performed during Naval Phases, as is done normally, onto any eligible naval units occupying any strategic map coastal hex of the island in question. *Exception:* If the defending side has any intact coastal batteries (see 40.0) deployed on the tactical map in question, sea movement must be traced on the tactical map, in order to determine range, line of sight & eligibility to fire.

[27.19.2] Embarkation for amphibious assaults from tactical maps is the same, *except that* the same planning requirements (see 17.1.1) as apply to main map embarkations also apply to tactical maps.

[27.19.3] In the case of “amphibious end runs” (e.g., amphibious assaults conduct-

ed from one tactical map hex to another of the same island, or to another island which occupies the same strategic map hex), consider the naval MP's expended in transporting embarked units to be the cost of the main map itself (i.e., either 4, 5, or 6 naval MP's depending on the weather area).

[27.19.4] Air embarkation (and debarkation) is performed during Air Phases, as is done normally, from/to any controlled airfield on the tactical map.

### [28.0] COMMAND: GENERAL

Command Points (CP's) may be loosely interpreted as “supply points” as, in a sense, they serve similar purposes (i.e., to the original game's), allowing units to move and fight; construction to occur, etc.

The intended role of the players in the game is that of Commander-in-Chief of the various major commands, making “Strategic Directions” within the P.T.O. The HQ's in the game represent major HQ's: Fleet, Army, and Combined. HQ's represent the staffs controlling all of the command, logistic, and intelligence functions, whereas the lower-level command functions are incorporated into the combat units actually performing operations.

All logistic, national resource, and activation functions are equated into CP's which are created during Strategic G/T's, and are an expression of the amount of current activity a given side is capable of undertaking at any given time. The number of CP's allotted to a side depends on strategic decisions taken by the players, on the current strategic situation, and (on the Allied side) random DR's.

Command Points represent the orders and materials required to activate a combat unit (ship or ground unit), and maintain its effectiveness. The number of Japanese CP's available in a given cycle is a product of Merchant Shipping Points and the current level of the Japanese Homeland and Co-Prosperity Sphere Resource hexes. Allied CP's are made available in varying amounts, primarily depending on the date.

In order to use CP's most effectively, combat units and installations must be able to trace a *Command Link* to their hexes from a friendly *Ultimate Command Source*. At any time during the game that a player cannot trace a command link from

an ultimate command source to a hex, that hex—and any friendly units in the hex—is considered *isolated*. At any time during the game that a player *can* trace a command link to a hex, that hex—and any friendly units in the hex—is considered *linked*.

### [28.1] Determining Japanese Command Points

During Strategic G/T's, the Japanese player refers to his *General Record Track*, noting the current Resource Level for the Japanese *Homeland* and *Co-Prosperity Sphere*. Noting which of these 2 levels is lower, he then notes (recorded also on his *General Record Track*) his current Merchant Shipping Point level. He (secretly) refers to the *Japanese Command Point Table*, cross-referencing the lower resource point level (Homeland or Co-Prosperity Sphere) with the MS Point level to determine the number of CP's available for that cycle. This amount is recorded.

**Note:** The current Japanese MS Point level need never be revealed to the Allied player, except through the use of “Magic” code-breaking (see 42.4.3).



#### [28.1.1] Japanese Strategic Reserves

As indicated in the campaign scenario instructions, Japan begins the war with a Strategic Reserve of 200 CP's. The Strategic Reserve CP pool may be considered a special “Future Operations Pool” (see 28.5).

CP's may be drawn from the Strategic Reserve pool by any HQ or unit, for any purpose. From the outset of the war, Japanese CP's must come from this pool before any other CP's may be spent. Thus, the Japanese Strategic Reserve of CP's (not the “Emergency War Reserve” pool; see 28.1.2) may not be stockpiled via the expenditure of regularly-acquired CP's in lieu of Strategic Reserve CP's. Once this pool is depleted, it may never be reconstituted.



### [28.1.2] Japanese Emergency War Reserve (Naval Fuel Oil Reserve)

Japan begins the war with 50 CP's in her "Emergency War Reserve" pool. Entirely separate and distinct from the Strategic Reserve pool (28.1.1), CP's in the Emergency War Reserve are usable anytime, but only to activate ships.

Alternatively, once the provisions of the Japanese Fuel Shortages (60.13) are implemented, the Japanese player may mitigate the effects of it by exchanging CP's held in his Emergency War Reserve Pool for additional Naval MP's (see 60.13.1).

During each Strategic G/T, add 1% (standard rounding procedure) of the Japanese MS Point total to this pool. This special pool functions as if it were a naval "reserve" CP pool—usable by any linked ships.

### [28.2] Determining Allied CP'S

During Strategic G/T's, the Allied player refers to the *Allied CP's Table* and rolls 2D6. Cross-referencing the DR with the current date, he determines the number of Allied CP's available for that cycle, and records it.

The Allied DR is affected by the current US Strategic Intelligence (see 42.0) level, the current Strategic Initiative (see 34.0) level, and occasionally by prior especially-fortunate or unfortunate CP DR's.

### [28.3] CP'S: China

During each Strategic G/T, both sides may receive special CP's, above any normal CP's which may be assigned to HQ's operating there. These special CP's are assigned to HQ's (Japan) or to a special CP pool (Allies) used to activate Chinese ground units, or to rebase Allied AP's there.

During Strategic G/T's, prior to determining each sides' normal CP allotment for that cycle, each side secretly rolls 2D6, consulting its *China Theater CP Table* (see charts).

#### [28.3.1] CP Accumulation: China

CP carry-over in the China Theater differs from the normal procedures governed by 28.9. At the outset of the Command Phase of Strategic G/T's, both sides use the *Air Point Availability Table* to determine the amount of CP's resident in the

China Theater (for Japan, this includes the CEF HQ and/or any other HQ's there) that are "carried over," to be added to the amount obtained for the current cycle.

Both sides use the range bands on the table corresponding with the number of CP's resident (i.e., left over from last cycle). All results are rounded to the nearest whole number (rounding .5 up).

In 1944, the Japanese player rolls 1D6 prior to his "carry-over" DR, applying the DR result as a + DRM.

Both sides are free to assign CP's to the China Theater from their normal per-cycle allotment. These would then be *added to any CP's carried over*.

Neither side (though this normally will apply only to Japan) may transfer CP's into, or out of, any HQ in China during operational G/T's—an exception to rule 28.8.

### [28.4] Gearing Limits: CP'S

During Strategic G/T's, both sides are restricted in the amount of CP's they may assign to HQ's. The maximum depends upon the amount assigned to a particular HQ in the *previous cycle*.

Except where noted, the CP total for a HQ may not exceed 1.5 times the amount assigned to that HQ in the previous cycle, or 20 CP's—whichever is greater. *Example:* If the US P.O.A. HQ was allocated 50 CP's during cycle 0/3/42, the maximum it could be allocated during cycle 0/4/42 would be 75.

If a HQ is newly-deployed—not merely redeployed—a maximum of 50% of a side's allotment for that cycle may be assigned to it.

No minimum CP assignment exists for any HQ. No gearing limit applies to CP's allocated from a "Future Operations" pool. But, a per-cycle cap *does* exist (see 28.5).

**Note:** CP's carried-over from a previous cycle, or arriving from a future operations pool (28.5), do not count against gearing limits—only *newly-assigned* CP's do.

#### [28.4.1] CP Allocation

Within the above limitations, after determining the number of CP's available, each side allocates as many available CP's as they wish to each linked HQ. To allocate CP's, place the HQ marker cor-

responding to its mate on the map on the *General Record Track* in the appropriately-numbered space.

### [28.5] Future Operation CP Pool

Each side can allocate a maximum of 50 CP's per Strategic G/T to a "future operation" pool. To establish a pool, secretly place the "Cycle: Future Op." marker on the *Turn Track*, up to six cycles in advance. Place the marker on the corresponding Future Op. CP marker on the *General Record Track*, reflecting the current amount of CP's allocated to the pool.

In each cycle until the future operation occurs, a side may add another 50 CP's. Once committed to a future operation, CP's may not be removed or used for any purpose, until the cycle designated. Upon reaching that cycle, all of the CP's must be allocated, to a HQ or HQ's. These CP's, then, are added to any other CP's that may be allocated to the HQ normally. They do not themselves count against CP gearing limits.

**Note:** The HQ's receiving "future operation" CP's need not have been pre-designated at the time(s) the future operation pool was established.

Neither side may have more than one future operation pool in existence at one time. Thus, new future operation pools may not commence until any existing one expires.

### [28.6] CP Reserve

Each side (US, CW, Japan) has counters marked "CP Reserve." During Strategic G/T's, when a side's CP's are allocated (to HQ's or to "future operations"), a side may place CP's into "reserve," for unforeseen emergencies and/or contingencies.

CP's placed into reserve are entirely separate and distinct from "future operations" (28.5) CP's. These CP's are not immediately available. Rather, they become available during the *following* cycle. Reserve CP's carried over (i.e., unused) from previous cycles (28.9.1), plus those arriving from the previous cycle's allocation, are available for expenditure.

#### [28.6.1] Exchange Rates

**Allied.** Allied CP's placed into reserve are done, at the time of assignment, at a penalty exchange rate of 4:3. Thus,

for every 4 CP's placed into reserve, only 3 (fractions are rounded *down*) are actually *recorded* on a side's CP log as "To Reserve." It is this total that will become available during the succeeding cycle.

**Note:** As per 28.9.1, the same 4:3 exchange ratio applies to reserve CP's "carried over" to a following cycle (thus, such CP's will, in effect, have been "taxed twice").

**Japanese.** Japanese CP's placed into reserve suffer varying penalty exchange rates, depending on the current Japanese Merchant Shipping Point total:

**JAPANESE RESERVE CP ASSIGNMENT**

MS Point Total	Exchange Rate
450+	4:3
400-449	3:2
350-399	5:3
≤ 349	2:1

**[28.6.2] Gearing Limits: Allied**

Gearing limits (per 28.4) apply to Allied CP's placed into reserve. No maximum amount applies to Japanese reserve CP's. The allied player may never place more than 50% of a cycle's CP total into reserve.

*Player's Note: This reflects the greater distances, in general, between Allied/US HQ's and their "Ultimate Command Sources."*

**[28.6.3]** Reserve CP's are spent, during G/T's, from actual HQ's. Thus, they are first (technically only) allocated to an on-map HQ, which actually expends the CP's. Note that it is not necessary to mark or record this on the *CP Log* or *General Record Track*, as the CP's are immediately spent.

If the receiving HQ is linked, there is no exchange rate in assigning CP's to it from the reserve. Also, it does not matter whether the units the HQ expends the CP's on (e.g., ships, ground units, air operations) are themselves isolated.

If the receiving HQ is isolated, however, a 2:1 exchange rate applies. Thus, for each 2 reserve CP's expended, 1 is actually "received" by the isolated HQ.

**[28.7] AO'S as Fleet Tankers**

The US and Japan may use AO's in

a strategic role capacity as fleet tankers—adding CP's to co-located Fleet & Combined HQ's during Strategic G/T's.

AO's are assigned (and released from) strategic "tanker" roles only during Strategic G/T's, during the Merchant Shipping Phase.

AO's must be *paired* to do so. These pairs, if co-located with a linked Combined or Fleet HQ (or OSB), are marked with a "strategic role" counter during Strategic G/T's when so-assigned.

For each such pair of "strategic role" AO's, the lowest-capacity AO is used. If the port/anchorage location is fully-supplied (i.e., no supply penalty category—see 32.2—applies), CP's are added to that HQ based on:

- The lowest fuel capacity of each pair, counting each pair *after the 1<sup>st</sup>* as half-value (rounded *down*), **times**:
- A multiplier for the port—rounding the final CP total *down*.

Port Modifiers (all are cumulative, to a maximum multiplier of 1.0):

MAJOR PORT:	1.0
MINOR PORT:	.75
ANCHORAGE:	.50
Supply Base Present:	.25
USN Mobile Service Base Present:	.25

If the port/anchorage location is not fully-supplied, multiply the CP total gained, using the above process, by:

Supply Penalty Category	Multiple
A, B	.75
C, D	.50
E, F	.25

AO's used strategically as "tankers" are not available for any other (on-map) mission for that cycle. They are *not* considered physically present at the port where they are administratively placed (e.g., if that port is attacked). Rather, they are assumed to be at sea, supplying that and forward-deployed bases.

**[28.8] Transfer ("Lending") of CP'S: HQ-TO-HQ**

During a G/T, CP's may be "lent" from on-map HQ's to other on-map HQ's. The following restrictions apply:

- The lending HQ must be within the

Command Radius of the borrowing HQ—traced from either HQ.

- Both HQ's must be linked.
- Both HQ's must be "like-type" (i.e., Army-only HQ's may not "lend" CP's to Fleet-only, or Combined, HQ's). **Note:** The US *SW Pacific HQ* (Gen. MacArthur) has special capabilities in this regard; see 62.1.5).
- An exchange rate penalty of 4:3 applies. *Exception:* Until at least 4 are sent, *none* are lost.
- Such transfers may occur at any time during a weekly G/T.
- US HQ's may not lend CP's to CW HQ's, and vice-versa.
- No CP's may be lent into, or out of, any HQ (any nationality) inside China.

The lending HQ need not be "activated" itself in order to send lent CP's.

**[28.9] CP Carry Over**

At the end of each cycle, unused CP's for both sides are "carried over" into the next cycle, to be added to that cycle's normal allotment, according to the following.

**[28.9.1]** CP's in a side's "CP reserve" are carried over at a 4:3 exchange rate. For every 4 (ignoring fractions) CP's present in the "reserve" pool, 3 are carried over.

**[28.9.2]** CP's present in any HQ are carried over at a 2:1 exchange rate. (again, ignoring fractions). This is calculated individually, with each HQ retaining its own carried-over CP's.

**[28.9.3]** The Japanese C.E.F. HQ, and Allied CP's allocated to China (see 28.3) are not affected by this rule. Both those entities retain their CP's according to 28.3.1.

CP carry-over does not affect, nor apply to, "future operations" CP pools.

**[28.10] Command Links**

In order to function at full capacity, combat units and installations must be able to trace a *Command Link* from their hexes to a friendly linked HQ. HQ's themselves (in order to be "linked") must be able to trace a Command Link to a friendly *Ultimate Command Source*.

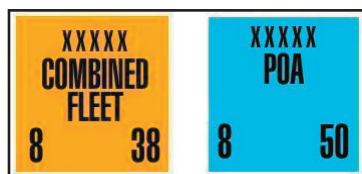
At any time that a unit, installation, or HQ cannot trace a Command Link (as described above), its (their) hex (and any

friendly units *in* the hex) is considered “isolated.” At any time that a unit, installation, or HQ *can* trace a Command Link, it (the hex) is considered “linked.”

### [28.10.1] Ultimate Command Sources

**Japanese.** Any Japanese-controlled Homeland Resource hex (including port hexes linked by rail/road to one) is a Japanese Ultimate Command Source.

**Allied.** Any Allied mapedge area appearing on map sections A, C, E, F, or G is an Allied Ultimate Command Source.



### [29.0] HEADQUARTERS

During the Command Point Allocation Segment of Strategic G/T’s, the CP’s allotted to each side are in turn allocated to HQ’s, to “reserve,” or to “future operations.” CP’s are considered resident in those HQ’s for the entire following cycle, and can be drawn by units that are linked, or controlled by (even if not “linked”), that HQ.

HQ’s are not combat units. They cannot be attacked by enemy ground combat units. They may be affected by damage inflicted to the port/anchorage hex they occupy (see 11.5). They may be redeployed (i.e., moved) only during Strategic G/T’s, at a cost of 10 CP’s (less for some IJN Fleet HQ’s).

If a HQ occupies a hex in which enemy ground units are located, but no friendly ground units are present (either as a result of combat or any other circumstance), the HQ is *Involuntarily Disbanded* and removed to the *Availability Box*. It may be removed from there, during Strategic G/T’s only, at a cost of 20 CP’s.

HQ’s may be *voluntarily disbanded*, instead of redeployed. There is no penalty for doing so. Reintroduction of such HQ’s costs the normal 10 CP’s for moving any HQ. Any HQ in the *Available Box* may remain there indefinitely, without penalty.

HQ’s must always occupy a friendly port, anchorage, or OSB (including emergency; see 31.1.5). *Exceptions:* The Allied NCAC, CATF & 14<sup>th</sup> AF HQ’s, HQ’s

embarked, and those HQ’s dictated by starting OOB as otherwise (CW Far E. HQ—New Dehli). In order to be “linked,” a HQ must be able to trace a continuous path of any number of sea hexes from the port hex it occupies to any friendly Ultimate Command Source.

In order to be “linked,” any non-HQ unit must occupy a hex that is either occupied by a linked HQ, or must be able to trace a command link *to* a friendly linked HQ.

### [29.1] HQ Command Radius

Only HQ’s can trace command links directly to Ultimate Command Sources. All non-HQ units must trace sea or land command links to a linked HQ in order to be considered linked themselves.

All HQ’s have a *Command Radius* (technically, a “sea command radius”—though some special HQ’s “command radius” is traced overland) printed on their counters—to the right of their activation point cost. This value lists the maximum distance, in overwater hexes, in which a HQ may provide a command link to units/facilities tracing command links to it. Note: Weather areas (Tropical, Temperate, Arctic) have no effect on a HQ’s Sea Command Radius.

### [29.2] HQ Types & Activation

Five types of HQ’s exist:

- **Army-type:** Those capable of activating ground units only (green print)
- **Fleet-type:** Those capable of activating ships only (blue print)
- **Combined-type:** Those capable of activating both ground and naval units (black print)
- **Specialist-type:** US III MAC, V MAC; CATF & 14<sup>th</sup> AF (white print)
- Soviet HQ’s

[29.2.1] *Chartbook II* contains a master HQ summary.

#### [29.2.2] Special Cases: Japanese HQ’s

The Japanese *Imperial GHQ* and *C.E.F.* HQ’s may activate ground units only.

Japanese admiral-commanded Combined HQ’s may activate SNLF units normally (per the Marine exception, above). Other ground units (i.e., IJA), however,

if activated by such HQ’s cost 2x their printed cost to activate.

Japanese Fleet HQ’s (*exception:* North Seas Fleet HQ) cost only 2 CP’s to move. Japanese Fleet HQ’s co-located with either the *Combined Fleet* or *S. E. Area Fleet* HQ are always considered “activated.”

IJN admirals placed in command of Fleet HQ’s (e.g., Adm. Kondo—2<sup>nd</sup> Fleet 13/41) may, if “activated,” take to sea, as per 8.9.

Japanese Combined HQ’s. The two Japanese Combined-type HQ’s (*Combined Fleet & S.E. Area Fleet*), with their commanders, may also take to sea, but their command radius (in such cases) extends from their current at-sea location. Also, the only effects gained from such deployments are those potentially gained for the TF the HQ is deployed with—its commander’s ratings affecting only that TF. Like IJN Fleet HQ’s, such Combined HQ’s must be “activated.”

#### [29.2.3] Special Cases: US HQ’s

The Allied *NCAC* HQ may activate ground units only.

The US *CincPac* and *Pacific Ocean Area (POA)* HQ which replaces it in cycle 0/3/42, until cycle 0/13/44 may not be voluntarily redeployed. Commencing 1/45, no geographic restrictions apply for the *P.O.A.* HQ.

The US *SW PACIFIC* HQ is scheduled to arrive during cycle 0/4/42. It may arrive earlier, if the *USAFFE* HQ is disbanded, or if its commander is changed (from Gen. MacArthur). If the US player disbands the *USAFFE* HQ (permanently eliminating it), or a change-of-command occurs, the US *SW PACIFIC* HQ is placed on the *Turn Track* (or annotated on the *US Reinforcement Log*) 1 cycle ahead. The HQ arrives during the Strategic G/T of that cycle, as a reinforcement—but must be paid for in CP’s to deploy.

*Example:* The US player disbands the *USAFFE* HQ during G/T 2/3/42. The *SW PACIFIC* HQ becomes available for deployment, then, during Strategic Cycle 0/4/42 (in this case its normally-scheduled arrival date).

If the *SW PACIFIC* HQ arrives via the *USAFFE* HQ’s disbandment, then any commander may arrive as its commander for free. The *SW PACIFIC* HQ must be



paid for to deploy, but in this case the new commander (i.e., Gen. MacArthur) arrives for “free.”

The US *III MAC & V MAC* (“Marine Amphibious Corps”) HQ’s may remain afloat, retaining their Command Radii of 3, and 5 (respectively).

#### [29.2.4] Special Cases: CW HQ’s

The CW ANZAC HQ is the *only* HQ which may serve to co-exist within the Command Radius of another Allied HQ, without taking priority over it for any purposes. As such, if the ANZAC HQ (and/or its OSB’s) and another Allied Army or Combined-type HQ (or their OSB’s) both exist within Command Radius of a given hex, and no Allied on-site general exists in that hex, then in this circumstance the ANZAC HQ acts, for general effects purposes (see 26.1.2), as a substitute on-site commander. Note that the ANZAC HQ need not be activated in order for this to occur—though it must be within Command Radius of the combat hex in question.

The ANZAC HQ may be commanded by any CW general or admiral eligible to command a HQ.

#### [29.2.5] Determining the Controlling HQ: Ground Units

Ground units are not considered “linked” unless they are linked to a HQ capable of activating them, and are not isolated.

Activation of ground units may not be done at sea (e.g., following possible re-embarkation after unsuccessful amphibious assault, etc.).

In determining which HQ “controls” a ground unit, use the following descending order of priority:

1. The HQ which “activated” the unit.
2. The closest HQ (in terms of sea MP’s) which is *capable of activating* the unit.
3. If 2 or more eligible HQ’s are equidistant, the owning player may choose which is the “controlling” HQ.

#### [29.2.6] Combined HQ’s Activating/Controlling Ground Units

*Chartbook II* lists all generals and admirals capable of commanding HQ’s, including Combined-types. If an admiral commands a Combined HQ, and has no ground unit ratings (**Note:** All IJN ad-

mirals except Adm. Toyoda fall into this category), and this HQ is the controlling HQ for ground units, all ground units controlled by this HQ suffer an automatic -1 TQ modifier (for all purposes), and an adverse Column Shift of 1 in any ground combat. *Exception:* Marine units—both US and Japanese (SNLF) are not subject to this rule.

#### [29.2.7] Air Points

**Allied.** Allied AP’s are considered “linked” if they can trace a command link to either a Combined, or any Army-type HQ, or OSB’s from either.

**Japanese.** The same as “Allied,” above, applies, but IJN-type AP’s (see 4.1) may trace a valid command link to IJN Fleet-type HQ’s.

**Note:** Air-related CP expenditures may be borne by any HQ (as listed above) eligible to “link” AP’s, or from “reserve.”

#### [29.2.8] US HQ Restrictions

Until lifted, US Army-type HQ’s are restricted in the types and numbers of US ground units they may activate. Such HQ’s may activate/control/link:

- All US Army, US engineer, and *eligible*\* Allied ground units.
- A maximum of 1 non-engineer USMC unit per G/T.
- \* Any Australian/New Zealander/French-Filipino ground unit, and up to one non-division-sized British ground unit. This restriction is permanently lifted, during Strategic Cycle 0/7/45, or when the US player plans (see 17.1.1) an amphibious invasion of any of the Japanese Home Islands—whichever occurs first.

US Combined-type HQ’s may be commanded by either a general or an admiral. If commanded by a general, any ship activated by that HQ costs 2x its base activation point cost. US Fleet-type HQ’s *must* be commanded by an admiral. US Combined and Fleet-type HQ’s may activate/control/link:

- All USMC, US engineer, and *eligible*\* Allied ground units.
- A maximum of 1 US Army non-engineer unit per G/T.
- \* Any Australian/New Zealander/French ground unit, and up to one non-division-sized British ground unit.

The US *III MAC & V MAC* HQ’s are

USMC HQ’s. They may activate/control/link:

- All USMC units.
- Up to 1 US Army unit (any flavor) per G/T.

No US HQ except the *N.C.A.C.*, *C.A.T.F.* & *14<sup>th</sup> A.F.* may *ever* be deployed more than 100 hexes (as legally traced, overwater) from any USA West Coast Mappedge Area (i.e., USA West Coast 1, 2, 3, 4, 5, 6).

#### [29.2.9] CW HQ Capabilities & Restrictions

CW HQ’s may activate/control/link all British, Indian, Australian, Burmese, New Zealander, Malayan, African and Dutch units without restriction.

CW HQ’s may activate/control/link a maximum of 1 US non-engineer, non-division-sized ground unit per cycle.

#### [29.2.10] Australian M.D. HQ’s

Australian Military District HQ’s may activate/control/link only Australian units.

#### [29.2.11] Dutch HQ’s

The RNN Nav For HQ may activate all Allied (RN, RAN, RNN, USN) ships without restriction. The KNIL Army HQ may activate/control/link only Dutch ground units.

#### [29.3] HQ Activation Costs

HQ’s must themselves first be “activated” in order for them to activate their units, if those units are to perform combat, or combat missions (ships), as follows:

- Ground units whose movement at no point (start, during movement, or end) brings them adjacent to, or stacked with, enemy ground combat units (including Intrinsic Garrisons) do not require the activation of their HQ.
- Ground units activated solely for engineering purposes do not require the activation of their HQ.
- Ships performing *non-combat missions* (as defined in sections 17.8-17.15), or a port change only move (17.13.10), do not require the prior activation of their HQ.
- In order for any ground unit to enter an enemy-occupied (including Intrinsic Garrisons) hex, or move adjacent (overland) to an enemy ground unit,

that unit's controlling HQ must be itself activated.

- In order for any ship or TF to perform any *combat mission*, its controlling HQ must be activated.

[29.3.1] HQ's are activated by paying the printed activation cost on the HQ's counter (*exception*: see 29.3.2). Often this CP cost will be reduced (and occasionally increased), depending on the HQ's commander.

### [29.3.2] HQ's: Activation Duration

HQ's are activated on a cycle basis (i.e., once activated during a cycle, it remains activated for that entire cycle).

HQ's may be activated at any time during a G/T. The cost to activate HQ's depends on where the CP's required originate. If sufficient CP's are resident in a HQ (having been so-allocated there during the preceding Strategic Cycle), the cost to activate that HQ is that printed on its counter—perhaps adjusted by the HQ's leader, and by its supply status (see 32.2.4).

If the CP's come from a side's "reserve" stock (see 28.6), the basic cost to activate a HQ is 1.5 x the HQ's normal activation cost (rounded *down*).

[29.3.3] *Units* activated by a HQ continue to use their normal activation costs, regardless of where the CP's for their activation comes from (*possible exceptions*: isolation 30.0 and supply status 32.2.4). It is only HQ's themselves, then, which must pay a penalty if the CP's for their activation comes from "reserve" (or is lent from another HQ; see 28.8).

### [29.3.4] Inherent HQ's

The US West Coast, and all *Off-map Holding Boxes*, contain inherent, always-activated Combined HQ's.

[29.3.5] Admirals who command Combined-type HQ's may not function as normal TF commanders. They are, for all intents, "land-locked." Admirals who command Fleet-type HQ's may command TF's (see 8.9).

Admirals may command both Combined and Fleet type HQ's at the same time, as long as they are co-located. Both HQ's continue to function separately.

[29.3.6] HQ commanders may be moved for free in two instances:

- When initially deploying OSB's from

their HQ (may be moved from the HQ location to the OSB location automatically) *and*

- When/if OSB's are disbanded (the reverse of the above)

### [29.3.7] HQ's Without Commanders

HQ's without commanders suffer the following penalties:

- Base CP cost to activate that HQ is 1.25 x the normal cost (rounded *up*).
- Ground units controlled by such HQ's have their TQ's reduced by 2, and automatically receive an adverse Column Shift of 1 in all ground combat.
- Base CP costs to activate ships is 1.5 x (rounded *up*).

## [29.4] HQ'S: Permanent Loss

### [29.4.1] Allied

A surrender of India results in the permanent loss of both the *SEAC* and *14<sup>th</sup> Army* HQ's.

The capture of Singapore and all A/F's in Malaya, results in the permanent loss of the *Malaya A.G.* HQ (no matter where it is currently located).

The surrender of Java results in the permanent loss of the *ABDA* HQ (again, no matter where it is currently located). If Gen. Wavell is in command of the *ABDA* HQ, *ABDA* is involuntarily-disbanded immediately upon Japanese capture of any installation hex (airfield, named location, port/anchorage) in Java, if this occurs anytime after cycle 1/42. If Gen. Wavell is *not* in command of *ABDA*, or if such Japanese capture occurs prior to cycle 2/42, this rule does not apply.

If the *ABDA* HQ is involuntarily-disbanded, by the above circumstances, Gen. Wavell is not eliminated (see 2<sup>nd</sup> paragraph following), as the *ABDA* HQ would not (in this case) be eliminated via combat, and/or permanent elimination via "surrender." In this case, Gen. Wavell is placed back into the *Allied Available Generals Box*.

Commanders of HQ's mentioned above are also lost permanently upon the loss of their HQ.

Use of the US *SW PACIFIC* HQ, and US Combined-type HQ's may entail CP restrictions and limitations where their Command Radii overlap. See 62.1.4.

The US *Asiatic Fleet* HQ is involuntarily disbanded when the *ABDA* HQ is

first disbanded.

### [29.4.2] Japanese

25<sup>th</sup> Army HQ (Gen. Yamashita). Immediately following the Japanese capture of Singapore—providing no Allied ground units still exist in Malaya, the Japanese 25<sup>th</sup> Army HQ is permanently disbanded. At this time, Gen. Yamashita is also removed (*Player's Note: He returns, as a full general, in cycle 0/7/44*).

Upon the disbandment of the 25<sup>th</sup> Army, the Japanese player may immediately, and without CP cost, perform 1 of the following actions:

- Redeploy 1 Army HQ *or*
- Redeploy 1 Army HQ's OSB *or*
- Deploy (if currently undeployed) 1 Army HQ's OSB

*Player's Note: Historically, after the fall of Singapore, Gen. Yamashita remained in Singapore, nominally in command of the 25<sup>th</sup> Army, until the summer of 1942, when he was summarily reassigned to Manchuria. But, the 25<sup>th</sup> Army's campaigning in the Pacific was concluded with the fall of Singapore. As such, from that time until he was recalled to command the 14<sup>th</sup> (Area) Army in mid-1944, Gen. Yamashita's active command was effectively over. Allowing the Japanese player to retain the 25<sup>th</sup> Army, and most importantly, Gen. Yamashita, until mid-1942 would likely lead to ahistoric use of him, no doubt to the Allies' detriment.*

*The conquest of Sumatra and Java, which followed the successful Malayan campaign, were under the command of the 16<sup>th</sup> Army (Gen. Imamura)—hence this special rule allowing the Japanese player one "free" HQ/OSB redeployment after the 25<sup>th</sup> Army is disbanded.*



### [29.5] Offensive Support Bases

OSB's are used as an integral part of command links. During an Engineering Segment (of a Ground Phase), an OSB may be built for the expenditure of 10 CP's (*exception*: Beach-head OSB's—see below). Generally, only 1 OSB may exist per linked HQ, from whence the CP's must be expended. *Exception*: See *Chartbook II* for those HQ's capable of deploying more than one.

On the main maps, OSB's may be built in one of two types of locations: any linked port/anchorage, or any linked *named location*. **Note:** A "named location," by definition, is any island or atoll with a printed identification, any city, or any named airfield. See 27.15 for tactical map OSB-eligible hexes.

### **Beach-head OSB's.**

OSB's may also be built following successful amphibious assaults (defined as the landing units' achieving a combat result not mandating an attacker retreat), known as *Beachheads*. Immediately following a successful amphibious assault, a beachhead OSB may be built, in any terrain/hex, for the expenditure of 2 CP's (paid for by the HQ activating the assaulting ground units).

During subsequent G/T's, such OSB's must be *maintained*—CP's paid during each Ground Phase. CP costs for maintenance of beachhead OSB's during G/T's varies:

- If the B/H OSB is "linked:" 1 CP per G/T.
- If the B/H OSB is blocked (29.8; not "linked"): 2D6 are rolled at the outset of each Ground Phase. The CP cost to maintain that B/H OSB is equal to the *DR Differential* times 2, with a minimum CP cost of "1."

If sufficient CP's exist for maintenance of a B/H OSB, that OSB remains, and links all ground units as indicated below. If sufficient CP's do *not* exist, that B/H OSB is removed from the map. Note that B/H OSB's may only be (initially) placed following a successful amphibious assault. As such, if removed via non-maintenance, the removal is permanent—until/unless another subsequent successful amphibious assault occurs on that map.

Beachhead OSB's have no Sea Command Link range. On the main maps they provide a Command Link only in the hexes they occupy, for as long as they are maintained. On tactical maps, they link all friendly-controlled hexes that can trace an overland command link (of continuous friendly-controlled hexes) of any length.

### **OSB's, Command Link Ranges: Main Maps.**

On the main maps, an OSB in a linked port/anchorage has a Sea Command Link

range of 20 hexes (regardless of the movement area in question). These, and linked OSB's in a named location have an overland Command Link range of 16 ground MP's, traced as would a non-mechanized ground unit, from the unit(s) in question back to the OSB. **Note:** OSB's may also trace overland ground Command Links of 16 MP's to their parent HQ's. On tactical maps, they operate as do beach-head OSB's (above).

OSB's may be voluntarily removed during any Engineering Segment. OSB's can be reduced in effectiveness due to enemy bombardment. For each level of damage present (including "suppressed" results), an OSB's Command Link range (over water and overland—note that overland reductions apply on main maps only) is reduced 25%. Thus, an OSB with a "D3" damage level has a Command Link range of "0."

Each Engineering Segment, all linked OSB's that have "D2" damage or less have all damage automatically removed, if an unbroken engineer is present. OSB's with "D3" or "D4" damage levels must be manually repaired, also during Engineering Segments. The procedure for repairing OSB's is as per airfield repair (39.2.6).

During the Engineering Segment of Ground Phases, each linked HQ can construct 1 OSB in any undamaged port/anchorage, or any named location.

All OSB's, except Beachheads, are at all times identified with a single HQ. Initially, that HQ must be the one that created them. Thereafter, they may conceivably be "controlled" by a different HQ—at which time the OSB counter should be replaced with its new controlling HQ's designation. No CP cost accrues for this. In any case, an OSB may serve only one HQ's Command Link at any time.

### **[29.6] Sea Command Links**

Unless blocked (see 29.8), any coastal hex within the Sea Command Radius of a linked HQ is "linked."

Oversea Command Links (e.g., to a HQ or OSB) may be traced from either a ground unit's present location (if a coastal hex) or from an entry arrow marker belonging to it.

Any coastal hex within 20 sea hexes of a friendly linked OSB occupying an

undamaged friendly port or anchorage is "linked."

### **[29.7] Overland Command Links**

On the main maps, any land hex within 16 ground MP's (traced as would a non-mechanized unit) of either of the following is considered "linked:"

1. A friendly undamaged, linked port (not an anchorage) *or*
2. A friendly linked OSB or HQ

Units may trace overland Command Links along rivers, treating that river as if it were a road. Only enemy units occupying *both sides* of any river hexside blocks such ability.

The Overland Command Link range of 16 MP's, for Command Linkage purposes, is *not* affected by monsoon conditions. Rather, non-monsoon MP's always apply, not the +1 MP addition as in pure ground movement.

### **[29.7.1] Rail Line Exception**

Bases (airfields, named locations) with a direct rail line connection to a non-isolated port (*not* including anchorages) are not isolated unless, during a Strategic G/T Attrition Phase, that rail line is found to be cut.

### **[29.8] Blocked Command Links**

Two types of units can serve to block enemy Command Links:

1. Combat Air Points within 4 (main-map) hexes (regardless of the movement area involved).
2. Enemy ground units.

### **[29.8.1] Air-blocked Command Links**

A Command link may not be traced into, or through, a hex that is within four hexes, or normal range, whichever is less of enemy combat AP's, except as noted below. Notes: "Combat AP's" are defined as non-isolated, operable FB, D, T, or B-type AP's. In the case of multi-hex (strategic map) islands, wherein opposing units occupy a corresponding tactical map, ranges traced must be within legal range of all (strategic map) hexes of that island.

Command Links may be traced into (or through) such hexes if sufficient friendly FTR ("F") type AP's exist within *normal range* of potentially "isolated" hexes.

To determine whether enemy air-imposed isolation effects may be negated,



the onus is on the challenging (i.e., isolated) side to demonstrate sufficient air strength. At any one point (and only one) during a G/T, each side may call for, and calculate, respective air strengths, as follows.

**Isolating Side.** Add the number of AP's with an anti-ship rating of at least "3" to the number of FB AP's qualifying (as defined above). Double the number of any such AP's which are based at the subject "isolated" hex. The sum is the isolating side's effective "isolation value."

**Isolated Side.** Total the number of eligible FTR AP's (as defined above). Double the number of any such AP's which are based at the subject "isolated" hex. The result is the isolated side's "counter-isolation value." Note: No staging bases may be factored into either side's calculation.

In comparing the respective values, if the isolated side's value exceeds the (potentially) isolating side's value, the hex is not isolated.

Since isolation effects most demonstrably affect ground operations, a hex's isolation status at the outset of the Ground Phase determines its status for that Ground Phase.

*Example (see Examples of Play Booklet)*

### [29.8.2] Blocked Command Links: Ground

A Command Link may be traced into but not through a hex containing an enemy ground unit, unless that hex also contains a friendly ground unit.

Overland Command Links may never be traced across mountain hexsides, except through a mountain pass.

### [30.0] ISOLATION

At any time during the game, a unit that cannot trace a Command Link is considered isolated. Isolated units (both ground and naval, but not HQ's) may still be activated, by paying triple their normal activation costs. CP's spent in activating any isolated unit must come from the nearest linked HQ otherwise capable of activating them.



AP's deployed at isolated airbases are counted double for air attrition purposes (see 37.1). Isolated airbases have their

search values halved (rounded down).

Any ground unit that is isolated during Strategic G/T's may be subject to attrition (see 25.1).

There are no adverse effects on isolated naval units, other than tripling their activation point costs.

### [30.1] Isolation Effects on Ground Units (Attrition)

#### [30.1.1] Broken Units

Each broken ground unit that is isolated during the Attrition Phase of Strategic G/T's must individually make a TQ check. Each unit failing this check loses 1 step. One-step units receive a -1 DRM to their DR's.

Broken and isolated units during a Rally Phase (during regular G/T's) cannot attempt to rally. During Strategic G/T's, such units may receive no replacement steps.

#### [30.1.2] Unbroken Units

Each unbroken ground unit that is isolated during the Isolation Phase of Strategic G/T's must also make a TQ check. The owning player may choose whether to nominate a "lead" unit in each hex—whose TQ check applies for all units in the hex; or individually. Each unit failing this check becomes "broken."



### [31.0] EMERGENCY COMMAND LINKS

#### [31.1] "Tokyo Express"

The Japanese player has two sets of "Tokyo Express" counters ("A" & "B," each with "Start" and "End" counters). During a Strategic G/T, the Japanese player must pay CP's to establish the Tokyo Express. The CP's required are calculated as:

- 5 divided by the "E" Rating of the admiral assigned (31.1.3) to command it (rounded up)

Only admirals with negative (i.e., beneficial) "E" Ratings are eligible.

[31.1.1] To establish this link, the Japanese player places the "start" marker in any friendly linked port/anchorage con-

taining at least 4 DD's, and places the "end" marker in any coastal hex within 13 (strategic map) sea hexes of the "start" marker. This emergency command link cannot be blocked.

If the "end" marker must be placed on a tactical map (mandatory if the Express terminates on an island where a tactical map is in play), the "end" marker is placed in any Japanese-controlled coastal hex of that tactical map island.

[31.1.2] Japanese DD's used to constitute the Tokyo Express are removed from the port or TF Display, placed in any convenient Available Box, and marked with a "strategic role" marker. They may be removed from there during a future Strategic G/T in which the Tokyo Express is disbanded.

[31.1.3] In order to establish, or maintain, the Tokyo Express, one Japanese "E-rated" surface admiral must be assigned to command it. As long as the Tokyo Express emergency command link is functioning, this admiral is not available to command regular TF's. The admiral assigned should be placed with the Tokyo Express "end" marker, on the map.

[31.1.4] To maintain the Tokyo Express costs 2 CP's (paid during Strategic G/T's), regardless of the assigned admiral's "E" rating.

#### [31.1.5] Tokyo Express Effects

Wherever situated, the Tokyo Express "end" marker functions as a special, limited OSB (see 29.5; 4<sup>th</sup> paragraph), with an overland Command Link range of 16 MP's (strategic or tactical maps).

When initially established, and during succeeding Strategic Cycles in which the Express is maintained, the Japanese player rolls 2D6. The DR result is the number of Japanese ground steps that can trace an overland Command Link to the Express "end" marker that are considered "linked" for the coming cycle. "Isolated" markers are removed from these units/steps. Units may be broken down after this DR. DRM's: See Optional Rule 31.1.6.

**Note:** Units/steps determined to remain "isolated" are subject to all "isolation" (30.0) penalties.

### [31.2] Japanese Submarine Transport

The Japanese player may allocate I-

boat type (including “J” type) sub points to perform a limited type of strategic transport. *Subrons* must be allocated to and from a Sub Transport role during Strategic G/T’s (during the Emergency Command Link Segment of the Command Phase). Sub points (and *Subrons*) allocated to transport may not move.

[31.2.1] *Subrons* performing transport must have a *Submarine Transport* marker placed on them. The *Subron* performing the transport mission must be within its search range (i.e., within five hexes) of the target (receiving) main-map hex. Ground units deployed on tactical maps are eligible for this process if any hex of their island’s main-map are within the search range of the assigned transport *Subron*.

[31.2.2] All sub points allocated to a *Subron* performing transport are assumed to be performing transport. As such, they may not search for, nor attack enemy ships. They are still treated as submarines for defensive purposes, and may only be attacked as such.

[31.2.3] The chances of a successful sub transport depends on three factors:

1. The # of sub points from all *Subrons* assigned the mission.
2. The # of ground units in the hex attempting to be supplied (or, more properly, “linked”).
3. The # of steps in each of those ground units.

[31.2.4] Isolated ground units occupying any *coastal* hex are eligible to be linked via sub transport. Units occupying (and controlling) a port or anchorage have a greater chance of success at being linked.

The number of tactical map coastal hexes eligible to be rolled for from a transport *Subron* is equal to the number of sub *points* in that *Subron*. (A maximum of one main-map hex may be chosen).

[31.2.5] At the instant the sub transport mission is created, 2D6 are rolled for each friendly ground unit in the hex, and the *Submarine Transport Table* (see charts) is consulted.

If the required DR (as listed on the table) is met for any particular ground unit, that unit is considered “linked” for the entire coming cycle. If not, such a unit remains isolated. Thus, this procedure could result in different ground units in a

hex possessing different statuses of Command Links.

The Allied player may never use submarine transport in this fashion. The US does have the capability to use sub transport for other purposes (see 22.8.2).

### [31.3] Air Transport

Both sides have sets (the Allied player 2; the Japanese 1) of Air Transport counters, distinguished by their color. One counter in each set is marked “start;” the other “end.” During a Strategic G/T, a player can pay 5 CP’s to establish one emergency command link via air transport. The Allied player may spend 10 to establish both of his.

[31.3.1] Establishing an air transport emergency command link entails:

- Placing the “start” marker in any linked undamaged airfield (any size); placing the “end” marker in any friendly undamaged airfield within 9 hexes and
- Removing a number of cargo (“C”) AP’s from on-map (from any linked airfield), depending on:

A) The number of friendly ground steps to be linked to this emergency command link:

# of Gnd Steps	# of Cargo AP’s Removed <sup>2</sup>
1-2	1
3-6	2
7-12	3
13-20	4
21-30	5
31+	6 <sup>1</sup>

Notes:

- 1) Add 1 cargo AP for each 3 ground steps above 30 (rounded up). Example: 34 ground steps = 8 AP’s required.
- 2) Monsoon weather (either “start” or “end” airfield is in monsoon hex): Double listed totals.

Or

B) The number of AP’s in Strategic Bombing missions: 1 cargo AP per BMR (or HVY BMR) to be “linked.” See 31.3.4.

Cargo AP’s removed from on-map A/F’s to establish emergency command links are placed one cycle ahead on the *Turn Track*, as normal reinforcement

AP’s.

### [31.3.2] Restrictions

The “end” (receiving) airfield may not be within four hexes of any enemy FTR AP, unless that airfield is within the normal range of at least 1 friendly FTR AP.

