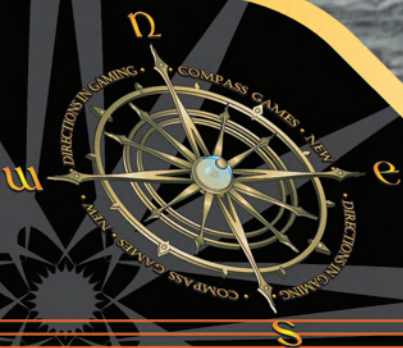# OCEANS
OF
FIRE

The Pacific Theater
in World War II

RULES OF PLAY

Compass Games
New Directions in Gaming

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1.0 INTRODUCTION

Oceans of Fire (Oceans) is an area movement, strategic simulation of the Pacific Theater of Operations in World War II. Players command the forces of the Japanese, American, British Commonwealth (CW), Netherlands, and Chinese forces that fought in the Pacific and Southeast Asia. Although large in scope, the game is designed to be easy to play. There are five scenarios ranging from a short introductory Solomons scenario to an eight turn Campaign Scenario.

1.1 Number of Players

Oceans is designed for three players. In a two-player game, one player controls the Japanese forces and the other player controls the combined Allied forces (US and CW). In the three-player game, the Allied side is split between a US Player and a CW Player.

1.2 Component List

Oceans contains:

- (1) 34 x 43 Mapboard
- (4) Small-counter sheets
- (2) Large-counter (naval units) sheets
- (1) Deck of seventy cards
- (1) Rules book (*what you're reading*)
- (1) Playbook
- (1) Double-sided 8" x 11" Naval Battle Board/Special Rules PAC
- (1) Double-sided 8" x 11" Victory Point / Resource Card (*may be photocopied*)
- (1) Double-sided 8" x 11" Unit Key / Map Key Card
- (2) 8" x 11" and (1) 8" x 5.5" Carrier Air Displays
- (8) Double-sided 8" x 11" Player Aid Cards (*two copies of four unique PACs*)
- (2) Double-sided 8" x 11" Sequence of Play Cards (*two copies of same*)
- (3) Double-sided 8" x 11" Reinforcement Cards
- (3) Single-sided 8" x 5.5" Force Pool Cards
- (6) 10-sided dice [D10s]

1.21 Dice and rounding

A zero on the die is always a ten. A modified roll above ten is treated as a ten unless the table goes beyond ten. A modified roll below one is treated as a one unless the table goes below one.

When rounding any number, always retain all fractions until the final calculation before rolling and always round to the nearest number. Unless the rules explicitly state otherwise, when rounding *factors*, always round 0.5 up; when rounding the *number of dice to roll*, always round 0.5 down.

Example: A CVA-½ air unit normally provides ½ of a factor for Ground Support and rolls 1 die for Naval Bombing. If it is subject to a condition that halves its effectiveness, it would add ¼ of a factor to Ground Support and roll zero dice for Naval Bombing.

1.3 Glossary of Terms

Terms that have a specific meaning will be printed in **bold** when they are first defined. A list of specific terms can be found at the back of the Playbook in the *Glossary and Index* section.

2.0 COMPONENTS

2.1 Mapboard

The mapboard represents the portion of the Pacific Ocean and Asia where the Second World War was primarily fought. Locations outside this are abstracted by Off-map Boxes.

2.11 Areas and Spaces

Areas shaded in gray are non-playable and contain no information other than the area name; otherwise, the mapboard is divided into three types of playable Areas:

- A **Land Area** is an area that consists entirely of land.
- A **Sea Area** is an area that consists entirely of sea, and has a dark blue name.
- A **Mixed Area** is an area that contains both land (as one or more Playable Islands) and sea, and has a light red name.

Example: Burma is a Land Area, the Central Pacific is a Sea Area, and the Solomons is a Mixed Area.

A **Playable Island** is an area that consists entirely of land but is fully surrounded by the sea portion of a single Mixed Area (**exception:** both *Borneo* Spaces are considered Playable Islands even though they share a land border). All Playable Islands are represented by light blue circles either on the island itself or with an arrow aspect pointing to the geographic location of the island.

Example: The geographic "island" of New Guinea is not considered a Playable Island in game terms as the entire island of New Guinea is not surrounded by a single Sea Space; however, Palau is a Playable Island as it is contained solely within the West Carolines Mixed Area.

- A **Land Space** is either a Land Area or a Playable Island portion of a Mixed Area.
- A **Sea Space** is either a Sea Area or the sea portion of a Mixed Area.

Design Note: A 'Space' and an 'Area' are usually interchangeable terms except when dealing with Mixed Areas. In a Mixed Area, there will always be one or more Land Spaces (i.e. Playable Islands) and a single Sea Space. The reason we have this distinction is because movement rules sometimes restrict entry into *Areas* (i.e. both the Playable Islands and the Sea Space portion).

The name of a Mixed Area is the same as the Sea Space portion of the Mixed Area. If it is unclear which is being

referred to, the rules will specify the *Mixed Area* or *Sea Space*.

Two Areas/Spaces are **adjacent** if they share a boundary (2.14). Areas separated by an impassable boundary (2.14) are still considered adjacent but have restrictions on which unit types can move between them.

A Land Area must have a port bordering a Sea Space for a naval unit to be allowed to enter/exit via that Sea Space; this includes Land Areas adjacent to multiple Sea Spaces (*e.g. North Honshu* or *Korea*). Amphibious Assaults (12.7) and Shore Bombardment (12.5) are not restricted.

Five Spaces begin the game neutral. The three USSR Spaces remain neutral in *Oceans* and may not be entered by any player. *Siam* and *Ulithi* begin the game neutral but may be entered at any time by any player (5.22).

Design Note: The USSR areas have been included for possible expansions or add-ons.

2.12 Area and Space Information

The following information is contained within a Space.

Space Name – The name of the Space. If on a banner, this Space is a Replacement unit entry location (21.42).

Terrain Type – Indication whether the Space is a Land or Sea Space.

Design Note: There is no jungle terrain, *per se,* on the map, as all the terrain in the Pacific was difficult for the combatants. Instead, the impact of jungle is reflected by the different capacities of each Space.

Intrinsic Port Type and Capacity – Indicates the type of port (if any) in the Space. The number of full-strength naval units that may base at a port is equal to the **Port Capacity**, which is also the **Landing Capacity** of the port. These capacities may be increased by Port Upgrade markers (21.35). The Landing Capacity may never exceed six (6.32). The type of naval units that may base at a port depends on the port type and capacity (6.3).

Intrinsic Airfield Capacity – Indicates the number of Air Points that may base there, which may be increased by Airfield Upgrade markers (21.32).

Division Capacity – Indicates how many divisions or equivalents may stack in the Land Space.

Control Marker – Indicates the initial control of a Land Space, as well as the intrinsic ground and anti-aircraft (AA) defense of the Space as shown on the Unit Key.

Resources (Regular or Oil) – Indicates whether the Land Space contains any Resources, which are used to determine the number of Command Points Japan and/or the CW receive (9.1; 21.11).

2.13 Ports, Bordering Sea Areas, and Basing

There are three levels of ports in *Oceans*: Major Naval Bases, Minor Naval Bases, and Minor Ports. When referring to all three types, the term **port** will be used.

A port **borders** all adjacent Sea Spaces. For Spaces with multiple ports, each port's location will clearly indicate which Sea Spaces they border. Naval units based in one of these ports must be positioned adjacent to the bordering Sea Space (6.3).

Example: As indicated by its location, the 3-value Port of Seoul borders the Yellow Sea while the 1-value Port borders the Sea of Japan.

A port on a Playable Island only borders the Sea Space portion of that Mixed Area.

IMPORTANT: Naval units may only enter or exit a port via a bordering Sea Space.