### [31.3.3] Overland Range

Any ground unit that can trace through eight ground MP’s (traced as would a non-mechanized unit) to the “end” marker airfield is considered “linked,” as is the airfield itself.

The Allied player may not place *both* of his air transport route “start” or “end” markers in the same hex. He can, however, place an “end” and “start” marker from different sets in the same hex—thereby extending the effective range of the emergency command link.

### [31.3.4] Linking Strategic Bombers

Air transport emergency command links may reduce the number of CP’s required to mount strategic bombing missions (see *Activation Costs Summary*, charts). If the A/F used to base these bombers is linked by emergency command link, then the CP cost remains 1 CP per each multiple of 3 HVY BMR AP’s used (dropping fractions).

### [31.4] Maintaining Emergency Command Links

In each subsequent Strategic G/T after any emergency command link (*Tokyo Express*; Air Transport) has been established, the owning side must pay 2 CP’s to *maintain* the line. If the CP’s are not spent, the link is immediately removed from the map.

### [31.5] Increased CP Costs

Each time a CP is used by a ground unit or installation that is drawing on an emergency command link, an additional CP must be spent. In other words, each CP spent must be *matched* by an additional CP penalty.

Example: An Allied ground unit using an Air Transport route for linking has an activation cost of “2.” To spend 2 CP’s to activate the unit, the Allied player must spend an additional 2 CP’s (for a total of 4).



## [32.0] SUPPLY BASES & SUPPLY LINKS

Both sides operate supply bases, which exist to regulate the higher costs of operating bases far in advance of established supply lines. The USN, in addition, may repair “D1” damage levels to ships at functioning US supply bases which contain any undamaged port/anchorage. Both sides begin the war with a number of supply bases established and, for the Allied side, some “under-construction.” During play, both sides may construct additional ones. These rules do not apply to Chinese units inside China.

*Player’s Note: These supply rules are entirely separate and distinct from Command Links, though the two concepts are related. Command Links depend primarily on the distance a base (or unit) is from its controlling HQ. Supply Links depend primarily on the distance a base (or unit) is from the nearest friendly Supply Base. A base may, for example, be considered “fully-supplied,” but isolated for “command” purposes (via the “breaking of” that command link).*

### [32.1] Tracing Supply

*Note:* “Base” herein is defined as a hex containing an A/F or Seaplane Base, or a port/anchorage. Ground units in hexes not containing bases are not subject to this rule. Rather, their supply status depends on linkage (29.6-8), and the supply status of the HQ or OSB they draw from.

Each base traces supply to (usually) two supply sources:

- A) An Ultimate Command Source (UCS; see 28.10.1) and
- B) A friendly Supply Base

**Note:** The term “base” as used herein refers to any installation (airfield, port) or ground unit.

Bases close to established supply lines will suffer no operational penalties. Those bases farther from established supply lines may suffer penalties, sometimes severe.

[32.1.1] To determine a base’s supply status for a cycle, a two-part equation is used:  $(2y) x$ , where:

$y$ = The distance, in hexes, from the tracing base to its nearest UCS *and*

$x$ = The distance, in hexes, from the tracing base to the nearest friendly supply base.

The end product of this formula determines whether a base functions normally (i.e., without penalty) in a coming cycle.

For both sides, if a base’s *Total Supply Distance*— $(2y) x$ —is less than 1,500, that base suffers no operational penalties. If a base’s *Total Supply Distance* is at least 1,500, then that base may suffer various operational penalties.

*Example:* Japanese-controlled Jaluit atoll’s *Total Supply Distance* is calculated:

- $y$  (distance to UCS—Japan) = 47
- $x$  (distance to nearest supply base—Truk) = 19
- Using  $(2y) x$ ,  $2 \times 47 = 94$ ;  $19 \times 94 = 1786$ .

Consulting the Supply Penalty Categories (see 32.2.1) Jaluit, with a *Total Supply Distance* of 1786, will suffer category “A” penalties for the upcoming cycle.

### [32.1.2] Allied UCS Restrictions

Allied bases are classified either as Commonwealth (CW) or US. The controlling HQ determines the controlling nationality. The “controlling HQ,” for these purposes, is defined as the closest HQ capable of activating ground units at that base. If that HQ is American, the base is American. If Commonwealth, the base is considered a CW base.

US bases must trace UCS supply links to one of the six US West Coast Mappedge Holding Areas. CW bases may trace UCS supply lines to any Mappedge Holding Area.

### [32.1.3] Base Logs

Each side has a *Base Log* they must maintain for all their bases, in order to calculate and record any operational penalties imposed on those bases.

*Player’s Note: The majority of bases in the game (especially for the US) need be checked but once, as they will fall well within the “no penalty” category. Moreover, the only factor that could change this is the loss of a friendly supply base. The distance to a base’s UCS will never change.*

HQ command radii are not affected by supply bases, or any supply distance calculations. Units within a HQ’s Command Radius remain eligible to be activated at their normal cost, unless a supply penalty category of “B” or higher (see 32.2.4) applies.

## [32.2] Supply Penalty Categories

Six different categories exist in classifying the extent of operational penalties associated with advanced bases. For convenience, these conditions are summarized in table format on each side’s *Base Log*. Note: Unless otherwise indicated, all value reductions are rounded to the nearest whole number, rounding .5 up.

### [32.2.1] Supply Penalty Category Table

Category	Total Supply Distance Calculation $(2y) x$
A	1500–1999
B	2000–2999
C	3000–3999
D	4000–4999
E	5000–5999
F	6000 +

### [32.2.2] Operational Effects: Air Operations (Summary)

#### Category Air Effects Summary

- A Air search DRM –5; Base cap. –1; Torp. DRM –1.
- B Air attrition x2; Air search DRM –5; Base cap. –1; AA –1; Torp. DRM –1.
- C Air transfer +1; Air attrition x2; Air search DRM –10; Base cap. –1; AA –1; Air Pt. Avail. Table required; Torp. DRM –2.
- D Air transfer +1; Air attrition x2; Air search DRM –10; Base cap. –2; AA –2; Air Pt. Avail. Table required; Torp. DRM –2.
- E Air transfer +2; Air attrition x3; Air search DRM –15; Base cap. –3; AA –2; Air Pt. Avail. Table required; Torp. DRM –3.
- F Air transfer +2; Air attrition x3; Air search DRM –15; Base cap. –3; AA –2; Air Pt. Avail. Table required; Torp. DRM –3



### Air Transfer Costs.

- +1:
  - Where normal CP cost to rebase AP's is associated, increase this cost by +1 (e.g., rebasing 3x G4M type AP's costs 2 CP's).
  - Where no CP cost to rebase AP's would normally accrue, apply a +1 CP cost per *block type* transferred.
- +2: As above, except apply a +2 CP penalty.

### Air Attrition Penalties.

- x2: Each AP on an affected airbase counts double for attrition purposes each cycle (i.e., as if all were overstacked). Such bases suffer the 1<sup>st</sup> attrition loss by block type among eligible bases.
- x3: As above, except each AP counts triple.

### Air Search Penalties (DRM's).

- 5: Apply a -5 DRM to all air search DR's made from affected airbase—cumulative, of course, with other potential adverse DRM's (weather, damage, etc.).
- 10, 15: As above, except apply a -10 (or -15) DRM, as indicated.

### Air Basing Capacity Reductions.

- 1: Affected airbase's capacity is reduced 1 level (e.g., a level 4 A/F—normal airbasing capacity of 20 AP's—becomes a level 3 A/F).
- 2,3: As above, except reduce base's capacity 2 or 3 levels, as indicated.

**Minimum Capacity Exception.** All A/F's retain a minimum capacity of "1."

**Seaplane Basing Capacity.** If a base is reduced, as above, a level-2 seaplane base is reduced to a level-1 seaplane base, unless a seaplane tender is present.

**Bomber Airbases.** If an airfield's capacity is reduced to below the required level to operate bombers (i.e., level 2, 3, etc.), apply the normal penalties associated.

*Example:* If a level-2 A/F is reduced due to supply considerations to a level-1 A/F, any twin-engined BMR's based

there count double against that field's capacity, may not be armed with torpedoes, and have their BMB & anti-ship strengths reduced by "1."

### AA Reduction (all facilities).

- 1: Reduce affected base's effective AA level by 1. *Example:* A level-4 A/F (normal AA strength "20") becomes, for AA purposes, a level-3 A/F (AA strength "15").
- 2: As above, except reduce two levels (to a minimum basic level of "1").

**Note:** This AA reduction also applies to ports' inherent AA levels.

### Air Point Availability Table.

Y: For categories C-F, each affected airbase must roll, for each air strike launched (including CAP), on the *Air Point Availability Table*.

### Torpedo Availability.

-1,2,3: For affected airbases, apply the listed DRM to land-based AP's availability DR (cumulative, of course, with all applicable modifiers).

### **[32.2.3] Operational Effects: Naval Operations (Summary)**

Category	Naval Effects Summary
A	Port activation limit 80% <sup>1</sup> ; Ship refit only if minor or major port.
B	Port activation limit 70% <sup>2</sup> ; Ship refit only if major port.
C	Port activation limit 60% <sup>2</sup> ; No ship refit.
D	Port activation limit 50% <sup>2</sup> ; No ship refit.
E	Port activation limit 40% <sup>3</sup> ; No ship refit.
F	Port activation limit 30% <sup>3</sup> ; No ship refit.

### **Notes:**

- 1) If *Optional Rule* 38.4 is in effect. Otherwise, no effect.
- 2) If *Optional Rule* 38.4 is in effect. If not, double each ships' activation cost.
- 3) If *Optional Rule* 38.4 is in effect. If not, triple each ships' activation cost.

### **Port Activation Limits.**

30% - 80%: Reduce affected port/anchorage's computed port activation limits for a given cycle by multiplying limit by percentage indicated. Result is actual port activation limit for that cycle.

### **Ship Refit?**

- Minor +: Allowed at affected minor or major ports only.
- Major: Allowed at affected major ports only.
- No: Not allowed.

### **[32.2.4] Operational Effects: Ground Operations (Summary)**

Category	Ground Effects Summary
A	(No adverse effects)
B	Ground unit activation +1; Engineering +1; Facility repair DRM -1.
C	Ground unit activation +1; Engineering +2; Facility repair DRM -1.
D	Ground unit activation x2; Engineering +3; Facility repair DRM -1.
E	Ground unit activation x2; Engineering +4; Facility repair DRM -2.
F	Ground unit activation x2; Engineering +5; Facility repair DRM -2.

### **Unit Activation.**

- +1: At affected bases, increase the basic (i.e., printed) CP cost to activate (for any purpose) each individual ground unit & HQ by +1.
- x2: As above, except *multiply* CP cost by 2.

### **Engineering.**

+1 - +5: At affected bases, increase the amount of time (in G/T's) required for all engineering project levels (except for Supply Bases) by 1-5 G/T's, as indicated.

**Note:** If a previously-unpenalized base with an underway engineering project *becomes* penalized, increase the *remaining* projected completion time by the amount indicated.

### Facility Repair.

-1, -2: At affected bases, modify each repair DR by -1 or -2, as indicated—for *all* types of installations, including fortifications.

### [32.3] Tracing Overland Supply Lines

#### [32.3.1] To Supply Base

If a base does not occupy a coastal hex, it traces its supply distance to the nearest supply base as follows:

- Overland:
  - a) Trace to the nearest friendly (functioning) rail line hex using normal ground MP costs, times 3.
  - b) If no rail line hex connecting base to supply base, substitute “supply base” for “rail line hex,” in (a), above.
- **Rail:** Trace any number of friendly rail hexes to closest supply base, adding  $\frac{1}{2}$  ground MP (rounded *up*) for each rail hex traveled. Note: In order to trace an overland rail link, all rail hexes must be contiguous along any single link.
- **Combination:** Bases may trace overland and/or rail lines to a linked, friendly port/anchorage. From there, the supply line may be traced by sea to the nearest supply base. In such cases, the *sum* of all applicable MP methods (overland, rail, sea) applies in calculating the (x) value.

#### [32.3.2] To Ultimate Command Source

Trace distances to any nominated port or anchorage, as in 32.3.1. (From that port, distance is traced to a UCS in the normal fashion).

*Examples:* (see *Examples of Play Booklet*)

### [32.4] Mitigating Reduced bases

Bases with adverse supply penalty categories may have those effects alleviated (or even eliminated) via dedicating tactical MSU’s to this task.

[32.4.1] The amount of MS required to relieve adverse supply penalties depends on the distance from the subject base to its nearest supply base:

Distance to Supply Base (x)	MS Load Capacity Required <sup>1</sup>
< 10	1
10-20	3
21-25	5
26-30	7
31-35	10
36+	14

1) If tracing base is isolated, triple the listed load capacity requirement.

Tactical MSU’s dedicated to this task are placed in a side’s *MS Pool*, marked with “strategic role” counters. They are placed there during the MS Pool Segment of the Merchant Shipping Phase of Strategic G/T’s. They are not available for any other task during the cycle in which they are assigned.

Assignment of required MS load capacity reduces a base’s penalty category by one level for each *multiple* of the required load capacity assigned.

*Example:* A linked penalty category “B” base which is 20 hexes from the nearest supply base, with a total of 6 MS Load Capacity points assigned to it would have no supply penalty category for that cycle.

Bases with penalty categories reduced (or eliminated) should be so-annotated on a side’s *Base Log*.

### [32.5] Supply Base Construction

Supply bases may be constructed in any coastal hex. No engineer unit is required, though construction time is significantly longer without one.

[32.5.1] CP costs and construction duration are dependent on several factors. The *basic* costs are as follows:

#### Supply Base Construction Table

Distance: Base → UCS	CP Cost	Cycle Delay
< 20	20	1
20-29	30	2
30-39	40	2
40-49	60	3
50-59	100	3
60-69	180	4
70 +	340	4

If no engineer is present, add 3 (Allied) or 6 (Japanese) cycles. Engineers present must remain present for the duration of construction, and may *not* engage in other engineering projects for that duration. Also, see US builds engineer modifiers (below).

### MODIFIERS

Several modifiers, both to the CP cost and construction duration, apply. Apply the following, in the order presented. All modifiers are cumulative:

- **Major Port:** x 75% CP cost; delay -1 (minimum 1 cycle)<sup>1</sup>
- **Anchorage only:** x 1.5 CP cost; delay +1.
- **No Airfield present:** + 50% (cumulative) CP cost; delay doubled.
- **No port/anchorage present:** x2 (cumulative) CP cost; delay doubled.
- **Captured enemy supply base present:** x 75% (cumulative) CP cost.
- **Level-3+ Airfield present:** x 75% (cumulative) CP cost.
- **Isolated:** x2 (cumulative) CP cost.
- **U.S. Builds:** x 50% (cumulative) CP cost; basic delay -1 (minimum 1 cycle)<sup>1</sup>; additional delay -1 each US ENGR present beyond 1<sup>st</sup> (minimum 1 cycle)<sup>1</sup>
- **Other Allied Builds:** x 75% (cumulative) CP cost.

1) Unless USN MSB (see 60.14) is present—then no minimum applies.

Note: Round all final CP costs *up*.

*Example:* (see *Examples of Play Booklet*)

[32.5.2] CP costs for supply base construction may be made in installments, in any combination, as long as the total is met prior to completion. *Exception:* A 10% (rounded up) down payment must be made when the supply base construction project commences.

### [32.6] Damaged Supply Bases

Supply bases may be damaged by air bombardment. When a port (or anchorage) containing a supply base is attacked by air bombardment, the supply base suffers the same damage level as that inflicted on the port itself. In the unlikely event that no port or anchorage is present, for bombardment (i.e., damage) purposes, assume there is one present.

Supply bases with damage levels of “D1” or higher cease to function as supply bases. For all practical purposes, they then cease to exist as supply bases. They resume functioning as supply bases once they are repaired to at least “suppressed.”

### [32.7] Isolated Supply Bases

Supply bases may be isolated by AP’s, according to the normal procedures for isolation. Isolated supply bases cease to function as supply bases.

### [32.8] Captured Supply Bases

As indicated in 32.5.1, enemy supply bases are “captured.” The only effect of this capture, though, is to reduce the CP cost for constructing a *friendly* supply base in its stead to 75% of the normal cost.

Supply bases may not be “demolished” to deny their capture.

### [32.9] Base Log Gazeteer

Each side’s *Base Log* contains, on the reverse, a distance Gazeteer listing most (but not all) base distances, to both UCS and some sample supply bases. The supply bases listed on the Gazeteer list only pre-war-existent ones.

Certain Allied UCS’s (US 5; US 6; AF 7 & AF 8) have had added to them extra assumed hex distances, to account for their relative extended distances. For informational purposes, and in case players need to trace base distances manually, they are:

US 5: + 10    AF 7: + 15  
 US 6: + 15    AF 8: + 20

### [33.0] ACTIVATION COSTS

See *Activation Costs Summary* (charts)

### [33.1] Emergency Sorties

A side may use “deficit-spending” in order to sortie ships/TF’s during a cycle, under certain circumstances (see 33.1.5). Deficit spending may not be used for any purpose other than activating ships.

In order to conduct any emergency sortie, ships must occupy a linked port/anchorage.

[33.1.1] *Player’s Note: Rule 16.1.6 (Hidden Naval Movement), and the normal flow of play, can result in situations whereby a side is “surprised” & caught with ships in port, even when a (previously-hidden*

*enemy TF may be spotted, even at a considerable distance. This can result in circumstances where the surprised side is deprived of any ability to react to such enemy actions, despite (in game terms) having considerable advance warning. The provisions of this rule redress that.*

### [33.1.2] Emergency Reaction Task Forces

Both sides may, during Naval Phases, form emergency (i.e, previously unplotted) reaction TF’s. The ability to do so is dependent upon 4 factors:

- The distance from a friendly port/anchorage that an enemy TF is 1<sup>st</sup> “located.”
- The controlling HQ’s status (already “activated” or not).
- The availability of CP’s (either from the controlling HQ, a side’s reserve, or from eligible “lending” HQ’s).
- The reacting side’s current Strategic Intelligence Level (Optional).

[33.1.3] Emergency reaction TF’s may be formed (strictly speaking, “triggered”) only by enemy TF’s which have:

- a) performed *any portion* of their movement (since sortieing) while “hidden” *or*
- b) have sortied in the *same naval phase* in which an Emergency REAC TF is formed.

In order to be eligible to form emergency reaction TF’s, at a port, the triggering enemy TF must be “located” (via air search) or must have been successfully “contacted” via sub, MTB, or possibly surface TF search. Enemy TF’s which remain unlocated and uncontacted, or are reported as “dummies,” may never serve as triggering TF’s.

### [33.1.4] Search Distance

To form emergency reaction TF’s, determine the distance, in *range bands*, from the reacting port, that the triggering enemy TF is first spotted at. This distance may provide a *CP Modifier*, to the *total* CP’s spent to activate ships:

<u>Distance</u>	<u>CP Modifier</u>
SHORT	x ____ + 30%
MEDIUM	x ____ + 20%
LONG/XTD	(Normal)

### [33.1.5] Available CP’s

If sufficient CP’s are available to activate all ships involved, no *base* CP penalties apply. As such, CP’s to activate emergency REAC TF’s are acquired normally, as if the sortie(s) was a normal, plotted one.

Deficit-spending is allowed, though the “exchange rate” varies with the reacting side’s current Strategic Intelligence (SI) level:

<b>Current SI Level</b>	<b>CP Exchange Rate</b>
1-2	2:1
3	3:2
4	1:1

In the case of Japanese emergency REAC TF’s, the US player must provide the Japanese player with his current SI Level, *if* he requires it due to a deficit spending requirement.

CP “exchange rates” are penalties imposed on a side’s next cycle’s CP allotment. *Example:* If a 2:1 exchange rate is mandated, then for every CP used in deficit spending, 2 CP’s are lost from a side’s next cycle’s total CP allotment.

Search distance CP modifiers (33.1.4) apply. In addition, if the reacting TF’s controlling HQ is already “activated,” apply a–10% CP discount.

*Example:* If a triggering enemy TF is located at Medium Range (normally a 20% CP *penalty*), but the reacting TF’s HQ is already activated (before the enemy TF is located), the + 10% “bonus” is subtracted from the 20% penalty, leaving a 10% penalty.

### [33.1.6] Admiral Assignments: Emergency Reaction TF’s

Admiral assignments for emergency reaction TF’s formed are assigned semi-randomly. To do so, the reacting player may pick, at random from the *Available Box* a maximum of two admirals (each eligible to command the TF) for each reacting TF.

From them, one of the two must be assigned as that TF commander. The other may either be discarded (replaced into the *Available Box*) or, if eligible to function as one, may remain with the TF formed as a subordinate admiral. In the case of emergency reaction TF’s, admiral’s avail-



ability DR's are *not* required; if picked, they are "available."

*Example (see Examples of Play Booklet)*

### [33.2] Combined Task Forces

British (but not Australian nor Dutch) ships activated by a US Fleet or Combined HQ cost twice the normal CP activation cost to activate.

The same rule applies for US ships activated by British Fleet or Combined HQ's

### [34.0] STRATEGIC INITIATIVE

The Strategic Initiative (hereafter "SI") level is recorded, throughout the game, on the *SI Track*.

The current SI level will directly affect the amount of CP's available to the Allied side. It also impacts other game functions (e.g., Japanese *kamikazes*, Japanese surrender, etc.), explained in other special rules sections.

The SI level marker is moved on its track as a result of certain combat results, the capture of certain hexes, and by the performance of various other activities, as specified in 34.1 (see *Chartbook II*).

Whenever the SI marker is in the Japanese-shaded area of the track, the Japanese player has SI of a level corresponding to the number in the box the number occupies. The reverse is true for the Allies. When the marker is in the "neutral" area in the center of the track, neither side has any level of SI. To move the SI marker in favor of the Japanese, move the marker to the right; to move it in favor of the Allies, to the left.

### [34.1] Events Affecting the Strategic Initiative Level

(See *Chartbook II*)

#### [34.1.1] Ship Victory Points (reprint; see chart)

For SI purposes (only), points are awarded for the sinking of enemy ships, according to the following schedule:

**SHIP VP TABLE**

Ship Type	VP's
CV	2
BB, BC, CVL	1
CA, CL	½
All others	1/3*

**\*Note:** Except for sub points, MTB's, MSU's, barges, Shinyo boats. DD types: Each "D2" damage level inflicted counts as a "sinking" (i.e., worth 1/3 VP).

#### [34.1.2] Allied Command Point Total

During Strategic G/T's, the Allied player applies various DRM's to his CP DR, if Japan possesses Strategic Initiative of various levels (see charts).

### [34.2] Strategic Initiative: Special Events

*Player's Note: With the advantage of historical hindsight, it might be possible for the Allied player to largely withdraw from the Pacific, refusing to actively contest the Japanese advance—planning to return with overwhelming strength in 1943 (or later). In the actual war, such a policy would, of course, have been both politically and militarily impossible. The Japanese player is therefore rewarded for accomplishing certain feats which the Allies historically would have found it impossible to tacitly concede.*

[34.2.1] These rewards amount to additional (special) shifts of the SI level in Japan's favor. The following events provide shifts to the SI track normally, in the amounts indicated, if the SI level is not at "5" (in Japan's favor). If the SI marker is at "5," favoring Japan, these events allow the Japanese player to place markers (+1) atop the SI level marker, in effect moving the marker further to the right.

The SI level marker may never be moved past the "5" box by any other means, including any of the events listed in 34.2.2—34.2.8.

These rewards may amount to "free" Strategic Intelligence +1 counters (see 42.5.2 & 42.5.3) to Japan, to be used to (possibly) affect Japan's Strategic Intelligence level in future cycles.

#### [34.2.2] Japanese Occupation of India/Ceylon

At the end of any G/T in which Japan has *either* linked *or* un-broken ground units occupying three of the following five cit-

ies, Japan gains a +1 Strategic Initiative shift, and three +1 Strategic Intelligence markers:

Calcutta Trincomalee  
Bombay Colombo Madras

**Note:** This award is a one-time event.

#### [34.2.3] Japanese Occupation of the Aleutians

At the end of any Strategic G/T in which Japan has had a ground unit (need *not* be linked) in any *named location* hex of the Aleutians, for the preceding 18 consecutive cycles, the Japanese player rolls 2D6. On a DR result of "7" or "11," Japan gains a +1 Strategic Initiative Shift, and two +1 Strategic Intelligence markers. Any other DR result has no effect.

**Notes:** This award is *not* a one-time event; Japan gains the rewards listed for each Strategic G/T in which the conditions and DR's required are met. Qualifying Japanese ground units need not be linked (or un-broken) but this condition arises only after a *continuous* occupation (need not be the same ground units, though the occupation must be continuous and unbroken) of 18 consecutive cycles.

#### [34.2.4] German Surface Raiders—Horn of Africa

In order to protect the trade routes around the Horn of Africa from German surface raiders, the Allied player must keep the indicated number of capital ships and/or CL's in the African Coast Phase Holding Area of the *Allied Off-map Display*. These ships must be capable of operating at Speed Class 3. Ships undergoing Yard Periods there *do* count towards this garrison.

Cycle	# of Ships
13/41	0
1/42–4/42	6
5/42–13/42	8
1/43 +	0

For each G/T the required garrison is not met, Japan gains a +1 Strategic Initiative shift, and one +1 Strategic Intelligence marker.

#### [34.2.5] Land-based Air Attacks on Pearl Harbor

Each time the Japanese player conducts a successful (defined as causing any level of damage—not including

“suppressed” results—to any installation) Air bombardment mission by non carrier-based AP’s against Pearl Harbor (F3342), Japan receives a +1 Strategic Initiative shift, and one +1 Strategic Intelligence marker.

**[34.2.6] US Supply Line: Australia**

Beginning with operational cycle 4/42, the Allied player must maintain a Command Link to a port *and* HQ in Australia, traced to an Allied Ultimate Command Source (UCS; see 28.10.1).

For each complete G/T that this condition is not met, the Japanese player rolls 1D6 prior to the end of that G/T. The result is the number of “free” Strategic Initiative +1” chits (see 34.2.1 governing their use) he is immediately awarded.

**[34.2.7] S.I. Excess: Additional Effects**

If a side possesses excess SI markers (+1) atop an SI level already on its side of “5,” (e.g., per 34.2.1), that side may, as an option, expend these markers in various ways, potentially impacting that side’s Strategic Intelligence level, and/or the enemy side’s production apparatus.

**Procedure: Strategic Initiative Levels.**

A Strategic Initiative (+1) chit may be removed from the game’s *SI Track* during a Strategic G/T, and placed one cycle ahead. When done, this chit automatically raises that side’s Strategic Intelligence level by 1, and automatically lowers the opponent’s corresponding level by 1, for that cycle. Note that this differs from Japanese SI +1 markers which are gained via the US use of “Magic” (see 42.4), and are reliant upon chit draws in any case.

**Procedure: Enemy Production.** Strategic Initiative (+1) chits may be used to possibly affect the opposing side’s production. If “played” at the outset of the Production Phase, during Strategic G/T’s, the owning side rolls 2D6, applying the following effects upon achieving a DR within the indicated ranges:

DR	Result
2-6	No Effect
7-8	Roll 1D6. PP’s are reduced by DR x 10% for that cycle, <i>and</i> for DR result # of cycles following.
9	Same as result (7-8), but reduce production by DR x 20%.
10	Same as result (7-8), but reduce production by DR x 30%.
11	Same as result (7-8), but roll 2D6.
12	Same as result (9), but roll 2D6.

**[34.2.8] Japanese Ahistoric Gains**

Japanese capture of ports/anchorages and/or A/F hexes which constitute ahistoric gains *may* result in Strategic Initiative shifts (of +1) in Japan’s favor. Only such hexes on Maps E, F, & G are potentially subject to this provision, as follows:

**Map E:** Espiritu Santo, Noumea

**Map F:** Dutch Harbor, Midway, all Hawaiian islands.

**Map G:** Canton I. (G1812), Funafuti (G0817), Samoa (both G1822 & 1923), Viti Levu (G0626), Tongatabu (G1430), Rarotonga (G3130), Auckland, Wellington.

When eligible locations (as defined above) are captured by Japan, the Japanese player immediately rolls 2D6, nominating 1 die as the “primary” one. On a modified DR (using the primary die) of “6” or more, Japan’s Strategic Initiative level may be increased.

DRM’s (apply to *primary die* only; cumulative). Apply if captured location contains:

- Airfield +1
- Minor Port +2
- Major Port +3
- (Any Hawaiian Island) +2

If a modified DR (on the primary die) of “6” is gained, compare the *face-value* (un-modified) of both dice. The DR differential, then, is the net Strategic Initiative shift applied, in Japan’s favor.

SI DR’s for capturing ahistoric locations are one-time events for each sepa-

rate location. There is no effect for Allied recapture of such areas, whether Japan’s SI level was increased by their initial capture or not.

**[34.2.9] Allied Excess S.I. Markers**

The Allied side may also earn excess SI markers (with no maximum). These markers are placed atop the current SI level, if at level “5” in the Allies’ favor.

Allied excess SI markers are gained via satisfaction of any of the eligible events listed in 34.1.

*Player’s Note: Allied excess SI markers have an impact on Allied attempts to force a Japanese surrender (see 71.1.2 “A”).*

**[35.0] RAIL MOVEMENT**

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

**[35.1] Rail Capacity (RAILCAP)**

*Railcap* is the maximum amount of friendly ground units that may utilize rail movement (including entraining or detraining), or the distance they may travel by rail in a single G/T—during a player’s Ground Segment.

A country’s *Railcap* indicates the number of ground steps plus the number of rail hexes moved in a single Ground Phase.

**[35.1.1] Entraining/Detraining**

The cost to entrain or detrain any ground unit depends on the unit type and size:

Unit Type/Size	Cost ( <i>Railcap</i> )
Mech/Engineer/ Cavalry	# steps x 3
Other, up to Bde. size	# steps
Other, larger than Bde. size	# steps x 2

Both entraining and detraining count against a country's *Railcap*. The number of ground steps *currently entrained* (halved, rounded up) also counts against *Railcap*. Finally, the number of rail hexes traversed counts against *Railcap*.

*Example* (see *Examples of Play Booklet*)

[35.1.2] The *Railcap* for each country and territory in the game is assigned at the outset. *Railcap* may be increased or decreased throughout the play of the game.

A side may never violate its *Railcap* by having more friendly units using rail movement than its *Railcap* allows. Each country/territory's *Railcap* is treated individually, but may be used in hexes of other countries. In effect, then, a country's *Railcap* may be *added* to another country's *Railcap*, so long as the unit(s) being moved *begins* the phase in a rail hex of a country whose *Railcap* is being used.

[35.1.3] All entrained, entraining, and detraining friendly ground steps count against a country's *Railcap*.

[35.1.4] *Railcap* of a country may be increased (35.5) and/or additional rail hexes added to a country's rail net (39.3).

### [35.2] How to Use Rail Movement

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



[35.2.2] A unit may entrain and/or detrain only during the friendly player's Ground Segment. An entrained unit may be detrained at any time during that segment, providing sufficient *Railcap* remains to pay the detraining cost. Entrained units should be so-indicated by placing an "entrained" marker on them.

### [35.2.3] Combining Rail with Ground Movement

A unit may combine rail movement with all other forms of movement during G/T's. See 23.1.3 ("Sea Transport") to combine sea and rail movement in the same G/T.

**Procedure:** Take the number of hexes a unit moves by rail (excluding entraining/detraining), and divide by "6" (a unit's basic MP allowance), rounding *up* to the nearest whole number. Subtract this number from "6." The remainder is the amount of ground MP's remaining to the unit.

To determine the rail movement allowance of units after utilizing regular ground movement, multiply the number of MP's remaining to a unit by "6." The result is the maximum number of rail hexes the unit may move in that G/T. Note: Entraining costs, of course, continue to apply—but do not detract from the *distance* a unit may move by rail. Rather, this factor is governed by the available *Railcap*.

An entrained unit may not enter a hex occupied by enemy ground units, even if that hex is also friendly-occupied. Entrained units may *leave* such a hex.

A unit may not entrain in a hex occupied by enemy ground units. Units may detrain in a hex occupied by enemy ground units, if that hex contains detrained friendly ground units.

Entrained units have their TQ's halved (rounded up). If forced to retreat, an entrained unit is automatically detrained. Units may never retreat in an entrained status.

Entrained units are always considered "covered" by their "entrained" marker. As such, their composition (step strength, unit type, etc.) is never viewable to the opposition.

### [35.3] Rail Hex & Line Status

At any time, a rail hex will either be friendly, enemy, or destroyed. Only *friendly* rail hexes may be used by units for rail movement.

[35.3.1] In order to enter a friendly rail hex by rail movement, it must be possible to trace a line (of any length) of contiguous friendly rail hexes from the particular hex in question to at least one of the country's *Rail Centers* (some countries have more than one). This line must be traced through connecting rail hexes which connect all of the contiguous hexes of the rail line.

[35.3.2] Whenever a rail hex changes hands the rail hex is *captured* (intact and undamaged, unless demolition—see 35.7—occurred previously).

[35.3.3] Rail hexes are "destroyed" by any damage result of "D1" or higher, on any *Bombardment Table*. When this occurs, place the appropriate damage level marker in the rail hex. Rail movement may not be used in rail hexes containing

"D1" or higher damage markers, until repaired.

### [35.3.4] Rail Line Repair

A rail hex can be repaired in one of three ways:

1. By having any ground unit spend twice its activation cost in the damaged hex. Such units may move normally, using the overland (not rail hex) terrain cost for each damaged rail hex entered. Each such (2x) expenditure repairs one level of damage.
2. Each engineer unit located in a *Rail Center* hex of the country affected may repair 1 level of damage for each CP multiple spent in activating them. CP's expended are required regardless of such units' actual "activation" status. *Example:* 4 CP's spent on 1 ENGR unit repairs "D4" damage level.
3. Mere CP Expenditure. If no ground unit (1) or ENGR (2) is used, repairs may be effected via CP expenditure. To do so, 2D6 are rolled. The repairing side must nominate the 1<sup>st</sup> die as to denote the CP cost to effect repairs. The DR differential between that die and the 2<sup>nd</sup> die indicates the damage level repaired.

Rail hex repairs may utilize any combination of the above three methods.

### [35.4] Rail Centers

Each country or territory that contains rail hexes has at least 1 Rail Center. These hexes are the sources of the country's *Railcap* and are listed in the rules sections pertaining to each country.

[35.4.1] Countries with more than 1 Rail Center have their *Railcap* divided equally among all of them. If any fractions remain, players should (when necessity dictates) roll a die to determine which Rail Center controls the fraction.

[35.4.2] *Railcap* may be captured by occupying a Rail Center with a ground unit. The occupying player rolls 1D6, and follows the rail capture procedure (see 35.6).

### [35.5] Increasing RAILCAP

The initial and maximum *Railcap* for all countries are listed in sections 44.1—49.1. This capacity may be altered during play.

[35.5.1] If the current *Railcap* of a country



is below its initial capacity, a player may restore the lost *Railcap* by the expenditure of CP's. To be eligible, a minimum of one unbroken ground unit must be present at a Rail Center. Done during each Ground Phase (i.e., each G/T), for each CP multiple of 2 spent (1 for engineer units), one point of *Railcap* is restored.

[35.5.2] The *Railcap* of a country may be *increased* above its initial capacity. To be eligible, an unbroken engineer unit must be present at a Rail Center. For each CP multiple of 1 spent, a country's *Railcap* is increased by 1.

[35.5.3] A country's *Railcap* may not be increased above its listed maximum.

### [35.6] Capturing *RAILCAP*

Enemy *Railcap* may be captured whenever a friendly ground unit gains control of a hex containing an enemy Rail Center.

[35.6.1] The capturing player immediately rolls 2D6 and, applying a base +1 DRM, consults the "176+" column of the *Bombardment of Air Points* Table. Additional DRM's may be purchased, via expenditure of CP's, on a 1-for-1 basis (no maximum, but such CP's must be resident in a HQ with a Command Radius within range of the Rail Center hex, or from a side's "reserve"). The result (rounded up) indicates the percentage of enemy *Railcap* assigned to that Rail Center that is immediately captured (i.e., becomes friendly).

[35.6.2] Captured *Railcap* may be increased only via 35.5.2.

#### [35.6.3] Thailand: Exception

Thailand's *Railcap* is not subject to 35.6.1 (see 48.6.4), *vis-à-vis* Japan.

*Example; Railcap capture:* In cycle 2/41, Japan captures Singapore. Malaya's *Railcap* of 10 is rolled for by the Japanese player. Choosing to expend 5 CP's (gaining a net DRM of +6), the Japanese player rolls a "7" on 2D6. Consulting the *Bombardment of Air Points* Table ("176+" column), this results in 100% of Malaya's *Railcap* falling into Japanese hands.

### [35.7] Demolishing *RAILCAP*

The owning side may use the procedure in 35.6 in an attempt to demolish (voluntarily destroy) friendly *Railcap* in order to prevent its subsequent capture.

[35.7.1] During the Demolition Segment of any Ground Phase in which *all* of the following conditions are met, demolition of a country's *Railcap* may be attempted:

- An "activated," unbroken friendly ground unit occupies a friendly Rail Center.
- No enemy ground units occupy, or are adjacent (overland) to, the hex.
- A HQ capable of activating the ground unit nominated as accomplishing the demolition attempt is itself currently "activated."

**Procedure:** A "lead" unit for the demolition attempt must be chosen. This unit must pass a TQ check (applying all appropriate modifiers). If it passes, then the provisions and procedures of 35.6.1 apply, except that the enemy player may claim an adverse (-1) DRM, applying a -1 DRM for each broken unit friendly to the demolishing side in the country in which the demolition attempt is made.

If the "lead" unit passes its required TQ check, then the net DR result indicates the percentage (rounded down) of *Railcap* assigned to that Rail Center that is permanently destroyed.

If the "lead" unit fails its required TQ check, the *Railcap* demolition attempt has failed.

A maximum of one demolition attempt (per game) may be made for any country or territory.

### [35.8] Bombing *RAILCAP*

A country/territory's *Railcap* may be targeted, as a strategic bombing target, during Strategic G/T's (see 55.7).

#### [35.8.1] Restoring *Railcap*

*Railcap* lost via strategic bombing may be restored according to 35.5.1.

### [36.0] NAVAL REPAIR

Damaged ships may be repaired by entering an eligible repair port, by spending a variable number of G/T's undergoing repair.

Both sides record the initiation, and progress of, naval repairs on a *Ship Repair Log*. On this log, the owning player records the ship name and location of repair, as well as the date repairs were initiated. The dates each level of repair will be completed are also recorded. Damaged ships need not occupy *TF Displays*,

but must be revealed as "present" if their port of repair is attacked by an air strike.

### [36.1] Repair Procedure

When a damaged ship enters an eligible repair port, it may enter the repair procedure immediately. The owning player rolls 2D6 to determine the precise *extent* of the damage. Consulting the *Naval Damage Repair Table* (see charts), the modified DR indicates the total number of G/T's required to reduce a ship's damage level by one (e.g., from "D3" to "D2," or from "D1" to fully-repaired). To determine the total number of G/T's needed to completely repair a ship, the owning player adds up all the numbers in all columns to the left of, and including, the column corresponding to the current damage level of the ship.

*Example:* A "D3" USN CV (using Table # 4: "CV's") receives a modified DR of "7" when the US player rolls for it upon entering a repair port. It will take 11 G/T's (the 1<sup>st</sup> G/T of repair counts as a G/T) to reduce the "D3" damage to a "D2;" an additional 6 G/T's to reduce the "D2" level to "D1;" and a final 2 G/T's to complete the repair. Thus, the ship must spend a total of 19 G/T's in the repair process to completely repair its damage.

[36.1.1] Ships generally may be repaired only at friendly Major Ports. Japanese ships with damage levels of "D2" or higher may be repaired only in *Homeland* major ports. Japanese ships with only "D1" damage levels may be repaired at any Japanese-controlled major port, or at Truk. Truk, however, may never have more than one ship undergoing repair at one time.

USN ships with only "D1" damage may be repaired at any linked US-controlled port (major or minor) with a functioning Supply or Mobile Service (60.14) Base.

#### [36.1.2] Port Repair Capabilities

Repairs conducted at the following ports have DRM's applied to naval repair DR's occurring there. Note: These DRM's apply to *Naval Damage Repair Tables 2-4* only:

Port	Repair DRM
US West Coast	+2 <sup>1</sup>
US East Coast	+3 <sup>2</sup>
African Coast	+1 <sup>3</sup>
Soerabaja	-2 <sup>4</sup>
Any Australian (Major) port	-1 <sup>4</sup>

Notes:

- 1) Applicable only if currently no Allied capital ship is under repair there. Otherwise, apply a +1 DRM.
- 2) Applicable to *all* US repair DR's made there.
- 3) CW ships only.
- 4) Applies to Allied attempts only.

**[36.1.3]** Ships may be withdrawn from the repair procedure at the beginning of any Naval Phase. The extent of the damage (i.e., the precise number of G/T's required for repairs to be completed) remains the same as when the ship *left* the repair procedure. This damage may later be repaired at the same port, or a different (eligible) one.

**[36.1.4]** If a ship that has had the extent of its damage determined receives further damage, the owning player need not roll again to determine the extent of the new damage. Instead, the original DR is considered the same as for the previous damage.



### [36.2] Salvage of Ships & Special Cases

Named ships (and un-named capital ships, if applicable) sunk in port may be salvaged. At the conclusion of the phase in which sunk, the owning player rolls 1D6 and consults the *Salvage Table* (below). The DR result indicates either that the ship is salvageable (and a number of cycles) or is not. If the ship is salvageable, it is returned to the port hex, after the appropriate number of cycles, and marked with a “sunk” counter.

### SALVAGE TABLE

DR	Result
1-3	Cannot be salvaged
4	Salvaged after 6 cycles
5	Salvaged after 4 cycles
6	Salvaged after 2 cycles

DRM's: +1 Major Port

-1 Anchorage

Once a ship is determined to be salvageable, it is placed, along with a “sunk” counter (and a counter denoting which port it occupies, if desired) on the *Turn Track* that number of cycles ahead.

When the ship arrives from the *Turn Track*, its “sunk” counter may be replaced with a “salvaged” counter. It must be moved (i.e., “towed”) to a repair port (see 36.1.1 & 36.3), if it does not currently occupy one. Once salvaged ships reach repair ports, they are rolled for normally on the *Naval Damage Repair Table*. All such ships possess damage levels of “4.” Their repairs from that point on are conducted normally.

**[36.2.1]** Ships in the repair process defend as do normal ships in port, with the exception that their speed class is *zero*. They may not perform missions of any sort. Sunk (and salvageable) ships may not engage in combat operations.

**[36.2.2]** Japanese ships with a damage level of “D3” or greater have 5 subtracted from their repair DR's.

**[36.2.3]** There is no limit to the number of times a ship may be damaged, salvaged, or repaired.

#### [36.2.4] Joint Shipping Units

Joint shipping units (MSU, APA/APB) may not be repaired.

DD's/APD's, & DE's/DET's may be repaired to a limited extent (see *Naval Damage Repair Table # 1*).

*Player's Note: An undamaged DD-type counter represents two undamaged ships. A “D2” counter represents one undamaged ship. A “D1” counter represents, abstractly, two lightly-damaged ships. “D3” & “D4” damage levels represent one (lightly or heavily) damaged ship. Thus, once a DD-type counter reaches “D2” damage level, it is assumed that one of the two ships have been sunk.*

### [36.3] Allied Off-Map Repair

Allied ships may be repaired at off-

map ports. These are located either in the US West and East Coasts (which may repair US ships only), the African Coast, Middle East, and England (which may repair CW ships only).

### [36.4] Maximum Effort

Under certain special circumstances, players may greatly reduce the amount of time a damaged ship is required to spend under repair, through a procedure known as *maximum effort*.



The following ports are eligible to declare a *maximum effort* repair:

**Allied:** US West and East Coasts, Pearl Harbor (US ships); Bombay and England (CW ships).

**Japanese:** Any homeland major port.

**[36.4.1]** Declaration of a maximum repair effort may be made at any time a ship is eligible to roll for repair. It may also be made during Strategic G/T's, after the CP Determination Segment.

**[36.4.2]** The amount of CP's required to declare a *maximum effort* varies, and is unpredictable. When declaring a *maximum effort*, the owning player rolls 1D6 and consults the following table:

#### MAXIMUM EFFORT REPAIR TABLE

DR	CP Cost <sup>1</sup>
1	20
2	15
3	10
4-5	5
6	0

DRM's: +1 US CV

Note: 1) Japanese *maximum effort* CP costs are doubled.