2.14 Boundaries

Adjacent Spaces are separated from each other by **boundaries**. Most boundaries are **normal boundaries** with no additional game effects. Other boundary effects are as follows:

	Air Passages (yellow arrows) – Considered adjacent for air units (only). A land strait (see below) also functions as an air passage.
	Borneo – For game play purposes, *British Borneo* and *NEI Borneo* are considered as separate Playable Island Areas within the *Borneo Sea* Mixed Area. These are the only Playable Islands that have a land boundary. Land Movement is allowed between these two Playable Island Spaces.
	Impassable – Ground units may not cross an impassable boundary (***exception:*** ground units may cross the impassable boundary between *SE China* and *North Indo-China* beginning Turn 7). Air units may not fly Missions across the impassable boundaries in Australia.
	Allied Restricted Waterway – The border (in dark red) between *Japanese Home Islands* and *Sea of Japan* may only be crossed by Allied naval units if they control at least one of *Kyushu, South Honshu*, *North Honshu*, or *Hokkaido*.
	Japanese NAV Air Passages (orange arrows) – Allow Japanese NAV (not CVA) to perform Interception or fly Missions across the arrows at Extended Range (12.33; 12.34). **Design Note:** Japanese twin-engine bombers had a significant range advantage over Allied air (other than B-17s and PBY scout planes) until late in the war; the above rule reflects this.
	Land Straits (white arrows) – Ground units may move and Retreat across a land strait without naval transport. Air units treat the connected Spaces as adjacent for all purposes.
	Leyte-Samar – For game play purposes, *Leyte* and *Samar* islands are considered as a single Playable Island.
	Mountain - Ground units are halved when attacking across a brown mountain boundary into a Space that is not already contested (5.3; 19.21). Intercepting air units receive a -1 DRM when intercepting across a mountain boundary. Some mountain boundaries include a number in a circle – this indicates the number of divisions or equivalents that may use Ground Movement across that boundary in a single Impulse and trace supply across that boundary from a contested Land Space bordering that boundary (two air points are treated as one brigade for tracing supply).
	Rabaul – For game play purposes, the islands of New Britain (with the Major Naval Base *Rabaul*) and New Ireland are considered as a single Playable Island; hereafter referred to as just *Rabaul*.

Design Note: Even though the actual *Malaya/Siam* border runs through the middle of the Malayan peninsula, the Malayan peninsula is considered as one Land Area for game play purposes.

2.15 Map Key, Information Lists, Charts, and Tracks

The map includes a General Records Track (GRT) to track Japanese Resources and Victory Points, a Turn and Action Round Track (northwest corner), and (for each Nationality) Replacement Point Tracks and Activation and Command Point Tracks.

The PACs include the Map Key, which identifies the symbols and colors used on the map, as well as providing summaries of port characteristics, regional boundary rules, supply source rules, etc.

2.16 Boxes

There are five Off-map Boxes: the *British (BR) Box*, the *China-Burma Box*, the *Persia Box*, the *New Zealand (NZ) Box*, and the *US Box*. **Off-map Boxes** function as Land Areas and are adjacent only to the Area(s) sharing a border with them. Off-map Boxes have unlimited Division Capacity and Airfield Capacity unless indicated otherwise.

Movement to/from an Off-map Box follows all rules of normal movement with the following exceptions:

- Air Movement between:
  - the *US Box* and either *Oahu* or a friendly-controlled Land Space containing a *B-29* symbol costs all of a *B-29* unit's MPs and can only be done by *B-29* units (21.22; 11.31)
  - the *China-Burma Box* and *Burma* costs one MP
  - the *Persia Box* and *Baluchistan* costs three MPs
  - the *BR Box* and *Persia Box* costs all of an air unit's MPs

  No other Air Movement is allowed into or out of an Off-Map Box.

- Land Movement may only occur to/from bordering Land Spaces or between the *Persia Box* and the *British Box*.

- Naval Movement may only occur to/from bordering Sea Spaces. Naval Movement *out of* an Off-Map Box adds one additional MP.

- Only units of the owning side may enter an Off-map Box, which means Off-map Boxes may never be subject to combat, be the Target of a Mission (12.0), or be Intercepted into (14.0).

- As marked on the map, units may not Intercept out of an Off-Map Box (**exception:** Interception is allowed out of the *China-Burma Box* into *Burma*).

The **Strategic Warfare Box** is used for US submarine and *B-29* units that are allocated to Strategic Warfare (9.9; 21.2).

The **Breakdown Boxes** are used when units break down into smaller components (2.32).

The **Fleet Holding Boxes** can be *optionally* used by the players to hold large numbers of naval units. Each Fleet Holding Box has a default location that it represents, as well as an associated counter to track its location. It is recommended that *TT* units *not* be stored in Fleet Holding Boxes.

2.2 Counters

The counters in *Oceans* represent the military forces (*termed "units"*) of each country and various means to record unit and game status (*termed "markers"*).

2.21 Nationality and Branches

The three sides include units from different military branches and different nationalities. The unit key indicates the different coloring scheme for these, with the Japanese forces generally being white and red (IJA) or burnt orange (IJN), the United States (US) generally being green, and the Commonwealth (CW) forces being tan. Philippine units are controlled by the US Player, while China and the Netherlands are controlled by the CW Player.

2.3 Units

There are three types of units: air units, ground units, and naval units.

Units are always located in one of several states:

- In-play on the map (includes all Boxes, except the Breakdown Box); hereafter "*On-map*".

- In-play, but in a Breakdown Box.

- Available to the player, but off the map and in their Force Pool.

- Available to the player, but not yet in their Force Pool or on-map (this includes Reinforcement units, Special Japanese Replacement CVA, etc.).

- Removed from play (e.g. units that are permanently eliminated, withdrawn, etc.).

A unit is considered **operational** if not marked with an *Abort*, *Refit*, *Relocating Base*, or *Repair* marker. Air units must also be based on an operational carrier or at an airfield with sufficient unused Air Capacity (6.2) to allow the unit to move or perform Missions.

A carrier must currently have **less than** 50% damage to its current side to be considered operational (17.52). If the carrier is a two-sided unit, the carrier represented by the back of the counter would still be considered operational. All other units are always considered operational, except as noted above.

2.31 Force Pool Units

A player's **Force Pool** holds all units that are available to that player but are not currently in-play. This includes unbuilt Facility (fort and Upgrade) markers, as well as units that were eliminated and are awaiting rebuilding. The US Player

also begins the game with six battleships **(the BB+ units)** in their Force Pool that can be Refit to have improved AA capabilities (9.75).

2.32 Breakdown Box Units

The **Breakdown Boxes** hold units that have broken down into their component parts or these parts waiting to be used. Breakdown units are strictly limited by the counter-mix. Japanese Breakdown units are color coded and Japan has two sets of generic breakdown units: *Breakdown A* and *Breakdown B* units.

Example: The Japanese 56th XX can exist as either a single division or as its two associated breakdown units – the XX(-) unit and the XX(Det) unit.

The process of breaking down a unit or recombining may be done at any time. For ground units, the named divisions may breakdown, as well as the following divisions *if they use the appropriate generic breakdown units*:

- British: 8 – 8 (*i.e. 8 Attack Strength – 8 Defense Strength*) divisions
- US: 9 – 9 divisions
- Indian: 5 – 6 divisions
- Australian: 9 – 9 divisions
- Japanese: 9 – 9 or 10 – 10 divisions (*if a 9 – 9 division, the 4 – 4 breakdown unit begins with one Hit*)

When a division breaks down or recombines, apply any Hits to ensure the same defense strength is maintained. The status (*Out of Supply, etc.*) of a division transfers to *all* its breakdown units. When recombining, mark the division with any and all status markers from the units used. Breaking down and recombining may only be done with the same color-coded units.

Example: If three components of a division recombine while one of them is marked Used, another is marked Unsupplied Level 1 (USL-1), and the third has two Hits, the recombined division is marked both Used and USL-1 and also has two Hits.

When a breakdown unit is eliminated, do not return it to the Breakdown Box – it may be rebuilt just like a normal unit. If all the breakdown units are in a player's Force Pool, they can swap them with the division in the Breakdown Box to rebuild the division instead of the individual breakdown units.

*Example: The Japanese 18th XX is broken down into its two components. When the 18th XX(-) unit is eliminated but the 18th XX(Det) is still on-map, the eliminated 18th XX(-) unit is **not** returned to the Breakdown Box, but instead goes to the Japanese Force Pool (where it would be available to be Rebuilt). If the 18th XX(Det) is then eliminated, the Japanese Player could return it to the Force Pool with the 18th XX(-) unit (in order to Rebuild each unit separately), or swap both these units with the 18th XX in the Breakdown Box, placing the 18th XX unit in their Force Pool and the two breakdown units back into the Breakdown Box. Japan would then be able to Rebuild the 18th XX unit.*

For air points, a player may freely "make change" with units in the Breakdown Box, provided an equal number of air points **of the same type** are exchanged.

IMPORTANT: The total number of available air points of each type is a strict limit. The Breakdown Box must always contain the indicated **number** of each air point type, though the exact denominations of the individual units in the Breakdown Box may vary over the course of the game.

Design Note: A player may also breakdown or recombine with eliminated air units in their Force Pool, as long as they are careful to not add additional air points to the map.

A two-sided naval unit that has corresponding single-sided units (*i.e. same names*) may break down and recombine using an identical process as described above. The exception is that two-sided transport (TT) units may break down into *any* two **one-sided** TT units.

For naval and ground units, one set of units must always be in the Breakdown Box – this includes the number of steps of TT units (*e.g. Japan begins Turn 1 with four steps of TT units in their Breakdown Box – there must always be four steps of TT units in the Box, though the distribution may change throughout the game*).

Examples: If the US Player has the CA-5/CA-4 unit on-map, the individual CA-4 and CA-5 units must be in the Breakdown Box. Similarly, if the Japanese 18th XX(-) and 18th XX(Det) units are in-play on the map, the 18th XX must be in the Breakdown Box.

2.33 Air Units

Air units abstractly represent about thirty aircraft of the indicated type. There are two broad classes of air units: Ground Based Air (GBA) and Carrier Air (CVA). **Ground Based Air** includes Army Land Based Air (LBA), Naval Air (NAV), US Marine Air (MAR LBA), and US B-29 Strategic Bombers (B-29).

Air units are rated by the number of air points represented by the unit. This number is used for basing (6.2), when activated for Air Missions (12.3), and for Air Combat. **A B-29 unit counts as two air points for basing and activation**, but does not participate in Air Combat (this is shown by the yellow (2) on the unit). When referring to air units, the nomenclature used is *{type}-{number}*, such as *LBA-4* to represent a four-factor LBA unit.

Unlike other units, air units are back-printed with a *Used* side; instead of placing *Used* markers on air units, a player may simply flip the unit.

As air units incur Hits (16.2), a player may use breakdown units to remove air points to the player's Force Pool, or apply Hit markers to the on-map unit (**exception:** an air point marker that suffers Hits equal to its value **must** be removed to the player's Force Pool; e.g. an *LBA-2* that takes two Hits must be removed). **When removing units from the Breakdown Box, it is important to make sure that the total value of air points in the Breakdown Box remains constant.**

Design Note: There is a slight advantage to using *Hit* markers, as these can take Replacements without needing to be rebuilt and then moved to the front. However, rebuilt air points do get a free Redeployment to return to the front so this advantage is somewhat mitigated.

GROUND-BASED AIR POINTS — Strength, Air Silhouette, Counts as two Air Points for basing, Entry Turn, Special Identifier, Activation Card; Army, Navy, Army, Marine, B-29, Chinese, New Zealand, NEI, Australian, British
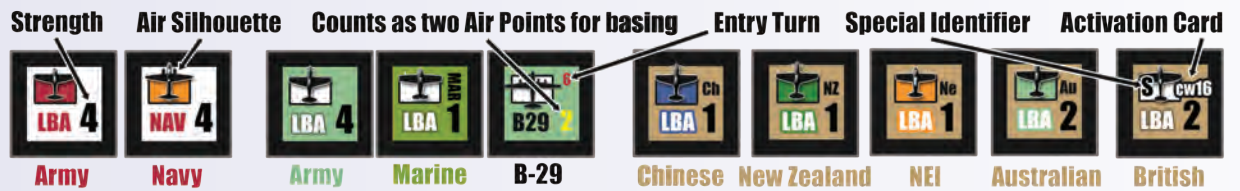
CARRIER-BASED AIR POINTS — Replacement, Low-Quality, Elite; Japan, US, British

An air unit with a *Hit* marker is considered to have air points equal to the value on the front of the counter minus any associated *Hit* markers.

Example: A CW LBA-4 has taken three Hits; it is treated as having one LBA point for all purposes. If the appropriate breakdown units are available, the CW Player could exchange the LBA-4 with an LBA-2 unit and two LBA-1 units, applying three Hits to them (eliminating the LBA-2 and one LBA-1). The LBA-4 unit would go to the Breakdown Box, the eliminated LBA-2 and LBA-1 units would go to the CW Force Pool, and the other LBA-1 would remain on-map.

Players may not artificially create larger air units by 'breaking up' an air unit and adding Damage markers to it; e.g. an on-map *LBA-2* cannot be replaced with an *LBA-4* with 2 Damage.

2.33.1 Carrier Air (CVA) Units

CVA include full-strength (*CVA-1*) and half-strength (*CVA-½*) carrier air, Japanese Elite (*CVA+*), Regular, and Low-Quality (*CVA-*) carrier air, and Japanese Special Replacement carrier air. The different quality types of Japanese CVA all behave the same except in terms of Air Combat (18.0) and Naval Bombing (17.3).

IMPORTANT: Operational CVA **must** base on a friendly, operational carrier, if sufficient capacity exists. CVA *may* base at a Land Space's airfield if no operational carriers with sufficient capacity for them are within range. Rebasing CVA (*11.33; 13.2*) must also meet the above requirements.

CVA on a *non-operational* carrier (6.23) or a carrier undergoing Repairs (9.74) are exempt from this restriction and may be based at an airfield. If the carrier is in a port, this does not require any activation cost (10.0) – simply move them from the carrier display to the Land Space, keeping their current status. Airfield stacking limits in the Land Space are still required to be met.

At the start of a player's Impulse (Sequence of Play, **Step II.2.e**), operational CVA in the same Space as one or more operational carriers **must be placed** onto those carriers if possible. This does not cost any Activation Points nor does it change the status of either the CVA or carrier. A player may also readjust the basing of their CVA among all carriers in the same location at this point (at no activation cost), provided

the above requirement is met. This mandatory readjustment also occurs at the end of each player's Impulse (**Step II.2.n** in the Sequence of Play).

CVA based at an airfield (i.e. not on a carrier) are not required to be activated and moved to a carrier, but if activated for an Operation (including Interceptions) *that also includes one or more friendly carriers*, they must end their Rebase on one of these friendly carriers, if possible. CVA activated for Movement or for an Operation *that does not include any friendly carriers*, may *not* move directly to a carrier, but must wait until the end of the Impulse before being readjusted to a carrier in their Space.

A carrier with available basing capacity may be activated for Movement (*not a Mission or Interception*) to move into or through a port Space containing operational CVA not already marked *Used* and immediately embark those CVA (placing them on its carrier display). Any embarked CVA must also be activated and after the carrier's movement, it and the CVA are marked *Used*.

Design Note: The above rules encourage players to keep their CVA on their carriers. If CVA are off a carrier, they can return at either the start or end of an Impulse, or if a carrier moves through their port and picks them up.

CVA based at an airfield function as NAV (for Japan) or MAR LBA (for Allies) with reduced capabilities. Allied CVA based at an airfield may not fly Extended Range Missions (12.33; 12.34) and Japanese Elite and Low-Quality CVA retain their bombing DRMs when functioning as NAV (sum with the NAV DRM). Japanese CVA gain none of the Extended Range advantages of Japanese NAV points (2.14; 12.33). **If the rules say 'CVA' only and not 'CVA based at an airfield', they are referencing CVA *only* based on a carrier.**

When a carrier is activated, any CVA based on that carrier are also activated *without additional cost* (10.3). CVA moving to/from carriers other than as excepted above also require activation. *Used* CVA on a carrier may not fly Missions but are still available for Carrier Battle Rounds (17.3) and Air Combat (16.0). CVA based on an operational carrier in port may only Intercept to their own Space (14.21) unless their carrier Intercepts.