**[36.4.3]** CP's spent in *maximum effort* repairs must be resident in the HQ controlling the repairing port, or in “reserve.” Such CP's may not be extracted from “Future Operations” pools.

If a *maximum effort* repair is declared and, after the DR it is determined that insufficient CP's are available to meet the required cost, the CP total for the HQ in question is reduced, into negative numbers if necessary, until 1.5 times the listed CP cost for the repair has been equaled. The *maximum effort* repair may not oc-

cur, though the ship may roll again (normally) for repairs.

**Note:** CP's lost via insufficient amounts in stock must be made good during the next Strategic G/T, by subtracting the total from a side's cycle total allotment.

[36.4.4] Ships undergoing a *maximum effort* have the extent of their damage reduced by 8 G/T's. This is considered to occur at the end of the same Naval Phase in which the ship entered the *maximum effort* repair. The highest damage levels are removed first.

*Example (see Examples of Play Booklet)*

[36.4.5] Only one ship may *enter* repair under *maximum effort* at any given port at any one time.

[36.4.6] A port which has used *maximum effort* may not repair any other ship for the following 4 G/T's, or until the subject ship has been fully-repaired—whichever occurs sooner. To denote this restriction, players should place a “maximum effort repair” counter,” with the repair port annotated on it, on the *Turn Track* as a reminder.

Other ships at that port already in the repair procedure are “frozen,” and may not have the extent of their damage reduced until the time-frame above expires. Such ships' repair progress must be adjusted on the *Ship Repair Log*.

[36.4.7] A ship may not be repaired by *maximum effort* more than once for the same damage. That is, a ship that used *maximum effort* would have to be completely repaired before it was eligible to again use *maximum effort*.

### [36.5] Naval Yard Periods

[36.5.1] Commencing in 1942, every game-year, all carriers (including CVE's) and capital ships must spend one entire cycle (i.e., four consecutive G/T's) in a friendly major port undergoing a *Yard Period*.

[36.5.2] Ships undergoing yard periods may not have any missions plotted for them. Such ships may, however, break their yard period at the beginning of any Naval Phase in order to actively return to the game, and perform missions.

Ships that break their yard periods must still complete an entire yard period, starting again from scratch.

[36.5.3] No CP or PP cost is associated with mandatory yard periods, as long as ships fulfill their requirements on time.

[36.5.4] Ships that do not fulfill their yard period requirements are considered “un-supplied” (see 18.3), until they spend two complete, consecutive cycles in a friendly major port undergoing an extended yard period. And, in order to complete such required extended yard periods, the owning side must pay twice the ships' CP activation cost, which covers the entire yard period. Such ships may *not* break these extended yard periods, except via “emergency sortie” (see 33.1), or in the event their port is captured by the enemy.

[36.5.5] Players should record each ship's yard period on *Refit/Yard Period Logs*. The *yard period* portions of these logs may be examined, on demand, by the opposing side, at the conclusion of each game-year.

*Player's Note: Partial Refit/Yard Period logs are provided, covering only game-year 1942. Players must construct similar logs for the remaining years.*

### [36.5.6] Yard Period Exemptions

Ships arriving as reinforcements are exempt from required yard periods for the game-year in which they arrive.

### [36.6] Naval Refit

*Player's Note: The refit rules imparted here are intended to deter the practice of keeping ships at sea, theoretically indefinitely, by continual cycling of AO's sent out to refuel them. However practical economically-speaking—by skirting the need for paying CP costs to activate entire TF's (paying instead the far cheaper cost of the “cycled” AO's)—needless to say, the abuse potential and realism lost is substantial.*

*The record-keeping is intended to be minimal; hence the minimal (one Naval Phase only) time requirement in order to satisfy the refit requirement.*

*Obviously, a “gentlemen's agreement” not to utilize the mechanics described in the 1st paragraph, above, may obviate the need for this rule. But, because “gentlemen's agreements” are not a sound basis for a valid rule system, it is mandatory to legislate against potential abuses. Players are, of course, free to dispense with the “refit” requirement if it best serves their needs.*

[36.6.1] All CV's, CVL's, CVE's, BB's, BC's & CA's must spend at least one

Naval Phase each cycle deactivated in a linked friendly port or anchorage.

[36.6.2] *Refit* is tracked by ships by means of a *Refit/Yard Period log*, on which required refits are recorded.

The instant the refit requirement for a ship is met for a cycle, that cycle's “box” is checked-off.

### [36.6.3] Penalties for Non-compliance

Ships not fulfilling their refit requirements are penalized as follows:

- A) A ship not fulfilling its refit requirement in a given cycle incurs an additional (if one has previously been recorded for that cycle) *Yard Period* requirement for that year. If such a ship has not yet completed that year's *yard period*, then it must complete 2 *yard periods* during that game-year. If this is not possible, then the provisions of 36.5.4 apply.
- B) A ship failing a 2<sup>nd</sup> (and any subsequent) consecutive time (i.e., 2 consecutive cycles) to fulfill a required refit must, immediately upon conclusion of that 2<sup>nd</sup> cycle—whether at sea or not—be rolled for on the *Naval C.R.T.*, using the “2:1” column. The *Critical Hit* process applies to any and all damage incurred.

### [37.0] ATTRITION

Air, ground and naval units are vulnerable to certain automatic reductions in strength due to attrition. All attrition is resolved during Strategic G/T's. (For ground unit attrition, see 25.1).

### [37.1] Air Point Attrition

AP's automatically suffer loss in strength each cycle. The owning side totals the number of AP's of each *block type* currently deployed.

In addition to the provisions of 32.2.2, the following AP types and situations result in their counting double when determining the total number of AP's:

- AP's deployed at isolated airbases (when attrition is determined, during the Attrition Phase of Strategic G/T's).
- AP's which are in excess of an airbase's capacity.
- AP's which flew *Strike Transfer* missions.
- AP's which flew *Air Transfer* mis-



sions requiring CP expenditure (see 37.1.3).

*Player's Note: During Attrition Phases of Strategic G/T's, players must review their Air Strike Plot logs for the preceding cycle, noting the number of AP's, by block type, which performed the above-listed missions, or exist over-stacked.*

8% of US AP's, and 10% of all other nationalities, by block type, are lost. Fractions are rounded to the nearest whole number, rounding .5 up.

Eleven different air blocks exist for Allied air attrition purposes (see *Allied Air Point Attrition log*), and five blocks exist for Japanese AP's. Though not denoted on the *Allied AP Attrition log*, Dutch AP's are subject to attrition.

*Player's Note: The # of Dutch AP's is small enough to identify at a glance, and Dutch air participation in the war is likely not to be long-lasting; hence their exclusion from the log.*

**[37.1.1]** Players may voluntarily eliminate only 1 AP of each *block type* at each airbase hex in which AP's of that block type are currently deployed, until all airbases with AP's of that type have had 1 AP "attritted." The same holds true for 2 AP's eliminated, etc.

For "eligible base" purposes, consider sub-blocks (e.g., NCT, CT for carrier blocks; IJA/IJN for Japanese FTR & BMR blocks) *separately*. Thus, for example, a single airbase could take 2 AP's lost via attrition (e.g., 1x CT + 1x NCT) within an air block for required attrition.

**Carrier Air Groups.** For attrition purposes, each carrier with AP's deployed aboard is considered a separate airbase, regardless of where located.

**[37.1.2]** The owning player, to a large extent, has the option of which AP within block types to eliminate. The GENERAL RULE for AP *type* attrition is that no more than 3 AP's of any type (within any air block) may be lost until at least 1 AP of a *different* type (also within that air block) is lost.

*Example:* In determining his FTR block attrition for a cycle, the Japanese player eliminates ("attrits") 3x Ki-27 *Nate* AP's. He must, prior to eliminating any further Ki-27's, eliminate at least 1 FTR AP of a different type than the *Nates*. After he does so, the Japanese player may again eliminate another 3x Ki-27's,

and so forth.

### **[37.1.3] Special Cases & Restrictions** **USAAF Mandatory Losses**

- As indicated on the *Allied Reinforcement Schedule*, commencing with cycle 0/1/43, the 1<sup>st</sup> AP attrited for US Bomber Blocks must be a B-17 AP, if any are extant. Thus, a minimum of 1x B-17 AP must be attrited, if possible.
- Within US Tactical Blocks, the 1<sup>st</sup> AP type attrited must be a B-26 AP. Thereafter, US tactical block attrition losses are determined normally (i.e., US player's choice).

### **Carrier Block Attrition**

The US and Japan (but not Britain) treat their carrier block AP's as two separate sub-blocks: carrier-trained (CT) and non-carrier-trained (NCT). All attrition losses for carrier air block types are tracked separately for each category.

Attrition of carrier block AP's thus is determined separately: 10% (8% US) of all CT, and 10% (8% US) of all NCT carrier block AP's are attrited.

**Note:** As noted on the *US Air Block Compositions chart*, US SBD's, TBF's, & SB2C's arriving as part of a US *Tactical Air Block* are, for combat loss and attrition purposes, considered (and are tracked as) US NCT carrier block types.

### **Japanese Fighter & Bomber Air Blocks**

In resolving attrition of his FTR & BMR blocks, the Japanese player is restricted as to AP types he may eliminate, based on whether an AP is an IJAAF ("Army") type, or an IJNAF ("Navy") type.

*Player's Note: Any Japanese FTR or BMR AP with the "Ki-\_\_" designation prefix is an IJAAF ("Army") type AP. Any other prefix indicates a Navy type.*

**Japanese Fighter Air Blocks.** In addition to the general rule of AP attrition, the Japanese player must attrit his FTR AP's using a ratio of less than 4:1 (IJAAF : IJNAF types). *Example:* If the Japanese player finds that he must attrit a total of 13 FTR AP's, he may take no more than 10 Army-type FTR AP's (10 IJAAF : 3 IJNAF being less than the ratio restriction imposed).

**Japanese Bomber Air Blocks.** A similar ratio as per Japanese FTR air block attrition exists for Japanese BMR's. In

this case, a ratio of less than 3:1 (IJAAF: IJNAF) must be adhered to. *Example:* If the Japanese player finds that he must attrit a total of 12 BMR AP's, he may take no more than 8 Army-type BMR AP's (8 IJAAF: 4 IJNAF being less than the ratio restriction imposed).

### **Air Transfer: CP Expenditures**

If any AP's of a block cost CP's to perform Air Transfer, they *all* are counted double for air attrition purposes.

*Example:* If 3x Japanese carrier block AP's are transferred during an Air Phase (costing 1 CP), *all 3* of these AP's (not just the 3<sup>rd</sup> AP, which of itself necessitated the CP expenditure) are doubled for attrition purposes.

**[37.1.4]** AP's eliminated via attrition count as a "combat loss" for replacement (see 58.5) purposes.

**[37.1.5]** "Crated" AP's (those aboard MSU's at sea, or being uncrated ashore) are not considered "deployed" for attrition purposes.

**[37.1.6]** The ANZAC air block is counted as a total, separate block for attrition purposes.

### **[37.1.7] Attrition of Japanese "elite" AP's**

Whenever Japanese air attrition occurs at a particular airbase, and that airbase contains block types (to suffer attrition) consisting of both "elite" and non-elite AP's of that block type, it must be randomly-determined whether those "elite" AP's must be attrited.

**Procedure:** Determine attrition loss randomly, based on the relative percentages of both types, except consider the number of non-elite AP's present as double the number of "elite."

*Example:* During a Strategic G/T, at Kwajalein, the Japanese player has 2x G3M *Nell* (BMR block) AP's—one "elite" and one non-elite. He must, to satisfy attrition requirements, remove one of them. In determining which AP to remove, for this purpose (only), two non-elite AP's are considered to be present. Thus, a fair random determination for attrition purposes would be a ratio of 1 "elite" to 2 "non-elite" AP's (i.e., the "elite" AP would have a 1/3 chance of being attrited).

### [37.1.8] “Green” Air Points

If both trained and untrained AP’s of a specific AP type are present at an airbase, the untrained (“green”) AP’s are also counted “double” (as per 37.1.7). At such bases, the 1<sup>st</sup> AP type attrition loss must be of an untrained AP, if both types exist.



### [37.2] Naval Attrition

Naval attrition occurs on a random basis once per cycle. The US, Commonwealth, and Japan are subject to Naval Attrition.

[37.2.1] Two sets of naval attrition counters exist: One for the Allies (covers both the CW and US), and one for Japan. The composition of these respective attrition chit “cups” is, for informational purposes, as follows:

#### I. ALLIED

A total of 32 chits constitute the Allied naval attrition mix:

Blank (“none”) x4		CL x1
Blank* (“none”) x4		CL* x1
BB x1	CVL* x1	DD x2
BB* x1	AV x1	DD* x1
BC x1	AV* x1	DE x2
BC* x1	CVE x1	DE* x1
CV x1	CVE* x1	AO x1
CV* x1	CA x1	AO* x1
CVL x1	CA* x1	

#### II. JAPANESE

A total of 44 chits constitute the Japanese naval attrition mix:

Blank (“none”) x6		CL x1
Blank* (“none”) x6		CL* x1
BB x2	CVE x1	DD x2
BB* x1	CVE* x1	DD* x1
BC x1	CA x1	DE x2
BC* x1	CA* x1	DE* x1
CV x1	CVS x1	CD x2
CV* x1	CVS* x1	CD* x1
CVL x1	AV x1	AO x1
CVL* x1	AV* x1	AO* x1
		APD x1
		APD* x1

[37.2.2] Chits with an asterisk (\*) are replaced back into the countermix (i.e., attrition chit cup) after applying their results when they are drawn. Chits without an asterisk are removed for the remainder of that calendar year after applying their results, when they are drawn.

#### [37.2.3] Naval Attrition Procedure

Naval attrition is resolved once per cycle, for the US, CW, and Japan (separately for each). The ships affected, and the extent of damage suffered, are determined secretly by each side, by consulting the *Naval Attrition & Naval Attrition Damage Tables* (see charts).

During the Naval Attrition Determination Segment of each Strategic G/T, 1D6 is rolled. A result of from “1-4” (re-rolling others) indicates the coming G/T in which the actual naval attrition procedure will be resolved.

At the beginning of the *First Naval Phase* of the G/T determined above, another 1D6 is rolled. A result of “1-2” indicates that naval attrition must be resolved during the 1<sup>st</sup> Naval Phase; a result of “3-4” indicates resolution during the 2<sup>nd</sup> Naval Phase; and a result of “5-6” indicates resolution during the 3<sup>rd</sup> Naval Phase of that G/T.

At the beginning of the Naval Phase determined, each side (the US, CW, and Japan) randomly and secretly draws one chit from its naval attrition chit cup. Selection of a blank indicates no naval attrition during that cycle, for that side.

Following the determination of the class of ships that may be affected by naval attrition, each side secretly rolls 1D6, consulting the *Naval Attrition Table* to determine if a ship of the indicated class suffers any damage. If a number for a drawn class is gained, then that number of ships of that class *may* suffer damage. In that case, the owning side consults the proper column of the *Naval Attrition Damage Table*, and again secretly rolls 1D6 to determine the extent of the damage incurred by the ship(s) affected.

To determine the exact ship affected, a random method of identifying the unfortunate subject ship is needed. Players are free to devise any such method, such as rolling 2D10 (or 3D10, if necessary) until a valid, in-play ship’s pennant # is rolled.

[37.2.4] Only ships currently in play are subject to naval attrition. This includes all ships undergoing refit—but not repair, nor Yard Periods—as well as Allied ships deployed on the *Allied Off-map Movement Display*. Ships currently under construction are not subject to attrition.

Ships of classes not listed in the naval attrition chit countermixes are never subject to attrition. The number of ships of a given class that are currently in play has no effect on the probability of naval attrition. If, however, *no ships* of a given class are currently in play, then no naval attrition can occur for that class.

#### [37.2.5] Submarine Attrition

Naval attrition for sub points occurs simultaneously with regular naval attrition.

**Procedure:** As part of resolving naval attrition, each side (US, CW, Netherlands and Japan) determines sub attrition separately, via a 2D6 DR. On a DR of “7,” 1 *on-map* sub point is lost—determined randomly. *Exception:* The US player may choose which sub *type* (“S, Fleet-boat”) to eliminate. The *subron* containing the sub point, then, is chosen randomly.

#### [37.2.6] MTB Attrition (see 60.5.8)

### [38.0] PORTS & ANCHORAGES

#### [38.1] Functions of Ports

##### [38.1.1] Types

Three types of ports exist: Major Ports, Minor Ports, and Anchorages. Although the size of a port affects other operational aspects, their primary function is to base and activate ships.

[38.1.2] Most major ports can repair friendly ships (see 36.1.1). Ports have AA strengths as indicated on the *Anti-Aircraft Table*.

[38.1.3] Ports affect naval operations primarily by the effect their type has on “Port Activation Limits” (see *Optional Rule* 38.4)—how many ships can operate from an individual facility in a cycle.

##### [38.1.4] Ship Basing Capacity

If *Optional Rule* 38.4 is in effect, ports have basic ship operating capacities. If this rule is *not* in effect, a port’s type has no direct impact on the game, *vis-à-vis* naval operation tempos or ship basing capacities.

### [38.2] US/CW Fueling Restrictions

CW-controlled ports in India or Ceylon (or the African Coast Holding Area), and all US-controlled ports (not to include Australia) are restricted in the number of *Allied* ships they may operate.

The CP activation costs for US ships (regardless of the controlling HQ) operating from any of the above CW ports, and for CW ships operating from the above US ports, are doubled. This process is in effect for the duration of the war.

### [38.3] Ships in Port

A TF that ends a Naval Phase in a hex containing a friendly port is considered *in port*. Ships in port may not be attacked by enemy ships of any type (whether surface or submarine). *Exceptions*: Midget subs (22.10) & *Kaiten* (Optional Rule 60.24).

#### [38.3.1] Air Attacks: Ships in Port

Torpedo (“T”) type AP’s attacking ships in port have their attack strength halved (rounded down). *Exception*: The Pearl Harbor raid—see 69.3.1 (D).

Ships in port have the AA strength of that port (see *AA Table*) added to their own AA strength when defending against naval strikes.

“**Surprise.**” Ships in port attacked by air may have their speed class reduced (cumulatively with other reductions, as applicable).

#### Procedure: “Surprise”

Immediately prior to each attacking wave’s attack (i.e., after the wave’s entry arc has been determined), the attacking player rolls 1D6 to determine the level of surprise achieved. The following table determines potential reductions:

#### IN-PORT SURPRISE ATTACK TABLE

DR	RESULT
1-2	(No effect)
3-4	Reduce Speed Class by 1
5-6	Reduce Speed Class by 2

DRM’s: -1 Each successive attack wave  
-2 If strike is carrier-launched, with launching TF currently “located.”

[38.3.2] Ships in port when the port is captured by an enemy ground unit suffer no adverse effects. They remain in the hex, and are simply no longer “in port.” Ships undergoing repair at a port if it is

captured are rolled for (1D6) when the port is captured. On a DR of “5-6,” such ships are captured by the enemy.

*Exception: Surrender.* If such port capture causes, or is caused by, a country’s surrender, such ships are captured, in their present state, by the conquering side.

### [39.0] ENGINEERING

During the Engineering Segment of each Ground Phase, both sides may construct and/or repair a variety of facilities to improve the combat abilities of their units. The procedure for building, repairing, or demolishing various installations vary widely, and are detailed in the following sections.

#### [39.1] Engineer Units

In all instances where the presence of an engineer unit is required to perform any of the tasks which follow, the following restrictions apply:

- At the outset of the Engineering Segment, the ENGR must be linked and unbroken in order to avoid CP penalties.
- If a required ENGR unit is involved in ground combat—as either an attacker or defender—or is “broken” by any means, any construction underway is interrupted (and the facility’s *Construction log* updated to that effect).
- Engineers which move during a G/T are ineligible to perform engineering construction operations.

**Note:** Engineers (or any other ground unit) may be held out of ground combat, by an attacking side, at the owning player’s option. Thus, ENGR’s stacked with enemy ground units may still conduct engineering.

#### [39.1.1] Multi-tasking of Engineers

Engineers may be “activated” to perform any number of tasks during a G/T’s Engineering Phase, but must pay listed CP or activation point costs (whichever one is *greater*) for each such task. *Exception*: 39.1.2.

[39.1.2] An ENGR unit may not both repair *and* contribute toward new construction in the same G/T. They may do one or the other, but not both.

#### [39.1.3] Allied Combined Engineers

If at least half of the number of ENGR units involved in a construction project

are US, use the US Construction time-tables. Otherwise, use the “others” time-tables.

[39.1.4] Engineer units count as double their printed step strength for all naval transport purposes.

#### [39.1.5] Labor Units

Labor units (Co.’s, Bn.’s, Rgt.’s, Bde Grp; represented by a different unit type symbol than other ENGR’s) have parenthesized TQ ratings. These units’ ratings are used only for defensive purposes. Such units may never conduct, nor be part of, any attack.

#### [39.1.6] US Army Defense Battalions

By the expenditure of 1 US ground replacement point, any US Army ENGR Bn.’s TQ may be (permanently) raised by “1.” But, such units may then not again engage in any engineering projects, other than installation repair.

#### [39.1.7] Engineer Unit Types

Regardless of an ENGR unit’s type symbol (e.g., labor unit, ENGR Rgt., CB, Aviation ENGR Bn., etc.), all ENGR units may, generally, engage in any kind of engineering project. Note that some ENGR units have longer construction delays when engaged in various engineering projects. Refer to specific rules for installation types, and the *Engineering Tasks Summary chart*.

#### [39.1.8] Japanese Base, Special Base Forces

A. **SBF Units.** Japanese SBF units function in most aspects as ENGR units. The only engineering function they may *not* perform is rail line construction. They may be activated as a “multiple ENGR unit” (39.1.9) without restriction.

If activated as a *primary* construction ENGR unit, though, SBF’s project construction times, for A/F’s & roads, are increased. For such projects, increase the listed construction times by 20% (standard rounding). SBF’s function as normal ENGR’s for the following construction tasks:

- Port Expansion
- Anchorages
- Seaplane Bases
- Supply Bases
- Fortification attempt ENGR DRM
- All (including rail line) repairs



B. **BF Units.** In most cases, Japanese BF units do *not* function as normal ENGR units. They *do* function as ENGR's for the following purposes:

- Fortification attempt ENGR DRM
- Seaplane Base construction
- A/F, Rail line repair
- Supply Base construction

BF units may not function as “multiple ENGR units” (39.1.9).

The *Engineering Tasks Summary* has been annotated reflecting BF and SBF engineering capabilities.

**Note:** BF and SBF units have an effect on port operations, if *Optional Rule* 38.4 (“Port Activation Limits”) is in effect.

### [39.1.9] Multiple Engineers: Hastened Construction

ENGR units may be combined (in any unit/type/size combination) in order to speed construction times. No project may be reduced, in overall completion time, by more than half its normally-required completion time.

Players should annotate multiple ENGR's presence by checking off “completed” boxes on their *Construction log* by differentiating between the multiple units (e.g., forward, back-slashes, etc.).

Each “activated” ENGR unit for a project contributes a 1 G/T equivalent of completion time towards completion of the project. CP costs to activate multiple ENGR's vary with nationality and tasks (see *Engineering Tasks Summary*).

If different type ENGR units are combined (e.g., USN CB + USA ENGR Rgt.), use the completion time for the most-efficient unit present as the overall completion time required.

*Example:* In Burma, the US player assigns 2 US ENGR Rgt.'s to construct the Ledo (minor) road in a jungle hex. The normal completion time, for 1 ENGR, would be 10 G/T's. In this instance the time may be cut by no more than half—meaning that if both ENGR's are “activated” for the project for five consecutive G/T's, the road hex will be complete at the end of the 5<sup>th</sup> G/T.

## [39.2] Airfield Construction & Repair

[39.2.1] **Procedure (General).** Only ENGR units may construct A/F's. *Excep-*

*tion:* China (see 47.10). A/F's may be constructed in any type terrain (on main maps), though the terrain type affects the amount of time required for completion.

A/F's exist at certain “levels,” corresponding to their size and capabilities to operate AP's. An A/F may be from level 1 (smallest) to 13 (largest).

### [39.2.2] Construction of Level 1 A/F's

In order to initiate construction of a level 1 A/F, at least 1 ENGR unit must be present. Note that, once initially activated during a cycle for construction purposes, ENGR's remain activated for the duration of that cycle, unless forced deactivation occurs.

### [39.2.3] Construction Times

(See *Engineering Tasks Summary*; charts)

### [39.2.4] Upgrading Existing Airfields

The construction process for upgrading existing A/F's is essentially the same as for building new ones—the only difference being the construction times for each expansion level (see charts).

### [39.2.5] A/F Size Restrictions

**Atolls.** The maximum size of any A/F on an atoll hex is level 4.

**Others.** If *Optional Rule* 39.2.7 is in effect, sides are restricted as to the maximum size of A/F construction, depending on geographic area, terrain, and other variables.

### [39.2.6] Airfield Repair

A/F repairs are performed during Engineering Segments. The procedures utilized are dependent upon the type of ground units present. Note that, unlike original *construction* of A/F's, their *repair* may be performed by non-engineer units, and may take place even in the *absence* of any ground units.

#### **Procedure**

A. **No Ground Unit Present.** If the A/F hex is linked, for the expenditure of 5 CP's, 1D6 may be rolled by the owning player. The DR result indicates the number of damage levels repaired. Note: “Suppressed” damage levels are considered a damage level. If the A/F hex is isolated, the CP cost is 15 (paid for by the nearest HQ), and a –1 DRM is applied to the repair DR.

B. **No Engineer Units Present; Other Ground Units are Present.** By paying a unit's normal activation cost (regard-

less of its activation status), each unbroken unit, if linked, may make 1D6 as described in (A), above. If isolated, the activation cost is tripled, and the same –1 DRM is applied. “Broken” units may never be activated for A/F repairs.

C. **Engineer Unit Present.** Each unbroken ENGR unit may make a repair DR, as above. Such units need not be “activated;” hence no CP's need be spent. The DR result indicates the level of damage repaired, if linked. If isolated, each ENGR unit must be activated -- at triple the activation point cost, and a –1 DRM is applied.

Apply a –1 DRM if enemy ground units also occupy the subject A/F hex. In cases where modified DR's of less than 1 are achieved, no repairs are effected.

No ground unit (ENGR or otherwise) attempting A/F repairs may have moved during the Ground Phase in which repairs are attempted.

## [39.3] Rail Line Construction & Repair

### [39.3.1] Construction of Rail Lines

Rail lines may be constructed in any hex, to link existing rail hexes. To do so, an activated ENGR unit must be present (paying the normal activation cost). Additional ENGR's may be activated, also for their normal activation cost. Each activated ENGR contributes the equivalent of 1 week's (G/T) construction time towards completion. Note: See also 39.4.2 & 39.4.3.

As with all engineering projects, the construction time for rail lines may never be cut by more than half (e.g., via the application of multiple ENGR's).

### [39.3.2] Repair of destroyed Rail Lines

(See 35.3.4)

## [39.4] Road Construction

[39.4.1] The same procedure as for rail line construction applies, for both major and minor roads. See *Summary* for construction times.

[39.4.2] Minor road, major road, and rail hexes always extend to any two hexsides of a hex, and automatically connect with such facilities in any two adjacent hexes. *Example:* A player wishing to connect the rail lines of Burma & Thailand (the

“Bangkok-Rangoon Rail Line”) would only have to build a single additional rail hex—in A3321.

### [39.4.3] Rivers, Mountains

If a minor road, major road, or rail hex under construction connect (i.e., cross) river or mountain pass hexsides, the constructing player must spend double the required CP’s in activating any unit(s) performing the construction. Such facilities may never be constructed through mountain (non-pass) hexsides.

### [39.5] Port Repair

[39.5.1] In order to attempt repairs of ports, an unbroken ENGR must be present. CP costs, and procedures for effecting repairs, are dependent on the hex’s status: Linked or Isolated.

#### **Procedure: Linked Ports**

5 CP’s (no additional cost accrues due to weather) must be spent to activate the 1<sup>st</sup> Engineer unit. An additional 5 CP’s must be spent to activate any *additional* ENGR’s. Each activated ENGR is allotted 1 DR (1D6). The DR result indicates the number of damage levels repaired. Following the activation of at least 1 ENGR, other (non-ENGR) units may be activated, at their normal activation cost. Each such unit activated provides a +1 DRM to the ENGR’s DR. As only ENGR units may *make* the repair DR’s, more ENGR’s may be activated (at a cost of 5 CP’s each), in order to gain more DR’s. If more than 1 ENGR is activated to effect port repairs, each non-ENGR unit activated for this purpose provides its +1 DRM to each ENGR’s DR.

#### **Procedure: Isolated Ports**

The procedure for repairing an isolated port is similar to the above. CP activation costs, however, are doubled. The 1<sup>st</sup> unit’s DR receives a –1 DRM. Other non-ENGR units may be activated, at triple their normal activation cost. Each such unit provides a +1 DRM. Additional ENGR units are activated as above (i.e., for 5 CP’s each). Each of their DR’s, though, starts with a –1 DRM.

### [39.6] Port Expansion

Three types of port expansions are possible:

- Anchorages to Minor Ports
- Minor Ports to Major Ports
- Newly-constructed Anchorages

[39.6.1] Port expansions require the presence of activated ENGR’s. Activation costs for these ENGR’s is as per construction of level 1 A/F’s (1<sup>st</sup> ENGR: normal cost; 2<sup>nd</sup> and subsequent units: 2x activation cost).

Engineer activation costs must be paid each G/T of construction. Each activated ENGR contributes one week of construction time towards the completion of the port expansion.

#### [39.6.2] Construction Times

(See *Engineering Tasks Summary*)

[39.6.3] Double expansions (e.g., anchorage to minor port, then to major port) are not allowed.

#### [39.6.4] Construction of Anchorages

Anchorages may be constructed in friendly-controlled 1-hex (main map) islands and atolls. ENGR activation costs are as per Port Expansion.

Construction Times (see *Summary*). Unlike normal port expansions, no difference exists between pre-war holdings and war conquests. Construction times of newly-initiated anchorages is unpredictable.

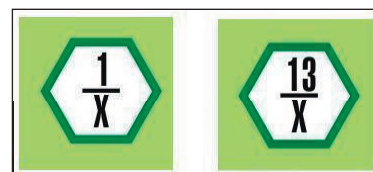
*Player’s Note: Obviously, not all islands in the Pacific were possessed of ideal, or even suitable, anchorage sites. The following procedure simulates the potential difficulties such construction would (or could) face.*

When construction of an anchorage is initiated, after paying the initial activation costs for all ENGR units involved, that side rolls 1D6 and consults the following table:

**ANCHORAGE CONSTRUCTION TABLE**

DR	Result
1	Construction not possible
2-3	Double listed construction time
4	Increase construction time by 50%
5-6	No change

DRM’s: +1 For all US efforts (1943 +)



### [39.7] Fortifications

Most ground units occupying defensive positions will occupy some level of fortification. A unit’s fortification level affects its vulnerability to bombardment (both naval and air) and its effectiveness in ground combat.

Fortification strength levels exist from Level 0 (unfortified) to Level 14 (the highest). Units’ fortification levels will vary widely, as they are affected by Troop Quality, leadership, terrain, and Command Points. Friendly ground units occupying the same hex may not possess different *strength* levels of fortification. Possible exception: Tactical Maps (see 27.17.1).

Fortifications have two effective levels: A *strength* level (which is its actual combat strength, directly affecting ground combat), and a *size* level (which determines the size of units which may benefit fully from its *strength* level.

#### [39.7.1] Fortification Construction

Any activated ground unit (and, occasionally unactivated ENGR’s) may fortify. Such units must:

- Occupy a hex free of enemy units. *Exception:* “Beachhead Defense” (see 39.7.7).
- Not be “broken.”
- Be “linked.”
- Not have moved during that G/T. *Exception:* “Beachhead Defense.”

At least one ground unit must be activated in a hex in order to fortify—including an ENGR unit, but only if it is the only type present.

If there are multiple non-ENGR units in a hex, a minimum of 1 must always be activated in order to attempt fortification.

Units activated for fortification purposes need only be activated once per cycle. As long as they are not forcibly deactivated (or engage in ground combat or move), they may attempt to fortify each G/T of a cycle.

#### [39.7.2] Fortification Strength Levels

All units may fortify to Level 1 au-

tomatically, regardless of terrain. When activated for this purpose, fortification to Level 1 occurs.

All fortification “upgrades” (from levels 2-14) are dependent upon several factors:

- A unit’s TQ (not applicable to ENGR’s)
- Terrain
- Generals
- The presence of friendly ENGR’s
- The amount of CP’s spent in the effort
- Weather (monsoon, storm conditions)

In order to upgrade an existing fortification’s strength level, 2D6 are rolled for each hex (following unit activation). ENGR units present need not—though they may be—activated in order to contribute; their mere presence suffices. Additional units (non-ENGR) beyond the “lead” (the highest-rated ground unit activated in the hex) unit may be activated, in order to gain DRM’s toward successful completion.

A net DR of “7” or higher for Japanese units, and “8” or higher for all others, is considered successful—resulting in the immediate upgrade, by one strength level, of a hex’s fortification status. See *Engineering Tasks Summary* for a complete list of DRM’s.

**Note:** For fortification purposes, the terrain type present on the main (i.e., not tactical) map prevails, unless fortifications are being constructed while Tactical Map deployment is required.

DRM’s gained for additional activated units are gained on an activation cost *multiple* basis. Thus, for example, if the lead unit activated is a (typical) division (activation cost “2”), a total of 2 more unit activation points must be spent (in CP’s) in order to gain a +1 DRM.

### [39.7.3] Fortification Size Levels

Units may fortify up to *strength level* 14, but only to a *size* level commensurate with their number of steps.

A fortification’s *strength* level is the number above the slash on fortification counters. The X below it, via attachment of the appropriate numbered chit (below the fort counter) denotes a fort’s *size* level.

In order to benefit fully from a fortifi-

cation’s *strength* level, a unit’s size may not exceed a fortification counter’s current *size* level. If the steps of defending units in a hex exceeds that of a fort counter’s *size* level, that fort’s *strength* level is reduced:

Subtract the fort’s *size* level from the total number of defending steps in a hex. Then, subtract that number from the fort’s current *strength* level. The result (which may not be reduced below “1”) is that fort’s reduced combat equivalent strength.

*Example:* A defending hex contains a 6-3 Rgt., a 4-10 Div., and an intact “12/3” fortification. Since there are 13 ground steps in the hex, “3” (the fort’s *size* level) is subtracted from that, leaving “10.” Then, this value is subtracted from the fort’s current *strength* level (12). The result is a Level-2 *strength* fortification, for combat purposes—which both units in the hex are considered to occupy.

**Upgrading Fortification Size Levels.** Units (e.g., larger than existing fortification *size* levels) may upgrade fort *size* levels, via the normal fortification *strength* level upgrade process (39.7.2), treating a successful upgrade result as a *size* increase in lieu of a *strength* increase.

*Example:* A hex contains 1x Rgt. (3 steps) plus 1x Bde. (5 steps), and a fortification level of “8/3.” The Bde. unit is activated for fortification purposes, and achieves a successful upgrade. The fortification is upgraded from an “8/3” to an “8/4” fort.

**Note:** During any G/T, a hex may receive a fortification *size* upgrade, *or* a fort *strength* upgrade—never both.

Fortification upgrades work only one way—as *strength/size* increases. A side may not, for example, receive a fortification *strength* increase by having a smaller unit occupy a larger unit-sized fort.

*Player’s Note:* During the course of play, with units moving in & out of existing fortifications, with fort construction & upgrades constantly in progress, situations may quickly become quite confusing regarding the current size & strength levels of fortifications—unless the provisions of 39.7.3 are diligently observed. The provisions of 39.7.3, while cumbersome, are necessary to avoid the practice of having higher TQ, single-step units (e.g., Japanese SNLF Bn.’s) from spending the entire war moving from 1 hex to another—their only

*function being building fortifications for lower-quality larger units.*

### [39.7.4] Occupation of Fortifications

Except on Tactical Maps (see 27.17.4), a fortification must be occupied by a ground unit (not an Intrinsic Garrison) in order to function. Thus, IG’s do not benefit from fortifications.

If a fortification hex is vacated entirely (with no Intrinsic Garrison present), its strength and size levels are immediately halved (rounded *down*). Intrinsic Garrisons, though they do not benefit directly from fortifications in ground combat, *do* thus serve a purpose in *maintaining* fortifications (for possible later occupation).

If the number of steps in a hex exceed a fortification’s *size* level (as per 39.7.3), *all* defending units still are considered to occupy that fort, even if it is reduced (per 39.7.3) to Level 1. Thus, defending units in a hex may not possess different fortification *strength* postures. Possible exception: Tactical Maps (see 27.17.1.)

**Capturing Enemy Fortifications.** When enemy fortified hexes are captured, the capturing side receives a fortification marker equivalent to:

- Fort **Strength:** (original enemy level—damage marker present)—1D6
- Fort **Size:** Retains original enemy fort *size* level.

### [39.7.5] Fortification Effects on Combat

(See *Ground C.R.T.*)

**General Notes:** A defending side may, during ground combat, choose to retain a lower-lettered fortification effect, in lieu of one rated. *Example:* A defender in a fortification Level “6” (effects “A” & “D”) could opt to declare effects (A,B) or (A,C) instead. Any such claims must be announced prior to ground combat DR’s.

Where allowed, DRM (A,F) & Column Shift (D,G) effects may be cumulative. *Examples:*

- (via the above procedure)
- Fortification level 14 effects (D, E, F, & G) produces a cumulative column shift of 3 left.

### [39.7.6] Fortification Reduction: Combat

**Note:** This rule applies to all ground combat—on main and tactical maps.



Attacking ground units may be eligible, at the cost of additional casualties, for reduction of fortified hexes as a result of ground combat. This process is entirely voluntary. When done, reduction in enemy fortifications in a hex (whether on the main, or tactical maps) is *permanent*. Thus, a level 6 fort reduced by 2 levels via this reduction becomes a level 4 fort on the map.

**Procedure:** Following ground combat, the attacker determines his eligibility via one of two formulas, depending on whether his units retreated (voluntarily or as mandated).

If the attacker did *not* retreat, calculate the attacking force’s reduction ability thus (all losses indicate actual step losses suffered):

- (Defender loss–Attacker loss) + Defender loss = Reduction level ability.  
If the attacker *did* retreat, calculate the attacking force’s reduction ability thus:
- (Defender loss–Attacker loss) + (Defender loss–Attacker loss) = Reduction level ability.

*Examples (see Examples of Play Booklet)*

**Step Loss Conversion.** After the *maximum* attacker fortification reduction ability is calculated, the attacking player may, for additional step loss (beyond that called for by the *CRT*), translate these step losses into permanent reduction levels of the enemy hex’s fortification level.

This decision is made prior to any defender option to “absorb” required step losses (Tactical Maps; see 27.17.4).

Additional step losses must originate with the attacking *lead unit*, and alternate between that unit and any additional units. Units require 1 step loss to satisfy 1 level of fort reduction (i.e., an “exchange rate” of “1-for 1”).

The attacking player must, if there are more than 1 surviving attacking units, alternate step losses between them. Note that step losses taken from “trail” units may be from *any* trail unit(s).

### [39.7.7] Beachhead Defense

Units performing an amphibious or air assault may construct fortifications through a special procedure known as *Beachhead Defense*. Done during Engineering Segments only, by removing 1 step from any 1 assaulting unit, a level 1

fortification may be placed in the beachhead hex.

This is the only instance whereby a form of construction may occur by units which have engaged in combat in the same G/T.

By removing 2 steps from an assaulting unit, a level 2 fortification may be placed.

**Restrictions.** Beachhead defense may not be used in hexes already containing an intact enemy fortification marker. If the beachhead defense procedure is used in a hex containing (non-fortified) enemy ground units, the now-fortified assaulting units are not considered to control any bases, rail lines, or other facilities in the hex.

### [39.7.8] Repair of Fortifications

Fortifications may suffer damage levels via air or naval bombardment. The repair of fortifications is accomplished as follows.

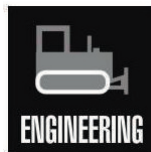
- Non-ENGR units only present.** Use the same procedure as for A/F repair (39.2.6 “B”). *Exception:* Only 1 ground unit need be “paid for,” but it must be the largest-sized ground unit benefiting from the fort. Additionally, *all* ground units benefiting from the fort must be “activated.”
- ENGR units present.** Each unbroken ENGR contributes a +1 DRM to all ground units’ repair attempts. Such ENGR’s need not be “activated.” All (non-ENGR) ground units benefiting from the fortification present must be “activated.” *Exception:* For each ENGR unit present, reduce this requirement by 1 (non-ENGR) ground unit—to a minimum requirement of 1 non-ENGR ground unit “activated.”

Damaged fortifications are denoted by placing appropriate “hit” markers beneath them—themselves beneath any “damage” marker, to distinguish them from fort *size* level numbered markers.

*Example, Installation Repair (see Examples of Play Booklet)*

### [39.8] “Construction” Markers

Whenever construction (of any type) is initiated in a hex, a “construction” marker must be placed in the



hex. This marker remains visible to the opposing side, as long as construction remains ongoing.

*Exception:* US-initiated A/F construction is granted 1 A/F construction site that may be kept secret, and need not be marked on-map with an “under-construction” marker. This site must be building towards levels 1 or 2 only. Only 1 such site may be kept secret at any time. If successfully “reconned” by the Japanese player, the construction must be revealed and, thereafter marked openly with an “under-construction” marker.

The *type* of construction in a hex need not necessarily be revealed, unless the opposing side successfully reconnoiters the hex by air (see 15.3).

### [39.9] Halted Construction

If construction of a facility is halted, it remains at the level achieved when the halt took effect for as long as a friendly ground unit or Intrinsic Garrison continues to occupy the hex. If no friendly ground unit is present, the construction effort is voided and returns to “zero.”

#### [39.9.1] Damage to “Under-construction” Installations

See 11.8 for descriptions of damage inflicted to under-construction installations, and the effect of said damage to construction times.

A ground unit (including ENGR’s) may repair damage done to an A/F. It may not both repair damage and initiate (or continue) new construction in the same G/T. Note that a non-ENGR unit could (see 39.2.6) be activated to repair damage and, if successful, any ENGR unit(s) present could then, in that same G/T, initiate new construction (or continue ongoing construction)—provided *all the damage done* is repaired first.

### [39.10] Capturing “Under-construction” Installations

#### [39.10.1] Incomplete Installations

Under-construction installations (ports, A/F’s, roads, etc.) are captured when enemy ground units control the subject hex. At that instant, the previous owner must reveal the construction status of the installation to the capturing side, by allowing that side to view that installation’s construction track.

The capturing side then gains control of that under-construction installation, in its “under-construction” status, unchanged except that the new owner must “erase” 1 week’s worth (i.e., 1 G/T) of construction time already completed. Essentially, then, the capturing side gains the previous owner’s construction status, minus one week.

Change-over of possession also entails change-over of construction completion times for “under-construction” installations. Thus, for example, it will take less time for the US to complete a captured “under-construction” A/F than it would for the Japanese.

### [39.10.2] Partially-completed Installations

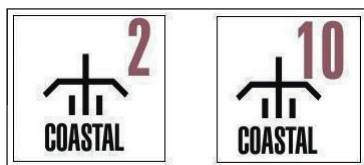
The provisions of 39.10.1 apply toward the ongoing construction part of installations. For installations which have been completed to some degree (e.g., level 3 A/F building towards level 4), see 4.3.4 (“Capturing A/F’s”) & 39.7.4 (“Capturing Fortifications”).

### [39.11] Weather Effects on Engineering

(See *Weather Effects Summary*)

### [39.12] Construction of Seaplane Bases

(See 60.8)



## [40.0] COASTAL BATTERIES

Coastal batteries are separate and distinct from regular fortifications, and both types have no effect on the other. Coastal battery strengths may range from “2” (lowest) to “12” (highest), in multiples of 2. Certain locations (e.g., Corregidor, Wake, Singapore) begin the war with coastal batteries intact. All others must be constructed, via the expenditure of Production Points (PP’s).

A hex’s coastal battery strength may attack only enemy ships. Coastal batteries may themselves be attacked by naval or air bombardment.

## [40.1] Bombardment of Coastal Batteries

Coastal batteries may be targeted (either on the main or Tactical Maps) by normal air bombardment, or by ships performing Naval Bombardment missions.

[40.1.1] The attacking (bombarding) side must announce the target type (if both regular fortifications and coastal batteries exist in the same target hex), or at its option may elect to target both simultaneously.