CVA range limits impact where they can perform Missions and is different whether on a carrier or operating from an airfield (12.33; 12.38).

CVA must be based on an operational carrier to be able to perform Air Missions as part of a Carrier Strike Mission (12.6).

2.33.2 Half-factor air units

Smaller contingents of carrier air are represented by *CVA-½* units. In addition, occasionally full-strength air points will be subject to halving due to being out of supply (*USL-2* ~ 7.62) or flying extended range missions (12.32). An air point *Disrupted* from AA Fire (18.2) only has its *bombing effectiveness* halved – it is not otherwise halved.

When GBA points are halved for any reason (i.e. *USL-2, Extended Range, Disrupted* Ground Support), the player must group the affected air points into multiples of two. All halving is cumulative if groups contain air units being halved due to multiple effects (e.g. a USL-2 or Disrupted air point flying an Extended Range Mission). Any left-over point has the same penalties as a *CVA-½* unit (*see below*). These 'multiples of two' are treated like individual air points for all purposes except any Elimination or Abort result against them only effects one point and the other point must Rebase after Air Combat and is marked *Used* (**exception:** excess losses can affect this 'other point' ~ 16.21). A Disrupted 'multiple of two' must remain grouped together until the end of the Operation and while grouped together is treated as ½ an air point for Ground Support and rolls only one D10 during any Naval Bombing (18.2).

Example: Japan performs a regular Extended Range Mission with five LBA points. When resolving the Mission, Japan is considered to have two LBA points and one half-point. The half-point will have negative DRMs in air combat and provide less bombing than the full points. If these points get an Elimination and an Abort result against them, one point is eliminated, one point is aborted, and two points must Rebase; the last point would perform the Mission as a half-point LBA.

CVA-½ units function like regular *CVA-1* units with the following differences:

- When based on a carrier, up to two *CVA-½* units may base in a *CVA-1* slot.

- When based on land, up to two *CVA-½* units count as one air point of capacity for an airfield.

- When resolving Air Combat, a player *may* combine two *CVA-½* units into a *CVA-1* unit by stacking them on top of each other (*i.e. one does not need to go through the Breakdown Box*). The *CVA-½* units must be of the same quality if Japanese. Each grouping of two *CVA-½* units roll a single die on the Air Combat table without the -2 DRM penalty for *CVA-½* units.

  IMPORTANT: Unlike air points that are halved for supply or extended range, *CVA-½* units are not *required* to be grouped into multiples of two.

- When resolving Naval Bombing, a player *may* also combine two *CVA-½* units as above. Each combined group of two *CVA-½* units is treated as if it was a single *CVA-1* unit for all purposes; i.e. only one AA roll is made against them, they roll two dice in Naval Bombing unless *Disrupted*, in which case they roll only one, and if *Aborted* or eliminated, both *CVA-½* units suffer that effect. A single *CVA-½* unit only rolls a single die in Naval Bombing.

A player may freely group or ungroup *CVA-½* units before and after Air Combat, but the same grouping that is designated for Naval Bombing must be used when resolving AA fire.

Example: Japan has 2.5 elite CVA from one carrier and 1.5 elite CVA from a second carrier. For Air Combat, they chose to combine the two CVA-½ air units into a group so that they would roll four dice in air combat without any negative modifiers for CVA-½ units. When resolving Naval Bombing Japan could choose to separate the CVA-½ units to have each roll separately against the same or different naval units, but then each would be subject to an AA roll. Alternatively, they could group the CVA-½ units again so that they would only suffer one AA roll against them but would have to be treated as a single CVA-1 unit attacking a single enemy naval unit.

- *CVA-½* units marked *Disrupted, Extended Range,* or *USL-2* are penalized by rolling zero dice in Naval Bombing and providing only ¼ factors of Ground Support. If marked *Extended Range* or *USL-2* they also do not roll in Air Combat. They may still be combined with appropriate *CVA-½* units to be treated like a *CVA-1* unit, but both *CVA-½* units are treated as under the corresponding status marker(s). When separating the units after their Mission, the separate status of each unit is maintained.

Example: The US Player has two CVA-½ units, one Disrupted and one not. Both may be combined to allow the roll of a single die in Naval Bombing (instead of the normal two for a full CVA-1 unit). When the units Rebase, only the one CVA-½ is marked Disrupted, the other retains its original, non-Disrupted state.

- If appropriate *CVA-1* units are available in the Breakdown Box, two *CVA-½* units may be exchanged with a *CVA-1* unit at any point (*and vice versa*).

2.33.3 Japanese CVA Replacement Units

 The only CVA that Japan can Rebuild are the Special Replacement CVA units (*marked by an "R"*). Seven begin the game Off-map and out of play, but are placed into the Japanese Player's Force Pool as Japan incurs CVA losses (21.43).

Design Note: One of these (marked CC50) is only used if brought into play by Card CC50 *Replacements*.

Breakdown color-coding
Unit ID
Unit Type
Infantry
MIL   Militia
Armor

Setup Area
Breakdown Unit
Unit Quality
Gold box = Q4
Red box = No invasions

GROUND UNITS

Reduced Stripe
½ Activation
½ Stacking

No RPs

Unit Size
XX   Division
XX-   Reduced Div.
Det   Detachment
X   Brigade

Entry Turn
Code in black = Upgrade Unit
*=unit subject to withdrawal

Defense Factor

Attack Factor
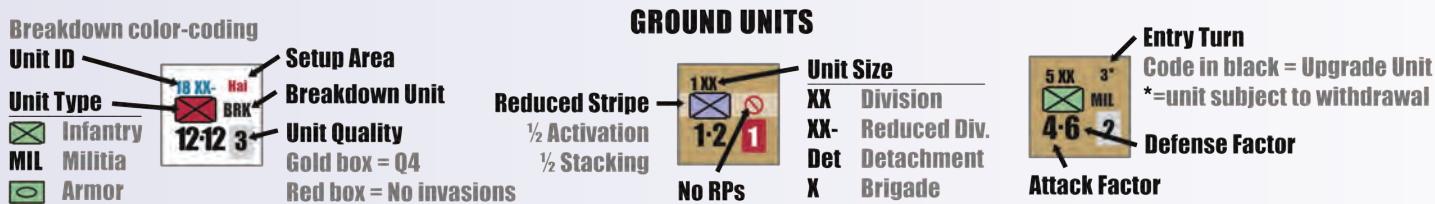
2.34 Ground Units

Ground units represent the brigades, divisions, etc. fielded by the various nationalities. The unit key describes in detail the different factors recorded on these counters. Some of them are shown here.

The type of unit (armor versus infantry) does not matter unless playing with the Armor Bonus Optional Rule (PB 23.3). The **Unit Quality** represents the combat capabilities and élan of the unit, from low (one) to high (four). The unit's **Attack Factor** and **Defense Factor** are used in ground combat (19.0), with the Defense Factor representing the staying power of the unit. Most ground units have two sides, a **full-strength** side (front) and a **reduced-strength** side (back). A **reduced-stripe** provides a visual reminder of any ground unit on its reduced-strength side. Some units may begin or enter play on their reduced-strength side and some units only have a reduced-strength side. Units with a reduced-stripe are treated as half of a division for all purposes, including stacking (6.1) and activations (10.3).

The Attack and Defense Factors of a unit are reduced per Hit taken on the unit (19.21), one point of reduction in each Factor for each Hit, to a minimum of zero. As a unit takes Hits, *Hit* markers are placed directly under the unit. When a full-strength unit takes Hits equal to half of its Defense Factor, flip the unit over to its reduced-strength side and subtract the difference between Defense Factors from its current Hits (*see example*).