If an individual target is nominated, any “D” result obtained via the *Bombardment Table* is applied in full against that target. If both types are attacked *collectively*, the “D” result obtained is apportioned to both types, with the attacking player designating which type receives any “odd” results.

### [40.1.2] Coastal Battery Damage Level and Effects

Like damage inflicted upon regular fortifications, damage done to coastal batteries is cumulative. For every “D” level obtained, a coastal battery’s strength is reduced by 1, on a 1-for-1 basis.

If a “suppressed” result is obtained, apply a +1 DRM to that coastal battery’s fire on the *Surface/Surface Damage Table*. “Suppressed” effects, however, last only for that Naval Phase in which inflicted.

[40.1.3] Repair of coastal batteries is performed as per normal fortification repair.

## [40.2] Combat Involving Coastal Batteries

During a Naval Phase (only), a hex’s coastal battery may attack all enemy ships that:

- Conducted a bombardment mission against that hex\* *or*
- Occupy the coastal battery’s hex (main map) *or*
- Move within range (Tactical Maps) of a coastal battery.

\* **Note:** If a surface bombardment occurs on a Tactical Map, all coastal batteries (like regular fortifications; see 27.17) must be deployed on the Tactical Map. A coastal battery’s “range” on Tactical Maps is:

## COASTAL BATTERY RANGES

Map Scale	Range (Hexes)
A	6
B	3
C-F	1

Coastal batteries may never “fire” across an all-land hexside. Otherwise, if a battery can trace an overwater line-of-sight, within range, to a (target) ship, the battery may “fire.”

### [40.2.1] Naval Bombardment & Combat vs. Coastal Batteries

Combat between ships and coastal batteries is resolved concurrently with that bombardment. All naval targets of coastal batteries, except ships performing Transport or Amphibious Assault missions (i.e., are stationary) are considered to possess target speed classes of “1.” All others are considered “0.”

[40.2.2] All “firing” of bombarding ships must be resolved prior to any coastal battery attacks on other than those bombarding ships.

**Procedure:** Total the Surface Attack Strength of all bombarding ships, and compare this value with the coastal battery’s current strength. If the battery’s attack strength equals, or exceeds, the bombarding ships’ attack strength (using the appropriate column on the *Surface/Surface Damage Table*), the coastal battery’s fire is resolved *prior to* the bombarding ships’. Any damage inflicted thereupon is applied before such ships themselves “return fire.”

If the bombarding ships’ attack strength exceeds that of the coastal battery, combat between bombarding ships and the battery is resolved *simultaneously*. Recall, however, that in any case bombarding ships’ fire is resolved prior to a coastal battery’s fire, if the battery’s target is *not* the bombarding surface TF.

[40.2.3] Coastal batteries are limited to one separate attack during any Naval Phase in which they have an eligible target. The reverse, though, is not true; naval bombardment attacks vs. coastal batteries entail the same ammo expenditures as do normal bombardment attacks (see 17.2.2).

[40.2.4] Coastal batteries may engage enemy TF’s in one of two ways:

- By applying their attack strength, in total, against 1 ship target *or*
- By splitting their attack strength (if more than “1”) against multiple targets, assigning at least 1 attack strength point to each target.

### [40.3] Special Fortifications & Coastal Batteries

#### [40.3.1] Singapore

Singapore’s coastal battery strength may be applied against any enemy ships/TF’s in hex C0109 which are conducting:

- An amphibious assault against Singapore *or*
- A bombardment of Singapore *or*
- Any other naval mission specifically targeting Singapore (e.g., “EVAC, ETRAN,” etc.)

#### [40.3.2] Bataan & Corregidor

As long as the coastal battery on Corregidor possesses *any* undamaged strength level, no Japanese ship may traverse the hexside between B1949 (Bataan) and B2048 (Manila).

The coastal battery on Corregidor may “fire on” any Japanese ship occupying hex B1949.

#### [40.3.3] Corregidor

The island straddling hexes B1949 & 2048 is Corregidor. The Allied player must, at all times, retain ground units occupying Corregidor in a separate base display, to distinguish them from those occupying Bataan (B1949) & Manila (B2048).

Corregidor may be invaded by Japan only via amphibious (and/or airborne) assault, via hex B1949.

The restriction barring passage of Japanese ships to/from Manila Bay remains in effect as long as Corregidor remains Allied-controlled, *and* the Corregidor coastal battery retains any surface attack strength. A counter denoting control of Corregidor (US/Japan) may be placed in (or near) the Bataan/Corregidor hex if players prefer, for clarity.

**Note:** The anchorage in hex B1949 (Bataan, representing Subic Bay) exists in hex B1949. Accordingly, the island of Corregidor is considered to occupy this anchorage *hex* as well, as long as Bataan remains friendly-controlled.

*Player’s Note:* The probable lone effect of this clarification is to enable the US player to relocate Gen. MacArthur’s HQ to the island of Corregidor, or to Bataan—either of which would be prohibited absent the presence of a port/anchorage in that hex.

#### [40.3.4] Allied Ground Movement to/from Corregidor

As long as the Allied player controls Bataan, Manila, and Corregidor, he may move ground units to/from Corregidor (to/from either Manila and/or Bataan) via DR each Ground Phase. To do so, 2D6 are rolled prior to movement. The DR result indicates the number of ground steps which may be moved to and from (total) Corregidor. Note: No actual naval transport mission is required for this passage; it is assumed such movements are utilizing the coastal shipping assets present in the Manila Bay area.

If Japan occupies Manila (but not Bataan), or Bataan (but not Manila), such movement is still permitted. But, instead of 2D6, 1D6 is rolled. The DR results, in either case, may require the breakdown of eligible units prior to movement. If a unit is eligible to break down (see 23.13), composite units are simply moved, retaining their strength. If a unit is not eligible for breakdown, that unit may still be moved, but ground steps present in that unit exceeding the allowable movement capability (as determined via DR, above) must be eliminated in order to complete that move.

#### [40.4] Construction of Coastal Batteries

Unlike other engineering-based construction, the building of coastal batteries is a function of *Production*, occurring during Strategic G/T’s (see *Engineering Tasks Summary*).

##### [40.4.1] Japanese Capture: Singapore & Corregidor

Following the capture of Singapore, and of Corregidor, the Japanese player gains an indeterminate number of coastal battery strength points, which he may deploy elsewhere.

**Procedure:** Immediately following the capture of these locations, the Japanese player openly rolls 2D6. He gains that number (rounded *down* to the nearest even number) coastal battery strength points. These are placed (or denoted as sched-

uled reinforcements), 2 points per cycle, on the immediately-following cycle & for the determined number thereafter.

During cycles in which the coastal battery points are gained as reinforcements, they are placed as if they were just-completed batteries, in any linked island or atoll hex. When placed with pre-existing batteries, the existing battery strength is upgraded according to the newly-arriving strength.

#### [41.0] DEMOLITION

[41.1] In order to prevent friendly ports, bases, Resource Centers, Rail Capacity, etc. from falling intact into enemy hands, players may conduct demolition operations.

[41.1.1] Any linked, unbroken ground unit (not Intrinsic Garrisons) may attempt demolition against an A/F, port, Co-Prosperity Sphere Resource hex, or a country’s *Railcap* during the Engineering Segment of Ground Phases.

[41.1.2] Ground units attempting demolition must *begin* the Ground Phase in the hex (i.e., they may not have moved).

[41.1.3] To attempt demolition, the unit must be “activated,” and must pass a TQ check. If the unit passes the check, the following procedures are followed. If not, no demolition may occur in that hex during that G/T, and units activated for this purpose are immediately deactivated. Any number of eligible ground units may be activated for demolition purposes; each then makes its own TQ check DR. Note: Apply a +1 DRM (i.e., less likely to succeed) to all Japanese TQ checks.

[41.1.4] If a unit passes its demolition TQ check, the owning player rolls 1D6, & consults the “176+” column of the *Port & Airbase Bombardment Table*. Damage results obtained are applied immediately.

[41.1.5] Damage levels achieved via demolition may be repaired as normal. Damage to Co-Prosperity Sphere Resource centers due to demolition are repaired as if it were Incendiary Bomb Damage (see 55.5). *Exception:* In order to effect repairs of demolished Co-Prosperity Sphere Resource centers, an unbroken, linked Japanese ENGR must be present.

[41.1.6] Ground units conducting demolition operations may not move nor engage in ground combat during that G/T. *Exception:* such units may conduct de-



molition if the only combat engaged in was as a defender against an amphibious (but not airborne) assault—and, the unit, of course, *survives* this combat.

Units which conduct successful demolitions while stacked with enemy units automatically surrender immediately following that demolition.

[41.1.7] Engineer units conducting demolition operations add 2 to all DR's on the *Bombardment Tables*.

[41.1.8] A unit may conduct demolition operations against only one specific facility in their hex during a given G/T. *Exception:* A unit deployed on an island hex conducting demolitions may be considered to attack one, some or all of the facilities in the hex, at the option of the owning player.

[41.1.9] **Demolishing Railcap**  
(See 35.7)

#### [41.2] Restrictions

Until cycle 3/42, no Allied unit may attempt demolition until and unless a Japanese ground unit is adjacent to (overland), or in the same hex as, the installation. *Exception:* Demolishing *Railcap*—Rule 35.7.1 applies as-written.

During 3/42 & 4/42, demolition may be attempted if a Japanese ground unit is 2 hexes away. These restrictions are lifted, beginning with cycle 5/42 (G/T 1/5/42).

### [42.0] STRATEGIC INTELLIGENCE

“Strategic Intelligence” (hereafter “SI”) encompasses, in the broad sense, traffic analysis (Level 2), signals intelligence (Level 3), and cryptoanalysis (or code-breaking; Level 4), in addition to other lower-level tactical intelligence means (Level 1).

The current *relative* SI levels will impact the game in several areas, but primarily Japanese naval operations, and US submarine operations vs. Japanese merchant shipping. Both sides will usually possess different levels of SI. These different levels will reflect, abstractly, the major intelligence contributor during a given cycle.

Each side's SI level represents their capability for intercepting, decoding, and reacting to enemy communications. During Strategic G/T's, each side refers to the

*Strategic Intelligence Chit Cup Compositions* table (see charts) in order to properly constitute that side's SI chit cup for that cycle. Then, via random chit draw by the US player, each side's SI level for the coming cycle is determined. Note: The *Reinforcement Schedule* also contains reminders when SI chit cup compositions are to be changed.



#### [42.1] Strategic Intelligence Chits

[42.1.1] Commencing with Strategic Cycle 0/13/41, the US player picks, at random, a single SI chit for both the Allied and Japanese sides. The chits drawn determine each side's SI level for the coming cycle.

[42.1.2] SI chits are numbered “1-4” for the Allies; “1-3” for Japan (Level 4 being the highest Intel level). Each side must ensure that the correct 10 SI chits are placed in their SI chit cup (see *Chartbook II*).

[42.1.3] Since the US player picks both sides' SI chits for a cycle, the Japanese SI level will be known only to the Allied side during the cycle it is picked for. The US player places both chits drawn in any secure holding box or display. The advantages (if any) the Allied side gains during a cycle will arise from the relative *difference* in each side's SI level. At the *end* of each cycle, the US player reveals both SI levels. Note: Occasionally, it is necessary, during regular G/T's, for the Japanese SI level to be revealed. Pertinent rules sections discuss when and where this should occur.

#### [42.2] Effects

[42.2.1] During any cycle in which the Allied SI level exceeds Japan's, the Allied side gains certain advantages. The Allied player may choose to use these to the full extent or not, as the more the Allies take advantage of code-breaking, the greater the chances that the Japanese player may be insulated against their effects.

[42.2.2] The amount by which the Allied SI level exceeds Japan's determines the extent the Allied player will benefit during that cycle:

- If the SI difference is +1, the Allied player may use the “Signals Intelligence” (*Sigint*; see 42.3) 2 times during the following cycle, and may draw 2 Magic (see 42.4) chits.
- If the SI difference is +2, *Sigint* may be used 3 times, and the *Magic* draw is 5.
- If the SI difference is +3, *Sigint* may be used 5 times, and the *Magic* draw is 8.

#### □ [42.2.3] OPTIONAL RULE: Random Determination

The US player has the *option* of rolling for SI differential effects:

- If the SI difference is +1, the US player rolls 2D6. Taking the lower of the two dice, he may use *Sigint* that many times during the following cycle, and draws that number of *Magic* chits.
- If the SI difference is +2, the US player rolls 2D6. Prior to rolling, he has 2 options:
  - a) To pre-designate a single die, and have that die result indicate both his *Sigint* and *Magic* chit capabilities for the coming cycle *or*
  - b) To roll both D6, then following the DR apply 1 die (either one) as his *Sigint* capability; the other die (by default) indicating his *Magic* capability.
- If the SI difference is +3, the US player rolls 2D6. The total of the two dice indicates both his *Sigint* and *Magic* capabilities for the coming cycle. (The DR applies to *both* capabilities individually and separately. *Example:* A DR of “7” provides 7 *Sigint* and 7 *Magic* applications).

*Player's Note:* The Optional method is recommended. Using automatic, pre-determined “*Sigint*” & “*Magic*” capabilities can result in predictability from the Japanese player's standpoint, simply by tracking & recording the number of times the US player uses both. Additionally, when combined with the “*ruse*” “*Sigint*” capability (see 43.2.5), the optional DR method makes it virtually impossible, from the Japanese standpoint, of anticipating and/or predicting Intel Level differential effects for any cycle.

#### [42.3] Sigint

[42.3.1] If the Allied player has *Sigint* capabilities, during the Plot Segment of any Naval Phase, after the Japanese player

has completed his TF plot cards (but *before* the Allied player has completed his), the Allied player rolls 1D6 secretly. Each number rolled on the die allows the Allied player to examine 10% (rounded *up*) of the total Japanese TF plot cards.

When the Allied player declares a *Sigint* event, the Japanese player must shuffle his plot cards, then place them face-down on the table. (It is suggested that the Japanese player then leaves the room—necessary if the spirit of rule 42.3.5 is to have its desired effect).

The Allied player then picks the allowed number of cards. After examining them, the Allied player returns them to the rest of the pack and re-shuffles them again, so the Japanese player will not know which cards have been viewed. The Japanese player may not view *any* of his TF plot cards until the pack has been reconstituted. After viewing the (allowed # of) Japanese TF plot cards, the Allied player then completes his plotting for the upcoming Naval Phase.

[42.3.2] No restrictions exist on the number of times during a G/T that *Sigint* may be used, so long as the total allowed for that cycle is not exceeded. *Sigint* may be used only once per Naval Phase.

[42.3.3] Alternatively, the Allied player may opt to use *Sigint* to provide information on Japanese installations and/or ground units. Locations designated need not be within air reconnaissance range of any Allied AP's. Doing so costs 2 individual *Sigint* uses each. Thus, for example, if the Allied player has but 1 *Sigint* capability remaining, this option is not available.

**Procedure:** The Allied player designates a target hex containing a Japanese installation (of any type) or hex containing (or potentially containing) Japanese ground units. The Japanese player must reveal:

- Ground units, by tactical size and number (e.g., “1x Inf. Div. + 1x Inf. Bde.”). The number of steps in each unit, or their status (“broken,” etc.) need not be revealed.
- The type of each ship in port (e.g., “CV, CA,” etc.), plus 1 named ship of each type, plus the total number of ships in port.
- The types of each AP present (e.g., “Zero, Betty,” etc.), plus the exact

numbers of at least two types, (Japanese player's choice) if more than one type is present.

- The number of CP's allocated to all HQ's present in the nominated hex.

[42.3.4] The Allied player may opt to use available *Sigint* to acquire information on the damage status of Japanese ships.

Instead of picking Japanese TF plot cards, the Allied player may ask the Japanese player for the damage status of any named Japanese ship. Each inquiry is made at an “exchange rate” of 3 eligible Japanese TF plot cards. The Japanese player must then reveal the current damage level of the ship nominated.

[42.3.5] ***Sigint* Deception**

The Allied player may, as a ruse, call for Japanese TF cards, as if a real *Sigint* event, without actually *viewing* any of the cards. This may be done a number of times (per cycle) equal to the US Strategic Intelligence Level, divided by two (rounded *up*).

[42.3.6] The Allied player may opt to use available *Sigint* to acquire information on Japanese amphibious assault planning.

Instead of picking Japanese TF plot cards, the Allied player may call for all current Japanese amphibious assault planning logs. Doing so costs (the equivalent of) 4 individual *Sigint* uses.

[42.4] **MAGIC Chits**

A cup is maintained (at all times) containing the 62 *Magic* chits. When the Allied player gains *Magic* advantages, it is this cup he draws from.

[42.4.1] The composition of the *Magic* chit mix is as follows:

<b>Chit Type</b>	<b>Total</b>
“Report False”	8
“Strike Sequence (2)”	6
“Strike Sequence (1)”	6
“Reveal 1 TF”	6
“Reveal 2 TF”	2
“Reveal Dummy TF”	6
“Attack Subron +1D6”	4
“Yamamoto Mission”	2
Draw (1D6)	1
Draw (2D6)	1
(Blank)	20

**“Report False”**

A “Report False” chit may be used to replace any search chit drawn via enemy air search on any given TF.

**Procedure:** The Allied player draws search chits normally. “Report False” *Magic* chits are of course not revealed to the Japanese player. Rather, they *change* the drawn search chit to a “Report False” chit (on a 1-for-1 basis), as if that were the actual chit drawn.

**“Strike Sequence (2)”**

A “Strike Sequence (2)” chit may be used to provide a DRM (of either +2 or -2, at his discretion) to any single *Strike Sequence Table* DR (see “Strike Sequencing;” 12.0). See also 42.4.3: “Planes on Deck.”

**“Strike Sequence (1)”**

As per “Strike Sequence (2)” chits, but provides a +1 or -1 DRM. See also 42.4.3.

**“Reveal 1 TF”**

The Allied player may use a “Reveal 1 TF” chit to force the Japanese player to reveal the TF plot card for on-map Japanese TF's. Note: Hidden TF's, for purposes of this rule are *not* considered “on-map” (see bullet below). The manner of revelation depends on the Strategic Intelligence differential for the current cycle:

- If the SI differential is +1, the Allied player nominates 5 Japanese on-map TF's. The Japanese player provides the TF plot cards for these to the Allied player. From these 5, the Allied player chooses one—secretly and randomly—which he may then examine.
- If the SI differential is +2, the Allied player implements the steps above, except that he may nominate from 3-5 Japanese TF's.

**Note:** In the above two circumstances, the Allied player nominates Japanese TF's by using TF's visible on map—by calling the TF #'s from the TF markers present.

- If the SI differential is +3, the Allied player may direct the Japanese player to “number his TF plot cards.” This requires the Japanese player to (temporarily) mark the *backs* of all his TF plot cards—including any which are currently “hidden”—with their numerical TF designations. Once accomplished, *all* of the Japanese TF

plot cards are provided to the Allied player. The Allied player, viewing only the numbered backs of these TF cards, is free to choose any one card to review. The actual TF reviewed, of course, need not be announced.

#### “Reveal 2 TF”

As per “Reveal 1 TF” chits, except random picks are 2 of 5 (SI differential +1); 2 of 3-5 (SI differential +2); and viewing of 2 of the TF cards provided (SI differential +3).

#### “Reveal Dummy TF”

A “Reveal Dummy TF” chit may be used to force the Japanese player to reveal, then remove from the map (i.e. its having been revealed definitively) one dummy TF (of the Japanese player’s choice).

Alternatively, if no on-map Japanese dummy TF’s exist, the US player may force the Japanese player to “burn” as-yet unused dummy TF’s, on a 1-for-1 basis.

#### “Attack Subron (+1D6)”

An “Attack Subron +1D6” chit may be played in one of two ways:

- Once USN ASW Sweep missions are allowed (1/44), the chit’s DRM, as determined by a 1D6 DR, may be applied, as a negative DRM, to the sweeping US ASW ship’s attack (2D6) DR (see 17.6).
- At any time, may be used to enable an on-map US Tactical *Subron* to attack a Japanese *Subron*.

**Procedure:** Determine an assumed contact/search required DR normally, as if the US *Subron* were searching for an enemy TF. If a “contact” result is gained, roll 1D6. The DR result indicates the number of attack DR” (1D6) the US player may immediately make upon the “contacted” Japanese *Subron*; each DR of “6” sinking 1 sub point in that *Subron*. Note: The US *Subron* nominated must (of course) be within contact range of the targeted Japanese *Subron*.

#### “Yamamoto Mission”

(See 42.7)

#### “Draw (1D6)”

When this chit is drawn, the Allied player rolls 1D6. The DR result indicates the number of *additional Magic* chits he may draw. The “draw” chit is returned to the cup after all Allied *Magic* chits have

been drawn for a cycle.

#### “Draw (2D6)”

As above, except 2D6 are rolled.

#### Blank Chits

Blank chits provide no benefits. They exist solely to provide uncertainty in the amount of benefits accrued by the Allied player through the *Magic* process.

[42.4.2] Except for “Report False” chits, *Magic* chits are revealed openly when played (then placed back into their cup).

#### [42.4.3] Alternate *Magic* Chit Use

Japanese MS Point Total. The Allied player may, at any time, use any single (non-blank) *Magic* counter to force the Japanese player to reveal his current Merchant Shipping Point total.

Japanese HQ CP Allocation. The Allied player may use any 2 (non-blank) *Magic* counters to force the Japanese player to reveal his CP allocation to any nominated HQ on the map.

Naval Phase Initiative. The Allied player may use any single (non-blank) *Magic* counter, during any Naval Phase, to automatically provide the Allied side with “initiative” (i.e., with the option to move first) for that Naval Phase.

“Planes on Deck.” The US player (only) may claim a “Planes on Deck” column shift on the *Naval CRT*, in resolving air-surface attacks vs. IJN carriers. By playing (including in the normal fashion) any Strike Sequence (2)” or “(1)” *Magic* chit, and allocating any additional “Strike Sequence (2)” or “(1)” chit with it, a special “Planes on Deck” column shift DR applies, to every Japanese carrier attacked by any single attacking wave. **Procedure:** 2D6 are rolled for any nominated attacking wave. The US player gains a column shift (Right) equal to the DR differential (i.e., from 0 to 5 column shifts right) on the *Naval CRT*, for each individual carrier attacked by that wave.

ASW Sweeps. In order to initiate any ASW Sweep TF mission (see 17.6), the US player must expend one (any flavor) non-blank *Magic* chit. Note: If an “Attack Subron (+1D6)” chit is played, it satisfies this requirement, and also provides its negative DRM to that ASW attack.

Any alternate *Magic* chit use does expend that chit (or chits), as if it were played normally.

#### [42.5] *MAGIC* effects on Future Intelligence Levels

[42.5.1] The playing of *Magic* chits will affect future Japanese Strategic Intelligence levels. The more the Allied player takes advantage of them, the more likely the Japanese Strategic Intelligence (SI) level will rise—though for only a limited time.

[42.5.2] For each Allied *Magic* chit played during a cycle (including “Report False” chits, which the Allied player must reveal at some point), the Japanese player may place a special “SI +1” counter in his *next cycle’s* SI chit cup. These counters are added to the cup’s normal mix of SI level counters, prior to the Japanese SI level draw.

[42.5.3] If the US player picks an “SI +1” counter *before* he picks the actual Japanese SI level chit, the Japanese SI level (as eventually drawn) is raised by one. This effect is cumulative. If, for example, the US player picks two “SI +1” chits prior to picking the actual Japanese SI level chit, the Japanese SI level for that coming cycle is raised by two. The Japanese SI level may never be raised by more than 2 via this procedure, and the Japanese SI level for any cycle may never exceed “3.”

In any cycle in which the Japanese SI level is increased via the draw of any “SI +1” chits, *all* such remaining chits are removed from the Japanese SI chit cup. This removal is performed after the Japanese SI level is determined for the current cycle. The process then begins anew with subsequent plays of Allied *Magic* counters.

#### [42.6] Doolittle Raid Effects

If the US player successfully launches the “Doolittle Raid,” (see 60.21), he immediately rolls 1D6 (this DR may, at the US player’s option, be made secretly). The result indicates the number of cycles ahead he may place “Doolittle Raid +1” counters on the cycle track—1 per cycle until he places all of the counters entitled to.

The effect of these counters is to add “1” (to a maximum level of “4”) to the



actual Allied SI level picked for that cycle.

#### [42.7] The “Yamamoto Mission”

The Allied player may opt to conduct the “Yamamoto Mission” if:

- He draws the “Yamamoto Mission” chit, *and*
- The year is 1943 or later *and*
- Adm. Yamamoto is not currently at sea (29.2.2).

When played, this event has 6 effects:

- It eliminates Adm. Yamamoto.
- 75% (rounded up) of the total CP’s allocated to the Japanese *Combined Fleet HQ* (or whatever HQ Adm. Yamamoto commanded) for that cycle are lost.
- All non-Army-type Japanese HQ’s within the Command Radius of the HQ Adm. Yamamoto commanded are similarly-affected.
- Take the current # of CP’s in the Japanese “Reserve” pool and roll 2D6, using the CP total as an equivalent column on the *Bombardment of Air Points Table*. The DR result indicates the percentage (standard rounding) of CP’s from the Japanese reserve CP pool stockpile which is immediately removed. These CP’s are placed, 1 cycle ahead, into a special “future operations” pool.
- Adm. Koga, if currently unassigned, must replace Adm. Yamamoto as the commander of the HQ, immediately. The normal CP cost of 10 must be paid, from the Japanese CP reserve, or the subject HQ’s remaining allotment of CP’s. Neither, though, may be forced into negative CP numbers by reason of this forced change-of-command. If insufficient CP’s exist in “reserve,” or in the subject HQ’s, these entities’ CP’s are reduced to “0” and no further CP’s need be spent.
- The Japanese player rolls 2D6. He may immediately place this number of “SI +1” chits into his SI chit cup for the following cycle, or may distribute them along the cycle track as he wishes, assigning any number of them to *successive cycles* until he has expended all of them.

The “Yamamoto Mission” may be played at any time during a regular G/T

following its successful draw in the preceding Strategic G/T.

#### [42.8] Japanese JN-25 Code Changes

At the outset of the game, the Japanese player rolls 1D6 (secretly, and adding “1” to the DR). He is provided with this number (to a maximum of 6) of “JN-25 Code Change” counters. These are playable, individually, during any Strategic G/T.

When played, these counters are placed on the *Allied Cycle Track* for the *following* operational cycle (e.g., if placed during the 0/7/42 Strategic G/T, the counter is placed on the 9/42 cycle). They *may* affect the Allied Strategic Intelligence level during the cycle in which they “arrive.”

During the Strategic Intelligence Phase of a cycle in which a JN-25 Code Change counter “arrives,” the Japanese player rolls 2D6. On any DR of “doubles,” or a “7,” the JN-25 Code Change counter takes effect. On any other DR result, it has no effect and is removed (permanently) from play.

When the “JN-25 Code Change” takes effect, the Allied SI level is reduced by two levels.

JN-25 Code Change counters, once played, are lost, and may never be replaced.

#### [42.9] Japanese Dummy TF Plot Cards

As an adjunct to the Japanese JN-25 code change capability, the Japanese player may construct false TF mission plot cards. These cards may only be utilized during any of the 4 G/T’s immediately preceding the playing of a Japanese “JN-25 Code Change” counter.

These cards may be used once per G/T (i.e., a maximum of 4 during any cycle), in any/all Naval Phases, as if the TF were a real one—with an assigned speed class, TF composition, and mission/movement plot.

A maximum of one such card may be held by the Japanese player at any time. The Japanese player may list anything he wishes on the card, in order to potentially deceive the Allied player (via his viewing it through the *Sigint* process).



## [43.0] COUNTRIES & TERRITORIES: GENERAL

The following listing of “countries” (including colonial territories, and so forth) defines for each:

1. *Country Status*: Which side controls the country at the start of the war (Dec. 1941).
2. *Rail Capacity (Railcap)*: Lists the initial and maximum *Railcap* for the country, and lists the location of Rail Centers. Countries without a *Railcap* are assumed to have a maximum *Railcap* of 10.
3. *Garrisons*: Certain countries must have a constant garrison of ground and/or air units deployed in any hex of the country. This is assessed at the end of each Ground Phase. Players should note that in certain cases it may be possible for both sides to control parts of the same country. In that case, garrison requirements are judged separately for each side. Garrison units, generally, may be of any nationality—unless specifically noted otherwise. *Example*: The 5-division ground garrison requirement for Australia may include any US and/or CW-type division.
4. *Special Rules & Capabilities*: Lists any additional rules & requirements concerning that country.
5. *Surrender Conditions*: When applicable, the conditions mandating a country/territory’s surrender are listed. When a country/territory has “surrendered,” all hexes controlled by it revert to the control of the conquering nation. Unless country-specific conditions are specified to the contrary, any remaining (now-conquered) friendly ground units & AP’s are eliminated. Any remaining ships (again, absent specific instructions to the contrary) remaining in that country/territory are captured. Remaining HQ’s are involuntarily disbanded. Any other (not strictly an installation) friendly entities are eliminated. If no surrender conditions are listed for a country, it does not surrender.

## [44.0] C.W./DUTCH COUNTRIES & TERRITORIES

### [44.1] Australia

Australia is part of the Commonwealth.

[44.1.1] Railcap: 55/125. *Centers*: Adelaide (E0145), Melbourne (E0848), Sydney (E1544), Brisbane (E1737), Townsville (E1028) & Perth (C1441).

[44.1.2] **Garrison**: LAND: 5 divisions (or equivalent\*), or militia (if not raised; see 44.1.3). AIR: 4 BMR AP's (also see 44.1.4).

\*“Cadre,” or reduced-strength divisions count, for garrison purposes, as a “division”—provided the *majority* of a garrison division's brigades or regiments (i.e., if broken down) remain in Australia.

[44.1.3] **Militia**: If any hex of Australia is entered by a Japanese ground unit, the Allied player receives up to 4 militia divisions: The 10<sup>th</sup> Infantry, 1<sup>st</sup> Armoured, 1<sup>st</sup> Cavalry (if prior to cycle 11/42), *or* 3<sup>rd</sup> Armoured (if cycle 11/42 or later), & 2<sup>nd</sup> Cavalry (if prior to cycle 11/42).

When the Japanese invasion trigger is met, the CW player rolls 2D6 for each of these divisions. The DR result indicates the number of cycles in advance the unit is placed. All such units arrive, then, at full-strength if the original placement cycle is awaited before deployment.

The CW player may remove any of these divisions sooner, but at a cost in strength. For each cycle in advance a militia division is skipped, one step is removed from that unit.

Australian militia divisions function identically to other ground units (*exception*: see 44.1.7). They arrive in any Australian city during Strategic G/T's, during the Reinforcement/Replacement Phase.

[44.1.4] **Air Garrison Increase**: At the beginning of any Strategic G/T where there are no Allied ground units in any hex of Java, Timor, or New Britain, the Australian Air Garrison is increased to 6 BMR & 6 FTR type AP's. This requirement then remains in effect for the rest of the war.

[44.1.5] **Surrender**: Australia *may* surrender when the *majority* (i.e., “4”) of the states in Australia are Japanese-controlled. “Control” is accomplished by controlling the *majority* of cities within a state. For information purposes, the fol-

lowing table summarizes these:

STATE	# Cities	Needed to “Control”
W. Australia	12	7
N. Territory	3	2
S. Australia	7	4
Victoria*	4	(2)
New S. Wales*	15	(4)
Queensland	27	14

\*Note: Cities in Victoria & N.S.W. are counted double.

**Procedure**: During each Strategic G/T in which the above Japanese control conditions are satisfied, the Japanese player openly rolls 2D6. If an “8” or higher is rolled, Australia surrenders. This DR may be modified by both sides, via CP expenditure (from a side's allotment of CP's for that coming cycle).

For each 10 CP's spent, a side receives a DRM (+/- 1) to the Australian surrender DR in its favor. Such CP expenditures are cumulative, and may cancel each other out.

If any major port in Australia is Japanese-controlled, the Japanese player adds +2 to his DR—cumulative with all other modifiers.

If Australia surrenders, half (rounded *down*) of all Australian ground units (wherever situated) are eliminated. The remainder (chosen randomly) are retained by the Allied player, and continue to function as normal Allied ground units. All Australian AP's, and ships, remain intact and Allied-controlled.

[44.1.6] **Australian 6<sup>th</sup> & 7<sup>th</sup> Infantry Divisions**: Special Rule

The arrival of these two divisions is governed by *Optional Rule* 44.1.6 (if in effect).

[44.1.7] Several Australian divisions, including potentially-available militia divisions, have their counters marked with asterisks. These units may never leave Australia.

[44.1.8] “Cadre” Ground Units: See 44.4.5 (India) regarding governing “cadre” units, and 44.1.10 regarding Australian ground unit deployment restrictions.

### [44.1.9] Australian Military District HQ's

The six Australian “Military District” HQ's represent the pre-war Australian command HQ apparatus. These HQ's function in all ways as normal, Combined-type HQ's. They are removed, in total and permanently, when the ANZAC HQ is deployed.

### [44.1.10] Australian Losses

If the Australian Ground Replacement level ever reaches “0” at anytime after 1941, or falls below “10” after 1943, Australian ground units' base activation costs are quintupled (x5), for all purposes, for as long as either condition persists. Additionally, once either replacement level condition is met, even if alleviated, activation costs for Australian ground units is still tripled (for all purposes), permanently (provided the x5 increase is no longer in effect).

### [44.1.11] Australian LOC Engineers

Those Australian labor ENGR Bn.'s with designated, asterisked Australian states (e.g., QD, NSW, etc.) may never leave those states.

### [44.1.12] ANZAC HQ

The *ANZAC HQ* may be commanded by any CW general (or admiral) eligible to command a HQ.

### [44.2] Burma

Burma is part of the Commonwealth.

[44.2.1] Railcap: 20/20. *Center*: Rangoon (A3019).

[44.2.2] **Garrison**: None

### [44.2.3] Allied Burmese Combat Units

All Burmese ground units have their counters marked with asterisks—indicating that they may not leave Burma. If forced to retreat out of Burma, they are eliminated. **Note**: One composite unit of the 1<sup>st</sup> Burmese division—the 13<sup>th</sup> Indian Bde.—is *not* subject to this restriction, if the 1<sup>st</sup> Burmese division is broken down.

### [44.2.4] Burma Independence Army (BIA; Japanese)

Commencing 1/42, if or when a Japanese ground unit occupies any installation or city hex in Burma, Japan receives the BIA Bde. Grp., which arrives in Burma in any linked hex, stacked with or adjacent to any regular Japanese ground unit. This unit functions in all ways as a normal Japanese ground unit, except that (as de-

noted by its asterisk) it may never leave Burma. **Note:** This unit is disbanded in cycle 0/8/42.

Once deployed, this unit must roll for attrition each cycle, as if it were isolated & broken—exactly as per 25.1.

#### [44.2.5] Burma National Army (Japanese)

Similar to the BIA Bde. Grp., Japan receives the BNA unit in cycle 0/8/43, in any linked, Japanese-controlled city in Burma. This unit is disbanded in cycle 0/7/44.

This unit must roll for attrition each cycle, as if it were isolated and broken (exactly as per 25.1).

#### [44.3] Ceylon

Ceylon is part of the Commonwealth.

[44.3.1] Railcap: 3/10. *Center:* Colombo (A1339).

[44.3.2] Garrison: None.

[44.3.3] If, at the beginning of any Strategic G/T, there is a linked Japanese ground unit in any hex west of the 24xx hex column on Map A, the Allied player automatically receives the following CW reinforcements. Ships and ground units arrive, in the manner specified, during the second Strategic G/T after which this condition is met). Air blocks are placed on the *Allied Off-map Movement Display* during the Strategic G/T following the one in which the Japanese player meets this condition.

**Naval Units:** Placed in the *African Coast Phase Holding Area* of the *Allied Off-map Movement Display*:

2x BB, 2x CV (with air groups as listed), 4x CA or CL, 8x DD, + 35 Load Capacity worth of MSU's. These units represent the *maximum* numbers, by type, available. The CW player takes them from the next-scheduled-to-arrive units of those types from the *Reinforcement Track*, in the sequence listed on the track. The CW player may search to a maximum of 1 full year (13 cycles) ahead on the *Reinforcement Track*. If insufficient numbers of a ship type are found within that time span, any unfilled remain unfilled. If insufficient CW MSU counters exist, USN MSU's may be substituted.

**Air Points:** Arrive in the normal manner for British air blocks (see *Reinforcement Track*): 2x British air blocks + 1x British

carrier block.

**Ground Units:** Placed in the *African Coast Phase Holding Area* of the *Allied Off-map Movement Display*: Similar to naval units (above), the CW player gains 2x Infantry divisions, 1x Armoured Brigade, and 1x Infantry Brigade.

**Restrictions.** This rule may be used only once per game.

#### [44.4] India

India is part of the Commonwealth.

[44.4.1] Railcap: 60/120. *Centers:* New Delhi (A1007), Bombay (A0517), & Calcutta (A2213).

[44.4.2] **Garrison:** Beginning 3/42: LAND: 3x Infantry divisions in any of the Indian rail centers. "Cadre" divisions (44.4.5) count, wherever situated, as one division each. AIR: 3 AP's (any type) in any base west of the 18xx hex column.

[44.4.3] See Case 44.3.3 (Ceylon)

[44.4.4] **Surrender:** India *may* surrender when Japan has captured:

- Two of the three Indian rail centers *and*
- A total of 12 Indian cities (including rail centers captured)

**Surrender Procedure:** During each *Strategic G/T* in which the above conditions are met, the Japanese player rolls 2D6. If an "8" or higher is rolled, India surrenders. This DR may be modified by both sides, via CP expenditure (from a side's allotment of CP's for that coming cycle).

For each 10 CP's spent, a side receives a DRM to the Indian surrender DR in its favor. Such CP expenditures are cumulative, and may cancel each other out.

If both Colombo and Trincomalee are Japanese-controlled, the Japanese player adds +2 to his DR—cumulative with all other modifiers.

#### [44.4.5] CW "Cadre" Ground Units

CW divisions and brigades listed in starting OOB's (e.g., 19<sup>th</sup> Indian Div.) as "cadre" are marked with "cadre" chits when deployed. These units usually are "released" later, at which times they function at their printed strengths, & without restriction.

Cadre units are, however, physically present on the map, and are potentially available as "emergency" units. If they are ever activated, or moved from their

starting location, these units' TQ ratings are reduced by 1 for each game-year prior to the units' historical release date (as listed in the *CW Reinforcement Schedule*). Also, for each year prior to its release date, a unit's step strength is reduced by 25% (rounded down).

*Example:* If the 19<sup>th</sup> Indian Div. is moved from Bangalore in 1942, its TQ would be "4" (6-2 = 4; scheduled release date 0/9/44). Its step strength would be 5 (50% x 10 = 5).

Cadre units require CP expenditure in order to be released early. Compute the CP's required as: "the # of ground steps removed from the unit (i.e., due to early release) + the # of TQ "steps" lowered x the # of years advanced from the unit's historical release year."

*Example:* Using the above example of the 19<sup>th</sup> Indian Div., the CW player would be required to expend 14 CP's for the unit (5 ground steps removed + 2 TQ "steps" lowered x 2 years' advance; equaling 14).

When cadre'd units' release dates arrive, the units arrive at full, printed strength. Any "hit" markers present (i.e., from the unit's cadre status), except those present via ground replacements taken (see below) are removed.

The CW player may use cadre units as a supplement to his regularly-arriving ground replacement schedule, by withdrawing steps from these units. An exchange rate of 2x "cadre" steps, plus 1x CP each, for each ground replacement step, applies. "Hit" markers are then placed on the cadre unit(s) losing the ground step(s).

Nationality restrictions apply in using cadre units to augment ground replacements. Thus, cadre Indian units may only fill (as replacements) Indian units.

**Note:** Though the "cadre" unit provisions also apply to Australian and New Zealander units, the CW player may *not* use these nation's cadre units to augment either of their ground replacement schedules.

#### [44.5] Java

Java is part of the Dutch East Indies, and is controlled by the Allied player.

[44.5.1] Railcap: 5/10. *Center:* Batavia (C0415).



[44.5.2] Garrison: LAND: Dutch ground units initially deployed in Java may never leave Java. AIR: None.

#### [44.5.3] Dutch Sub Points

Upon the disbandment of the *ABDA HQ*, ½ (rounded down) of the surviving Dutch sub points immediately become CW (“S” class) sub points, and act as such thereafter. The remaining Dutch sub points are permanently eliminated.

#### [44.5.4] Dutch Air Point Attrition

Dutch AP’s are liable for air attrition, commencing with cycle 0/1/42. All Dutch AP’s are considered, for attrition purposes, as part of an assumed “Dutch Air Block.”

*Player’s Note: No space exists on the Allied Air Attrition log to track/record Dutch AP attrition. The Allied player may pencil in the numbers there, construct on scratch paper a makeshift log, or calculate, each cycle, the Dutch AP totals, in order to adhere to the normal air attrition rules.*

[44.5.5] **Surrender:** Java surrenders when a total of 12 captured “victory points” in Java are controlled by Japan, as follows:

<b>Installation</b>	<b>VP’s Gained</b>
Major Port	3
Minor Port	2
Airfield	(current level)

Locations with multiple values count all installations present (e.g., Soerabaja, with a L-2 A/F = 5 VP’s).

#### [44.6] Sumatra

Sumatra is part of the Dutch East Indies, and is controlled by the Allied player.

[44.6.1] Railcap: 5/10. *Center:* Palembang (C0212).

[44.6.2] Garrison: None.

#### [44.7] Solomon Islands

The Solomon Islands are part of the Commonwealth. The Solomons are composed of the following islands: New Britain, New Ireland, Bougainville, and hexes E2116, E2117, E2217, E2317, E2318, E2417, E2518, E2418, E2519, E2617, E2618, E2619, and E2720.

[44.7.1] Railcap: None.

[44.7.2] Garrison: None.

[44.7.3] Hexes of the Solomons (and others) may be occupied by Allied Coast-watchers (see 13.8.2).

#### [44.8] New Zealand

New Zealand is part of the Commonwealth.

[44.8.1] Railcap: 20/40. *Center:* Auckland (G0348).

[44.8.2] Garrison: None, but note that the asterisked New Zealander units may not leave New Zealand.

[44.8.3] **Surrender:** New Zealand surrenders when both Wellington & Auckland are Japanese-controlled, *and* no linked US ground combat units are present.

#### [44.9] Malaya

Malaya is part of the Commonwealth. Note that the islands of Singapore (C0108) and Bintan (C0208) are part of Malaya.

[44.9.1] Railcap: 10/15. *Center:* Singapore (C0108).

[44.9.2] Garrison: LAND: 7 ground steps.

#### [44.9.3] CW Reinforcements: Malaya Command

*Player’s Note: Historically, the British decided to reinforce Malaya with that campaign already going badly for them. Whether or not this was a case of throwing good money after bad, the decision to augment Gen. Percival’s doomed command may in fact have served to prolong the campaign—at the cost, of course, of the inevitable loss of these units. Of course, the game’s British player is not required to do so. If he elects not to, he will forfeit potentially invaluable ground replacement points. He may also see an even faster fall of Singapore than Gen. Yamashita was able to engineer.*

Those CW ground and air units denoted by asterisks both in the CW starting OOB and the *Reinforcement Schedule* are the units affected by this rule:

- 45<sup>th</sup> Indian Bde. (at sea)
- 1x 3-4 Indian Bde. (“H,” 17<sup>th</sup> Indian Div.; arriving 0/1/42)
- 1x 4-3 British Inf. Bde. (“B,” British 18<sup>th</sup> Div.; arriving 0/13/41)
- 2x 3-3 British Inf. Bde.’s (“B,” British 18<sup>th</sup> Div.; arriving 0/1/42)

The CW player receives the special Indian and Australian ground replacement points (6x Indian REPL Pts in cycle 0/13/41; 2x Indian + 2x Australian REPL Pts in cycle 0/1/42) *only* in the event that he manages to reinforce his Malaya Command, by delivering any of the denoted ground units to Malaya prior to the Japanese capture of Singapore.

The CW player receives the 6 Indian REPL points, on a 1-for-1 basis, for each reinforcing ground *step* arriving in Malaya at any time during cycle 13/41. **Note:** Reinforcing units need not be limited to only the designated historic units.

He receives the listed REPL points for cycle 1/42 (2x Indian; 2x Australian) automatically—if *any* ground reinforcement successfully arrived in either cycle 13/41 or 1/42.

These special Indian and Australian REPL points are not subject to the restrictions listed in Case 23.11.4. Indian/Australian ground units in Malaya, whether linked or not, may take on any number of these replacement points.

The CW player, in Strategic G/T 0/2/42, is required to permanently remove 25 Load Capacity Points’ worth of tactical MSU’s. Though this requirement represents the MS Load Capacity initially provided to lift the historic Malaya Command reinforcements (both ground & air), the CW player is obligated to satisfy this withdrawal regardless of whether he actually *does* reinforce Malaya.

These required MS withdrawals are reduced, on a Load Capacity basis, by the amount of CW tactical MSU’s sunk, from the outset of the war through the end of cycle 2/42.

#### [44.10] Hong Kong

Hong Kong (B1240) is part of the Commonwealth.

[44.10.1] Railcap: None.

[44.10.2] Garrison: None.

#### [45.0] U.S. COUNTRIES & TERRITORIES

##### [45.1] Aleutian Islands

The Aleutian Islands are a US Territory. They consist of the Fox, Andreanof, and Rat Islands (i.e., the series of island chains running from Dutch Harbor (F2401) westwards to Attu (F0103).

[45.1.1] Railcap: None.

[45.1.2] Garrison: None.

##### [45.2] Hawaiian Islands

The Hawaiian Islands are a US Territory.

[45.2.1] Railcap: None.

[45.2.2] Garrison: Land: One full-strength division (or equivalent). **Note:** “equivalent” here is defined as “at least 9 ground

steps.” AIR: Within three cycles of being bombarded by Japanese *non-seaplane* AP’s (i.e., the Pearl Harbor raid) and/or naval units: 4x BMR, 2x TAC, + 16 FTR AP’s. If not bombarded, or after 5 cycles have been completed following the last such bombardment: 4x BMR & 4x FTR.

### [45.3] Philippines

The Philippines are a US Territory.

[45.3.1] Railcap: 5/5. *Center*: Manila (B2048).

[45.3.2] Garrison: (US) LAND: 10 steps of ground units. AIR: 5 AP’s (any type).

Allied AP’s may not be transferred out of the Philippines if such transfers would (voluntarily) reduce the required Allied air garrison below 5. Thus, once the number of Allied AP’s present in the Philippines falls to 5 (by whatever means), no further air transfers out of the Philippines may occur.

[45.3.3] As long as the (US-controlled) coastal battery on Corregidor possesses *any* undamaged strength level, no Japanese ship may traverse the hexside between B1949 (Bataan) and B2048 (Manila).

### [45.3.4] Japanese Garrison Requirement

Following the conquest of Luzon, the Japanese player must maintain a ground garrison in the Philippines of at least 10 ground steps.

[45.3.5] If *Optional Rule* 25.11 is in effect, the Allied player may benefit from guerilla activity in the Philippines.

## [46.0] ALLIED OFF-MAP MOVEMENT

Allied units may enter and leave the map in order to travel to and from Allied countries in other parts of the globe. All Allied units may use off-map movement. TF’s and AP’s do so directly; ground units and *crated* AP’s are treated as cargo.

The display consists of a polar projection map of the world. Superimposed on this are various routes to regulate movement: Phase and Global Sea Lanes for ships, and Global Air Lanes for AP’s. Essentially, ships move on the sea lanes between various Phase, Global and Mappedge Holding Areas, while AP’s move on the Global Air Lanes between similar air basing areas.

## [46.1] Moving TF’S from Mappedge Area to Mappedge Holding Area

Allied TF’s (ships) may exit the map from any of the 10 Mappedge Areas (e.g., “African Coast 5”) that appear on Map sections A, C, E, F & G. Each Mappedge Area provides access to and from a specific Mappedge Holding Area on the *Off-map Display*. The cost to physically exit the map from any hex of a Mappedge Area is equal to the normal per-hex cost of that Movement Area (Arctic, Temperate, or Tropical). The exited TF is immediately placed in the Mappedge Holding Area (on the *Off-map Display*) that corresponds to that Mappedge Area.

The TF is then free to move on the *Off-map Display* itself by using the *Phase Sea Lanes* (see 46.2). To enter these sea lanes, the TF must expend the indicated cost (in MP’s) on the display. This cost will vary, depending on the Mappedge Holding Area and the speed class of the TF involved. After paying this cost, the TF is placed in the indicated box of the *Phase Shipping Lane*. Note that if the TF has sufficient MP’s remaining after exiting the map, it may enter the *Phase Sea Lanes* immediately by paying the indicated cost.

When moving in the reverse direction (from the *Phase Sea Lanes* to a Mappedge Holding Area), the moving TF is assumed to have a certain number of MP’s remaining. These may be expended immediately by having the TF enter the map (and possibly continue moving) from any hex of the correct Mappedge Area.

## [46.2] Moving TF’S on the Phase Sea Lanes

TF’s may move one box on the *Phase Sea Lanes* during each active Naval Phase, in either direction. When they leave the last box of the sea lanes, TF’s are immediately placed in either a *Phase Holding Area* or a Mappedge Holding Area, depending on the direction of movement.

[46.2.1] TF’s may reverse directions on the *Phase Sea Lanes*, at the Allied player’s option. TF’s are not required to move while in the *Phase Sea Lanes*, but there is no practical benefit for not doing so.

[46.2.2] TF’s moving on the *Phase Sea Lanes* are assumed to be carrying out a movement or transport mission, as appropriate.

## [46.2.3] Fueling Requirements

Ships on the *Phase Sea Lanes* have no fueling requirements. They transit boxes on the *Phase Sea Lanes* based on their current speed class, without regard for fueling but are still restricted as to the number of active Naval Phases permitted based on that speed class (e.g., speed class 2 = 2 active phases per G/T, etc.).

Ships begin normal fueling requirements once they reach a Mappedge Holding Area box, and are absolved of fueling requirements once they reach a *Phase Sea Lane* box from a Mappedge Holding Area box.

Ships entering a Mappedge Holding Area box from the *Phase Sea Lanes* (enroute to the game map) are considered to have used two active Naval Phases (for fueling requirement purposes) upon entering the Mappedge Holding Area box.

Allied ships occupying any *Phase* or *Global Sea Lane*, or any Mappedge Holding box, do not fulfill refit or yard period requirements while so-located. Though they need not be manually fueled while occupying any of these areas, such ships do not meet refit or yard period requirements until they enter an on-map port or anchorage (where they are deactivated), or an off-map Phase or Global Holding Area.

*Player’s Note: Since he is not liable for fueling requirements of ships occupying the Allied Off-map Display, the Allied player could (theoretically) maintain fleet assets in the various Mappedge Holding Areas. There, they could remain as a “threat-in-being,” so-to-speak. However, such ships will not meet refit or yard period requirements while there, and thus would be liable for the penalties imposed by rules 36.6.3 (Refit) and/or 36.5.4 (Yard Periods). Moreover, any Allied ship entering the game-map from an off-map Mappedge Holding box is considered to have already used two of its allotted active Naval Phases before it enters the map (see 46.2.3). Thus, such ships effectively enter the game-map using their 3rd allotted active Naval Phase, which somewhat limits their ability to, for example, “operate from” off-map Mappedge Holding boxes.*

## [46.3] Phase Holding Areas

The *Phase Holding Areas* represent various Allied logistics centers and countries. These off-map ports function in all ways as normal ports, with the exception

that, aside from the US West Coast, they may not use “maximum effort” naval repair.

#### [46.4] Moving TF'S on the *Global Sea Lanes*

Allied TF's may move between Phase & Global Holding Areas by moving on the *Global Sea Lanes*.

[46.4.1] Speed class 1 TF's may move one circle per G/T.

[46.4.2] Speed class 2 TF's may move 2 circles per G/T.

[46.4.3] Speed class 3 TF's may move 3 circles per G/T.

[46.4.4] All movement on the *Global Sea Lanes* is carried out after the completion of the 3<sup>rd</sup> Naval Phase of each G/T.

[46.4.5] TF's may *not* reverse direction once they have begun moving on the *Global Sea Lanes*. They must reach their destination (any Holding Area other than the one they left) before “turning around.”

[46.4.6] Ships on the *Global Sea Lanes* are always considered to be fueled. Thus, fueling requirements are suspended there. Ships may not be repaired in any (*Phase* or *Global*) sea lane.

[46.4.7] TF's on the *Global Sea Lanes* are never forced to move, though there is no practical benefit for not doing so.

[46.4.8] Ships moving on the *Global Sea Lanes* are assumed to be carrying out a (non-combat) movement or transport mission.

#### [46.5] Global Holding Areas

There are two Global Holding Areas on the display: East Coast USA and England. Both areas have unlimited major port capacities, and may conduct “maximum effort” (see 36.4) naval repairs.

#### [46.6] Moving Cargo on the Off-Map Display

An unlimited amount of cargo (ground and/or AP's) can be moved between adjacent, connected Phase/Global Holding Areas over the *Global Sea Lanes*. Such cargo may be moved at the rate of one area per cycle. All such movement is carried out during Strategic G/T's, at no cost to the Allied player in merchant shipping (i.e., no actual tactical MS units need be used in such moves). Note: Some

reinforcements do arrive on *Global Sea Lanes*, embarked on merchant shipping. These units are exceptions to the above, and must utilize the standard naval movement procedures for *Global Sea Lanes*.

[46.6.1] Each Allied Phase/Global Holding Area represents an Ultimate Command Source for the Allied player—containing an unlimited number of CP's. These CP's may be used only to activate ships and effect air transfers (where required), while moving only on the *Off-map Display*.

[46.6.2] Due to the actual distance involved, cargo may not be moved on the *Global Sea Lanes* between the African Coast and West Coast USA Phase Holding Areas (it must go by the way of the East Coast USA).

#### [46.7] Off-map Movement of Allied Air Points

Allied AP's may also enter & exit the maps, and move around the world on the *Off-map Display*. All AP's, regardless of type, may be moved between any connected, adjacent air basing areas (*exception*: below), at the rate of one area per G/T. This movement is carried out after the 3<sup>rd</sup> Air Phase of each G/T.

Some air transfer routes list minimum air transfer ranges. Only AP's meeting these listed minimums may fly these “legs.”

[46.7.1] AP's may enter and exit the map by paying the indicated MP costs for each air basing area on the display. This may be done during any Air Phase.

[46.7.2] AP's deployed on the *Off-map Display* are subject to the normal attrition rules.

[46.7.3] The Alaska air basing area is assumed to be part of the Aleutians when determining the effects of weather.

#### [47.0] CHINA

China is an independent country controlled by the Allied player. Long at war with Japan, China begins the game with much of her territory occupied by Japan. For their part, Chinese ground units exist as two separate and opposed factions: the ruling Nationalists (*Kuomintang*, or KMT) and the insurgent Chinese Communists (CCP). Although the Allied player controls both factions, there are certain limitations placed on Chinese forces that do not apply to other units. There are no

Chinese air or naval units; only ground units.

Many standard game mechanics (command, activation, construction, re-placements and reinforcements, etc.) are modified for the war in China. They are summarized in the rules sections which follow.

Chinese units may stack with non-Chinese allied units only if linked (and “controlled by”) the *N.C.A.C. HQ* (see 47.3.2).

#### [47.1] Capabilities

[47.1.1] **Railcap:** Equal to the point value of each friendly province. **Centers:** Each provincial capital is the center for its own *Railcap*. However, Chinese *railcap* of one province may be used in any other province—provided a continuous line of friendly rail hexes exist back to the Rail Center in question.

The special provincial value of Chungking (20 Provincial Points) is *added to* the Chinese *Railcap* each G/T.

[47.1.2] **Garrison:** LAND: Equal to the point value of the province, determined on an individual provincial basis (see 47.5.6). *Exception:* No garrison requirement exists for CCP units or CCP-controlled provinces.

#### [47.2] Chinese Command Links & Activation

Activation of Chinese units (KMT & CCP) occurs via the expenditure of Allied CP's. A “China” marker is provided to track the amount of CP's available in China during a cycle. It functions exactly as a normal HQ CP marker.

##### [47.2.1] Normal CP Allocations: China

Case 28.3 describes the *minimum* amount of CP's the Allies receive (and may accumulate) for the China Theater. *Additional* CP's may be allocated to the China Theater, but at variable penalty “exchange” rates.

##### [47.2.2] Adding CP's: China Theater

Allied CP's, above those acquired via 28.3, are allocated to China normally, as if China were linked to an Allied Ultimate Command Source. The amount of CP's *received* by China, via additions, varies.

If the Burma Road is open (it has not been cut by occupying Japanese ground units), and the road is unblocked between



Kunming and A3312/Lashio—which is still Allied-controlled, *or*

- Chinese-controlled Kunming is linked, via road or rail, to any other Allied-controlled city in Burma or India, *or*
- At least 1 linked Allied cargo AP is based within range of (Chinese-controlled) Kunming, *then:*

CP's sent to China are sent and received on a 3:2 basis.

If none of the above conditions exist, then for every 3 CP's sent to China, 1 is received (the excess CP's are lost).

[47.2.3] CP's spent in China may be used by any Chinese unit (KMT or CCP).

### [47.3] Activation Point Costs

If a *Line of Communication (LOC)* exists to a Chinese unit, it is considered "linked." Such units are activated normally. Note: "LOC" is defined as "any number of Chinese-controlled—and friendly to that faction—hexes, unoccupied by Japanese units only\*, linking a Chinese unit with a provincial capital, in the province occupied by the tracing unit or any 1 province adjacent to it, regardless of the distance."

\*Chinese units may trace a LOC through a Japanese-occupied hex if that hex is also occupied by a Chinese unit(s) of the same faction.

If no LOC may be traced, the activation cost for such "isolated" Chinese units is doubled (not tripled, as with other nations).

#### [47.3.1] HQ's

No HQ's exist for controlling Chinese units (*exception:* the Allied *NCAC HQ*; see 47.3.2). As such (aside from 47.3.2), Chinese units are never activated by HQ's, as all other nationalities are. CP's available to China are useable by any Chinese unit, regardless of its location (but, see below regarding units *outside* of China).

#### [47.3.2] NCAC HQ

The Allied *NCAC* ("North Combat Area Command") HQ, available commencing cycle 4/42 (with US Gen. Stilwell), is the only Allied HQ which may be used to activate Chinese units.

The *NCAC HQ* is the only HQ, except for the special US *CATF & 14<sup>th</sup> AF* HQ's, and the *CW Far East* HQ, in the game exempt from the requirement that all HQ's

must occupy ports. It may be located in any city hex in China, Burma, or India.

The *NCAC HQ* has no Sea Command Radius. It has an activation point cost (for itself) of "4," and a (ground) Command Link Range of 16 ground MP's—traced as a non-mechanized unit.

The *NCAC HQ* is linked itself if it can trace a LOC (per Chinese units; 47.3) to any friendly Chinese city, or any Allied-controlled city in India.

The *NCAC HQ* provides a command link to two types of units: US and Chinese only. *CW* units may not trace command links to it, nor can they be activated by it.

The *NCAC HQ* provides an unlimited command link for Chinese units *in China*, and for two Chinese units outside of China. It may serve as a link for more Chinese units, but at a premium in CP costs. Each Chinese unit outside of China in excess of two tracing a command link to the *NCAC HQ* must pay triple its normal activation point cost. Otherwise, it traces a command link to the HQ normally.

The *NCAC HQ* is the only means by which Chinese units outside of China may be, or remain, linked.

Burma Restriction: Chinese Units. Chinese units may not enter Burma until *after* Japanese units have done so.

#### [47.4] A.V.G.

The Allied P-40 AP's beginning the war in the CBI are the American Volunteer Group (AVG; "The Flying Tigers"). FTR AP's allocated to this group always receive "the bounce" over Japanese AP's in air combat.

Prior to engaging in air-to-air combat with AVG AP's, the Japanese player must reveal the composition of all altitude components constituting any attacking AP's, before the AVG is committed to an altitude(s).

These advantages apply only to the AVG. See 6.2.2-3 for a more complete description of the AVG, its base, and the AVG's advantages in air combat.

### [47.5] Chinese Provinces & Provincial Points

The number of Chinese replacement steps available, and Chinese construction, are both dependent upon the number of Chinese provinces which are Allied-controlled.

[47.5.1] A player is considered to control a province so long as a friendly ground unit occupies, or was the last to occupy, the provincial capital hex for that province. Chinese provinces and their capitals are shown on the map, as well as listed in 47.5.6. For the Allied side, control of provinces will be split between KMT and CCP units.

[47.5.2] The KMT and CCP each receive their own Provincial Points, depending on the provinces they actually control. Each faction must have its provincial points available recorded *separately*.

[47.5.3] Although the Japanese player may control Chinese provinces, he never receives any provincial points for them.

[47.5.4] There is no limit to the number of provincial points that can be traced from a given provincial capital, assuming the points themselves are available. This is true even if the provincial capital in question is surrounded by Japanese units and "cut off" from the rest of Allied China.

[47.5.5] There is no way for the Japanese player to bombard (or otherwise attack) Chinese provincial points.

### [47.5.6] List of Chinese Provinces

(Status as of 13/41)

Province	Provincial Point Value	Capital of Province	Capital Hex
<b>JAPANESE CONTROLLED</b>			
Kwangtung	10	Canton	B1140
Fukien	5	Minchow	B1836
Shansi	5	Yangku	B1023
Chekiang	10	Hangchow	B1932
Kiangsu	15	Chenchiang	B1830
Shantung	15	Tsinan	B1525
Hopei	15	Tientsin	B1522
Chahar	5	Changkaikow	B1320
Suiyuan	5	Kweihwating	B0920
Honan	15	Kaifeng	B1227
Anhwei	10	Hwaining	B1532
Kiangsi	5	Nanchang	B1433
Hupeh	10	Wuchang	B1332
<b>MANCHUKUO</b>			
Jehol	10	Chengten	B1619
Kirin	15	Kirin	B2616
Heilungkiang	10	Tsitihair	B2212
Liaoning	15	Mukden	B2319
<b>CCP CONTROLLED</b>			
Shensi	5	Sian	B0627
Ningsia	1	Ningsia	B0323
Kansu	5	Lanchow	B0125
<b>KMT CONTROLLED</b>			
Kwangsi	5	Kweilin	B0837
Yunnan	5	Kunming	A3810
Kweichow	5	Kweiyang	B0436
Szechwan	5	Chengtu	B0132
Hunan	10	Changsha	B1134
<i>National Capital</i>	20	Chungking	B0332

### [47.6] Provincial Points: Effects

#### [47.6.1] Replacements

During the Replacement Phase of Strategic G/T's, the number of replacement steps available to China is dependent upon the aggregate Chinese-controlled provincial point value. This value is calculated separately for the KMT and CCP.

[47.6.2] For every 10 provincial points (or fraction of 10, rounding .5 up) controlled by a faction, 1 replacement step is gained.

[47.6.3] Like all replacement steps, Chinese replacements may be accumulated. The different replacement pool levels (KMT/CCP) are recorded on the *Allied General Record Track* by the appropriate markers.

### [47.7] Eliminated Armies

When any Chinese Army is eliminated, the Allied player draws, at random, one KMT Independent Corps. Rolling 2D6, one nominated die determines the number of cycles ahead the drawn corps is placed (arriving then during the Reinforcement Phase of that cycle). The other die indicates the arriving step strength of that corps (place the appropriate "hit" marker with any corps arriving under-strength). The original (eliminated) KMT Army is permanently removed from the game.

#### [47.7.1] Eliminated Chinese Corps

Eliminated Chinese corps are immediately rolled for (2D6). The DR result indicates the number of cycles ahead the corps is placed on the *Turn Track*. During the Reinforcement Phase of that cycle, the corps arrives, containing 2 steps.

#### [47.7.2] Producing New Chinese Independent Corps

The Allied player may produce KMT Independent corps if any remain as "build-able."

Such units require the expenditure of 5 KMT provincial points—subtracted from the Chinese provincial point total for that cycle prior to any use of Chinese provincial points *for* that cycle. Also, 1 US Production Point (PP) must be spent for each such unit.

Produced KMT Independent corps are drawn at random from the force pool, and require an 8-cycle delay (see US Production Cost Chart). These units arrive in any friendly Chinese provincial capital.

### [47.8] Reinforcement Corps

Each city lost in a province may provide one Chinese reinforcement Independent Corps (picked at random out of a cup), arriving during the following cycle via die roll (1D6). If a DR of "1-4" is obtained, the reinforcement corps is placed on the matching G/T of the following cycle. If a DR of "5-6" is obtained, no reinforcements arrive for the loss of the city.

Newly-arriving reinforcement corps arrive at half step strength (rounded up), in any friendly provincial capital.

### [47.9] Chinese Construction

Chinese construction (also done during the Engineering Segment of the Ground Phase) is regulated by the number of provincial points controlled by China.

*Player's Note: The provincial point value available represents the mobilization of the civilian population for construction tasks.*

[47.9.1] Chinese construction may occur only in provinces controlled by China. Allied ENGR units, however, may construct facilities as normal within China, without the aid of the Chinese.

[47.9.2] For construction purposes (only), the number of "activation points" available is determined, on a province-by-province basis, and is equal to a province's provincial point value, plus any amount of (special) provincial points distributed by the KMT capital of Chungking (up to 20).

[47.9.3] No CP's need be spent for Chinese construction, though they may be if resident in China. If such CP's are spent, they serve as an addition to Chungking's available provincial point value of 20.

[47.9.4] Chungking's 20 provincial points may be spent on construction only in KMT-controlled provinces. Thus, they may not be added to CCP provinces. CP's may be added to CCP provincial totals, but are only available on a 1-for-2 basis (for every 2 CP's available, 1 may be actually spent for construction in a CCP province).

[47.9.5] Provincial points are spent to activate Chinese units to initiate construction only. Units may not be moved by these expenditures.

#### [47.9.6] Chinese Mobile Construction Force

The Chinese MCF, arriving in cycle 0/7/43, is unique among ENGR's (and ground units generally) in that it has no CP activation cost. As such, it is *always* considered "activated," and functions as a normal ENGR unit in all respects, though it may not leave China.

#### [47.10] A/F Construction

[47.10.1] Chinese A/F construction is similar to normal A/F construction (see 39.2), except that no ENGR units need be present in order to construct, or upgrade, A/F's. (In fact, no unit at all need be present).

[47.10.2] See *Engineering Tasks Summary* for construction timelines.

[47.10.3] A/F construction may occur only in KMT-controlled provinces, or in KMT-controlled hexes with a valid LOC (e.g., via expenditure of Chungking's provincial points).

[47.10.4] Any combination of 3 Chinese CP's and provincial points produces the equivalent of 1 week's worth of construction. Note: A minimum of 1 each (CP/PP) must be present; the 3<sup>rd</sup> point may be of either type.

[47.10.5] The above expenditures apply when no ground units are present & "activated" for construction purposes. They may apply also, however, if ground units are present and contribute towards completion of construction. ENGR units may be activated, either in lieu of, or in addition to, this process, in order to complete construction.

[47.10.6] If Allied ENGR units *are* present, they must be activated via CP expenditure. The procedures from 39.2.2 then apply.

#### [47.10.7] Restrictions

Chinese units (including the procedures described in 47.10.1–47.10.4) may build A/F's to Level-2 only, until 1944, when they may be used to build A/F's to Level-7. Any upgrades beyond these levels require the presence of Allied ENGR's.

#### [47.11] Fortifications

[47.11.1] Procedures for construction of fortifications in China follow the normal rules sections (39.7.1), with the exception that Chinese units may *not* fortify to Level 1 automatically. They must pass the required DR in order to achieve *any* level of fortification.

[47.11.2] Chinese fortifications are removed if no Chinese units occupy a fortified hex. Thus, Intrinsic Garrisons do *not* retain a fortification status—as they do elsewhere.

#### [47.11.3] Provincial Capitals

Chinese units in hexes containing a provincial capital are automatically considered to be at fortification level "3."

#### [47.12] Airfield & Fortification Repair

(A/F and fortification repairs are conducted as per 39.2.6 & 39.7.8, respectively).

#### [47.13] Rail Line Construction

Rail lines are constructed (and repaired) normally, as per 39.3, with the exception that an ENGR unit need not be present; Chinese units may initiate construction themselves.

#### [47.14] Road Construction

Road (both major and minor) construction in China is conducted as per 39.4. Note: Unless the *NCAC HQ* is utilized for this purpose, road (and rail) construction *outside* China must be accomplished by Allied ENGR units.

#### [47.15] Chinese Civil War

In addition to fighting the Japanese, the two Chinese factions (KMT, CCP) are also engaged in a long-term civil war with one another. Chinese units are "friendly" to each other in the sense that they are all controlled by the same player. They may not attack one another, but they also may not cooperate to a large extent.

[47.15.1] Chinese units of one faction

may not use the provincial points of the other for any purpose, nor may they trace a LOC to provincial capitals of the opposing faction.

[47.15.2] Chinese units of one faction may not voluntarily enter any hex of a province controlled by the other. Units of both factions may enter provinces controlled by Japan.

[47.15.3] If a Japanese-controlled province is captured by Chinese units, any units of the opposing (non-capturing) faction must leave that province. Commencing with the G/T following the capture of a province, opposing faction units which remain in that province are each reduced by 1 step (and may not receive replacements as long as they *remain in* that province). This continues for each G/T they remain there.

[47.15.4] If non-Chinese Allied units capture a previously Japanese-controlled provincial capital, the Allied player may assign control of that province to either faction, at his option. This must be done immediately.

[47.15.5] Chinese units of opposing factions may not stack together at any time during a phase, nor may they participate in combined attacks on the same defending unit(s).

If a Chinese unit is forced to retreat to a hex occupied by units of an opposing faction, it immediately loses an additional step. Thereafter, the provision of 47.15.3 apply to the unit which retreated.

[47.15.6] Chinese units may not trace a LOC through any hex occupied by a unit of the opposing faction, or through hexes of a province controlled by that faction.

#### [47.16] Japanese Units: China

All activation costs for Japanese ground units in China are tripled at all times. All activation costs incurred by Japanese units in China must emanate from the Japanese C.E.F. HQ. They may not (for example), come from "reserve."

#### [47.17] Chinese Surrender

China surrenders if all Chinese provincial capitals are Japanese-controlled.

[47.17.1] If China surrenders, all Chinese units (KMT & CCP) that cannot trace a *command link* (not a LOC) to an Allied HQ are immediately and permanently removed from play. Those that *can* trace a



command link remain in the war, eligible to be activated by Allied HQ's. The same restrictions governing Chinese units outside of China (47.3.2) continue to apply. Otherwise, these units are treated as any other Allied unit for the remainder of the game. Such units, however, may not receive any Allied replacement steps.

#### [47.17.2] Required Japanese Garrison

Following a Chinese surrender, Japan must garrison China with a minimum of 216 garrison points (i.e., equal to the total provincial point value of China's provinces). China garrison points are:

- The sum of Japanese ground units' TQ *plus* the number of steps in a unit. *Example:* A Japanese Inf. Div. of TQ "6," with 10 steps, equals 16 garrison points.
- The total number of FTR & BMR AP's based on A/F's in China (not Manchuria). Each such AP contributes 1 garrison point.

The required Japanese Manchurian garrison is unaffected by a Chinese surrender.

#### [47.18] Rallying Chinese Units

Chinese units, inside China, as long as they are not isolated, rally at their printed TQ's.

#### [47.19] CCP Truce

Beginning 1/44, Japan may declare a "truce" to be in effect against CCP units. Doing so immediately imposes increased CP costs on the Allied (Chinese) player to activate CCP units. As long as this "truce" is in effect, the base CP cost to activate CCP units is doubled.

[47.19.1] There is no increased CP cost for Japanese units in China, but should Japanese units initiate an attack upon any CCP unit, this "truce" is immediately and permanently dissolved. In addition, during this time, each hex newly-captured in CCP-controlled provinces by Japan *may* lead to a dissolution of this truce.

For each such hex occupied by Japanese units, the Japanese player rolls 1D6. On a DR of "1-3," the truce is immediately and permanently dissolved. This process is renewed for each such hex captured by Japanese forces while the truce is in effect.

#### [47.20] Japanese Collaborationist Army

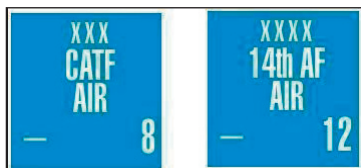
The Japanese player may, for CP cost, recruit and raise Chinese collaborationist divisions in China. These units are the following 5 Japanese divisions: 129<sup>th</sup>, 130<sup>th</sup>, 131<sup>st</sup>, 132<sup>nd</sup>, & 161<sup>st</sup>.

[47.20.1] To raise a collaborationist division, the Japanese player pays 1 CP and/or Production Point (in any combination) per step raised. All Japanese collaborationist divisions must arrive in or adjacent to any Japanese-controlled provincial capital.

Once raised, these divisions function as normal Japanese divisions, with the exception that they may never leave China. In addition, such units must roll for attrition each cycle, as if they were isolated and broken (exactly as per 25.1).

CP's spent in raising Japanese collaborationist divisions must come from the Japanese C.E.F. HQ.

Collaborationist divisions may never receive Japanese replacements. Their strengths may be added to only via expenditure of Japanese CP's—on a 1 CP for 1 ground step basis. Such units need not occupy, or be adjacent to, Japanese-controlled provincial capitals to take on additional steps; only when *initially created* is this restriction in effect.



#### [47.21] Allied Air Operations

Two Allied Air HQ's (the only Air HQ's in the game) exist: *CATF* (China Air Task Force) & *14<sup>th</sup> AF* (14<sup>th</sup> Air Force). These HQ's, if and when deployed, regulate Allied air operations in China, excluding the AVG (see 6.2.3).

Upon the initial deployment of either the *CATF* or *14<sup>th</sup> AF* HQ's, the US AVG is disbanded, and all rules regarding the AVG are void. Any US FTR AP's which constituted the AVG are thenceforth treated as normal US FTR AP's.

##### [47.21.1] *CATF HQ: General*

Available commencing cycle 0/6/42, the *CATF HQ* requires 5 CP's to deploy initially. These CP's, like CP expenditures for operations described in the following

sections, must come from *both* Allied and Chinese (28.3) CP totals—in this case, a minimum of 1 CP from each; otherwise, in any combination totaling "5."

The *CATF HQ* must be deployed in a linked (probably by road, if one exists, or via Emergency Command Link—see 31.3) Chinese-controlled airbase hex.

No Allied AP's other than those comprising the AVG may base in China until the *CATF HQ* (or the *14<sup>th</sup> AF HQ*, later) is deployed there.

Following the deployment of the *CATF HQ*, Allied AP's may base in, and operate from, Chinese airbases within the Command Radius (eight hexes) of the *CATF HQ*. Normal airbasing capacities and restrictions apply.

##### [47.21.2] *Burma/Ledo Road Status*

If neither the Burma Road (see 47.2.2) is open nor any other road has been constructed linking an Allied-controlled city in Burma or India with Kunming, the number of Allied AP's based in China may not exceed the number of Allied (any flavor) cargo AP's based in linked A/F's in Burma or India that are within Extended Range of Kunming.

If either the Burma or another road *is* open to Kunming, no maximum number of Allied AP's deployable in China exists.

[47.21.3] The CP cost to initially rebase into China costs, *per AP*, CP's equal to the number of engines present in a particular AP type. Thus, 1 CP for single-engined types; 4 for 4-engined types, etc. Multiple CP costs may be borne by Allied, Chinese, or any combination of the 2 CP types. Note: Replacement AP's later taken in China do *not* count as initial deployments, for purposes of this rule.

Additionally, the normal CP costs for rebasing AP's also apply. They are thus cumulative with the above expenditures.

[47.21.4] Once an Allied Air Transport emergency command link has been established, it still must be maintained per rule 31.4, via CP expenditure.

If the Allied player is unwilling, or unable to maintain a command link permitting the operation of Allied AP's in China, he is under no obligation to remove those AP's, but the only missions such "isolated" AP's may perform are Air Transfer missions *exiting China*, and CAP over

their own base.

**[47.21.5]** Once based, and maintained, in China, Allied AP's function normally, and all normal air operations rules apply to them, with one *exception*: No Allied AP may conduct a multiple bombardment mission in any single G/T until the *14<sup>th</sup> AF HQ* is deployed.

#### **[47.21.6] 14<sup>th</sup> AF HQ**

The US *14<sup>th</sup> AF HQ*, available commencing cycle 0/2/43, functions in all ways identically to the *CATF HQ*, with two exceptions:

- The Command Radius of the *14<sup>th</sup> AF HQ* is 12 hexes.
- Allied AP's in China within command range of the *14<sup>th</sup> AF HQ* may conduct multiple bombardment missions.

The CP cost to deploy the *14<sup>th</sup> AF HQ* is 1D6 if it is done so to *replace* the *CATF HQ*. Otherwise, an initial deployment of the *14<sup>th</sup> AF HQ* costs 5 CP's.

### **[48.0] JAPANESE COUNTRIES & TERRITORIES**

#### **[48.1] Japan (Home Islands)**

The Japanese Home Islands (known as "Japan") are composed of the following islands: Kyushu, Honsu, Hokkaido, and Shikoku.

**[48.1.1]** Railcap: 600/600. *Centers*: Nagasaki (B3029), Hiroshima (B3227), Kobe (B3527), Osaka (B3627), Yokohama (D0226), & Tokyo (D0326).

**[48.1.2]** Garrison: LAND: 20 ground steps. AIR: 6 FTR AP's. This garrison is increased to 20 FTR AP's by the end of the 3<sup>rd</sup> Strategic G/T following the *Doolittle Raid*, or the 1<sup>st</sup> Allied strategic strike against any Japanese Industrial Center (whichever occurs first).

Any FTR AP (including carrier block FTR's, but not including floatplanes) count towards satisfying the FTR air garrison requirement. If the air garrison falls below the required number, the Japanese player need not transfer AP's back to Japan to satisfy it. But, no FTR AP's may transfer *out of* Japan if the required FTR garrison is not (for any reason) satisfied.

**[48.1.3]** Surrender: See Victory Conditions; Scenario Rules 71.1, 71.2.

#### **[48.1.4] Japanese Garrison Requirements**

The following lists the minimum

Japanese ground garrison requirements in all areas other than the Japanese Home Islands. Intrinsic Garrisons do not count towards filling these requirements.

#### **JAPANESE-CONTROLLED AREAS**

- Formosa: 6 ground steps
- French Indo-China: 3 ground steps
- Korea: 6 ground steps (released 1/45)
- Manchuria: (see 48.5.2)
- Hainan: 1 Bde. or Rgt. (need not be full-strength)

#### **CONQUERED AREAS**

- Dutch E. Indies (defined as Sumatra—including Bangka I.—Java, Borneo, Celebes, Boeroe, Amboina, Ceram, & all islands from Bali to Timor—inclusive—in hexrows xx17 to xx20, north-to-south): 20 ground steps or 2x full divisions (whichever is smaller).
- Burma: 10 ground steps or 1 full Japanese division (whichever is smaller). Note: Non-Japanese unit steps count as ½ each.
- Philippines (Luzon): 10 ground steps or 1 full division (whichever is smaller).

**Note:** "Full division" is defined as one with no "hit" markers.

#### **[48.2] Formosa**

The island of Formosa (Taiwan) is a Japanese Territory. The Pescadores (B1839) are considered part of Formosa and, as such are also Japanese-controlled.

**[48.2.1]** Railcap: 10/10. *Center*: Takao (B1940).

**[48.2.2]** Garrison: LAND: 6 ground steps.

#### **[48.3] French Indo-China**

French Indo-China is a Japanese Territory.

**[48.3.1]** Railcap: 10/20. *Center*: Hanoi (B0342).

**[48.3.2]** Garrison: 3 ground steps.

#### **[48.4] Korea**

Korea is a Japanese Territory.

**[48.4.1]** Railcap: 25/25. *Center*: Pyongyang (B2522).

**[48.4.2]** Garrison: LAND: 6 ground steps (released Cycle 1/45).

#### **[48.5] Manchuria (Manchukuo)**

Manchuria (composed of the Chinese provinces of Heilungkiang, Jehol, Kirin and Liaoning) is a Japanese Territory. Except when specified, Manchurian provinces are treated the same as those in China.

**[48.5.1]** Railcap: *Railcap* of all Manchurian provinces equals twice the individual provincial value. Like Chinese *Railcap*, the *Railcap* of one Manchurian province may be used in any other Manchurian province.

**[48.5.2]** Garrison: Land: The Japanese Kwantung Army (consisting of 13 Inf. Div.'s plus miscellaneous ENGR & SBF units) which begins the war in Manchuria must remain intact (i.e., untouched) until the Strategic Initiative Level first *returns* to neutral.

When this occurs, the Japanese player may take additional ground replacement steps during a Strategic G/T, by removing steps from Kwantung Army units. A conversion rate of 3:2 applies. Thus, for each 3 steps removed from the Kwantung Army, 2 Japanese ground replacement steps are gained.

When the Strategic Initiative Level favors the Allies, the Japanese player may remove non-asterisked *units* from his Manchurian garrison. He is limited to no more than 1 unit in any single cycle. To remove a unit from Manchuria, the Japanese player must pay a 1-time CP cost of 10. The unit is removed from its present location on the map, and placed in Dairen. From there, during the following cycle, it is available for transport and redeployment.

AIR: The Japanese player is free to transfer AP's from Manchuria (provided he does not fall below the required air garrison; see below), but at a premium in CP's. The CP cost to rebase AP's *from* Manchuria is 3 per AP in 1942; 2 per AP in 1943; and the normal rebasing cost of 1 CP from 1944 onward.

Japanese AP's in Manchuria may conduct air strikes, but if target hexes are outside Manchuria, Manchuria-based AP's must always use the *Air Point Availability Table*. Following any air strike, AP's based in Manchuria must always return to bases in Manchuria.

### [48.5.3] Minimum Manchurian Garrison

The Japanese player must maintain in Manchuria a garrison of at least 60 ground steps (of any type or combination), and at least 5 FTR & 5 BMR AP's. If attrition lowers the Japanese Manchurian air garrison below the required amounts, they must be regained via air transfer (or reinforcements) of sufficient AP's. Ground step/unit removals (as described above) may never leave the required Japanese garrison below the minimum number of 60 steps.

### [48.6] Thailand (Ex: "Siam")

Thailand is an independent country, technically allied with the Commonwealth (though in fact leaning heavily towards Japan).

[48.6.1] Railcap: 15/15. *Center*: Bangkok (A3523).

[48.6.2] Garrison: None.

[48.6.3] Thailand allies with Japan at the instant any Japanese ground unit occupies any city in Thailand—including Singora.

#### [48.6.4] Status of Thai Hexes

Hexes in unaligned Thailand possess no Intrinsic Garrisons. They are, thus, for all intents "undefended" *vis-à-vis* Japan. When Thailand allies with Japan, *all* hexes in Thailand become friendly to Japan. Thailand's inherent *Railcap* is captured, intact, when Japanese units occupy Bangkok.

#### [48.6.5] Surrender (to Allies)

Thailand surrenders at the end of any G/T that Allied ground units control Bangkok, or when Japan surrenders.

## [49.0] NEUTRAL COUNTRIES

### [49.1] Soviet Union

**Background:** Although the USSR was a major participant in the Allied war effort against the Axis powers in Europe, Russia and Japan maintained an uneasy peace throughout almost the entire war in the Pacific. Russia finally declared war on Japan on 8 August 1945, a week prior to Japan's surrender.

[49.1.1] Railcap: 200/200. *Centers*: Vladivostok (B3217) & Chita (B1006).

#### [49.1.2] USSR Declaration of War

The USSR automatically enters the war on the first G/T of the 9/45 cycle, if

the US has dropped at least 1 A-bomb on Japan. If not, the USSR declares war on Japan on the 1<sup>st</sup> G/T *after* the US does so. Alternatively, if no A-bomb has been dropped, beginning with Cycle 0/9/45, the Allied player rolls 1D6 during each Strategic G/T. On a DR of "6," the USSR declares war on Japan. Apply a +1 DRM for each cycle past 0/9/45.

When the USSR declares war on Japan, the Allied player deploys the Soviet ground, naval and air OOB (see *Scenarios Booklet*, 72.0, which also contains detailed rules governing the Soviet war effort in the Pacific).

### [49.2] Outer Mongolia

Outer Mongolia is part of the USSR. There are no *separate* Mongolian units, though some Mongolian units are integrated into the Soviet ground OOB. Outer Mongolia may not be entered so long as the USSR is neutral.

### [49.3] Portuguese Timor

Portuguese Timor is a territory belonging to the neutral country of Portugal. It consists of the eastern portion of the island of Timor, as delineated. It has no military forces, except its Intrinsic Garrison (68.4.11).

### [49.4] New Caledonia

New Caledonia consists of the island Noumea, and the 1-hex islands at E3330 & E3430.

New Caledonia is neutral but pro-Allied. Allied units (ships, air, ground) may enter New Caledonia freely. If Allied units (of any flavor) occupy Noumea, the Vichy Regiment ("NC") remains, but may never leave New Caledonia.

If Japan invades New Caledonia prior to any Allied units reaching Noumea, the Vichy garrison unit fights normally, and the invasion is treated as any other Japanese invasion. If the Vichy garrison is eliminated, it returns as an Allied reinforcement (at full-strength). **Procedure:** The Allied player rolls 1D6. The DR result indicates the number of cycles ahead the Vichy Rgt. is placed. It then arrives in any Allied-controlled major port, and thereafter is treated as a normal U.S. ground unit.

## [50.0] THE STRATEGIC GAME TURN

At the end of each operational cycle, players execute a *Strategic Game/Turn*. Like a normal G/T, the Strategic G/T has a special Sequence of Play providing an ordered procedure.

### Sequence Outline

#### A. MERCHANT SHIPPING PHASE

1. **Japanese Escort Segment:** To protect his merchant shipping (which affects his CP allotments—and other strategic aspects), the Japanese player may allocate ships (DD, DE, CD) to merchant shipping escort duties. The number of escorts allocated will affect the outcome of the Merchant Shipping Attrition Segment.

2. **Allied Submarine Priority Segment:** The Allied player allocates sub points to (and from) a strategic anti-merchant shipping role. The Allied player assigns the primary target of his subs: Japanese MS itself or their escorts.

3. **Merchant Shipping Attrition Segment:** Based on the number of escorts allocated by the Japanese, on the number of Allied sub points allocated to the anti-MS role, the Allied submarine priority, and the Allied Strategic Intelligence (SI) Level, the number of Japanese MS points (and Allied sub points) lost is determined.

4. **MS Pool Segment:** Both sides may place MSU's (all types) into MS pools, as per 17.8.1.

5. **Allied Strategic Air MS Interdiction Segment** If *Optional Rule 57.8* is in effect, the Allied player announces strategic MS interdiction missions to AP's, & demonstrates the "closing" of the Japanese merchant shipping route(s).

6. **AO Tanker Assignment Segment:** (See 28.7).

#### B. STRATEGIC INTELLIGENCE PHASE

1. **Strategic Intelligence Segment:** The US player (secretly) determines both sides' SI level. SI levels will directly affect the outcome of merchant shipping attrition during the *following* Strategic G/T, and Allied intelligence benefits gained during the *coming* cycle.



## C. STRATEGIC BOMBING PHASE

1. **Plot Segment:** The Japanese player assigns FTR's to the Strategic CAP role (and plots Strategic Cover CAP, if any), while the Allied player plots all strategic bombing and mining strikes. Note: Prior to Japanese Strategic CAP assignments, the Allied player must announce openly if he is to launch any strategic mining strikes. He need not reveal how many, which AP's, or where targeted—only the fact that at least 1 such mission will be flown.
2. **Strike Execution Segment:** The Allied player resolves all plotted strategic bombing & mining strikes, in whatever order he desires. All combat & damage results are applied immediately.
3. **Strategic Strike Allocation Segment:** Both sides now allocate friendly AP's to the strategic role for performing strategic strikes (Allied) or CAP (Japanese) for the *following* Strategic G/T.

## D. COMMAND PHASE

1. **Residual Command Point Segment:** Both sides eliminate all CP's on their *General Record Tracks* left over from the previous cycle—except those allocated to a “future operations pool” or “carried-over” (see 28.9).
2. **Command Point Determination Segment:** Both sides determine how many CP's they will receive for the upcoming cycle, by referring to their respective *Command Point Tables*.
3. **Command Point Allocation Segment:** Both sides allocate their CP's to HQ's, reserve, the China Theater, and (if eligible) to a “future operations pool.”
4. **Emergency Command Link Segment:** Both sides establish, and/or pay maintenance costs for, emergency command links already in play.

## E. ATTRITION PHASE

1. **Ground Unit Isolation & Attrition Segment:** Ground units without a valid command link suffer attrition. Jungle attrition (if *Optional Rule 25.10* is in effect) is resolved, where required.
2. **Air Attrition Segment:** Both sides resolve required attrition for Air Points.
3. **Naval Attrition Determination Segment:** Dice are rolled, and determina-

tion made, as to when naval attrition is to be resolved during the coming cycle.