Example: The Japanese 4th XX takes five Hits. Instead of placing a 5 Hits marker under the unit, the unit is flipped to its reduced-strength side, going from a Defense Factor of seven to three (effectively counting for four of the five Hits). The player places a 1 Hit marker under the now reduced-strength unit for the fifth Hit. The unit has gone from having a Defense Factor of seven to only a Defense Factor of 2 (7 – 5 = 2, which is the same as 3 – 1 = 2).

Design Note: The full-strength Defense Factor is the total number of Hits that a unit can take before being eliminated. When it takes half of these Hits, its stacking decreases and it costs less to activate, but the Attack and Defense Factors continue to be decreased by one per Hit from its full-strength factors. Flipping the unit to its reduced-strength side reduces the number of *Hits* markers needed and makes it easier to see which divisions are now at reduced stacking/activation cost.

When a unit reaches zero *Defense Factors*, it is eliminated and returned to the owning player's Force Pool (**exception:** surrender ~19.44).

Example (cont.): If the 4th XX takes one more Hit (six total now), it would have an Attack Factor of zero, but still a Defense Factor of one. It remains in the game until it takes its seventh Hit.

Some units begin in-play and others enter as Reinforcements, as indicated by the **Setup Code** in the upper, right corner. This code is either a number (for the turn of Reinforcement) or a letter code (for abbreviating the Turn 1 setup location). If the code is in black, it means the unit upgrades from another unit on the indicated turn (8.3). If an asterisk follows the code, the unit may be subject to withdraw (see Reinforcement Card) on a subsequent turn (8.6). A double-asterisk means the unit only enters play by Scenario Special Rule or Card Play (PB 23.7).

IMPORTANT: Control Markers that have an Intrinsic Ground Defense Factor (IGDF) of at least one are considered ground units (5.4) with some limitations (*cannot move or attack, etc.*). Control Markers without an IGDF (and no Unit Quality Box) are only markers.

Design Note: Chinese and Philippine MIL units were termed divisions historically but were closer in size and firepower to major nation brigades. For all game purposes, these "divisions" are treated as a reduced-strength unit (as noted in the appropriate sections).

NAVAL UNITS

Ship Class · AA Factor · Sunken Ship · *Ship Name/ID* · TT Capacity

CV Carrier
CVL Light Carrier
BB Battleship
BC Battlecruiser
CB US BC
CA Heavy Cruiser
CL Light Cruiser
TT Transport
FST Fleet Supply Train [and base]
SS Submarine [Dummy=Optional fake SS]

Hiei/Kirishima BC
8 --
16/8 4 3

Reduced Stripe
Reduced Basing and Activation

Victorious/Indom. CV
8 1.5
0/6 3

TT-2 CAPACITY 4 TT
4 --
0/10 -- 2

Entry Turn Color Code
1
2
3
4
5
6
7
8

Shore Bombardment · Movement Factor · Air Capacity · Surface Attack Factor / Defense Factor

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2.35 Naval Units

Naval units typically represent one or two capital ships with supporting vessels. Cruisers (CLs, CAs), submarines (SS), transports (TT), and some counters from smaller nations may represent an agglomeration of naval units. The unit key describes in detail the different factors recorded on these counters. A factor denoted by "--" means the unit does not have that capability.

Design Note: The cruiser units typically represent four cruisers, with most US units being a mix of the *Cleveland* and *Baltimore* classes. Japanese *CA-1* to *CA-3*, and the back of *CA-4* represent a mix of the superior *Myoko*, *Mogami*, and *Tone* classes. The front-side of *CA-4* representing two older *Oi* class vessels and *CA-5* represents four of the *Aoba* and *Kato* classes.

All naval units have a ship name/ID, ship type, a graphic indicating the number of sides, as well as a **Movement Factor** (which indicates the number of Sea Spaces a naval unit may move through when performing a Mission ~ 12.4).

All non-submarines also have an **Attack Factor** (for Surface Battles ~ 17.4), a **Defense Factor** (Damage required to sink the naval unit represented by that side of the counter ~ 17.5), and an **Anti-aircraft (AA) Factor** (18.0). Some naval units also have a **Shore Bombardment Factor** (12.5), an **Air Capacity** (which indicates the maximum number of CVA points that may base on the carrier), and/or a **Transport Capacity** (the maximum number of transport points that can be carried by the transport ~ 11.5).

Naval units that enter play as a Reinforcement will have a Turn of Entry Code as a colored box under their Unit Type. The color of the box indicates which Turn the unit arrives as a Reinforcement (*though players should still consult their Reinforcement Card to determine which Round the unit arrives in*).

FST +8 FST BASE
6 --
0/10 -- 2

The Fleet Supply Train (FST) unit includes an **FST Capacity** instead of a Transport Capacity, which is the number of *other* naval units that can base at the FST (6.4). The FST Base indicates which port the FST is currently operating from.

IMPORTANT: Submarine (SS) units are naval units, but only attack using Submarine Combat (17.8) and may only be activated individually or in combination with other SS units (**exception:** if using the optional Dummy counters, activation of a SS unit also activates its associated Dummy counter). Unlike other naval units, SS units must always roll to see if they are included in a combat (12.4; 14.4). US submarine units may also be committed to Strategic Warfare (9.9).

Many naval units have factors on both sides. A naval unit with two sides is at full-strength on its front-side and at reduced-strength on its back (flipped) side. A unit without a back-side (i.e. a one-sided unit) is always considered a reduced-strength unit. A white **reduced-stripe** provides a visual reminder of any naval unit that is currently on a reduced-strength side. The number of ship icons on that side also provides a visual as to whether a unit is at full- or reduced-strength (one silhouette = reduced-strength; two silhouettes = full-strength). Reduced-strength units cost less for activation and only take up half the basing of a full-strength unit (6.3; 10.3). The FST is always considered a reduced-strength naval unit (6.4).

Some two-sided naval units may have corresponding single ship counters. One version of the two ships (*either the single, two-sided counter or the two, separate single-ship counters*) **must** be in the Breakdown Box when the other is on-map (*just like with land units, above*).

Musashi/Yamato BB NAVAL 5
8 --
14/16 2 2

As a naval unit takes Damage, *Damage* markers are assigned to the unit by being placed directly over or under the unit. When the sum of the Damage from these markers equals the Defense Factor on the current side of the unit, the unit is either flipped to its reduced-strength side or permanently eliminated (if no reduced-side or already on it). Naval units never go to a Force Pool (**exceptions:** FSTs and Transports ~17.51).

Design Note: The players can decide if they want to put Damage markers above or below the naval units, as long as they are consistent in their placement.

Once the ship representing the full-strength side is eliminated, the naval unit may **never** return to full-strength unless it is a TT or FST unit.

If the front-side ship of a two-sided naval unit is sunk and that unit has corresponding breakdown units, the naval unit is

flipped to its reduced-strength side and both corresponding single-sided breakdown units are permanently removed from play – it may never be exchanged with these breakdown units. If a single-sided breakdown naval unit with a corresponding two-sided unit is eliminated, the two-sided unit is also permanently eliminated from play – the remaining single-sided unit may never reform into a two-sided unit.

Design Note: For example, this means that if the *Musashi/Yamamoto* unit takes Damage to sink the *Musashi* (front-side unit), the two breakdown units are also permanently removed. Similarly, if the *Musashi* and *Yamamoto* are on-map as separate units (with the *Musashi/Yamamoto* unit in the Breakdown Pool) and one of them is sunk, the *Musashi/Yamamoto* unit is also permanently removed. Note that TT units don't have "corresponding named" breakdown units.

2.4 Markers

2.41 Facility Markers

Facility markers are either Forts, which represent defensive fortifications (21.34) or Upgrade markers. The latter are used to increase the Airfield Capacity (6.2; 21.33) or Port Capacity (6.3; 21.35) of a Space.

2.42 Game Function Markers

Various markers are used to facilitate game play and record game state information for individual units. The relevant rule sections will describe how these markers are used.