## F. SUBMARINE PHASE

### 1. Deployment Segment:

- Both sides may allocate friendly sub points, from their sub point pools, to specific on-map *Subrons*.
- Both sides may remove sub points from on-map *Subrons*, placing them into their sub point pools. They may also transfer (freely) sub points between *Subrons* occupying the same hex.
- Both sides may execute the redeployment of on-map *Subrons*, removing the required number of sub points from them, placing removed sub points into sub point pools (see 22.4, 4<sup>th</sup> paragraph).
- Both sides may deploy *new Subrons*. These *Subrons* must be “empty.”
- Both sides may redeploy Sub Bases, paying required CP costs.

**Note:** Though the above steps are performed sequentially by both sides, none of the movements/deployments need be *announced* step-by-step; only the final on-map *Subron* deployments are performed, after all steps have been completed.

2. **ASW Air Allocation Segment:** Both sides now allocate eligible friendly AP's to a strategic ASW role for the coming cycle.
3. **US MTB Deployment Segment:** The US player allocates MTB points to *MTB Rons*, and executes the redeployment (if any) of those *MTB Rons* on the map (removing the required number of MTB points from those *MTB Rons* redeployed). CP's are paid to deploy, redeploy, or maintain on-map *MTB Rons*.

## G. REINFORCEMENT/REPLACEMENT PHASE

1. **Deactivation Segment:** Both sides deactivate on-map ground units (except those currently embarked & at sea).
2. **Reinforcement Segment:** All scheduled reinforcements arrive as indicated. Repaired ships and disbanded HQ's are redeployed. HQ's are disbanded and/or redeployed, if desired. Each side replaces all available FTR aces into their availability pools &

draws their allotment for the coming cycle (6.4.2).

3. **Production Arrival Segment:** Both sides place all newly-completed units on the map, as indicated in the Production Rules.
4. **Replacement Segment:** Both sides receive, and deploy, available ground unit replacement steps, and Air Point replacements. Ground steps may be introduced into existing units or formed into new units, subject to certain restrictions. Ground units may also break down or recombine during this segment.
5. **Port Activation Limits Segment:** If *Optional Rule 38.4* is in effect, both sides determine, and record for the coming cycle, each port's Ship Activation Limit.

## H. PRODUCTION PHASE

1. **Production Segment:** Both sides determine how many Production Points (PP's) they are to receive, adding them to the PP pool. They may then expend these PP's in order to begin the production of new units.
2. **Strategic Bombing Repair Segment:** The Japanese player rolls for possible repair of strategic (and possibly other) bomb damage to Japanese Industrial and/or Resource Centers (see 55.4). Repaired centers have their damage level markers removed or adjusted accordingly. Centers not fully-repaired retain their levels of damage throughout the following cycle, until the next Repair Segment.

## I. WEATHER PHASE

Determination of squall/storm weather patterns for the upcoming cycle is made (if *Optional Rule 59.3* is in effect), and wind direction determined, separately for each map sheet.

## J. END OF THE STRATEGIC TURN

With the conclusion of the Weather Phase, the Strategic G/T is completed. The cycle marker is moved one box on the *Cycle Record Track*. Play now continues on to the new operational cycle.

## [51.0] PRODUCTION: GENERAL

The production system allows both sides to create the various combat and support units necessary to play *War in the*

*Pacific*. This system is regulated by the production sequence and the production rules. Generally, units placed into production will be recorded on sides' *OOB/Production Section*.

Production occurs during the Production Phase of each Strategic G/T. To produce a unit, players must expend the appropriate number of Production Points (PP's), then place the desired unit "ahead in time" by recording its scheduled arrival date. At the indicated later cycle, the owning player removes the unit from "in production" status, and deploys it. Within the limitations imposed by the following sections, players are free to produce whatever units they desire, when they desire.

Note that, although the US and Japanese production rules are presented in separate sections, both are accomplished at the same time, during the Production Phase of Strategic G/T's.

*Player's Note: Without doubt, both players' production decisions will have a significant effect on the strategic direction of the war. Whether or not a player should know what his opponent is producing is an important question, and should be agreed upon before commencing play. Concealed production is recommended because of the realistic elements of uncertainty and surprise introduced.*

## [52.0] U.S. PRODUCTION

The production of new units costs both PP's and time. During the Production Phase of each Strategic G/T, the US player receives a certain number of PP's. During that (or possibly a subsequent) G/T, these PP's may be expended in order to produce US units. The unit for which the PP's are expended is placed either on the *Allied Cycle Record Track* or (if players prefer) any convenient storage tray or location. Its actual arrival date (production complete) is recorded on the *Allied OOB/Production log*.

There are some restrictions regarding the expenditure of PP's by the US player, which place upper limits on the number of PP's which can be expended to produce certain types of units in any given Production Phase. The number of PP's received by the US player in each Production Phase is determined via DR, using the *US Production Point Availability Chart*, and varies with time. An optional

rule is provided, whereby US production is a fixed amount, not dependent on DR's (see 52.3).

A certain amount (25% maximum) of newly-received PP's may remain unexpended, and may be accumulated from cycle-to-cycle. Otherwise, all PP's must be spent in the Production Phase in which they are received. All accumulated PP's are "stored" either via recording same on the *US Production Record log*, and/or by adjusting the "PP's Available" marker on the *Allied General Record Track*.

Production points are used by the Allied player only for the production of US units. All non-US Allied unit reinforcements arrive via a fixed schedule, or (occasionally) as a result of a game event. Such units' arrival locations are generally noted on the *Allied OOB*.

[52.1] The Allied player performs the following steps:

### STEP 1: Add to the Production Pool

The US player adjusts the "PP's Available" marker on the *Allied General Record Track* to reflect the addition of the PP's becoming available that Strategic G/T.

*Player's Note: If players prefer, recording/tracking of PP's may be performed via use of the Production Record log.*

### STEP 2: Implement New Production

The US player consults the *US Production Cost Chart* and places units newly-placed into production either onto the *Allied Cycle Record Track* or (if he prefers) into any convenient tray or storage area (marked as "in production"). The number of PP's required to produce these units is reduced, by adjusting the marker on the track (or on the *Production Record log*).

## [52.2] US Production Point Availability Chart

[52.2.1] The *US Production Point Availability Chart* lists the PP's that are added to the US PP total each Strategic G/T. The US player rolls 2D6, cross-referencing the DR result with the current cycle (and applying any applicable DRM's; see chart), to determine the number of newly-arriving PP's. These PP's are added to any eligible ones possibly carried over from the previous cycle.

## □ [52.3] OPTIONAL RULE: Fixed US Production

If both sides agree, the US player may use a fixed PP schedule each cycle, instead of the standard DR method. To do so, the "7" DR result column is used, for each cycle, to determine the number of PP's received. As for standard PP determination, for all cycles commencing with cycle 0/10/44, 30 PP's are received.

*Player's Note: Adoption of this rule will enable the US player to virtually map out his entire war's production schedule, from start to finish, before the war begins.*

## [52.4] Restrictions: US Production (Gearing Limits)

[52.4.1] In any Production Phase, the US player may not initiate the production of more than one additional unit of any type than was initiated in the previous Production Phase. *Example:* If in cycle 0/1/43 the US player initiated the production of 1 CV, then on cycle 0/2/43 he could initiate the production of no more than 2 CV's. This restriction applies even if a player "voluntarily" (due to fluctuations in his production arrangements) reduces the number of a unit initiated in a given cycle from a previously higher level.

## □ OPTIONAL RULE: US CV GEARING LIMITS

The *US Production Record log* contains a potential yearly (1942 only) gearing limit for CV construction. When the number of US CV's placed into production during 1942 equals "4," a DR (1D6) is made immediately following the placement into production of the 4<sup>th</sup> ship. On a DR of "6," no more CV's may be placed into production during 1942. This DR must be made during each successive Strategic G/T of 1942 following the first DR. Apply a +1 DRM to each successive DR. Note: For purposes of this rule, "CV" includes CVB's.

[52.4.2] When allocating US production, the US player must conform to the following:

- Air Units. At least 30% (rounded up) of the total PP's *received* (not accumulated) in a given cycle must be used to initiate the production of air blocks. However, no more than 50% (rounded up) of the total newly-arrived PP's ex-

pending in a cycle may be used for this purpose.

*Exceptions:* 1) A minimum of 1 air block (regardless of its cost) is producible each cycle. 2) (See 4<sup>th</sup> bullet).

- **Ships.** No more than 50% (rounded up) may be used to produce ships. There is no minimum requirement. Note: US *Fletcher, Sumner, & Gearing* class DD's are rebuildable (unlike other ships) when sunk.
- There are no restrictions on the production of ground units.
- Commencing with cycle 0/1/44, US air block, and ship minimum & maximum limit restrictions (above) are permanently lifted.

The restrictions above apply only to those PP's actually *newly-received* during a given Production Phase. There are no restrictions placed on expenditures of PP's accumulated from a previous cycle.

#### [52.4.3] PP Stockpiling

The US player may choose to accumulate (by not expending) a maximum of 25% (rounded up) of the PP's received in a Production Phase. These accumulated PP's remain in the US PP pool until they are expended in some subsequent Production Phase. All other PP's must be expended in the phase in which they are received, or are lost.

#### [52.4.4] Ship Production

When initiating ships into production, only the Japanese player must choose the ship of the desired type with the *lowest pennant number* currently available for production. The reverse of the *US Production Record log* contains the production sequence for US ships. US ships, by type, must be produced in the order indicated.

#### [52.5] Scheduling US Production

To initiate production of a unit, the US player counts out the number of *Delay Cycles* listed for that unit on the *US Production Cost chart*, starting at the current cycle date (exclusive). He then places the actual unit counter on the *Cycle Record Track* (or, if preferred, into any appropriately-marked tray or holding box), which reflects the passage of the appropriate number of cycles. Regardless of where the actual counter is stored, the *Allied OOB/Reinforcement log* is annotated

with the unit's ID, indicating its cycle of arrival—as a reminder. When the scheduled arrival date comes, the unit enters the game as described in 52.6.1 & 52.6.2.

#### [52.6] New Unit Deployment

During the Reinforcement Phase of the Strategic G/T, the US player removes any completed units and deploys them.

[52.6.1] All newly-produced US *units* are deployed in either the *West Coast USA Phase Holding box* or the *East Coast USA Global Holding box (Allied Off-map Movement Display)*, at the US player's option. *Exception:* Merchant shipping (see below).

#### [52.6.2] Merchant Shipping

MSU's arriving via the US production process arrive as per 52.6.1 or directly into the US MS pool. Alternatively, they may arrive in any off-map CW Phase or Global Holding Area, or into the CW MS pool (but only as follows, or per 52.6.3).

In order to place US MS production in CW holding boxes (or the CW MSU pool), CP's must be spent. For each load point so-deployed, 1 Allied CP (any flavor) must be spent. *Exception:* CW MS replacements (52.6.3).

#### [52.6.3] CW MS Replacements

The Allied player has a "CW MS Load Pts. Sunk" counter, with which he must track CW MS *load points* sunk.

Newly-arriving US MS load points and/or units (not APA's/APB's) may be placed as CW units to replace sunk CW MS load capacities. Such arrivals entail no CP cost. When such "replacements" occur, the "CW MS Load Pts. Sunk" marker is moved back towards the "0" in the amount such losses have been made good.

#### [52.6.4] CW Ship Arrivals

If not specified on the OOB reinforcement schedule, newly-arriving CW ships may arrive in any of the following:

- Bombay
- A0536 (Addu atoll)
- African Coasts 6, 7, or 8 Mapedge Holding Areas
- Colombo

#### [52.6.5] CW AP Unit Arrivals

British Air Blocks. If not taken early as replacements, or specified as to location on the *Reinforcement Schedule*, British

air blocks (both regular and British Carrier Air Blocks) may arrive at either:

- The "Northwest India" *Off-map Air Basing Area or*
- The African Coast Phase Holding Area *or*
- The Middle East Phase Holding Area.

#### ANZAC Air Blocks:

**Australian:** Australian AP's, if not taken as replacements, or specified as to location, may arrive at any linked airbase in Australia.

**New Zealander:** As per Australian AP's—but substitute "New Zealand" airbase.

*Player's Note: Though the ANZAC AP counters are marked, differentiating Australian from NZ types, the insignias are small and may not be readily-identifiable to all players. Accordingly, for purposes of this rule (if players prefer), ANZAC AP's may be considered generic "ANZAC" AP's, instead of separating them into Australian and New Zealander.*

[52.6.6] All newly-produced (and newly-arriving) units may be used as normal units during the first G/T of the operational cycle following their arrival. Ships are considered to have just completed fueling.

#### [53.0] JAPANESE PRODUCTION

*Player's Note: In her attempt to prosecute a war against the US, Japan was saddled on the one hand with a relatively limited productive capacity, and on the other with tremendous difficulties in keeping what factories existed supplied with sufficient raw materials—virtually all of which had to be imported. Japanese production is similar in outline to US Production, with one major difference—Japanese production is a function of the resources currently available to her and the degree of mobilization of her economy. As these two variables fluctuate with the fortunes of war, Japanese productive capacity changes accordingly, and may be very unpredictable.*

*As with US Production Points, Japanese PP's represent "capital" equipment and facilities utilized for the war effort. As such, PP's do not encompass that portion of the economy allocated to the continued support of already-existing units—that process is reflected in the accrual and expenditure of Command Points (CP's).*

The provisions of 51.0, and 52.0 (25% PP carry-over) apply. The number of PP's



received by the Japanese player in each Production Phase varies, depending on the number of operational *Industrial Centers*, the current *Economic Multiple*, and the number of Japanese Merchant Shipping Points (MSP) left.

The economic multiple (EM) may also increase or decrease in any given Production Phase, depending upon the number of Japanese “Co-Prosperity Sphere” resource points available, and the Japanese MSP total.

### [53.1] Procedure

During the Production Phase of the Strategic G/T, the Japanese player performs the following steps:

#### STEP 1: Determine the Economic Multiple

The Japanese player determines whether he has “sufficient” Co-Prosperity Sphere resource points available. If the Co-Prosperity Sphere resource level is 70 or higher, the Japanese resource imports from these areas is considered “sufficient” for purposes of production and the Japanese EM.

For EM purposes, the Co-Prosperity Sphere resource level may be reduced, depending on the number of MSP’s available to Japan. Thus, though the Japanese player may have 70+ functioning Co-Prosperity Sphere resource points available, if the number of MSP’s available falls below certain amounts, the resource level used for EM purposes may well be lowered—potentially placing the Co-Prosperity Sphere resource level into the “insufficient” import category (see *Japanese Command Points Table*).

The Japanese “Homeland” resource areas have no effect on the Japanese EM. They do play a part in computation of Japanese CP’s (see 28.1).

If the Japanese Co-Prosperity Sphere resources are “sufficient,” the EM may increase. If these resources are “insufficient,” the EM may decrease. Note: See 53.3 regarding Japan’s pre-war resource point strategic reserve.

#### STEP 2: Add to the Production Pool

The Japanese player takes the current EM (as determined in STEP 1) and multiplies that value by the number of *operational Industrial Centers* (see 53.5.1). He then cross-references the number of Japa-

nese MSP’s available with the Japanese MS Production Point multiple. The multiple (1.1, the highest, to 0.6, the lowest), times the value determined above, indicates the actual number of PP’s received for the current cycle.

*Example: (See Examples of Play Booklet)*

#### STEP 3: Implement New Production

The Japanese player consults the *Japanese Production Cost Chart* and places units newly under construction as per 52.1 (STEP 2), reducing the number of PP’s in the Japanese PP pool.

### [53.2] Resource Centers

Japanese Resource Centers are divided into two groups: Homeland and Co-Prosperity Sphere. Homeland resource centers are in Japan (red circles); Co-Prosperity Sphere resource centers are located throughout the Pacific Theater (yellow circles).

Both types have numerical values. Most Co-Prosperity Sphere centers start the game Allied-controlled. It is these centers that directly affect Japanese production. Homeland resource centers may directly affect Japanese *Command Points* (see 28.1), but do not directly affect Japanese production.

If sufficient Co-Prosperity Sphere resources are available to Japan, her EM may be increased. If not, it may be decreased. Note that the Japanese production apparatus is entirely distinct from the production of Japanese CP’s. Japanese Co-Prosperity Sphere resources directly affect both, but in different manners.

*Player’s Note: The Japanese player must ensure that a sufficient amount of resource points are available by capturing, early in the war, enough (if not all) Co-Prosperity Sphere resources. If he does not, the Japanese EM will likely quickly decrease, with potentially catastrophic results to Japanese production.*

[53.2.1] A resource center is “operational” if it is controlled by Japan, and has no current damage level (including “suppressed”). Resource (and Industrial) centers are considered captured (intact) by any ground unit that gains control of the facilities in the hex, by physically occupying it.

[53.2.2] If the Japanese Co-Prosperity Sphere resource level is below 70, then Japan’s EM cannot be increased, and may

be decreased. If the level is at least 70, then the EM may not be decreased, but may be increased in the current cycle (see 53.6.1).

### [53.2.3] Japanese Resource Stockpiling

Japan may “stockpile” Co-Prosperity Sphere Resources, by CP expenditure during Strategic G/T’s. Done during the Command Phase, the Japanese player may gain 1 Co-Prosperity Sphere Resource Point imported by expending 5 CP’s. No maximum limit applies.

Stockpiled Co-prosperity Sphere resource points remain “in the bank;” they are not subject to loss or attrition. When used (i.e., added to augment the regular Co-prosperity Sphere resource point level), they are expended and removed from this special pool.

*Player’s Note: It is recommended that these stockpiles be recorded by affixing standard “hit” (numerical) markers to the Japanese Co-Prosperity Sphere Resource Point marker, on the GR Track—to reflect the number of Co-Prosperity Sphere Resource Points stockpiled. Note that the stockpiling of Japanese Co-prosperity Sphere resource points has a single purpose: The potential delaying of the dropping into the “Insufficient Resources Imported (53.6.5)” category regarding the potential lowering of the Japanese E.M.*

[53.2.4] The Japanese *General Record Track* is used to record the number of Homeland and Co-Prosperity Sphere resources—by marking each as appropriate.

### [53.3] Japanese Strategic Import Point Reserve

Japan begins the war with a *Strategic Import Point Reserve* of 75 resource points that may be applied, in any amount, during Strategic G/T’s, towards the DR to determine the Japanese EM. This strategic import point reserve is entirely separate and distinct from the Japanese CP Strategic Reserve total (of 200; see 28.1.1), and the Japanese Emergency (CP) War Reserve (see 28.1.2). Essentially, this reserve constitutes a reserve of Co-Prosperity Sphere resource points.



### [53.4] Japanese Resource Centers

<i>HOMELAND RESOURCE CENTERS</i>		
Location	Hex	Value
Tokyo	D0326	30
Nagoya	B3727	20
Sasebo	B2929	15
Fukuoka	B3028	15
Kamaishi	D0522	5
Chitose	D0517	5
(Kure)	B3327	5
Yokohama	D0226	5
<i>CO-PROSPERITY SPHERE CENTERS</i>		
Location	Hex	Value
Palembang	C0212	28
Balikpapan	C1511	9
Brunei	C1305	9
Soerabaja	C1117	7
Tarakan	C1606	5
Bangka I.	C0311	4
Medan	A3332	3
Harbin	B2614	3
Mukden	B2319	3
Formosa	B2037	3
Kuala Lumpur	A3632	3
Rangoon	A3019	3
Bangkok	A3523	2
Bintan	C0208	2
Yenangyuang	A2916	2
Batavia	C0415	2
Saigon	B0452	1
Miri	C1205	1
Penang	A3531	1
Sorong	C3111	1
Parepare	C1813	1
Kendari	C2113	1
Kuching	C0807	1
Manokwari	C3410	1
Chinwangtao	B3017	1
Fusan	B2927	1
Chenchiang	B1830	1
Hangchow	B1932	1

### [53.5] Industrial Centers

Ten Industrial Centers are located in Japan. The number of these centers that are *operational* in any given cycle is a factor in determining the number of PP's received by Japan.

[53.5.1] An Industrial Center is *operational* if it is controlled by Japan, and has no current damage level (including “suppressed”).

[53.5.2] During the Production Phase of the Strategic G/T, after the Japanese player has rolled the dice & consulted the *Economic Multiple Table*, he must determine how many industrial centers are operational.

#### [53.5.3] Japanese Industrial Centers

Nagasaki (B3029) Osaka 2 (B3627)  
Hiroshima (B3227) Nagoya (B3727)  
Kobe (B3527) Yokohama (D0226)  
Kyoto (B3626) Tokyo 1 (D0326)  
Osaka 1 (B3627) Tokyo 2 (D0326)

### [53.6] Japanese Production Points

The number of PP's the Japanese player receives in a given cycle depends on the number of operational Industrial Centers, the EM, and the Japanese MSP level. After the Japanese player has determined the current EM (53.6.1) and the number of operational industrial centers (53.5.1), he multiplies these two values. This value is then multiplied by the *PP Multiple* (see *Japanese Command Points Table*), which varies depending on the current Japanese MSP level. The resulting number is the number of PP's he receives for that cycle. The markers on the *Japanese General Record Track* are then adjusted to reflect the arrival of these PP's.

#### [53.6.1] Determining the Japanese Economic Multiple

At the start of the war, the Japanese EM is “2.” Each cycle during the Production Phase of the Strategic G/T, the Japanese player must roll the dice and consult a section of his *Economic Multiple Table*. This may result in an increase or decrease in the EM. As the number of PP's received by Japan is directly related to the EM, the bigger it is, the better for Japan.

[53.6.2] If the Japanese player meets the requirements of “sufficient” Co-Prosperity Sphere resources imported (see 53.2.2) in a given Production Phase, he uses the

“Sufficient Resources Imported” section of the *Economic Multiple Table* during Step 1 of his Production Phase procedure that cycle.

[53.6.3] If the Japanese player fails to meet the requirements of 53.2.2, he must use the “Insufficient Resources Imported” section of the table.

[53.6.4] If the “Sufficient Resources Imported” section of the table is utilized, the Japanese player rolls 2D6, consulting the line of the table applicable to the current EM. If one of the indicated DR results is obtained, the EM is immediately increased by 1 (*exception*: 53.6.6). Any other DR has no effect on the EM.

[53.6.5] If the “Insufficient Resources Imported” section of the table is utilized, the same DR procedure occurs. If one of the indicated results is rolled, the EM is immediately decreased by 1 (*exception*: 53.6.7). Any other DR has no effect on the EM.

[53.6.6] The Japanese EM may not be increased above its listed maximums (see *Economic Multiple Table*).

[53.6.7] The Japanese EM may never be decreased below zero.

### [53.7] Restrictions: Japanese Production

The following sections from Rule 52.4 apply:

- 52.4.1
- 52.4.2: 1<sup>st</sup> Bullet (Air units) applies, with one exception—see 53.7.4; disregard the listed *exceptions* in 52.4.2 (they do not apply). 2<sup>nd</sup> (ships—but see 53.7.1 - 3) and 3<sup>rd</sup> (ground units) Bullets apply.
- 52.4.3

The restrictions above apply only to those PP's actually *newly-received* during a given Production Phase. There are no restrictions placed on expenditures of PP's accumulated from a previous cycle.

[53.7.1] Due to limited shipbuilding capacity in Japan, the Japanese player may not initiate the production of more than one ship in a single Production Phase. This one ship may be of any type. For purposes of this rule, however, up to 4 sub points may be considered as a “single ship.” *Exception*: No restrictions apply to Japanese MS production.

### [53.7.2] Ship Exceptions

These ship types are not subject to 53.7.1:

- MSU's: No per-turn restrictions apply. But, Japanese MSU construction is (initially) restricted to the 13 full MSU's which begin the war in Japan's buildable force pool. See also 53.10.
- CD units (which represent small, wooden coastal vessels): The production of a maximum of 1 CD unit may be initiated in any Production Phase, regardless of the production of other naval types. Note: CD production pertains to *rebuilt units* only (as all 10 IJN CD counters begin the war in-play).

[53.7.3] When initiating ships into production, the Japanese player must choose the unit of the desired type with the lowest pennant number that is currently available for production.

[53.7.4] As long as the Japanese EM is at least 1, the Japanese player may always initiate the production of a minimum of 1 air block (of the type of his choice), so long as sufficient *total* PP's are available.

### [53.8] Scheduling Japanese Production

To initiate production of a unit, the Japanese player counts out the number of *Delay Cycles* listed for that unit on the *Japanese Production Cost chart*, starting at the current cycle date (exclusive). He then places the actual unit counter on the *Cycle Record Track* (or, if preferred, into any appropriately-marked tray or holding box), which reflects the passage of the appropriate number of cycles. Regardless of where the actual counter is stored, the *Japanese OOB/Reinforcement log* is annotated with the unit's ID, indicating its cycle of arrival—as a reminder. When the scheduled arrival date comes, the unit enters the game as described in 53.9.

### [53.9] New Unit Deployment

During the Reinforcement Phase of the Strategic G/T, the Japanese player removes from the production pipeline any completed units and deploys them.

#### [53.9.1] Ships

Ships may be placed in any major port in Japan (but, see 53.9.4). MSU's (and APB's) may be placed directly into the Japanese MS pool. Japanese Merchant

Shipping *Points* (MSP's) arriving as reinforcements are added directly to the Japanese MSP total.

#### [53.9.2] Air Points

Newly-produced air block *units* (i.e., not taken as replacements) may be allocated, without restriction, to any airbase(s) in Japan.

#### [53.9.3] Ground Units

Ground units may be placed in any city in Japan (but, see 53.9.4).

[53.9.4] No more than 1 ship or ground unit may be placed in any hex until all possible deployment hexes have 1 unit placed in them. Similarly, no more than 2 may be placed until all deployment hexes have 2 units, etc. This restriction applies separately to ground units and ships.

[53.9.5] All newly-produced units may be used normally during the first G/T of the following operational cycle. Ships are considered to have just completed fueling.

### [53.10] Japanese MS Production & Force Pools

The Japanese player maintains two merchant shipping force pools—one for allowable builds and one as an “extra counter tray.”

The Japanese allowable build force pool begins the war containing 13 (full) MSU's. This force pool may be added to only to the limit of Japanese MSU's (not APB's) sunk during play. The Japanese player tracks the number of MSP's sunk (in terms of load points; if he deems such tracking necessary) on his *General Record Track*.

Such sinkings result in adding to the Japanese MSU buildable force pool as follows:

- Tactical MSU's. Add the MSU (s) sunk, at their current Load Capacity (i.e., “damage” level), on a 1-for-1 basis.
- Strategic MS Points. Per 57.5.2.

Thus, Japanese merchant shipping construction is strictly limited to those MSU's contained in the Japanese “allowable builds” force pool.

The secondary pool (not a true force pool *per se*) exists merely as an “extra counter” tray, for the purposes of “making change,” as MSU's may be combined

or broken down during the course of play. As such, no cap exists on this pool's composition. The Japanese player must be careful to keep the 2 MS pools clearly delineated and segregated.

*Player's Note: It should prove important only early in the war to track the # of Japanese MSP's sunk—as this will quickly rise to a level far greater than the PP's available for new merchant shipping construction. Unless, of course (for some reason), the US player decides not to prosecute a strategic submarine campaign against Japan's merchant shipping.*

### [54.0] GROUND UNIT CONSTRUCTION: DIVISIONS

When divisions are constructed from a side's force pool, one of two methods must be in force to regulate *which units* may be built. The two options are:

- Historical
- Random

#### [54.1] Historical Option

##### [54.1.1] Japan

Japanese divisions are built in the following sequence:

30	61	77	91
31	62	79	93
42	44	81	73
43	47	84	117
46	72	86	120
			122
			124

##### [54.1.2] Historical Arrivals: US

US divisions arrive in the US force pool (eligible to enter production during that cycle) as noted on the *Allied OOB/Reinforcement Schedule*.

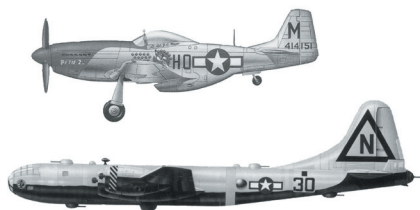
#### □ [54.2] Random Option

[54.2.1] Using the random option, when a Japanese Infantry division is constructed, after paying the required number of PP's for that unit's construction, one division is picked at random from the total available builds.

[54.2.2] Using the random option for US Army infantry divisions, the US player may construct divisions according to the historical *times* indicated in the *Allied Reinforcement Schedule*. Instead of the designated division, however, one division is picked at random from the total available builds.



*Player's Note: Both sides must agree on the method to be used at the outset of the game. If agreement cannot be reached, the historical option must be used.*



## [55.0] STRATEGIC BOMBING

Strategic bombing allows the Allied player to directly attack the Japanese production system by attacking Industrial and Resource Centers. If successful, this bombing will result in cumulative levels of damage which will, in the long run, reduce the total of Japanese Production and Command Points. Allied land-based AP's conduct strategic bombing during Strategic G/T's, through a procedure known as the *Strategic Strike*.

Allied carrier-launched AP's may also target both Industrial and Resource Centers, during regular G/T's—but at reduced effectiveness (see 55.3.4). The rules sections which follow, though perhaps applicable to such strikes, generally refer to standard strategic strikes, conducted by land-based Allied AP's, during Strategic G/T's.

Both sides may conduct strategic bombing strikes of enemy *Railcap* (see 55.7). Note: The following sections refer exclusively to “Allied” strategic bombing procedures, though they generally pertain to all strategic strikes.

### [55.1] The Strategic Strike

Allied AP's assigned to attack Japanese Industrial and/or Resource Centers (either “Homeland” or “Co-Prosperity Sphere”) are performing a strategic strike. The strike is plotted in the same manner as a normal bombardment strike, with the exception that it is plotted and executed during the Strategic G/T. And, all AP's involved must be assigned a strategic role (see 4.5).

[55.1.1] Airbases that have B-29 AP's allocated to them assigned to perform a strategic strike must pay CP's in order to initiate them (see *Activation Costs Summary*, charts).

[55.1.2] Any Allied AP with a bombardment strength may be assigned a strategic strike, as long as it is also capable of being used in a strategic role. AP's may perform strategic strikes at normal, extended, or extreme range, adjusting their bombardment strength accordingly.

[55.1.3] AP's performing a strategic strike may not perform Strike Transfers. They may (during the regular G/T's to follow) fly air transfer (see 4.5) missions—while retaining their “strategic role” mission markers.

[55.1.4] Fighter AP's may be assigned to escort a strategic strike as with a normal strike. Such AP's also must be assigned a strategic role. No CP cost is required for escorting FTR airbases; only for BMR's.

[55.1.5] If more than 1 center is present in a target hex, only 1 may be attacked by a single strike. The *type* of center attacked must be announced.

[55.1.6] A given center may be attacked by more than 1 strategic strike, but each strike must be resolved separately & sequentially.

### [55.2] Japanese Strategic CAP

Japanese FTR AP's allocated to protect a hex from Allied strategic strikes are performing *Strategic CAP*. This strike is plotted in the same manner as normal Cover CAP if protecting a hex other than their own airbase hex (see 5.3.2), again with the exception that plotting is done during the Strategic G/T—and only with AP's assigned a strategic role. All FTR AP's assigned a strategic CAP mission must be assigned strategic roles. They thus are ineligible to fly missions during the following operational cycle. *Exceptions*: These AP's may always fly CAP missions over their own airbase hex (but no others) during the operational cycle to follow. They may also (like Allied strategic BMR's) fly transfer missions during the following G/T's.

Like regular Cover CAP missions, AP's assigned to protect a hex other than their own airbase hex must first roll on the *Air Point Availability Table* before resolving air-to-air combat, in order to determine the percentage of those AP's actually able to participate.

FTR AP's deemed not “available” after rolling on the *Air Point Availability Table* (and those that do not—for what-

ever reason—engage in air combat) are still considered as having been assigned a strategic role.

[55.2.1] AP's may be assigned to perform strategic CAP over hexes containing Industrial or Resource centers (either type), Rail Centers, and any hex potentially vulnerable to strategic mining (per 56.4). Japanese FTR's assigned strategic CAP roles are eligible to fly regular (own hex), Cover, and Emergency Cover CAP missions in opposing Allied strategic strikes.

[55.2.2] AP's may not be allocated to strategic CAP until the 1/43 cycle, or until at least 1 Allied strategic strike has occurred. Note that the *Doolittle Raid* is considered a strategic strike, for purposes of this rule.

**Note:** The *Doolittle Raid* is any air strike against a Japanese Industrial or Homeland Resource Center by carrier-launched land-based aircraft. Such a strike *would* force an increase in the Japanese air garrison, as given in 48.1.2.

### [55.2.3] Opposing Multiple Strikes

Strategic CAP FTR's may fly any number of CAP missions, until they suffer an “abort” combat result. If assigned a Cover CAP mission, such (unaborted) FTR's may oppose any/all strategic strike missions launched against their assigned hex. If not assigned a Cover CAP hex to protect, such (unaborted) FTR's may oppose all strikes launched against their airbase hex, or may fly one (as follows) Emergency Cover CAP mission. Unaborted AP's which fly any strategic Emergency Cover CAP mission are ineligible to oppose multiple strategic strikes, once that mission has been flown.

### [55.3] Resolving Strategic Bombing

After both sides have secretly plotted all strategic strikes and CAP during the Strategic Bombing Phase, the strikes are carried out in the same manner as normal bombardment strikes. The sequence is determined by the Allied player. For each strike, after all air-to-air combat and AA fire has been resolved, surviving Allied AP's attack their assigned target center. The Allied player totals the bombardment strength of the surviving attacking AP's. This will indicate the correct column to use on the *Bombardment of Ports & Airbases Table*. The strike is resolved by rolling 2D6, applying all relevant

DRM's. The damage result (if any) listed is applied immediately.

Japanese Industrial Center targets printed in red gain a variable DRM. Before rolling for damage inflicted, the US player rolls 1D6, applying the DR result as a positive DRM.

#### [55.3.1] Target AA Values

To determine a homeland center's AA value against a strike, total the following:

- Resource Center point value, if Resource Center is target.
- ½ of all facilities' (port, A/F) AA value
- 10 for each Industrial Center present in target hex.

Co-Prosperity Sphere Resource Centers' AA values are equal to the resource point value of the hex.

[55.3.2] Levels of damage obtained against Japanese centers are cumulative, up to a maximum of "D4." Successive "suppressed" results have no cumulative effect.

[55.3.3] Each strategic strike is resolved in the normal manner for bombardment strikes, with the exception that a single strike of more than 176 bombardment strength points is automatically divided into another strike, with the excess bombardment strength attacking separately. Such strikes' AP's still share the same escort.

#### [55.3.4] Carrier Raids

The Allied player may conduct strikes on Japanese Industrial, & Homeland/Co-Prosperity Sphere Resource Centers during regular G/T's—only via carrier-launched bombardment air strikes.

**Procedure:** Centers are targeted normally. Any Japanese strategic CAP (55.2) may oppose these strikes—as may any non-strategically-assigned FTR's capable of opposing them. Target AA values are as per 55.3.1. Carrier AP's bombardment ratings are calculated normally.

Prior to rolling for damage on the *Bombardment of Ports & Airbases Table*, though, the Allied player must roll 2D6. He must apply the DR differential as a (left) column shift. These missions do not constitute a strategic-role mission.

### [55.4] Bomb Damage Repair

During the (later-occurring) Production Phase, the Japanese player attempts to repair bomb damage. All repairs to Industrial, & Homeland/Co-Prosperity Sphere Resource Centers are performed during Strategic G/T's only—even if such damage was inflicted during a preceding regular G/T (i.e., via carrier raid).

He may make any number of repair attempts: For Industrial, Homeland or Co-Prosperity Sphere Centers—in any order he desires. If the repair DR (1D6) is greater than the level of damage (D1-D4) present, the center is immediately and completely repaired. *Exception:* 55.5.

**Note:** "Suppressed" damage results are repaired on any (modified) DR ≥ 1. "Suppressed" damage repairs count as a repair DR, even if such DR's are guaranteed success.

Apply incremental negative DRM's (starting with -1) for each *successive* repair attempt DR (i.e., starting with -1 for the 2<sup>nd</sup> repair attempt; -2 for the 3<sup>rd</sup>, etc.) made during a Strategic G/T.

Additionally, apply a -1 DRM to Japanese repair DR's if the target contains no ENGR unit and is outside of Japan.

### [55.5] Fire-bombing

Beginning with the 0/3/45 cycle, the US player may conduct fire-bombing (incendiary attacks) against Japanese Industrial Centers. The procedure for such attacks is the same for normal strategic strikes. However, the level of damage caused by an incendiary attack may only be reduced one level at a time. That is, if the Japanese player rolls the required number to repair a center affected by fire-bombing, its damage level is *not* automatically completely repaired; instead, it is only *reduced* one level (e.g., from "D3" to a "D2," etc.).

[55.5.1] In order to distinguish between damage done by normal and incendiary attacks, mark incendiary damage levels with "Fire Bombing" counters.

[55.5.2] If additional incendiary damage is obtained against a center already damaged by normal attacks, *all* damage to that center is assumed to be incendiary.

[55.5.3] There is never any penalty to the Allied player for using incendiary attacks, as this is purely a technical and

doctrinal advance for the Allies. Thus, all Allied strategic bombing after cycle 3/45 may be assumed to be incendiary.

[55.5.4] Successful (defined as achieving at least a "D1" result) US fire bombing raids may result in a Strategic Initiative (34.1) shift:

**Procedure:** For each successful fire-bombing raid during a cycle, the Allied player rolls 1D10, applying a -1 DRM for the total incremental damage levels inflicted (i.e., "D1" = -1; "D2" = -2, etc.).

If the modified DR is equal to, or less than, the current Strategic Initiative (numeric) Level, and that level is in the Allies' favor, the Allied player gains a Strategic Initiative shift of +1. If the current SI level is not in the Allies' favor, a modified DR result of ≤ 0 (reading 0 as "zero," not "ten") produces a shift of +1.

### [55.6] Atomic Bombs

Beginning with the 0/8/45 Strategic G/T, the US player receives a certain number of A-bombs. Each bomb may be used to attack an individual Japanese homeland hex. Eligible target hexes are any homeland hex containing a city.

[55.6.1] No actual strategic strike is flown to deliver an A-bomb. Provided he has a B-29 airbase within (B-29 extended) range of a target, the US player simply nominates that target hex, and the mission is assumed to have flown successfully, with 1 *exception*. The 1<sup>st</sup> (and only the 1<sup>st</sup>) A-bomb dropped is subject to a DR (2D10) to determine success. On a DR of "00," the bomb is assumed to have been a "dud" (or the delivery a/c downed, etc.) and has had no effect.

#### [55.6.2] Collateral Damage

Apply "D4" damage markers to any port, A/F, or rail line present in the target hex. The US player rolls 1D6, twice. Reduce the Japanese ground replacement level and the number of CP's present in "reserve" (if ≥ 1, to a maximum reduction to "0") by the DR result for each.

[55.6.3] If the 2 A-bombs are used in G/T 0/8/45, a maximum of 2 more may become available, commencing with Strategic G/T 0/9/45. Beginning with that G/T, the US player rolls 1D10. A (modified) DR result of "10" (reading "0" as "ten") results in the immediate availability of a

3<sup>rd</sup> (or 4<sup>th</sup>) A-bomb. Apply a +1 DRM to successive A-bomb availability DR's, for each strategic G/T following 0/9/45. Once a 4<sup>th</sup> A-bomb is used, no more are available, no matter how long the war lasts.

*Player's Note: This DR does not reflect solely the physical availability of additional A-bombs (a third bomb, for example, could have been produced within 30 days of Nagasaki), but rather that aspect, coupled with the difficult political decision (i.e., its consequences) involving any uses of this weapon beyond Hiroshima & Nagasaki.*

#### [55.6.4] Subsequent Use: Effects

Only the 1<sup>st</sup> two A-bombs have an automatic effect on Japanese surrender (see 71.1.2 "B"). Subsequent use(s) of A-bombs have the effects listed in 55.6.2. Additionally, such use (a 3<sup>rd</sup> or 4<sup>th</sup> bomb) may have unpredictable effects on Japanese surrender.

When a 3<sup>rd</sup> or 4<sup>th</sup> bomb is dropped, the US player rolls 1D6 and consults the following table:

DR	Result
1	-5 DRM to Japanese surrender DR; TQ of all Japanese ground units in Home Islands permanently raised by "1." End A-bomb use permanently.
2	-5 DRM to Japanese surrender DR.
3-4	(No additional effect)
5-6	+5 DRM to Japanese surrender DR.

#### [55.7] Bombing RAILCAP

Both sides may conduct strategic bombing missions against a target enemy country/territory's Railcap.

Such missions are strategic-role missions. As such, all rules pertaining to assignment of these roles apply.

[55.7.1] Using the *Bombardment of Air Points Table*, the listed result indicates the percentage (rounded up) of a country's Railcap that is lost for the following operational cycle.

Eligible targets are any Rail Center in the target country.

**AA Value.** Calculate a targeted Rail Center's AA value as all installations in the target hex (regardless of type).

Strategic CAP missions may be flown against such missions, according to the provisions of 55.2.

### [56.0] STRATEGIC MINING

Beginning with the 4/43 cycle, the Allied player may attempt to interdict Japanese naval movement through the use of strategic mining.



Allied AP's assigned to such a mission are performing a *Mining Strike*. The procedure for such a strike is the same as for a normal strategic strike. Mining strikes may be plotted only against coastal (and island) hexes.

Strategic mining may also serve to "attack" Japanese merchant shipping, as an augmentation to the US submarine war (57.0).

#### [56.1] AP Types Eligible

Only TBF/TBM (including carrier-based), PBY, B-24 (and PB4Y) and B-29 AP's may be assigned to mining strikes. The specific strengths of the AP's are not used in determining the effect of the strike. Rather, it is determined solely by AP type.

[56.1.1] Each PBY, B-29 and B-24 AP may mine 1 hex per strike (i.e., per cycle). Each 2 TBF/TBM AP's assigned may mine 1 hex per sortie (see 56.2.7). Mining strikes may be performed at extended-range, and via "staging."

[56.2] Allied AP's assigned mining strike missions are performing strategic strikes and, as such, are "committed" to that role for the upcoming cycle. *Exception:* Eligible USN carrier-based TBF/TBM AP's are *not* "committed" (see 56.2.7).

Unlike AP's assigned "ASW" strategic roles (4.5), Allied AP's assigned strategic mining missions do not contribute towards their airbases's search value.

[56.2.1] Allied mining strikes may be attacked by Japanese strategic CAP allocated to the target hex of the strike (or, if carrier-based, by normal CAP during G/T's).

[56.2.2] AP's performing mining strikes may be attacked by the AA strength of any port in the hex mined. If during daylight, AA fire is normal; if at night, AA strength is halved. Otherwise, mining strikes are immune to AA fire.

[56.2.3] Mined hexes are recorded in two ways:

A) If done at NIGHT, or during DAY in non-enemy-controlled coastal hexes, mined hexes need not be openly marked—though they may be if desired. Instead, the mined hex(es) are recorded by the Allied player for his reference when required.

B) Mined enemy-controlled coastal hexes done so during DAY must be openly marked on the map. Such mine markers remain on-map until removed, either voluntarily by the Allied player, or via 56.2.4.

[56.2.4] TF's entering mined hexes immediately undergo a mine attack. The TF owning player rolls 1D6. On a DR of "6," the attack is considered to have been successful. The owning player must then place all ships in the affected TF in a cup, and blindly pick one. The ship picked immediately undergoes an attack on the *Submarine Damage Table*, in order to determine the exact level of damage to that ship. The TF may then continue its plotted missions. Following any successful (i.e., DR of "6" achieved) mine attack, the Japanese player may (if it is not already openly-marked) mark the subject hex as "mined."

**Note:** Mined hexes attack both Japanese and Allied ships equally.

[56.2.5] During the Strategic Bombing Repair Segment of the Strategic G/T, the Allied player must roll 1D6 for each mined hex. *Exceptions:* 1) For openly-mined hexes, the Japanese player makes this DR. On a roll of "1-5," the mines are considered to be removed. 2) Mines laid at night (see 56.3) are automatically removed following one operational cycle. Otherwise, mines remain in their hex, and may attack any number of ships as long as they remain.

[56.2.6] During the same Repair Segment, the Allied player may voluntarily eliminate any of his mined hexes, simply by announcing his intention. There is no penalty or cost for doing so.

The Japanese player may not remove Allied mines. "Mine" counters should be used to denote openly-mined hexes.

#### [56.2.7] Carrier-based mining operations

Carrier-based (TBF,TBM) mining



operations, unlike normal mining operations, are performed during regular G/T's.

A carrier TF may conduct a tactical mining operation once per sortie. By definition, a TF's "sortie" lasts from initial activation, in port, to deactivation, in port. Such operations should be recorded on a carrier TF's mission plot card.

### [56.3] Night Mining Missions

Mining strikes may be conducted at night (including carrier-launched), in secret. Such strikes are recorded by hex number by the Allied player.

Night-sown mines exist only for the following cycle, and are removed automatically during the Bomb Damage Repair Phase of the *following* Strategic G/T.

### [56.4] Mining: Effects vs. Japanese MS

Mined coastal hexes which are adjacent to Japanese Co-Prosperity Sphere Resource Hexes, or adjacent to Japanese homeland major or minor ports, have additional effects against Japanese merchant shipping.

#### [56.4.1] Procedure: General

Except for carrier-based AP's, Allied AP's listed in 56.1 remain the only types eligible to conduct strategic mining missions, against Japanese MS. Such AP's may (if otherwise eligible) conduct such missions via "staging."

#### [56.4.2] Co-Prosperity Sphere Hexes

Eligible target hexes are any coastal hex adjacent to any Japanese Co-Prosperity Sphere Resource hex.

Effects. Calculate the Japanese MS point loss by multiplying the number of AP's assigned this mission against a single hex by the Co-Prosperity Sphere Resource hex's value. Then, roll 1D6, and multiply the initial product by this amount (rounding to the nearest whole number, rounding .5 down). The value result obtained by the 1D6 DR is read in increments of 10% (e.g., read "5" as "50%"). Net DR's of < 1 are read as "zero"—i.e., having no effect.

#### DRM's (1D6):

- 1: If mission at extended range (for any AP).
- 1: Japan possesses Strategic Initia-

tive (-1 per each level).

-1: Mission flown at night.

*Example*: During a Strategic G/T, 2x US B-24's are assigned a daylight mining mission, at extended-range, off Brunei (Co-Prosperity Sphere Resource value = 9). The US player rolls a "6" (modified to a "5" due to extended-range) on 1D6. Assuming both BMR's are unopposed by strategic CAP, the Japanese MS point loss is calculated:

$$(9 \times 2) = 18; \times 50\% = 9$$

(Thus, 9 MSP's are immediately deducted from the Japanese MS point total).

#### [56.4.3] Japanese Homeland Ports

Eligible target hexes are any coastal hex adjacent to a Japanese homeland minor or major port.

Effects. Calculate the Japanese MSP loss by multiplying the number of AP's assigned this mission against a single hex by:

A) Major Port target: 5

B) Minor Port target: 3

Then, multiply this result by the result of 1D6 (as above). The result indicates the number of MSP's lost by Japan.

DRM's (1D6): (as per 56.4.2)

*Example*: In 1945, from Tinian, the US player assigns 4x B-29 AP's, at extended-range, against Yokohama (a major port), in a daylight mission. He rolls a "5" (modified to a "4" due to extended-range). Assuming all BMR's are unopposed by, or survive, any strategic CAP and/or AA fire, the Japanese MSP loss is calculated:

$$(5 \times 4) = 20; \times 40\% = 8$$

(Thus, 8 MSP's are immediately deducted from the Japanese MSP total).

#### [56.4.4] Restrictions

Each Japanese Co-Prosperity Sphere Resource hex, and homeland port hex, may be attacked ("mined") only once per Strategic G/T.

## [57.0] JAPANESE MERCHANT SHIPPING ATTRITION

During the Merchant Shipping Phase (Strategic G/T's), the Allied player attempts to reduce Japanese CP's (and other functions; e.g., production) by allocating submarines to an anti-merchant shipping (MS) role. This process is resolved over 3 segments.

## [57.1] Escort Segment

The Japanese player may remove linked DD/APD, DE, and/or CD units from TF/Base displays—placing them in his "escort box" (thereby assigning them to MS escort duties for the entire upcoming cycle). He may similarly, during this segment, remove these types *from* escort duty, placing them back into regular service (they may be placed in any friendly linked on-map port).

Japanese escort-eligible ships are translated into escort "steps" according to timeline (see *Japanese MS Escort Steps Table*).

After deploying or re-deploying all MS escorts, the Japanese player adjusts his "MS Escort Points" marker on his *General Record Track* to indicate the effective number of escort steps he has on escort duty.

### [57.1.1] Naval Air Unit Escorts (901<sup>st</sup> Naval Air Unit)

Commencing with Strategic Cycle 0/11/43, the Japanese player may add to his MS escort level by assigning G4M *Betty* and H8K *Emily* AP's to MS escort duty.

Assignment to/from this role is accomplished during the Japanese Escort Segment of the Merchant Shipping Phase of Strategic G/T's. Eligible AP's are any trained G4M and/or H8K AP (maximum limits—see below—apply) occupying a linked airbase within normal range of any Allied strategic *subron*.

**Maximum Limits**. A maximum of 8 G4M/H8K AP's may be assigned this role. MS escort assignment is considered a "strategic role," and as such these AP's are marked with a "Strategic Role" counter for the following operational cycle.

Each escort AP provides a variable escort value. The 1<sup>st</sup> G4M/H8K AP based within normal range of a given Allied strategic *subron* provides an *escort value* of "2." Each subsequent MS escort AP within range of either:

- only that same strategic *subron* **or**
- another *subron* already with a "primary" AP assigned against it...

provides an escort value of .5.

*Example*: It is 0/2/44. The Japanese player has assigned 8x G4M AP's strategic MS escort roles. Four in Japan are all with-

in range of two Allied strategic *subron* markers (subrons “1” & “2”). The other four are all within range of different individual strategic *subrons* (subrons “3-6”). The Japanese MS escort value provided by these AP’s is calculated as:

vs. Subron	MS Escort Value
1	2 + 0.5 = 2.5
2	2 + 0.5 = 2.5
3	2
4	2
5	2
6	2

(for a total of 13 escort steps)

AP’s based at bases with any supply penalty category, or possessing any damage level, have their individual escort values halved (quartered if both conditions apply).

AP’s assigned MS escort duty are not subject to escort step loss (57.4).

*Player’s Note: The 901<sup>st</sup> was the first Japanese air unit expressly and exclusively assigned to maritime escort. Though eventually more aircraft and units were added, the follow-on units were—unlike the 901<sup>st</sup>—of uneven quality; hence the 8 AP limit.*

### [57.2] Allied Submarine Priority Segment

The Allied player inverts his “Strategic Sub Pts. Priority” marker to either the MS (merchant shipping) or “Esc” (escort) priority side.

He then allocates his available sub points (from tactically-deployed *Subrons*, the sub point pool, or already-assigned strategic *Subrons*) to and/or from the (strategic) anti-MS role for the coming cycle (57.7).

### [57.3] MS Attrition Segment

The players refer to the *Merchant Shipping Attrition Table*; the Allied player rolling 1D10. The ratio of Japanese escorts (steps) to the number of Allied sub points assigned anti-MS roles (assigned to *Strategic Subrons*) is calculated, and reduced to a ratio (escorts: sub points). The Allied player reveals his SI level from the *preceding cycle* (not the current one), cross-referencing this level (1-4) with the die just rolled. This produces a letter code (A-K).

The letter code is located on the second half of the chart, and cross-referenced (on either the “Escort Priority” or “Merchant Priority” line, depending on the Allied priority assigned) with the column corresponding to the number of Allied sub points assigned to the anti-MS role—using the appropriate date line at the top of the chart.

The result indicates the number of Japanese merchant shipping points (MSP’s) immediately lost from the Japanese *GR Track*, and the number of escort steps the Japanese player must choose (freely) to lose. (If no escorts are allocated, none are lost). The “Submarines Lost” line indicates the total number of Allied sub points immediately removed from on-map Allied *Strategic Subrons*.

If no Allied sub points are allocated to anti-MS roles, there is no Japanese MS attrition. If no Japanese escorts are assigned, the .25 escort: sub ratio is used.

**Note:** Under “Merchant” or “Escort Priority,” the number to the *left* of the slash indicates the number of Japanese MSP’s lost; the number to the *right* the number of Japanese escort steps lost.

### [57.4] Escort Step Losses

To translate the number of escort steps lost into damage inflicted on ship counters, count 1 step lost as the equivalent of a “D2” damage level, apportioned as the Japanese player wishes.

### [57.5] Japanese MS Conversions

During Strategic G/T’s (during the Merchant Shipping Phase), the Japanese player may remove tactical MSU’s from linked on-map ports (or from his MS Pool), to be added, after a delay, to his Strategic MSP level.

#### [57.5.1] To MSP’s

Assigning MSU’s to the MSP total is done using the formula: “Load Capacity/2” (rounding *down* for the total MSU capacity converted). *Example:* 1x full MSU (load capacity: “7”) removed from the map equates to 3x MSP’s ( $7/2 = 3.5$ , rounded *down* to “3”).

When tactical MSU’s are removed to be converted to MSP’s, their MSP conversion value is placed on the *Reinforcement Schedule*, one cycle ahead. During the following Strategic G/T, then, these converted MSP’s are added to the Japanese

MSP total. **Note:** The actual counters are placed back into the Japanese MS “extra counter tray” force pool (see 53.10).

#### [57.5.2] From MSP’s

Taking MSP’s from the MSP total to convert to on-map tactical MSU’s is the reverse of 57.5.1. *Examples:*

MSP’s =	Tactical MSU Load Cap.
1	3
2	5
3	7
4	8
5	10

As per 57.5.1, MSP’s *removed* from the Japanese MSP total incur a 1-cycle delay before they may arrive as on-map reinforcements.

#### [57.5.3] APB’s

For purposes of this rule, Japanese APB’s are the equivalent of tactical MSU’s as far as load capacity and equivalent exchange rates. However, if Japanese APB’s are removed from the map and exchanged for strategic MSP’s, they may not later return to the game (as may tactical MSU’s)—they are “removed” permanently.

#### [57.5.4] AO’s

Japanese AO’s may be removed from the map and added to the Japanese MSP total. Their current load (fueling) capacity is halved (rounded *down*), and added to the Japanese MSP total. When removed in this fashion, such AO’s are added to the Japanese force pool, as allowable builds. **Note:** On-map AO’s may *not* be gained by the reverse of this process (as in 57.5.2). They may be gained only via the production process.

### [57.6] MS Shortages: Effects

Japanese MS shortages (reflected by dropping Japanese MSP levels) primarily impacts four areas:

- Japanese CP allotments (see *Japanese CP Table*)
- Japanese Production (see 53.1)
- Japanese fuel shortages (see 60.13)
- Strategic Initiative shifts (see 34.1)

### [57.7] Allied Strategic SUBRONS

Allied sub points allocated to the strategic anti-MS role are placed into (up to

30) special on-map *Strategic Subrons*. Any number of these *Subrons* may be deployed, up to the countermix limit of 30.

**[57.7.1]** The total number of Allied sub points deployed during a cycle in the strategic anti-MS role must be divided equally, dropping fractions, among all on-map *strategic subrons*.

**[57.7.2]** Allied *strategic subrons* map placement exist for one purpose only: to retain some capability to attack Japanese surface TF's which may venture within contact range. The number of *strategic subrons* deployed (and their sub point compositions) has no effect on the resolution of Japanese MS Attrition—only the *total number* of Allied sub points so-assigned does.

**[57.7.3]** Allied *strategic subrons* must be deployed, in non-coastal hexes:

- Within three hexes of a Japanese Co-Prospersity Sphere Resource hex *or*
- Within two hexes of a Japanese homeland port *and*
- No *strategic subron* may be deployed within seven contiguous sea hexes of another.

No “dummy” *strategic subrons* are allowed.

*Player's Note: Since most strategic subron contact attempts will be made against hidden Japanese naval moves, to speed play (at a minimal loss of realism), it is necessary that the Japanese player know how many Allied sub points comprise each strategic subron.*

### **[57.7.4] Strategic Subron Search & Attack**

*Strategic Subron* search and attacks are conducted exactly as are regular Allied (tactical) *subron* attacks, with the following exceptions:

- Any sub points in an on-map *strategic subron* exceeding 6 are ignored.
- All *strategic subron* searches receive a base +2 DRM.

**[57.7.5]** Like regular tactical *subron* contact attempts vs. hidden-moving TF's (see 16.1.6), all Allied *strategic subron* contact attempts vs. Japanese TF's are rolled by the TF owning (Japanese) player.

**[57.7.6]** All air ASW capabilities apply against *strategic subron* contact attempts.

**[57.7.7]** All submarine attack procedures (22.6–22.7) apply.

### **[57.7.8] Sub Type Eligibility**

The following Allied sub point types are eligible for assignment to *strategic subrons*:

- USN “Fleet Boats” (new & old)
- CW “T” class

### **[58.0] AIR BLOCKS & TRAINING LEVELS**

For purposes of production, attrition, and replacement, all AP's in the game are grouped together into various *Block Types*. Within certain limits, the composition of these block types will change over time, as each country's industries begin producing newer types of aircraft.

AP's may also be present in various stages of production, known as their *Training Level*. All land-based AP's have the following training levels:

- Untrained Replacements
- Trained Replacements
- Untrained Units
- Trained Units

All carrier AP's (those comprising the carrier air blocks) have two *further* training levels:

- Carrier-trained Replacements
- Carrier-trained Units

All AP *units* enter the game as actual AP's (of that training level). All AP *replacements* also enter the game as actual AP's (of various training levels), but must use the replacement (58.5) rules.

### **[58.1] Untrained Air Points**

Unless noted, all AP's in the game are assumed to be fully-trained (trained units for land-based AP's; carrier-trained units for carrier AP's).

Untrained AP's (read: “units”) are noted on air displays by affixing “green aircrew” markers with them. These “green” markers remain with those units until removed, by one of two methods: Combat or Training mission assignment.

#### **A. Combat**

**Note:** Untrained AP's that are aborted in combat missions are not eligible for upgrade via the following procedure, unless prior to their required abort they score (or contribute towards) hits which would otherwise have made them eligible.

Any green (untrained) AP which directly participates (either alone or in

concert with normal—“trained”—AP's) in combat missions *may* have its “green” marker removed, depending on the success, and nature of, that mission.

“Green” markers are removed according to the level of damage inflicted on the mission (either to enemy installations or ships), according to the following table:

**AIR POINT MISSION UPGRADE TABLE**

Level of Damage	(1D6) DR
S <sup>1</sup>	5
1	4
2	3
3	2
4	1 (Automatic)
(sunk) <sup>2</sup>	1 (Automatic)

**DRM's:** +1 Mission is opposed in air

-2 Mission consists of majority of trained AP's (including escorting FTR's).

Notes: 1) “Suppressed” result. N/A to attacks on ships.

2) Applies only to attacks vs. ships.

**[58.1.1]** If any of the above damage levels are achieved, the attacking AP owner, upon conclusion of the mission, rolls 1D6 for *all* untrained BMR AP's participating (including FTR-BMR's if they participated as such). The numbers listed on the table (above) indicate the DR required (that # or higher) for success.

If success results, a 2<sup>nd</sup> DR (1D6) is rolled. This DR result indicates the number of eligible untrained AP's in that mission that are “upgraded” to normal status (owning player's choice of types).

**[58.1.2]** Untrained FTR AP's participating in *unopposed* combat missions may have their “green” status removed only via successful strafing—substituting the damage levels 1-4 (above) for the number of enemy AP's actually destroyed on the ground during that mission.

If the mission is *opposed* in the air (defined as being attacked by enemy FTR's in the air), apply a +1 DRM to the initial upgrade DR.

**[58.1.3]** Untrained FTR AP's participating in *opposed* combat missions may have their “green” status removed either



via strafing (58.1.2) or via air combat results—substituting the damage levels (1-4, above) for the number of enemy AP's *eliminated*. Note that this applies to both escorting and CAP FTR's (i.e., both sides), and a 2<sup>nd</sup> DR (as above) is also made to determine the number of FTR AP's "upgraded."

Untrained BMR AP's also are eligible for upgrade via elimination of enemy AP's in air combat—either in lieu of, or in addition to, any results gained via damage inflicted to installations/ships, via bombardment.

*Example, Combat-initiated AP Upgrade (see Examples of Play Booklet)*

### B. Training Mission

Untrained AP's assigned a training mission for three consecutive Air Phases during a G/T may, during each End of Game Turn Phase, attempt to remove their "green a/c" markers. AP's assigned training missions should be marked with "training" counters.

Each complete G/T spent in a training status gains a numbered "training weeks" marker—beginning with "1." During each successive complete G/T spent in a training status, the marker is upgraded by 1 week number.

At the end of each G/T, 2D6 are rolled. If the DR result is equal to, or less than, the current numbered "training" counter (indicating the number of G/T's spent in a training status), then another DR (1D10) is made. This DR (rounded *up*) determines the percentage of AP's of that type, at that airbase, that are immediately upgraded to "trained" status (the remainder remain "green," retaining their current training status counter). These DR's are made separately for each eligible AP *type* deployed at an airbase.

Japanese "green" AP's in "training" status outside of Japan suffer variable adverse (negative) DRM's. For each such AP type rolled for, roll 2D6 beforehand. Apply the *DR differential* as a negative DRM—to the initial "training status removal" 2D6 DR.

*Example (see Examples of Play Booklet)*

A green AP in a "training" status may participate in combat missions. Its training status is not affected unless any other "training" AP's of the same type suffer a loss (at least 1 AP eliminated). If this

occurs, all such AP's of that same type participating in the mission are ineligible to advance their current numbered training marker. They do, however, retain their current training marker. Green AP's eliminated via bombardment or attrition do not have their training status affected.

AP's in "training" status may not be placed on ASW missions. Such AP's may not fly air transfer missions (if they do, they lose the current G/T "training status"). They may fly *strike transfer* missions if they participate in combat; still receiving full G/T credit for training status advancement.

#### [58.1.4] Restrictions

No AP may become *Carrier-trained* by either method (combat or training mission) above. Such units must come directly via the production process.

#### [58.2] Effects of Air Point Training Levels

[58.2.1] Green AP's have their Air Combat (including BMR Air Combat values—though not below "2"—and parenthesized values for BMR's—though not below "1"), Bombardment, and Anti-ship strengths halved (rounding fractions *up*).

Green transport AP's have their Load Capacity halved (retaining fractions). Their ranges remain normal.

Strikes containing *any* green FTR AP's may never receive "the bounce" when resolving air-to-air combat, unless the opposing side's FTR force also contains green FTR AP's.

When distributing AP losses due to air combat, all defending green AP's must be eliminated/aborted before any such effects are apportioned to trained AP's.

**Fighter Aces.** If FTR aces are present in air combat involving both trained and green AP's, and the green AP's are the only AP's which are either eliminated and/or aborted, those aces are *not* subject to elimination. (FTR aces may accompany entirely green strikes, if desired).

#### [58.2.2] Carrier-trained Air Points

1. **Non-Japanese.** Carrier AP types that are trained, but not carrier-trained, function only as normal land-based AP's. The only restriction placed on such units is that they may never be allocated to carriers.
2. **Japanese.** Later in the war, Japanese

untrained units and untrained replacements may be allocated to carriers, if *Optional Rule 58.6.3* is in effect.

### [58.3] Use of Air Blocks

A player may withdraw his air blocks from production in any of their training levels, at his option. If withdrawn early, the exact types and number of AP's that make up each block is subject to change. *Example:* A US FTR air block that is received in 0/2/42 would be composed of 8x P-39 and 6x P-40 AP's, while the same air block received in 0/8/42 would be composed of 2x P-38, 6x P-39 and 6x P-40 AP's.

[58.3.1] When an air block is placed into production, its arrival is penciled into the producing side's *OOB/Reinforcement Schedule*, according to its fully-trained time requirement (see *Air Point Training Schedules*). Players may not place air blocks into production in "untrained" or "replacement" status. They may be *removed* early (as per 58.4 & 58.5.2), but must be initially produced in a fully-trained status—including "carrier-trained" status for carrier air blocks.

In this fashion, players may withdraw air blocks that are under-construction early, and compute their actual training status level by subtraction, according to the *Air Point Training Schedules*.

**Note:** Removing air blocks from production early (at any one of its training levels) may be done during the Production Arrival Segment of Strategic G/T's.

*Examples (see Examples of Play Booklet)*

#### [58.4] Air Block Training Schedules

On the *Air Point Training Schedules*, the 1<sup>st</sup> number lists the *minimum* number of cycles each air block must spend in production before reaching the listed training level.

The 2<sup>nd</sup> number (in parentheses) indicates the number of PP's immediately rebated to the player if the air block is taken out of production (early) at the listed training level.

[58.4.1] PP's received as rebates are immediately added to the accumulated PP's in the player's PP pool. They may be expended later in the same Strategic G/T.

[58.4.2] Though British and ANZAC air blocks are not produced, they may be removed from the *Reinforcement Sched-*

ule early (to arrive at a lower level of training, or as replacement AP's—provided the criterion for removing them are met—e.g., 58.5.2).

All British & ANZAC air blocks are considered to possess the same training time differential between trained & untrained AP's and replacements as per US Tactical Air Blocks (“From 0/6/42”).

**[58.4.3]** A player *must* withdraw an air block from production when it has reached its highest training level. *Exception:* If *Optional Rule* 58.6 is in effect, Japanese air blocks may be “backlogged” due to aircrew training difficulties.

**[58.4.4]** As Dutch AP's are (generally) never received as reinforcements or placed into production, there are no air “blocks,” *per se*, for Dutch AP's. Soviet AP's are governed by special reinforcement/replacement rules (72.9, 72.11.1).

*Example* (see *Examples of Play Booklet*)

**[58.4.5] Variable Production Times**

US FTR, TAC, & BMR blocks have variable production times. When the US player desires to remove a block early (before its scheduled arrival as a trained unit), he must ensure he uses the correct training schedule for these three blocks, by counting backwards in time from the block's scheduled arrival date, using the “Trained Unit” column. In other words, the production times in effect when a block was initiated into production governs that block's production status entirely.



**[58.5] Replacement Air Blocks**

As AP's are eliminated, the owning player must move his corresponding “AP's Eliminated” marker (for the correct air block) on his *General Record Track*, in order to keep an accurate record of the number of AP's of that block type eligible to be replaced. Whenever the player withdraws air blocks from production as untrained replacement, trained replacement, or carrier-trained replacement AP's, the “AP's Eliminated” marker for that air block is moved *downward* on the *GR Track* accordingly.

**[58.5.1]** Replacement AP's are treated in all ways as normal AP's of their training

level.

The exact number and type of AP's that compose a Replacement Air Block is determined solely by the player's *Air Block Composition Chart*, and the current cycle date. The type of eliminated AP and its training level (as long as they were of the correct block type) being replaced have no bearing on the replacement procedure.

**[58.5.2]** Replacement air blocks may be withdrawn from production only if sufficient friendly AP's of that block type have been eliminated (and have not already been replaced).

*Exception:* Players may take replacement air blocks out of production short of an air block's total matching its loss marker (in other words, more replacement AP's of that arriving air block exist than current losses). Any replacement AP's in excess of the current loss marker, though, are lost. The owning player is free to decide which ones arrive, and which ones are lost.

**[58.5.3]** There is no limit to the number of times an AP may enter the game as a replacement, be eliminated, and be replaced again.

**[58.5.4]** All AP's are eligible for replacement, regardless of the manner in which they were eliminated (*exceptions:* 58.4.4 & 58.5.5).

**[58.5.5]** Japanese *kamikaze* AP's are not eligible for replacement.

*Example, Replacement Air Block* (see *Examples of Play Booklet*)

**[58.5.6]** Only newly-produced *units* must be placed per:

- 52.6.1 (US)
- 52.6.5 (CW)
- 53.9.2 (Japan)

**[58.5.7]** The only distinction, when determining where to place newly-produced air blocks, is that between a *unit* and a *replacement*. Replacement AP's may be deployed at any existing linked, undamaged, and eligible airbase (*exception:* carriers at sea).

**[58.5.8] Replacement-eligible Airbases**

Generally, an airbase is eligible to receive AP replacements only for specific AP *types* currently deployed at that airbase. *Exception:* Aircraft carriers in port may receive carrier-trained air block AP's

of any type they are eligible to operate, and regardless whether or not they currently have any AP's assigned. See also 58.5.9 and 58.5.12.

Regardless of where these airbases are situated, replacement AP's are not physically “transported” there; they arrive automatically.

**[58.5.9] CP Cost: Air Replacements (General Rule)**

AP's taken as replacements and deployed at active airbases during Strategic G/T's are done without CP cost, so long as no more than 2 AP's of a given AP *type* (land bases) or *block type* (carriers in port) are deployed at any single airbase. **Note:** Each carrier counts as a single, separate airbase.

If an excess of 2 replacement AP's of any single AP *type* are taken at a base, the CP cost for such deployments is 1 CP per each 2 AP's (in excess of 2, by type, as above), rounded *up*. *Exceptions:*

- Homeland Japan
- USA West, East Coasts
- African Coast Phase Holding Area
- Airbases in Australia & New Zealand: ANZAC AP's only.

AP replacements taken at airbases in the above areas incur no CP penalty, regardless of how many replacement AP's arrive at any airbase.

Any CP expenditures incurred via AP replacement deployment must be openly announced by the deploying side, for all airbases within enemy air reconnaissance range.

**[58.5.10] US Air Replacements: CBI**

US replacement AP's taken at airbases controlled by CW HQ's in the CBI (China-Burma-India Theater) cost CP's to deploy. For each increment of 2 AP's (rounded *up*) taken at any individual airbase, 1 CP must be spent. CP's spent for this purpose may be CW or US-controlled. **Note:** This rule does not apply to Chinese airbases within range of the US *C.A.T.F.* or *14<sup>th</sup> A.F.* HQ's. It *would*, however, apply to CW AP's deployed at these Chinese airbases.

**[58.5.11]** Replacement AP's without sufficient “forward” A/F basing capacity (or eligibility, according to 58.5.7 & 58.5.9) arrive as *units*, in the areas specified in 58.5.6.

[58.5.12] AP types as yet not deployed (at eligible forward airbases) may be taken as replacements, but arrive as per 58.5.6.

## [59.0] WEATHER

Weather has an important influence on the play of the game. All G/T's are designated as either "clear, winter," or "monsoon" on the *Turn Record Track*. "Clear" is assumed to be the normal weather condition, and there are no special effects for it. Winter and monsoon G/T's, however, modify certain rules which govern play. The effect of weather varies greatly, depending on the specific location involved.

In addition to the three weather types (above), storm and squall conditions (and occasionally typhoons) may arise, if *Optional Rule 59.3* is in effect. These conditions may (primarily) serve to limit, or curtail, air operations in affected areas.

### [59.1] Weather Effects Summary

#### [59.1.1] Winter

**Arctic Movement Area:** The following effects apply to all hexes of the Arctic Movement Area:

- No amphibious assaults may occur (though they may be *planned*).
- The ground MP cost of all land hexes is increased by 1 MP.
- The CP cost to activate ground units for all purposes is **doubled**.
- All land airbases automatically receive a damage level "1." This additional damage level may not be repaired, and is automatically removed at the end of Winter. Airbases in the *Aleutians* (see 45.1) have their automatic damage level increased to "D2."
- A -15 DRM applies to air search DR's.
- All air strikes (including CAP) launched from, or into, the Arctic Movement Area require the use of the *Air Point Availability Table*.

**Temperate Movement Areas** (Note: see 59.2):

- The loading and unloading cost for all transport ships performing an amphibious assault is increased to 10 MP's per step. This effect applies *only* to all hexes of Map B, and the Japanese island of *Honshu* on Map D.
- In rough hexes, a Column Shift of 1L

applies to all ground attacks. *Exception:* On islands (e.g., Formosa), this column shift does *not* apply.

**Tropical Movement Area:** There are no effects for Winter in the Tropical M.A.

#### [59.1.2] Monsoon

**Arctic Movement Area:** There are no effects for Monsoon conditions in the Arctic M.A.

**Temperate and Tropical Movement Areas:** The following effects apply only to jungle hexes of Maps A, B, and C:

- The ground MP cost is increased by 1 MP.
- All airbases in affected jungle hexes automatically receive a damage level 1. This additional damage level may not be repaired, and is automatically removed at the end of Monsoon.
- Air strikes vs. affected jungle airbases launched from non-affected (non-jungle) airbases require the use of the *Air Point Availability Table*.
- An additional Column Shift of 1 (Left) applies to all ground attacks.
- The CP cost to activate ground units for all purposes is **doubled**.
- A -1 DRM applies to all fortification attempt DR's.  
Additionally, applying to *all* hexes of Maps A, B, & C:
- A -10 DRM applies to all air search DR's.
- All successful air searches (searched hexes on Maps A-C) utilize search chit cup # 3.
- Carrier-launched air strikes: Launching carriers possess an automatic (temporary) "D1" damage level, for flight operation (not ship damage) purposes only.
- Carrier TF's targeted by air strikes launched from any airbase hex on Maps A, B, or C: *Air Point Availability Table* required, for both CAP & strike force.
- Squall hexes (if in effect) become storm hexes. *Exceptions:* 1) South of Tropic of Capricorn (i.e., the southern temperate zone boundary); 2) In mainland China. Note: For purposes of this rule, assume that the "Tropic of Capricorn" coincides with the southern temperate zone boundary.

**Note:** Weather never affects a country's *Railcap*, or the movement of units by rail.

### [59.2] Southern Temperate Zone

Winter weather months (cycles 12, 13, 1, 2 & 3) are SUMMER in the southern temperate zone. In the southern temperate zone, normal MONSOON weather (cycles 6-9) equates to WINTER weather there.

## [60.0] SPECIAL RULES: NAVAL

### [60.1] Japanese Sub Doctrine

*Player's Note: For reasons of doctrine & training, Japan's submarine force never embarked on a campaign against the long Allied merchant shipping routes to the Pacific. For this reason, there is no provision for Japanese sub attrition of Allied merchant shipping. The Allies (primarily the US), though, were not aware of Japan's intent. Accordingly, large numbers of US DD's were tasked with escorting Allied convoys, at least early in the war. Thus, the following rule is instituted.*

#### [60.1.1] US MS Escort Allocation

The US player must assign DD's, DE's, and/or CL's as MS escorts, according to the following timeline:

**US MS ESCORT ALLOCATION TABLE**

Cycles	Mandatory Escort*
1/42-5/42	10
6/42-13/42	8
1943	6
1944	5
1945	(None)

\*In full-strength DD or DE counters. Note: 2x "D2" counters equal 1x full-strength counter. CL's with damage levels of "D1" are also eligible.

[60.1.2] Required US escorts are assigned (and relieved of) escort duties during Strategic G/T's. Ships may be removed from any port, and placed in a separate TF or other holding box/display (this may be marked "Strategic Role" for reminder purposes, if necessary).

[60.1.3] USN ships released from required escort duties arrive at Pearl Harbor.



## [60.2] Joint Shipping Units

APA/APB, MSU, & CD units are considered “joint shipping units,” since they are actually composed of numerous ships. They may be voluntarily “broken up,” reorganized, and deployed in smaller groups, via the placement of additional units and damage level markers.

Reorganization of such units is accomplished by affixing appropriate “damage level” markers to multiple units formed. **Note:** It is recommended that, in lieu of the standard naval “damage” markers, regular “hit” markers be used (they are more numerous). See *Naval Damage Levels: Effects chart* for a summary of reduced capabilities of units “broken down.”

The cost to reorganize joint shipping units at sea is 20 Naval MP’s. Except as described below, joint shipping units may *not* be repaired. They may always be recombined.

### [60.2.1] APB “Repair”

**Japanese.** Japanese APB’s may not be “repaired,” *per se*. Damage levels (reflecting amounts of shipping present, not actual damage; see above) may be removed from Japanese APB’s, without reorganization, in the following fashions (done during Strategic G/T’s only).

To remove a damage level from a Japanese APB, the Japanese player must deduct 1 MSP permanently from his MSP total, and deduct 3 CP’s. This process removes 1 level of “damage” from 1 APB. No limit exists to the number of APB steps that may be so-purchased in a single Strategic G/T.

Japanese APB’s (amphibious transports) may be constructed normally (see *Japanese Construction Costs chart*). Construction of *new* APB’s is a separate and distinct process from the above “repair” procedure.

**Allied.** The Allied player may likewise purchase APA/APB “repairs” by deducting 3 CP’s. The Allied player may purchase no more than 3 APA/APB “repairs” per Strategic G/T.

## [60.3] Japanese Captured MS

[60.3.1] Japan receives 6x MSP’s following the initial capture of a Major Port, and 4x MSP’s for each such Minor Port.

[60.3.2] These captured MSP’s are placed

as reinforcements, divided equally into 2 MSP portions (e.g., 3 increments of 2x MSP’s for each major port; 2 increments of 2 MSP’s for each minor port), which commence to arrive as reinforcements during the immediately-following Strategic G/T. The remainder arrive in increments during the following two cycles (major port captured MS) or the following cycle (minor ports).

[60.3.3] Arriving captured MSP’s are placed directly into the Japanese strategic MSP pool total. They may not be received as tactical MSU’s.

## [60.4] Japanese CD Units

Japanese CD units that are not performing MS escort, and that end any active Naval Phase in a hex not containing a friendly port must immediately roll on the *Critical Hit Table*. In all other respects, CD units are treated as normal naval units.

## [60.5] USN Motor Torpedo Boats (MTB’S)

US PT (in game terms, “MTB”) boats function in some ways like *subrons*. MTB boats appear as MTB “points,” like sub points. They are deployed in *MTBRons* (MTB Squadrons), as are *subrons*.

*Player’s Note: MTBRons function similarly to subrons. Players should consider MTBRon counters as MTBRon “main bases,” as MTB searches (and attacks) may be launched a considerable distance (6 coastal hexes) from an MTBRon counter’s actual location. This represents the normal USN practice of operating MTB’s from “forward bases.”*

### [60.5.1] MTB Deployment

During Strategic G/T’s (Submarine Phase), the US player may deploy/redeploy *MTBRons*. To deploy a new MTBRon, a 1-time CP cost of 3 CP’s applies if the deployment hex is a friendly linked port or anchorage. The CP cost is 4 if the deployment hex is a non-port hex.

The CP costs listed above apply regardless of the number of MTB *points* deployed in either new, or redeployed, *MTBRons*.

To redeploy (i.e., “move”) an *MTBRon* costs 2 CP’s, regardless of the hex type moved to, or the distance involved.

*MTBRons* may be deployed, or redeployed, in any linked, friendly-controlled coastal hex. Note: A countermix limit of 20 is the maximum number of *MTBRons* deployable by the USN.

Deployed *MTBRons* which *become* isolated are not required to redeploy. These *MTBRons* may remain in their pre-isolation deployment hex, but may not (unless again “linked”) receive MTB point replacements. Thus, only new MTBRon deployments (or redeployments) are restricted to linked, friendly-controlled coastal hexes.

Multiple *MTBRons* may be deployed in the same hex, to a maximum of 4 in the same hex.

*MTBRons* exert no ZOC, but possess search ability (similar to *subrons*) out to a maximum of 6 coastal hexes. Not all of the coastal hexes from the *MTBRon* to the search hex need be coastal—but both the *MTBRon* base *and* the search target hex must be.

*MTBRons* may be redeployed (costing 2 CP’s) by moving any distance. When done, ½ (rounded *up*) of its MTB points are returned to the *MTB pool*, as per *subron* redeployments.

MTB points in the *MTB pool* may be allocated to *MTBRons* anywhere on the map.

*MTBRon* deployment and redeployment is performed in the same Step Sequences as that for *subrons* (see 50.0 “F”).

### [60.5.2] MTBRon Composition

*MTBRons* are composed similarly to *subrons*, except the maximum amount of MTB points is 12.

There are no “dummy” MTB markers. The US player must record (as both sides do for *subrons*) the MTB point strength of each *MTBRon* deployed.

All MTB markers are deployed openly on the map. They are subject to attack by air, according to 60.5.6.

### [60.5.3] MTB Search

*MTBRons* conduct searches similarly to that for *subrons*, but their search radius is limited to coastal hexes within 6 hexes of the *MTBRon* counter.

To conduct an MTB search on an enemy TF, take the number of MTB points in the searching *MTBRon* (maximum: 12),



divided by 2 (rounding .5 up). From this total, subtract the distance, in hexes, from the *MTBRon* counter to the target TF. It is this number, or less, which must be rolled (1D6) for the MTB search to succeed.

Apply a -1 DRM (i.e., a greater chance of success) to an *MTBRon's* search if at night.

Like *subron* searches, MTB searches may be conducted only once per enemy TF entering its eligible search radius. And, like *subrons*, *MTBRons* may conduct only 1 attack on any given enemy TF per Naval Phase.

#### [60.5.4] MTB Attacks vs. Task Forces

When an *MTBRon* successfully searches an enemy TF, the TF's owner must provide a "Report True" contact report. The MTB attack procedure then commences. First, the number of attacking MTB points are determined, then the TF's screen (and counter-attack, if any—to be applied later), then MTB attacks vs. individual targets, and finally assessment of damage to those targets.

#### *MTB Points Available*

To determine the number of MTB points from an attacking *MTBRon* that are available, the US player rolls 2D6. He applies a +1 DRM if the enemy TF attacked was previously located (i.e., it possesses a "located" chit *or* was successfully searched during that same Naval Phase—either by a friendly *subron*, or another *MTBRon*). An additional ±1 DRM applies if at NIGHT. The modified DR result indicates the number of MTB points from that *MTBRon* which are considered "available" (maximum being 12).

#### *TF Screen vs. MTB's*

Unlike *subron* attacks, screening value is determined for the TF as a whole. No "defensive groups" are formed as in submarine attacks. This applies to resolution of MTB attacks also; the TF as a whole is targetable, not defensive groups.

The MTB screen strength of attacked TF's is determined according to the composition of that TF, and whether it is DAY or NIGHT.

*Player's Note: Warships will have reduced screening values at NIGHT.*

Two *MTB Screen Tables* exist: one for daylight attacks; the other for night (see charts).

Procedure, TF Screen. (Note that the MTB screening values of ships are not the same as those existing in screening enemy sub points).

After totaling the screen values present for his TF, the Japanese player rolls 1D6, cross-referencing the DR with the column corresponding to the strength of his screening force. The result is the number of enemy MTB points "screened" (i.e., prevented from attacking—as per submarine attacks).

#### *Automatic Counter-attack on MTB's*

If any of the MTB points of an attacking *MTBRon* were screened from attack, 2D6 are immediately rolled. If the number rolled is less than the number of MTB points screened off, the number of MTB points immediately sunk equals the amount rolled below the number of screened MTB points.

*Example:* If 6 MTB points were screened, a counter-attack DR (2D6) of "4" would result in the loss of 2 MTB points from that attacking *MTBRon*.

MTB losses from counter-attacks are *in addition to* any MTB points later lost in the conduct of those attacks perhaps dictated by the *MTB Damage Table*.

#### *MTB Attacks*

Non-screened MTB points present conduct attacks on enemy ships of the TF contacted.

To conduct an individual attack, the US player announces a target ship for that attack, rolls 1D6 for each MTB point available, and consults the *Day or Night MTB Hit Table*.

*Player's Note: MTB attacks conducted at NIGHT have a greater chance of scoring hits against any surface TF.*

If an "H" ("hit") is scored, the *MTB Damage Table* is consulted, and a 2<sup>nd</sup> D6 is rolled to determine the extent of damage (if any) to the announced target. A "—" indicates no effect. Parenthesized results indicate a potential loss to the attacking *MTBRon*. If a parenthesized result occurs, the damage to the MTB's target is applied, then 1D6 is rolled to determine the loss sustained by the *MTBRon*, in the number of MTB points "sunk."

Parenthesized results on the *MTB Damage Table* are applied to an attacking *MTBRon* only once. Subsequent parenthesized results obtained by MTB points

from that *MTBRon* are treated as non-parenthesized results.

MTB targets are chosen as per submarine attacks, in that following a "hit" scored, 1D6 must be rolled. Only a "6" enables successive attacks against the same target.

#### [60.5.5] MTB Attacks vs. Enemy *Subrons*

If a Japanese *subron* conducts any successful search on a non-dummy TF in any coastal hex within a US *MTBRon's* search radius, the US player may conduct a search and attack (per 60.5.4) on that *subron* with the # of MTB's determined to be present (determined normally).

MTB searches use the contacted friendly TF's hex (not the enemy *subron's* location) to determine success.

DR's (1D6) are then made on the *MTB Hit Table*. The number of DR's made equals the number of enemy sub points determined as "available" (for their own attack on the friendly TF), or the number of MTB points determined as available—whichever is less. Note: Apply a negative DRM to an *MTBRon's* "available" DR equal to the distance from the *MTBRon* to the IJN *subron's* hex (not the TF contact hex).

If an "X" result is gained on the *MTB Hit Table*, that enemy *subron's* search is negated, and no other effects occur. If a "hit" is scored, 1D6 is rolled, for each hit achieved, on the *MTB Damage Table*, and the results applied immediately.

MTB's may only attack enemy *subrons* when they secure successful searches in a coastal hex within an *MTBRon's* eligible search radius. They may do so an unlimited number of times, in any G/T—each time an enemy *subron* does so.

#### [60.5.6] Air Attacks on MTB's

Air strikes vs. deployed *MTBRons* are conducted as normal air-naval strikes. Successful "contact" results must be obtained on targeted *MTBRons* beforehand. This "contact" result may arise from air search, or via an attack conducted by an *MTBRon* in the immediately-preceding Naval Phase.

Air strikes vs. *MTBRons* occur only during Air Phases; no "special strikes" are permitted.

#### *Procedure: Air Attacks on MTB's*

The *Air/Surface Damage Table* is used

to resolve all air attacks vs. MTB's. All AP's conducting such attacks must use an attack altitude of LOW. After all air-to-air combat and AA fire (if any) have been resolved, surviving attacking AP's conduct an attack.

The (equivalent) Anti-ship value of AP's attacking MTB's is computed from the AP's collective Air Combat (not bombardment) value at LOW altitude, divided by 2 (rounded normally). *Examples:* 4x B5N *Kate* AP's—Air Combat value 3M—would be calculated as 4 x 3 = 12; divided by 2 = 6. 3x A6M2 *Zero* AP's at normal range—Air Combat value 5M—is calculated as 3 x 5 = 15; divided by 2 = 7.5, rounded *up* to 8.

The total equivalent Anti-ship value for all attacking AP's is used for one attack, conducted on the *Air/Surface Damage Table*. *MTBRons* are considered speed class “3” targets.

*Air/Surface Damage Table*, results. Using the equivalent Anti-ship value, if the combat result gained is greater than the number of MTB points present in the attacked *MTBRon*, subtract the number of MTB points from the combat result listed. The remainder is the number of MTB points sunk. If the combat result is equal to, or less than, the number of MTB points present, no MTB loss occurs.

Eligible Attacking Fighters. The number of Japanese FTR AP's eligible to attack an *MTBRon* is calculated after air-to-air combat. Only those FTR's in excess of the remaining Allied CAP AP's are eligible to join an attack on the *MTBRon*.

*Examples, US MTBRon attack & Air attack vs. MTBRon* (see *Examples of Play Booklet*)

**[60.5.7]** *MTBRons* occupying a hex captured by the enemy are returned to the US MTB pool.

**[60.5.8] MTB Attrition**

Like submarine attrition, MTB attrition is resolved with normal naval attrition.

**Procedure:** The US player rolls 1D10 during each phase naval attrition occurs. Reading “0” as “ten” (i.e., “ten percent”), the DR result indicates the percentage (rounded *down*) of his *on-map* MTB points that are lost—determined randomly. MTB points in the US MTB point pool are not subject to attrition.

**[60.5.9] MTB Point Reinforcements**

Newly-arriving MTB points are placed, during the Reinforcement Phase of Strategic G/T's, into the US MTB pool.

**[60.5.10] Dutch MTBRons**

Dutch MTB's function identically to USN MTB's. All preceding rules governing USN MTB's apply to the five Dutch MTB points. When the *ABDA HQ* is disbanded, or Java surrenders, all Dutch MTB points are removed (permanently) from play.

**[60.6] IJN Hybrid Carriers**

Beginning with cycle 0/7/42, the Japanese player may remove (from any major port in Japan) BB3 and/or BB4 (*Ise & Hyuga*) from the map and place them into production, in order to convert them into *hybrid carrier* (XCV) units.

**[60.6.1]** Each such conversion costs 2 PP's, and takes 7 cycles to complete. Each ship placed into production would be considered a naval unit, in regards to 53.7.1.