3.0 HOW TO WIN

Each scenario details the victory conditions required to win, with the Allied players (CW and US) always winning or losing as a team. Victory is judged by what Spaces the Japanese Player controls or contests (21.1). Some scenarios may modify or add ways to obtain Victory Points (VPs).

The value of each VP Space is listed in the VP Chart (see Player Aid Card) and is indicated on the map by the number of stars. If a Space is not listed, it is worth zero VPs. The Japanese Player receives full VPs for a controlled and uncontested Space and half VPs for a contested Space (5.3), regardless of which side controls the Space. If the VP Chart lists two Spaces together (*marked on the map with half-stars*), Japan receives no VPs if the Allies control either Space. If Japan controls both, they receive full VPs; otherwise, they receive half VPs. In the Campaign Scenario, the number of VPs for any VP Space is also halved if any of the listed Spaces are Japanese controlled and at USL-2 (7.62).

IMPORTANT: These effects are **not** cumulative – the most VPs can be reduced is by half.

Example: The Japanese Player earns one VP if both S. Indo-China *and* N. Indo-China *are Japanese controlled and uncontested and only half a VP if one or both are contested. If the Allied Player controls at least one of these Spaces, the Japanese Player gets no VPs. If one is contested and*

the other is Japanese controlled and uncontested, but at USL-2, they still get a half VP.

Victory is checked at the end of each scenario. Check victory by totaling the number of Japanese VPs (retaining fractions and then, in all but the Solomons Islands Scenario, making one final rounding after all additions) and compare to the VP requirements listed in the scenario. In the Campaign Scenario, this may result in a tie if the VP level is between the Allied and Japanese Victory levels (PB 25.56). The Campaign Scenario also includes Automatic Victory checks on Turns 3 and 6.

4.0 SEQUENCE OF PLAY

Once the players agree on a scenario to play, they should set up the initial units per the specific scenario instructions. Unless stated otherwise, begin at **Phase I** of the start turn.

Each turn is composed of three distinct phases:

I.   A Start of Turn Sequence

II. Four Rounds, with each Round including one Impulse for each player (*for a total of twelve Impulses*)

III. An Interphase to conclude the turn.

The Start of Turn Sequence begins with all players entering initial reinforcements, then determining the number of Command Points (CPs) they each get for the turn. This number is used to determine which player has the Initiative for the current turn (and the player order).

Design Note: These rules are mostly laid out in turn order, but area control, stacking/basing, and supply will be presented first. Knowledge of these basic concepts is necessary because Reinforcements and movement of units around on the map will be impacted by which Spaces are friendly or enemy controlled and the current supply status of the activated units.

SEQUENCE OF PLAY

I. Start of Turn Sequence (in order listed)
   1. Determine CPs (*9.1*)
   2. Japan may expend 1 Oil Reserve Point (*22.11*)
   3. Determine Initiative for the turn (*9.4*)

II. Rounds (four times in the order listed)
   1. Enter **all** reinforcements for the Round (*8.0*)
   2. Initiative Player conducts an Impulse
   a) Japan may expend 1 Oil Reserve Point (*22.11*)
   b) Supply check (own units, bases, Spaces) (*7.0*)
   c) Initiate Ship Repair/Refit (*9.7*)
   d) Initiate Strategic Warfare (*9.9*)
   e) Relocate CVA to carriers (*2.33.1*)
   f) Activate units (1 CP = 12 APs)
   • **Subject to Restrictions (10.3)**
      o Can save up to 11 APs (*9.32*)
   • **Activations that are not Operations** do not place *Combat Concluded* markers and include:

- o Ground Movement (*11.1*)
- o Strategic (Rail) Movement (*11.2*)
- o Air Movement (*11.3*)
- o Naval Movement (*11.4; 11.8*)
- o Naval Transport (*11.5*)
- o Construction (fort, airfield, port) (*21.3*)
- • **Operations (10.1; 13.0) ~ See Op Sequence**; Operations result in placement of *Combat Concluded* markers, which restrict subsequent movement (*13.3*)
  - g) Resolve interrupted Ship Repair/Refit (*9.72*)
  - h) Resolve any initiated Strategic Warfare (*21.23*)
  - i) Check for re-establishment of Supply (*7.4*)
  - j) Remove all *Combat Concluded* and *Used* markers; **exception:** Australian and NZ units that cross into the British Theater (*10.2*)
  - k) Remove *Fired* markers from your submarine units if in port (*9.6*)
  - l) Remove *Relocating Base* (*6.22; 6.34*) markers on your units **if not placed this Impulse**
  - m) Remove *Control Changing* markers (*5.21*)
  - n) Adjust CVA basing (*2.33.1*)
3. The second player conducts their Impulse as above
4. The last player conducts their Impulse as above
5. At end of Round, remove *Abort* and *Disrupted* (*19.2*) markers from all units

III. Interphase (in order listed, by all players)
1. Adjust Japanese Resource markers (*21.11*)
2. Adjust VP markers (*21.12*)

Skip on last Turn of scenario
3. Determine cumulative Strategic Warfare (*21.24*) effects and voluntarily withdraw B-29 and SS units
4. Construct Facilities; Round-Play order (*21.3*)
5. Gain/save/expend RPs; Round-Play order (*21.4*)
6. Redeployments; Inverse Round-Play order (*21.5*)
7. Advance Turn marker to next turn and Round marker to Round 1

5.0 CONTROL

Each Land Space on the map is either controlled by a player or neutral. Control is dynamic and can change each Impulse as units move and conduct combat. It can alternate between each player side multiple times over the course of a single turn.

A **Control Marker** is used to indicate which player currently controls a Land Space; Sea Spaces are never controlled. Control Markers contain: the name of the Land Space; the Nationality of the side currently controlling the Space; the **Intrinsic Ground Defense Factor (IGDF)** of the Space; the Unit Quality of the Space; and the AA Factor of the port in the Space. Note that the factors for one side will usually be different than the factors for the opposing side and that only one of the US or

CW may ever control a Space. The IGDF may also be zero (representing forces below the scale of the game). A Space (and the corresponding Control Marker) is said to be **friendly-controlled** if controlled by the same side as the player.

Example: Dutch Harbor (shown above) begins the game controlled by the US player, with a one IGDF having a Unit Quality or three, as well as two AA factors. It is friendly to the US and CW players. If Japan gains control of Dutch Harbor, the IGDF increases to two factors, but with only a Unit Quality of two. The AA factors remain the same.

5.1 Initial Control

For scenarios beginning on Turn 1, the initial control of each Land Space is printed on the map. Control Markers can be placed when the opposing side controls the Space or the Control Marker has taken Hits (19.5). *Siam* and *Ulithi* begin Turn 1 as neutral – set their Control Markers to the side near the Japanese player for now. For scenarios beginning after Turn 1, the scenario instructions will detail any changes to initial control.

5.2 Changing Control

Control changes because of combat (19.5), Overruns (19.6), or during Movement. When control changes, flip the Control Marker to the new controlling side.

A Land Attack (12.21) or an Amphibious Assault against a Space with **no enemy units and a Control Marker with zero IGDF** immediately flips the Control Marker. An Overrun (19.6) also immediately flips a Control Marker, regardless of its IGDFs.

Example: If a Japanese ground unit attacks an unoccupied North Queensland or conquers it via an Overrun, the Control Marker immediately flips to its Japanese side.

When flipping a Control Marker this way, the port and airfield capacity in the Space are immediately available to the new controlling player.

Control also changes when you eliminate or force to Retreat all enemy ground units in the Space due to combat. When control is gained this way, the Space becomes controlled by the new controlling player, but both sides have restrictions on what can occur in this Space (5.21). The Control Marker is flipped to the new controlling player's side and a *Control Changing* marker is placed in the Space *until the end of the Impulse*.

5.21 Effects of Changing Control

A Space marked with a *Control Changing* marker restricts the **non-controlling player** as follows:

- They cannot base any air or naval units in the Space (*air or naval units in the Space when the marker is placed must immediately Rebase ~ 6.22; 6.34*).

- All their Facility markers are removed (21.39) and no new Facility markers may be placed.

- The Space is considered enemy-controlled for the purpose of Retreat (19.42).