**[60.6.2]** XCV's are the only ships with both a surface attack/bombardment strength and an air capacity. **Note:** The number to the left of the a/c symbol (upper left) indicates these ships' surface bombardment strength; the number to the right their air capacity.

XCV's are considered carriers for all search and contact reports, and for deployment on the *Air/Surface Tactical Display*. On the *Surface/Surface Tactical Display*, they are considered to be combatant ships.

**[60.6.3]** All XCV's have an ASW screening value of 3 (under the normal carrier restrictions).

**[60.6.4]** Only AP's noted as seaplanes on the *Japanese Air Point charts* may be allocated to XCV's.

**[60.6.5]** XCV's roll for critical hits as carriers.



**[60.7] Seaplane Tenders & Carriers**

**[60.7.1]** AV's (Tenders) and Japanese CVS's (Carriers) act as floating airbases for *seaplane* AP's.

**[60.7.2]** AV's do not operate aircraft assigned to them while they are *underway* at sea. They must be in a linked port, anchorage, or coastal/atoll hex (with no enemy units of *any type* present there) in order to operate AP's. AV's operating AP's in non-port hexes must remain “activated” and “fueled” in order to operate AP's.

AV's occupying a friendly port or anchorage may operate seaplane AP's there. They need not be activated. If the port/anchorage hex is linked, AV's may operate up to triple their printed Air Capacities (as per 60.7.8, 2<sup>nd</sup> paragraph).

If the port/anchorage hex is *not* linked, AV's may still operate AP's up to their printed Air Capacities. Any excess seaplanes present are considered over-stacked, and ineligible to fly missions (other than to re-base) or contribute search values until & unless rebased to a linked airbase.

**[60.7.3]** CVS's may operate their seaplanes either as per AV's or, as long as they operate at speed class 1 or 2, they may operate their AP's while underway at sea (as per CV's).

**[60.7.4]** Any seaplane type, unless specifically prohibited by the rules, may operate from AV's and CVS's that are anchored (as in 60.7.2). Only *single-engined* seaplanes may be transported (crated or not) aboard them.

**[60.7.5]** CVS 1 (*Chitose*) and 4 (*Chiyoda*) are converted into CVL's 6 & 7, respectively, in 10/43, provided:

- They have not been sunk **and**
- They are withdrawn, in undamaged status, in 13/42. If withdrawn while damaged, their CVL counter enters in 10/43 with that level of damage.

**Note:** See *Optional Rule 60.7.9* regarding CVS's 1, 3, & 4 as midget submarine carriers.

**[60.7.6] Fueling of AV's & CVS's**

AV's/CVS's operating seaplanes in non-port coastal hexes are considered “at sea” (though not necessarily “underway,” for purposes of 60.7.2) and automatically active for the required number of Naval Phases, depending on their assigned speed class. As such, they must be “refueled” according to this schedule.

Refueling of these ships in such cases may be accomplished by one of two



methods:

- By AO refueling
- By MSU's. MSU's of status "D2" or less may "refuel" at sea AV's & CVS's by paying a 10 MP cost x terrain value (non-mech ground MP costs) to "unload" such fuel.

AV's/CVS's which do not fulfill their normal fueling requirements while "at sea" are considered "unsupplied."

**[60.7.7]** AV's/CVS's operating seaplanes from friendly linked ports or anchorages are not considered "at sea" for fueling purposes.

As long as these ships occupy port hexes, they are immune from fueling and/or activation cost requirements.

### **[60.7.8] Seaplane Air Capacities**

AV's/CVS's may transport a number of "ready-to-use" seaplane AP's equal to their printed Air Capacity. They may carry (while crated), and crate/uncrate double their Air Capacity in seaplane AP's in lieu of their normal Air Capacity.

When operating at speed class 2 or 3, any AV may be used to base a number of seaplane AP's equal to its Air Capacity in any coastal/island hex, and equal to triple its Air Capacity in any friendly port/anchorage hex.

AP's based on AV's/CVS's may be used for air search, escort, normal CAP, Cover & Naval Cover CAP, and may be assigned strategic-role ASW missions. AP's based on AV's operating at speed class 1 may be used only for air search.

Any damage level present on an AV or CVS reduces its Air Capacity to "0."



### **[60.8] Seaplane Bases**

Linked coastal hexes and anchorages may be used to operate seaplanes, if a seaplane base is constructed there.

Seaplane (S/P) Bases may be either Level-1 (allowing the basing of 5 seaplane AP's) or Level-2 (allowing the basing of 10 seaplane AP's). Level-2 S/P bases may be built in non-port hexes only by US ENGR's.

*Player's Note: Thus, any Japanese S/P base of Level-2 must occupy a port or anchorage—or must have been captured.*

Major ports (with an unlimited seaplane basing capacity) and Minor Ports (equivalent: Level-1 Seaplane Base) serve as S/P bases in and of themselves.

Seaplanes based at port hexes (as inherent S/P bases) do not count against any regular airbasing capacity present in that port's hex.

### **[60.8.1] Coastal (Non-port) Hexes**

During Engineering Segments, S/P bases may be constructed in friendly linked coastal hexes, by ENGR's only.

If an ENGR is present, the CP cost for construction is 1 CP per G/T. The ENGR unit is "activated" normally, but the construction cost of 1 CP applies each G/T until the S/P base is completed.

Construction time is 2 G/T's for each level (i.e., construction of a Level-2 S/P base in a non-port hex requires, with 1 ENGR only present, four weeks' construction time).

As per A/F construction, multiple ENGR units present (and activated) may decrease required construction time by ½ (rounded up). Note that each ENGR must "spend" 1 CP each G/T of construction.

### **[60.8.2] Port Hexes**

S/P bases constructed in Minor Port hexes add to that port's S/P handling capability. S/P bases may be constructed in Major Port hexes—even though these ports function as unlimited S/P bases by themselves. If a S/P base is constructed in a major port hex, it serves as a *separate installation* for enemy bombardment targeting purposes.

Construction of S/P bases in linked port/anchorage hexes is faster and cheaper. Construction of S/P bases in ports/anchorages may be accomplished by non-ENGR ground units. The construction time, in G/T's to complete the base (each level of) is calculated as:

"14/TQ (rounded up)"

*Example:* A non-ENGR unit with a TQ of "5" would take 3 G/T's to complete a Level-1 S/P base ( $14/5 = 2.8$ , rounded up to 3).

1 CP must be spent per G/T, per unit, to initiate or continue construction, and all such units must be "activated." Non-ENGR units may not construct Level-2 S/P bases.

If ENGR's are present, construction time required is only 1 G/T per level. No

CP costs are required, but the unit(s) performing the construction must be "activated."

**Note:** Two ENGR units present & activated in a port/anchorage hex may construct a Level-2 S/P base in a single G/T (as each contributes 1 weeks' worth of construction time).

**[60.8.3]** Seaplane AP's deployed at S/P bases conduct operations as if they were assigned to a normal airbase. Thus, they may fly any mission they are otherwise entitled to.

### **[60.8.4] Seaplane Base Damage & Repair**

S/P bases are targeted (for bombardment purposes) and repaired as are ports.

### **[60.8.5] AA Value**

S/P base AA value is computed as the S/P base's level (as a normal A/F level—i.e., either "5" or "10"), plus ½ the port's value (rounded down).

### **[60.8.6] Capacities: Isolated Bases**

Isolated S/P bases' seaplane Air Capacities are halved (rounded down).

### **[60.9] USS RANGER**

Through cycle 8/42, the US player may acquire the use of US CV4 (*Ranger*) via a combination of CV sinkings and a die roll.

The US player may roll 2D6 each Strategic G/T. If the total number of US CV's sunk is equal to, or greater than, the DR result, CV4 enters immediately in the East Coast USA Global Holding Area. Apply the following

### **DRM's (respective CV differential sunk):**

- +1 Each USN CV sunk/bottomed in excess of the # of IJN CV's.
- 1 Each IJN CV sunk/bottomed in excess of the # of USN CV's.

The US player may place whatever carrier air block AP's he wishes aboard CV4, up to her Air Capacity, as long as the deployment does not conflict with the current (by date) *Air Block Composition Schedule*.

### **[60.9.1] Restrictions & Duration**

This process applies through the end of cycle 0/8/42, then may never recur. If the *Ranger* is deployed to the Pacific via this process, she must be withdrawn (i.e., transferred back to the Atlantic Fleet),

permanently, upon the arrival at any Pacific port (not including the USA West Coast Phase Holding Area) of the first US “Essex-class” CV.

### [60.10] German Surface Raiders

In order to protect the trade routes around the Horn of Africa from German surface raiders, the Allied player must keep the indicated number of capital ships (and/or carriers and CL’s) in the *African Coast Phase Holding Area* of the *Allied Off-map Movement Display*. These ships must be capable of operating at speed class 3. Ships undergoing Yard Periods in this area *do* count towards the required “garrison.”

Allied CV’s allotted to this task count double. Dutch ships may not be used for this purpose. Allied CL’s (with speed classes of “3”) may also fill these garrison requirements:

Cycles	# of Ships
13/41	(None)
1/42–4/42	6
5/42–13/42	8
1/43 +	(None)

### [60.11] Allied MS Transfers

The Allied player must, at certain points in the war, remove MSU’s (in terms of Load Capacity)—reflecting inter-theater transfers.

These transfers are one-way; no MSU or APA removed is returned to the P.T.O. They are, however, returned to the US force pool—and are buildable from there.

The *Allied OOB/Reinforcement Schedule* lists the four removal cycles, as a reminder. MS removals is via random DR (2D6), according to the following schedule:

### ALLIED MS REMOVAL TABLE

DR	Cycle/Date			
	7/42 <sup>1</sup>	3/43 <sup>1</sup>	6/43 <sup>2</sup>	2/44 <sup>2</sup>
2	.50	.50	---	.45
3	.50	.40	---	.40
4	.50	.30	.20	.40
5	.50	.30	.20	.35
6	.40	.25	.20	.30
7	.40	.25	.15	.30
8	.30	.25	.10	.30
9	.20	.20	.10	.25
10	.20	.20	.05	.25
11	.10	.10	---	.20
12	---	.10	---	.10

**Notes:** 1) CW MS load capacity removed = ¼ US total removed (rounded down)

2) CW MS load capacity removed = ½ US total removed (rounded down)

**Results** (*Allied MS Removal Table*): Percentages on the table above represent the percentage of each nationality’s on-map MS strength (in load capacity). Note that this includes MSU’s wherever situated—in port, at sea, in MS pools, etc.

**[60.11.1]** The Allied player may choose to remove APA units in lieu of tactical MSU’s. APA’s count as double their load capacity towards satisfying required withdrawals.

**[60.11.2]** MSU’s removed may be of any status (i.e., full, D1, D2, D3), as long as the required amount of Load Capacity is removed.

**[60.11.3]** Calculation of required withdrawals is done prior to any reinforcements arriving for the cycle in question.

### [60.12] US Engineer Special Brigades (ESB’s)

The *US OOB* adds three distinct APB’s (#’s 11, 12, & 13; arriving 0/4/43, 0/10/43 & 0/5/44, respectively). These ships represent inherent amphibious shipping permanently attached to US Army HQ’s.

ESB APB’s are, in game terms, permanently attached to the US 7<sup>th</sup> Fleet HQ. They function identically to normal APA’s, with four exceptions:

- They may never enter or traverse a non-coastal sea hex.
- The CP cost to activate them is 1 CP.
- They may be rebuilt if lost
- They may be activated only by the US 7<sup>th</sup> Fleet HQ.

### [60.13] Japanese Fuel Shortages

When the Japanese MSP level reaches below 350, all Japanese TF movement abilities, in terms of MP’s, are reduced, as follows:

MSP Level	Reduction Schedule
300-349	A
250-299	B
200-249	C
below 200	D

**Reduction Schedules** (MP’s per active phase)

Speed Class	A	B	C	D
1	66	58	50	42
2/3	100	88	76	63
Subs*	---	-1	-1	-2

\*Apply listed DRM’s to all IJN *subron* sub point available DR’s (when attacking).

The above restrictions apply for as long as the Japanese MSP level remains below 350. *Exception:* 60.13.1, *Optional Rule* 60.22.

### [60.13.1] Emergency War Reserve

The Japanese player may mitigate the fuel shortage effects by exchanging CP’s held in his Emergency War Reserve (EWR) Pool for additional Naval MP’s.

**Procedure:** Each TF which sorties under fuel shortage conditions may have its MP’s increased as follows:

- Divide the number of CP’s taken from EWR by the TF’s combined CP activation cost.
- Increase the TF’s reduced MP capability by the result obtained, dropping fractions. The *maximum* a TF’s MP allowance may be increased is equal to the normal maximum MP allowances (i.e., “84” for speed class 1; “126” for speed classes 2 & 3).

*Example* (see *Examples of Play Booklet*).

## [60.14] USN Mobile Service Bases

Available for construction commencing 1/44, the US player has 5 Mobile Service Bases (MSB's) available.

[60.14.1] MSB's may be constructed in any linked hex containing an anchorage or port. Construction of MSB's requires at least one activated US ENGR, with times for completion depending on the number of ENGR's, and the CP's devoted (in total, at any point) to the task (see *Engineering Tasks Summary*).

[60.14.2] Cross-reference the number of CP's spent with the number of activated ENGR units. The numbers listed indicate the time (in G/T's) required to complete the MSB.

The number of ENGR's activated is a *one-time cost*. Though these units need not be "activated" each weekly G/T in order to complete the construction, they must remain present at the base construction hex until it is completed.

### [60.14.3] MSB Effects

USN and attached Allied ships activated by US Fleet (or Combined) HQ's occupying MSB hexes receive the following benefits:

- **Decreased TF fueling requirements:**
  - a) *Speed Class 3:* May remain active for four active Naval Phases.
  - b) *Speed Class 2:* May remain active for six active Naval Phases.
- **US AO's** activated at MSB's pay activation costs as if the hex were a Major Port (see *Activation Costs Summary*; charts).
- If *Optional Rule 38.4* ("Port Activation Limits") is in effect, deployed MSB's reduce Supply Base distance penalty categories by 1. *Example:* Category "B" becomes cat. "A;" Category "A" would not apply.

### [60.14.4] Restrictions

The US player is limited to 5 functioning MSB's. As long as all are in play (or in play and under-construction), construction may not commence on others. MSB's may be voluntarily dismantled during any G/T, enabling construction to begin on another.

MSB's may be targeted via bombardments separately as if they were ports. As long as they possess any level of damage (including "suppressed"), they cease to

function.

MSB's are entirely separate and distinct from Supply Bases (32.0). Neither has any effect on the other, though they may often be co-located.

*Player's Note: If Optional Rule 38.4 is in effect, co-locating MSB's with US Supply Bases, especially later in the war, substantially increases a port's capability to operate ships.*

## [60.15] Operation "Ironclad"

Sometime in 1942, the CW player must conduct Operation "Ironclad" (the British occupation of Vichy-held Madagascar) by removing, temporarily, the following ships from his OOB:

- CV's *Indomitable & Illustrious* (with their full air complements)
- BB *Ramillies*
- 1x CA (any)
- 1x DD

Operation "Ironclad" may be conducted during any cycle of 1942, commencing with cycle 5/42. The above ships are removed for one consecutive three-week period—they can be any the CW player desires. Upon completion of this operation, these ships are returned to play, arriving as normal British naval reinforcements.

If, due to losses or damage, one or more of the required ships is unavailable, the CW player must substitute a "like-type" ship, if possible.

Upon *completion* of this operation, the CW player announces this fact openly. This announcement must be made prior to the return of any of the involved ships. When announced, the Japanese player has the option of declaring a special midget submarine attack on these British ships. To do so, he must remove 2 sub points from the nearest (to any African Coast mapege holding area) on-map *subron*. These sub points are added to the Japanese sub point pool. 1 CP must be spent, and two separate midget sub attacks may be made. The provisions of 22.10.1 apply, except that in this case, the midget subs' targets must be chosen *randomly*.

This special midget sub attack is voluntary and, if declared, does not count against the allotted two regular Japanese midget sub attacks.

## [60.16] Expanding Allied SUBRON Squadrons

Beginning with cycle 0/1/44, the Allied player may "expand" his submarine squadrons (in both tactical and strategic *subrons*, if desired), so that they contain a maximum of 12 (rather than six) sub points. Such expanded squadrons (and the *subrons* they compose) have the usual ZOC and use the same search and attack procedures as before, except that the Allied player rolls 2D6 when determining the number of sub points available.

**Note:** The search of a 12 sub point squadron will always be successful, since the Allied player would always have a search point total of at least "6."

## [60.17] CW Sub Operations

CW subs (including any Dutch sub points "absorbed" by the CW following the disbandment of the *ABDA HQ*; see 22.15) operate as normal Allied (CW) sub points.

CW subs are never subject to the "US dud torpedo" rule (22.12), but if employed in *strategic subrons* (of which British "T" class subs may do without restriction), CW subs receive no bonus; they act as normal US sub points according to the timelines governing the *Japanese MS Attrition Table*.

CW sub points must be segregated from US sub points, and a separate sub pool established for CW sub points if they are operated in tactical roles. CW sub points may never be part of a US *subron*, and vice-versa.

CW "T" class subs must form separate *subrons* from "S" class subs. Only CW "T" class subs may be allocated to *strategic subrons*.

CW sub points may operate from any CW-controlled (including Australia) sub base.

## [60.18] Allied Carrier Ferries

Allied carriers may be used as "aircraft transports" in order to carry land-based AP's that would otherwise have to be crated to move by sea. *In addition to* (Exception: see Note, below) their normal Air Capacity, Allied carriers may transport AP's according to the following schedule:



Carrier's Air Capacity	Type of Air Point Carried	
	F, FB, D, T or B	B (B-25, B-26, A-20, B-18)
Less than 3	(None)	(None)
3-4	2 (4)	1 (1)
5-14	4 (8)	2 (2)

If the carrier's Air Capacity is not being used (i.e., no carrier-trained AP's are deployed aboard), the number of AP's in parentheses may be transported instead. While a carrier is functioning as an aircraft transport, no AP's deployed aboard may perform any missions other than "flying off" (see 60.18.1).

AP's to be ferried in this fashion must be loaded aboard their carrier transports in port. No MP penalties accrue from such "loading."

**Note:** British CV & CVL's may not function as aircraft transports if *any* British carrier-trained carrier block AP's are deployed aboard.

#### [60.18.1] "Flying Off"

Non-carrier-trained AP's being ferried by carriers may conduct strikes from the carriers, but they may not be plotted to *return* to the carrier (i.e., they may take off but not land). Carriers may "fly off" their entire deck-load of planes being transported.

After all non-carrier-trained AP's have flown off the carrier, any carrier-trained AP's still deployed aboard revert to functioning normally.

#### [60.18.2] Conventional Off-Loading

Ferried AP's not "flown off" may be off-loaded in ports as if the AP's embarked were an item of cargo aboard MSU's (but suffer no "uncrating" operational time penalties).

#### [60.19] Carrier Air Operations in Port

Carrier AP's, while their carrier occupies a port, may be considered to occupy the airbase (if any) present in the port hex. Any currently unused airbasing capacity of that port's A/F hex is considered to contain carrier AP's (in whatever fashion desired by the owning player), up to the maximum basing capacity of that A/F.

Carrier-based AP's (temporarily) based ashore in this fashion are limited to providing normal CAP over that base,

Cover CAP (5.3.2), and Naval Cover (5.3.4). They may not perform any other combat-related activities.

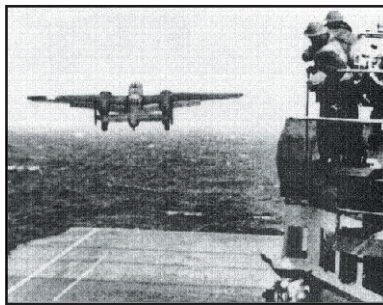
Rebasing carrier AP's aboard their carriers when they sortie is automatic—they need not be "flown out" to sea.

#### [60.20] Ship AA Upgrade

The reverse of ships' counters may contain periodic AA upgrades. If a specific month is listed for a ship, AA upgrade is automatic for that year, and is effective, in game terms, as of that calendar date.

If only a year is listed, AA upgrade is effective:

- If that ship has undergone its Yard Period for that year *or*
- If that ship arrives as a reinforcement anytime during a listed year, or after.



#### [60.21] Doolittle Raid

[60.21.1] The Doolittle Raid may be launched at anytime in 1942. Special naval movement and search procedures govern its launching TF's movement prior to, and following, the raid.

[60.21.2] The Doolittle Raid involves a carrier-launched US B-25 bombardment strike against a Japanese Industrial or Homeland Resource Center. A maximum of 2 US B-25 AP's may be deployed, aboard 1 CV, for this raid. These B-25 AP's arrive "for free," and may be deployed aboard a US CV either at Pearl Harbor or the W. Coast USA Phase Holding Area, at any time.

B-25 AP's deployed do not count against the carrier's Air Capacity (whether standard or maximum capacities are used); they are, rather, a special addition to it. The carrier's regular (carrier) AP's may not, however, be operated as long as the B-25 AP's are deployed aboard.

[60.21.3] The Doolittle Raid TF (however constituted) is an exception to normal naval movement plotting and execution rules, specifically regarding its ability to

void its plotted mission. If the Doolittle Raid TF is located via air search or sub contact, the US player has the option of voiding (at the moment of location) the TF's plotted move—altering it as necessary and continuing its mission with a *new plot* designated.

The Doolittle Raid's B-25 air strike may be launched immediately, if desired; thereafter the TF is free to execute its (new) mission plot.

#### [60.21.4] Doolittle Raid Air Strike

Doolittle B-25's may not be intercepted nor engaged in air combat. They are also immune from AA fire. The air strike may be launched during any Air Phase.

Doolittle raiders resolve their bombing attack (collectively against a single target or individually against two) on a Japanese Industrial or Homeland Resource Center normally, using the *Bombardment of Ports & Airbases Table*. They receive a special +3 DRM to their attack.

If an "S" or higher result is gained, the Doolittle Raid is considered as "successful." No actual damage occurs to the target(s), but the following results occur:

- The US player is automatically the "1<sup>st</sup> player" in the immediately-following Naval Phase.
- The Japanese FTR air garrison requirement (see 48.1.2) is increased to 20. Note: This occurs regardless of the "success" status of the mission (i.e., a hit need not have been scored).
- The Strategic Initiative Level is immediately moved 3 boxes to the left (Allies' favor).
- The US player rolls 1D6 (secretly, if desired). The DR result indicates the number of "Doolittle Raid SI +1" Strategic Intelligence counters he may place on his *Turn Track*, 1 per cycle, beginning with the immediately-following cycle. The effects of these counters is to add "1" (to a maximum level of "4") to the Allied SI level drawn for that cycle.

[60.21.5] If a hit is not scored on the Doolittle Raid, results "A" & "D," above, do not occur. Result "B" does occur. Result "C" *may* occur, but is dependent upon a roll of 1D6:

## DOOLITTLE DR TABLE

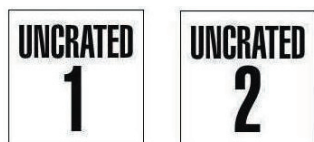
DR	SI Mkr Moved
1	---
2	+1 Allied
3	+2 Allied
4-6	+3 Allied

[60.21.6] The Doolittle Raid is a one-time event. It may never recur, regardless of results gained.

### [60.22] IJN “Ferry-Role” Carriers

Those IJN CVE’s (2, 3, & 4) with “F” (“Ferry”) counter designations have restricted abilities to operate aircraft. Carrier-trained (CT) AP’s deployed aboard these CVE’s may fly missions only via “flying off.” The procedures are identical to 60.18.1, but without reference to other AP’s deployed aboard.

These carriers’ AP’s may also be conventionally off-loaded (per 60.18.2).



## [61.0] SPECIAL RULES: AIR

### [61.1] Crating Air Points

In order to be transported as cargo (by MSU’s), AP’s must first be “crated” (i.e., dismantled for shipping). **Note:** See 60.7.8 regarding transport via seaplane carriers. Crating may be done at any friendly airbase/port to which the AP’s are currently assigned.

[61.1.1] While crated, AP’s are not subject to attrition, as long as they have been crated for at least three consecutive Air or Naval Phases.

[61.1.2] The number of crated AP’s that equals one Load Point for transport load capacity purposes varies depending on the air block type. This is listed on the *Air Point Charts* (Note: where applicable, round fractions up).

[61.1.3] Costs in loading and unloading AP’s are borne by the transporting MSU’s, in terms of Naval MP’s. To load, or unload an Air Load Point costs 10 Naval MP’s.

[61.1.4] In order to “debar” crated AP’s in their destination ports, MSU’s must have sufficient MP’s remaining—or must

have been deactivated in the preceding Naval Phase.

[61.1.5] Air block Load Points are always computed separately; they may not be combined with different air blocks in constituting a single Load Point. For example, 3 Japanese FTR AP’s (at 4 AP’s per Load Point) could *not* be combined with 1 BMR AP (at 2 AP’s per Load Point) to constitute a single Load Point. In this case, the AP’s of each air block constitute a single Load Point (totaling 2).

[61.1.6] When AP’s are debarked (still “crated”), unless they were transported via AV or CVS (see 60.7.8), they are not immediately available for employment. All such AP’s have “uncrated” markers placed atop them as they are unloaded as cargo during a Naval Phase.

When initially uncrated, the markers are placed with the “2” side up (indicating a delay of two following Air Phases). At the *end* of the *next* Air Phase, the marker is flipped to its “1” side. Then, at the end of the next Air Phase, the “uncrated” marker is removed, indicating that the AP(s) is available for use during the following Air Phase.

*Player’s Note: Though not specifically proscribed by the rules, it is not (obviously) intended that sides “crate up” AP’s and essentially store them inside ships to avoid attrition loss. Accordingly, crating of AP’s should be done solely for legitimate sea transport purposes.*

*Example (see Examples of Play Booklet)*

### [61.2] KAMIKAZE Strikes

*Player’s Note: Toward the end of the war, the Japanese desperately sought to halt the Allied advance through the use of suicide aircraft known as Kamikaze (“Divine Wind”). Kamikaze strikes are a form of naval air strike.*

When the Strategic Initiative Level reaches “2” in the Allies’ favor, *and* the Japanese “Inner Defense Perimeter” (see 62.2) has been breached, the Japanese player may initiate *Kamikaze* strikes.

The Japanese player may initiate *Kamikaze* strikes earlier, once the SI Level first reaches any level in the Allies’ favor, *if* 62.2 applies. He may do so at any time these conditions are met. If *Kamikaze* strikes are initiated prior to the SI Level reaching “+2 Allied,” the Japanese player must, upon initiating the first *Kamikaze*

strike, roll 1D6. The DR result indicates the SI (Strategic Initiative) shift immediately applied, in the Allies’ favor.

*Kamikaze* strikes are plotted and executed in the same basic manner as Naval Strikes, but several special rules apply. Among them are the provision that *Kamikaze* Strength and *Kamikaze* Range of the assigned AP’s are used—in place of normal values. Additionally, since *Kamikaze* tactics depend on actually crashing the attacking aircraft into the defending Allied ship, generally all *Kamikaze* AP’s are immediately eliminated following the completion of their attack, regardless of the results of that attack.

### [61.2.1] Kamikaze Assignments

Once *Kamikaze* strikes are initiated, the Japanese player may allocate a maximum of 10% of his total currently-deployed land-based AP’s (of all non-cargo-types) to *Kamikaze* strikes, during any given Air or Naval Phase. This total is calculated, “from scratch,” at the beginning of each Air (or Naval, in the case of special strikes) Phase. In 1945, this percentage is raised to 20%. *Kamikaze* strikes may not be launched from carriers.

*Exception:* The above per-phase restrictions are lifted, permanently, if any Allied ground unit occupies any Japanese Homeland hex—no matter when this occurs.

Once initiated, the ability to launch *Kamikaze* strikes remains in effect for the duration of the war, even if Japan should restore its Inner Defense Perimeter.

As initiating *Kamikaze* strikes has an effect on Japanese surrender, the Japanese player may of course decline to initiate *Kamikazes*. He could later choose to initiate them at any time, so long as the conditions triggering them are still met.

[61.2.2] Trained AP’s used as *Kamikazes* use the Air Combat Strengths as listed on the *Kamikaze Air Point Charts*. Untrained *Kamikaze* AP’s have these values halved, rounded *down*—to a minimum of “1.”

[61.2.3] AP’s making a *Kamikaze* strike use the Dive-Bomber/FTR-BMR approach mode when AA fire is resolved against them. They use the *LOW Attack Altitude* when resolving combat on the *Air/Surface Tactical Display*.

[61.2.4] Certain Japanese AP’s have 2

*Kamikaze* strengths. The first indicates their *Kamikaze* strength when performing *Kamikaze* strikes within their Normal or Extended Range; the second is their *Kamikaze* strength when performing strikes at their *Kamikaze* Range.

### [61.2.5] “Aborted” *Kamikazes*

#### A. Air-to-air combat

In air-to-air combat, all “abort” results against *Kamikaze* AP’s at *Kamikaze Range* (i.e., beyond their indicated “XTD” range) are treated as “eliminated.” As such, the Allied player may add the “elim” and “abort” results together, into one total, before allocating losses to *Kamikaze* AP’s at *Kamikaze* range. *Example:* A combat result of “5/1” against attacking untrained *Kamikaze* AP’s (with an Air Combat Strength of “1”), all at *Kamikaze* range, results in the *elimination* of 6 AP’s.

Air-to-air “abort” results against *Kamikaze* AP’s launched within their “XTD” range may result in unpredictable results. For *each* affected AP, the Japanese player rolls 1D10. If the DR is less than the attacking *Kamikaze*’s Air Combat Rating, the “aborted” result is treated as “no effect” (the AP continues on towards the target). If the DR is equal to the rating, the AP is aborted normally, and returned to base. If the DR is greater than the rating, treat the “abort” result as “eliminated.”

*Player’s Note:* Contrary to popular belief, many Japanese a/c launched as *Kamikazes* did in fact return to base, if the launch range was not too great—and their luck held out.

#### B. AA Fire

Treat all “abort” results via AA fire vs. *Kamikazes* similarly to (A), above. *Exception:* A DR (1D10) that is equal to, or less than the AP’s Air Combat Rating is treated as “no effect.” A DR greater than the rating is treated as an “eliminated” result.

### [61.2.6] AA Adjustments: *Kamikazes*

If an attacking Japanese air strike wave consists of *Kamikaze* AP’s (entering the display at DB/FB approach mode), and any other AP attack type (i.e., non-*Kamikaze*), at any other approach mode, the 1 Column Shift (left) for “more than 1 approach mode” applies.

### [61.2.7] *Kamikaze* Damage Inflicted

The amount of damage points achieved (on the *Air/Surface Damage Table*) by *Kamikaze* strikes on certain Allied ships is adjusted as follows:

Ship Type	Adjustment
All DD, DE types	Plus 25%
CW CV, CVL	Minus 50%
CW CVE	Minus 25%

Note: Round all fractions *down*.

[61.2.8] *Kamikaze* AP’s may never attack during air-to-air combat.

[61.2.9] Only AP’s with a listed *Kamikaze* strength and range may perform *Kamikaze* strikes. Allied AP’s may never perform such missions.

[61.2.10] Eliminated *Kamikaze* AP’s may not be replaced. Thus, the combat loss of these AP’s does not result in movement of any “Air Point (type) Eliminated” marker.

### [61.2.11] USN Radar Picket DD’s

Commencing with the cycle *following* the first *Kamikaze* air strike, and in order to counteract them, the US player may deploy Radar Picket DD TF’s, as a special “screen” against *Kamikaze* attacks.

Radar picket DD TF’s must contain a minimum of 3 DD’s (not DE’s). They may be initially part of, then detached from, USN TF’s as they move (an exception to the normal TF Reorganization requirements).

Picket DD’s must remain within one hex of a TF in order to screen it. Any *Kamikaze* strike which overflies, or flies within two hexes of a picket DD TF, is considered “screened” by the picket DD’s.

Prior to resolving air combat between Allied CAP and a picket-screened *Kamikaze* attack, the Allied player rolls 2D6. He receives a column shift (right) equal to the DR differential, in resolving his air-to-air attacks vs. that *Kamikaze* strike.

When formed, picket DD TF’s comprise a separate TF, with its own TF card, assuming the fuel status of the detaching TF. It’s mission is “MOV’T/SCREEN.”

### [61.2.12] Japanese “Baka” Bombs

Japanese *Kamikaze* attacks by MXY7 (*Ohka*; or derisively named “Baka” by the Allies) AP’s occur via a special process.

“Baka” bombs must be carried by G4M *Betty* AP’s. Each G4M AP may carry 1 “Baka” bomb AP.

G4M’s (G4M2’s in 1944; G4M3’s in 1945) possess special “transport” ranges (see *Kamikaze AP charts*). G4M’s must transport their “Baka” bombs to an Allied TF target hex, and survive CAP in that hex (they are *not* subject to TF AA fire) in order to launch their transported “Baka” AP’s.

“Baka” Attack Procedure. “Bakas” successfully released all attack *individually*. Prior to resolving AA fire, the Japanese player rolls 2D6. On any DR of “2” or “12,” the Japanese player may nominate the target ring for the attack. Otherwise, the target must be either the inner or outer ring.

If the target ring is to be the inner or outer ring, the Japanese player rolls 1D6. On a DR result of “1-2,” the inner ring is the designated target; on a DR of “3-6,” the outer. If the target ring, as determined, has no ships, there is no attack—the attacking “Baka” AP’s attack is considered to have failed.

Determine AA effects against a target ring normally, *except that* only the immediate target ring fires. Use the “1-2” AP’s attacking column, against a MEDIUM altitude approach mode. Only AA “eliminated” results affect the attacking “Baka.”

If an attacking “Baka” survives AA fire, determine its target within the designated target ring randomly, amongst all ships present, as follows:

- 1) Enumerate all ships present as #’s 1 - 2.
- 2) Roll 1D10. If the DR result equates to an enumerated eligible target ship, that ship will be attacked. If not, no attack occurs—the “Baka’s” attack has failed.

*Example:* If a targeted inner ring slice (or core) has four ships, they are numbered 1-4, randomly. On a DR (1D10) of “1-4,” one of these ships may be attacked. On any other DR result, the attack automatically fails.

Surviving “Baka” AP’s then conduct their attacks, as if they were a normal air-surface attack, using an attack altitude of LOW; applying rule 61.2.7.



### [61.2.13] Japanese AP Reserves

During any Strategic G/T, after the first successful (defined as any damage inflicted upon an Allied ship by one) *Kamikaze* mission, the Japanese player gains the option of mobilizing the bulk of the remaining Japanese “training” and “reserve” aircraft establishment, as special air blocks.

Each block withdrawn costs 1 Japanese CP plus 1 PP (*exception*: if Japan is unable—for whatever reason—to produce PP’s, the PP requirement is waived). In addition, the first time the Japanese player “purchases” such air blocks, the *Air Point Training Schedule* (see 58.4) for all Japanese air block types is increased by one cycle, permanently. The Japanese player must record this, and adjust any scheduled air block reinforcements on his *OOB/Reinforcement Schedule*, by “pushing them back” one cycle.

For each *subsequent* (i.e., after the 1<sup>st</sup>) training air block released, no additional time is added to Japanese AP training schedules but, in order to avoid the “cycling behind” (as above) of all air blocks currently on the *Reinforcement Schedule*, the Japanese player must immediately expend 1 PP (above PP waiver applies) + 2 CP’s for each block he wishes to maintain “on schedule.”

Japanese Emergency Training Air Blocks are constituted as follows:

### JAPANESE EMERGENCY TRAINING AIR BLOCKS: KAMIKAZES

AP Type	Thru 4/45	5/45+
Ki-27 <i>Nate</i>	2	1
A5M <i>Claude</i>	1	1
A6M3 <i>Zero</i>	2	1
A6M2-N <i>Rufe</i>	1	1
F1M2 <i>Pete</i>	1	--
E13A1 <i>Jake</i>	1	1
Ki-43 <i>Oscar</i>	2	1
Ki-45 <i>Nick</i>	1	--
J1N1 <i>Irving</i>	1	1
D3A2 <i>Val</i>	4	1
B5N2 <i>Kate</i>	2	1
Ki-36 <i>Ida</i>	1	1
Ki-30 <i>Ann</i>	1	1
Ki-51 <i>Sonia</i>	1	1
Ki-46 III <i>Dinah</i>	1	1
G3M3 <i>Nell</i>	2	1
Ki-15 <i>Babs</i>	1	1

When emergency training air blocks are released, they are constituted as above, depending on the date released (i.e., “purchased”).

Emergency air block AP’s are not *required* to be expended as *Kamikazes*, but (of course) they may be.

The Japanese player may remove a maximum of 1 such air block per cycle.

Immediately after withdrawing the 1<sup>st</sup> (and all subsequent) such air block, the Japanese player rolls 2D6. On a DR of “7,” he must, in order to free *subsequent* training air blocks, roll another “7.” If unsuccessful release DR’s are made, no CP’s/PP’s are spent in the effort. The Japanese player must make this “release DR” following the successful withdrawal of each emergency training air block.

**Pilot Status.** All emergency training AP’s arrive, in airbases in Japan, as “green.”

*Player’s Note: These units represent the “scraping of the bottom of the barrel,” which the Japanese were relegated to in a desperate effort to fill out the rapidly-thinning Kamikaze ranks. For the most part, these aircraft were obsolete, but effective as Kamikazes.*

### [61.2.14] Operation “Tan”

Once *Kamikaze* strikes are initiated by Japan, Japanese non-seaplane land-based BMR block AP’s may initiate 1-way suicide bombardment air strikes vs. land targets as well.

All *Kamikaze* rules apply equally to these strikes. Attacking BMR’s which survive CAP & AA conduct bombardment strikes using their *Extended-Range Bombardment Values*, as if the strike were a normal one. Following the attack, though, all striking BMR’s are eliminated.

Use attacking BMR’s’ *Kamikaze Range* as the maximum range allowable. Note: G4M2 *Betty* AP’s use the G4M3 *Kamikaze* range.

### [61.3] Seaplanes

Seaplane AP’s are marked as such on each sides’ *Air Point charts*. Unless specifically noted, seaplanes must be based at seaplane bases (see 60.8). Those AP’s (e.g., PBY) noted may operate either from seaplane bases or from normal A/F hexes.

Seaplanes based at both A/F’s and seaplane bases may be attacked by normal bombardment and strafing procedures.

### [61.4] Fighter-Bombers

Fighter-Bomber (FB) AP’s operating in their FB role resolve air-to-air combat defensively using their FB Air Combat Values. After *receiving* an enemy air-to-air attack, FB AP’s (all or some) may choose to “jettison their bombs” and immediately revert to their FTR role. They would then *attack* the enemy AP’s using their normal Air Combat Strength; afterwards they would return to base without completing their plotted strike.

Alternately, such AP’s may choose to retain their bombs and continue their plotted strike. They would then attack their plotted target, as FB’s.

### [61.5] Alternate Airbases

AP’s performing a strike that are plotted to return to an airbase that receives any damage level during the same phase may instead return to some other friendly airbase within their range, as if they were plotted to perform a *Strike Transfer*. (This rule becomes especially important when carriers are sunk, and the AP’s allocated

to them must seek an alternate place to land).

## [61.6] US B-26'S: Attrition

### [61.6.1] US Tactical Air Block Attrition

US B-26 AP's must contribute the first AP "attrited" from US Tactical Air Blocks, during each cycle (see 37.1.3).

## [62.0] SPECIAL RULES: MISC.

### [62.1] US Command Delineation:

#### MacArthur/Nimitz

When the US *Southwest Pacific (S.W. Pacific) HQ* is initially deployed, the US *SW Pacific Force Naval HQ* arrives with it, commanded by Adm. Leary.

Ground units activated by, or only *capable of being activated by*, the *SW Pacific HQ* may be sea-transported only by naval units activated by the *SW Pacific Force HQ*.

In addition, any ships (regardless of type) comprising such TF's (i.e., including escorts, if any) must be activated by that HQ.

#### [62.1.1] *SW Pacific Force HQ*

This HQ is unique among Fleet-type HQ's, in that it is a permanent appendage of the (senior) US *SW Pacific HQ*. If the *SW Pacific HQ* is moved, the *SW Pacific Force HQ* may be moved along with it, for no additional CP cost. This HQ is not *required to remain with* the *SW Pacific HQ*.

#### [62.1.2] *7<sup>th</sup> Fleet HQ*

The *SW Pacific Force Fleet HQ* is replaced in cycle 0/1/43 by the US *7<sup>th</sup> Fleet HQ* (commanded by Adm. Carpenter). The US *7<sup>th</sup> Fleet HQ* functions identically to the *SW Pacific Force HQ*.

[62.1.3] US Combined HQ's are eligible to activate ships within the *SW Pacific Force* or *SW Pacific HQ*'s Command Radius without penalty, except for the above restriction regarding transport of *SW Pacific*-commanded ground units.

### [62.1.4] *SW Pacific HQ*: CP Restrictions

If a US Combined HQ exists (e.g., *South Pacific*) within the Command Radius of the *SW Pacific HQ*, and Gen. MacArthur is in command of the *SW Pacific HQ*, the US player is bound by certain CP allocation restrictions.

During any Strategic G/T, as long as these conditions exist, the US player may not allocate CP's to those 2 HQ's in excess of a 2:1 ratio in favor of either HQ. For purposes of this rule, both the *SW Pacific Force Naval* & the *7<sup>th</sup> Fleet HQ*'s are considered part of the *SW Pacific HQ*. Note: This restriction is lifted, permanently, commencing with G/T 0/5/43.

### [62.1.5] *SW Pacific HQ*: CP Borrowing

If Gen. MacArthur is in command of the *SW Pacific HQ*, any Fleet HQ (*7<sup>th</sup> Fleet*; *SW Pacific Force*) stacked with Gen. MacArthur's *SW Pacific HQ* may exchange CP's with that HQ freely—as if they were "like-type" HQ's.

### [62.2] Breaching Japan's Inner Defense Perimeter

The Japanese *Inner Defense Perimeter* is breached whenever, after 1942, the Allied player has ground units in any two of the following territories:

- Philippines
- Formosa
- Okinawa
- Malaya
- Java
- Borneo
- The Marianas

For purposes of this rule, the conditions satisfying the breach of the *perimeter* must result from Allied re-invasion, liberation, or re-conquest of the geographical areas listed.

### [62.3] Collapse of the Japanese Economy

[62.3.1] If at any time the Japanese player cannot produce at least 1 PP during a Strategic G/T, his entire economy and production system "collapses." The Japanese player may no longer produce units or withdraw units from production. In addition, Japanese Homeland Resource Centers cease to be a source of CP's (i.e., they are all effectively reduced to "zero").

[62.3.2] When the Japanese economy collapses, Japanese CP's are determined using the "1-10" column resource level for the remainder of the war (regardless of the Co-Prosperity Sphere resource level).

Additionally, the Japanese player rolls 2D6. The DR result is multiplied by 10. This product is the amount of special "reserve" CP's immediately placed into a Future Operations Pool—if, and only if, one is available). These CP's represent the country's final stocks of military and economic goods, and are unrelated to any other reserve CP stockpiles.

[62.3.3] Once the Japanese economy has collapsed, it may never recover. There is nothing the Japanese player can do to create more CP's or resume production.

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## WITP ERRATA

04-30-06

### I. MAIN MAPS

#### 1. Main Map "B:"

B1240 (Hong Kong): Green "crossing arrow" does not match that on Terrain Key (Map "A"), with the colors not matching. Crossing arrow does exist where depicted.

### II. TACTICAL MAPS

#### 1. Sheet 14B:

Southern Lau Grp, legend: Correct spelling is "Southern" (Lau Grp).

#### 2. Sheet 13A:

Jaluit Atoll, center legend: Correct spelling is "Distances."

#### 3. (Airfield sites)

The following tactical map airfield locations are missing the small "airplane" graphic that accompanies most other island airfield depictions. They are:

##### Sheet 1B:

Kwajalein I: (4216, 4315, 4415)

Roi (3504, 3505, 3605)

##### Sheet 14A:

Maui (4711)

##### Sheet 15A:

Midway (2009, 2109)

##### Sheet 17A:

Wake I: (3009, 3108, 3209)

#### 4. Missing Tactical Maps:

Marcus I. (D1838)

Adonara, Solor, and Lomblen Is. (C2318)

**Note:** These maps will be available for download at the Decision Games website ([www.decisiongames.com](http://www.decisiongames.com)), and will be distributed in hard copy in the upcoming *War in the Pacific Player's Guide*.