A Space marked with a *Control Changing* marker restricts the new **controlling player** as follows:

- They cannot base naval units at the port in the Space (*but see 6.35*).

- They can still only use half of the intrinsic airfield capacity of the Space (6.21).

- No new Fort or Port Upgrade markers may be constructed in the Space.

- The Space is considered friendly-controlled for the purpose of Retreat.

Example (cont.): Assuming Japan conquered North Queensland *in Ground Combat without an Overrun, they would flip the Control Marker to the Japanese controlled side and place a* Control Changing *marker in* North Queensland *to indicate that the port capacity could not be used until Japan's next Impulse. They could still use half the Airfield Capacity.*

5.22 Siam and Ulithi

The first player to move a ground unit into *Siam* or *Ulithi* immediately places their side's Control Marker there – this includes by Retreat (19.42). Thereafter, control changes like any other Space.

5.23 Conquered Countries

The following countries are conquered when:

- **India** has all seven of its Land Areas controlled by Japan.

- **Australia** has all seven of its Land Areas controlled by Japan.

- **Philippines** has *Luzon*, *Mindanao*, and *Leyte-Samar* controlled by Japan.

- **Netherlands** has *Java*, *Sumatra*, and *NEI Borneo* controlled by Japan.

- **Burma** has *Burma* and *Assam* controlled by Japan.

- **Malaya** has *Malaya* and *Singapore* controlled by Japan.

When a country is conquered, that country loses all saved Replacement Points (21.45) and, while conquered, cannot Rebuild any of that country's units (they remain in the owning player's Force Pool). Once the above conditions are no longer met, that country is no longer conquered.

When the Philippines, Netherlands, Burma, or Malaya are conquered, any on-map units of those countries are immediately removed from the map and put in the controlling player's Force Pool.

Reinforcements scheduled to arrive in a conquered country are placed on the turn track to arrive during the Round 1 Reinforcements of the turn after the country is no longer conquered (8.23).

5.3 Contested Control

A Land Space is **contested** if both players have at least one ground unit there (including a Control Marker with a non-zero IGDF). The controlling side may use the full Airfield Capacity and full Port Capacity in a Contested Space. The non-controlling side may only use half the Airfield Capacity. Upgrade markers may add to these capacities (the non-controlling side may only construct airfield Upgrade markers ~ 21.3).

5.4 Control Marker Characteristics

Control Markers fall into two categories:

1. **Those with zero IGDF** – these are *markers* indicating which side controls the Space and the value of the intrinsic Anti-Aircraft (AA) of the port in that Space.

2. **Those with a non-zero IGDF** – these are treated as *ground units* that also represent the side controlling the area and the intrinsic AA of the port. These units may never be activated and may never move or Retreat. If defending, they contribute to the defense of their Space, but are never included if the controlling player is attacking. For the opponent to control the Space, they must inflict sufficient Hits on the Control Marker to eliminate the IGDFs. A Control Marker is marked with and affected by *Hits* in the same way as any other ground unit, except that a Control Marker may **only** be assigned Hits if no other friendly ground units are in the Space (19.3).

6.0 STACKING AND BASING

Each on-map unit is always located in a single Space when not moving or performing a Mission.

Each Land Space is rated for the **Division Capacity** (for ground unit stacking), **Airfield Basing Capacity** (for air units), and **Port Basing Capacity** (for naval units). If a Space does not have an air or port basing capacity, none of that type of unit may base there (**exception:** Airfield Upgrade markers ~ 2.4.1).

Stacking/basing limits apply separately to each side, but only the controlling player may use the Port Capacity.

Stacking/basing limits are enforced at the end of any Movement, including Rebasing (6.22; 6.34) and Retreats (19.4), and at the end of each player's Impulse.

IMPORTANT: Unlike many games, units embarked on TT units may remain on their TT units in excess of the stacking or basing limits of the Space where the TT unit is currently based (11.51).

6.1 Ground Unit Stacking

The Division Capacity is the number of divisions that may stack in a Land Space.

IMPORTANT: Whenever the rules refer to a "division", they also mean equivalent units unless expressly stated otherwise; i.e. two brigades would equal "one division".

Stacking Value Chart	
Unit	**Divisional Stacking Value**
Control Marker or a Detachment stacked with its parent division	0 divisions for stacking purposes
A reduced-strength division, a brigade, a Chinese division, a Philippine Militia (MIL) division, or a Detachment *not* stacked with its parent division	½ of a division for stacking purposes (*these units all have a reduced stripe*)
Any other full-strength division (XX(-) or XX)	1 division for stacking purposes

6.11 Restrictions

A player may never voluntarily exceed the Division Capacity (hereafter, "over-stack") in a Space, except:

- If no other Retreat path exists, units may over-stack due to Retreat.
- New units entering via Reinforcements (8.0) or due to being Rebuilt (21.42) may be over-stacked.

If over-stacking occurs, the stacking limit must be met by the end of the owning player's following Impulse (current Impulse if over-stacked Reinforcements); if not, any units in excess of the Division Capacity of the Land Space must be eliminated – owner's choice.

The Division Capacity applies separately to each side, with the Allied limit applying to the combined total of all Allied units.

6.2 Air Unit Basing

There is no limit to how many air points may enter a Space during Movement or a Mission. When not Moving or performing a Mission, air units must base at an airfield. An operational carrier is considered an airfield for this purpose. The **Airfield Capacity** impacts the number of air points that may base at an airfield (see below). *B-29* units count as two air points for basing purposes. Air units may not end Movement or a Mission (via Rebase) in a Space where they cannot legally base.

6.21 Airfield Activation Limit

For the side controlling a Space, their **Airfield Activation Limit (AAL)** is equal to the full printed Airfield Capacity plus any friendly airfield Upgrades in the Space. For a side contesting a Space, their AAL is equal to *half* the printed Airfield Capacity plus any friendly airfield Upgrades.

The AAL impacts aircraft as follows:

- Each player may *base* **up to double their AAL** at each airfield.
- The Phasing Player may, during a single activation that is not an Operation, activate a number of air points equal to the AAL for Movement (only).
- The Phasing Player may, during a single **Operation**, activate a number of air points equal to the AAL for Missions (regardless of whether these air points are performing the same or different Missions).
- The Non-Phasing Player may, **during a single Interception opportunity**, activate a number of air points equal to the AAL for Interception. Multiple Interceptions (each being up to the AAL in air points) may be done from a single airfield, provided each Interception opportunity attempt is distinct.

  Design Note: Multiple Interceptions almost always require an Interception of units moving *to* their target, then a second Interception *at* the target… See example 3, below.

- Each player may Rebase all air points at an airfield during loss of control (6.22), regardless of the AAL of that airfield.

IMPORTANT: If a player does not have sufficient breakdown units to meet the above restrictions (e.g. a *LBA-4* based at an airfield with an AAL of only two and no *LBA-2* breakdowns available), the full counter can be committed to the Mission/Interception. However, the air points in excess of the AAL are ignored for all purposes except that they may be subject to losses if that player incurs results in excess of their participating air points (16.21 and example 2, below).

Example 1: The Japanese player controls Rabaul *(basing value of six). They may base up to twelve air points there but may only perform Missions with six in a single Operation or Interception. If they add a +2 Airfield Upgrade marker, they could base up to sixteen air points and perform Missions/Interceptions with eight.*

Example 2: Japan initiates an Operation from Rabaul *(AAL = 6), currently basing two* NAV-4. *The Japanese Player activates four air points initially. After the US Player Intercepts – the most air points that Japan can add with Counter-Interception from* Rabaul *are two air points (as this is all part of a single Operation). If Japan did not have any* NAV-2 *breakdown units, the second* NAV-4 *could be flown but would be treated as only having two NAV points. If Japan incurred seven losses, one of the losses would be applied against the excess NAV points.*
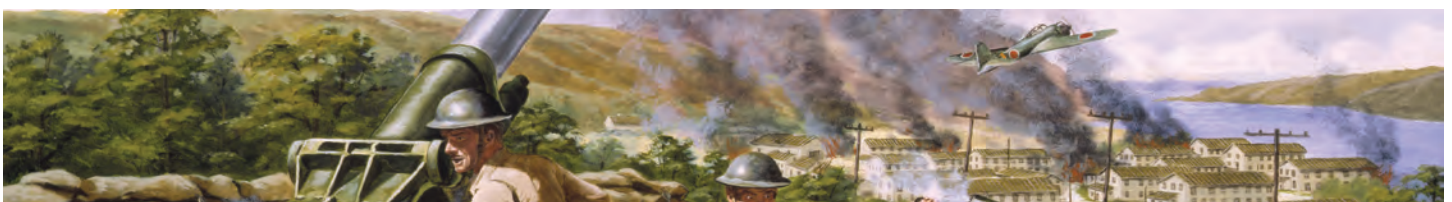
Design Note: The above situation can be avoided by moving the four-point air unit to an airfield with a capacity of at least four, by building an airfield upgrade counter at the airfield, or by managing your air breakdown counters.

Example 3: The US declares an Operation against Palau *in the* West Carolines *Mixed Area. Japan has four air points at* NW New Guinea. *If the US moves units through the* Celebes Sea *Mixed Area, Japan could Intercept with two air points (the AAL of* NW New Guinea*) and, again, Intercept with two more air points during the resolution of the Mission in the* West Carolines *Mixed Area. This is because they are given two opportunities to Intercept – one when the naval units are just "moving through" the* Celebes Sea *and one during the actual resolution of the Mission in* West Carolines.

6.22 Air Rebase due to Loss of Control

Air units currently marked with *Abort* or *Relocating Base* markers that are in a Land Space where control has been lost are eliminated. Other air units in a Land Space where control has been lost must Rebase (11.33) to a friendly airfield within two Areas. Place a *Relocating Base* marker on them after the Rebase. If there are no valid friendly airfields, they are eliminated.
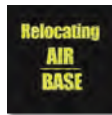
Relocating air units (i.e. those marked with a *Relocating Base* marker) may not be activated nor Intercept. Remove the *Relocating Base* marker at the end of their *next* friendly Impulse.

Example: Japan attacks in a contested Space during their Impulse 3 and rolls poorly, forcing their units to Retreat and losing control. Any air points in the Space must Rebase and are marked with a Relocating Base *marker until the end of Japan's next Impulse, i.e. the end of Impulse 4.*

6.23 Carrier Basing

The Air Capacity of a carrier may **not** be exceeded as above – it is the maximum number of CVA that may base **and** perform Movement or Missions to/from the carrier in a single Impulse (2.33.1).


Example: The US carrier Lexington *can base 2½ CVA points. If two* CVA-1 *units are based at the carrier, only a* CVA-½ *unit could be added to the carrier. If one of the* CVA-1 *air units leaves or is eliminated, a new* CVA-1 *air unit could then base at the carrier.*

CVA may always base on (and Rebase to) inoperable carriers, but if based on an inoperable carrier their actions are limited to the following:

1. They may be debarked into a friendly airfield when the carrier is in port, subject to stacking limits.

2. They may perform Automatic Interception from that carrier if their Area is subject to an enemy Mission (*though the number of CVA that can Intercept may be limited ~ 14.21*).

3. They may perform movement from that carrier *if the carrier is in port* subject to the AAL of that Space.

Note that the FST functioning as a port (6.4) has an AAL of 0.

Design Note: Most of the time, inoperable carriers will be sufficiently removed from the front-line that there is little danger of their carrier being attacked. The above rules mean that these CVA do not *need* to be removed from the Carrier Display provided you do not exceed the AAL for that Space with these CVA and any GBA moving or Intercepting from that Space. Of course, if you feel it is easier to just move the CVA to the airfield, you may do so.

6.3 Naval Unit Basing

There is no limit to how many naval units may be in a *Sea Space* during Movement or a Mission. When not Moving or performing a Mission, naval units must base at a port. The number of full-strength naval units that may base at a port at any one time is the **Port Capacity** (*exception:* an intrinsic port marked with a *Control Changing* marker (5.21) may not be used by either player). Reduced-strength (single-sided) naval units count as one-half a unit for basing purposes. A naval unit undergoing Repairs or Refit (9.7) still counts for basing.

In Spaces with multiple ports, the naval units must be placed so that it is clear which port they are based in. If in a port bordering two Sea Spaces, these naval units are considered adjacent to both Sea Spaces (*e.g. a naval unit in* Kyushu *is considered adjacent to both* Yellow Sea *and* Japanese Home Waters).

The intrinsic Port Capacity of a Space may be augmented by the construction of Port Upgrade markers (21.35). The combined total is the available Port Capacity for the Space (*but see 6.33*).

6.31 Minor Ports

Minor Ports (no anchor symbol) may only be used for Landings (11.5), basing the FST, or basing a single full-strength (or two reduced-strength) transports (TT).

Example: A reduced-strength TT unit is based at Wake Island*. Until it leaves, the only other naval unit that could base there would be another reduced-strength TT unit or the FST.*

6.32 Landing Capacity

The Port Capacity is also the Landing Capacity (**exception:** The Landing Capacity may never exceed six). The Landing Capacity is the number of divisions that may embark or disembark (combined) from the port in a single Impulse (11.5). Every two air points (or fraction thereof) equals one brigade for this purpose. If insufficient Landing Capacity remains to debark a unit, the unit must remain on its current TT unit (11.51).

Example: Kyushu is a Major Naval Base with a Landing Capacity of six divisions. During a single Impulse, the Japanese Player debarked four divisions and embarked three brigades and one air point. They could not embark any other units, as that would exceed the Landing Capacity of Kyushu *for the Impulse.*

6.33 Restrictions

Only the controlling side may use the Port Capacity. The Port Capacity is not impacted by the Space being contested. Naval units may not end Movement or a Mission (via Rebase) in a Space where they cannot legally base.

THREE IMPORTANT REQUIREMENTS:

1) A Minor Port (no anchor symbol**) may only be used for Landings (6.32) or basing *TT* or *FST* units (6.31);** i.e. CL, CA, CB, BB, BC, CV, CVL, and SS units may not base at Minor Ports. These have no anchor symbol as a reminder.

2) The *FST* may only form a mobile port (6.41) from a port with *an intrinsic* Port Capacity of two or higher; ports with insufficient capacity have a 1* value as a reminder.

3) CV, BB, BC, and CB units may only base at a Major or Minor Naval Base (port with anchor symbol) **with a net Port Capacity of three or higher.** CVL, CL, CA, SS, the FST, and TT units may base at any Naval Base. Ports which cannot base CV, BB, BC, or CB units have their Port Capacity *number* printed in red. This includes the *FST* at its lowest level (6.41).

For the purpose of this rule, Port Upgrade markers (21.35) are considered Minor Naval Bases. A Port Upgrade marker **in a Naval Base** adds to the value of the Port Capacity, allowing the Port to now base CV, BB, BC and CB units if not already capable. A single Port Upgrade marker **in a Minor Port** allows two CA, CL, CVL, or SS units to base at the Minor Port (*or additional TT units*). Two Port Upgrade markers would allow any four naval units, as the net Port Capacity would be three or higher.

Example: Port Moresby (Papua) is a Minor Naval Base with a Port Capacity of two (in red). This means that up to two CVL, CL, CA, SS, FST or TT units may base there, but no CV, BB, BC or CB. If a Port Upgrade marker is placed in Papua*, it would be placed on its black +2 side since one would now consider* Papua *as having a Minor Naval Base with a total Port Capacity of four – sufficient to allow CV, BB, BC and CB units to base there.*

Contrast this to a Port Upgrade marker placed in Guadalcanal*, which is only a Minor Port (not a Minor Naval Base). In* Guadalcanal*, the Port Upgrade marker would be placed on its red +2 side, indicating that up to two CVL, CL, CA, SS, FST or TT units could base there, but no CV, BB, BC or CB units. An additional TT or FST could base there at the intrinsic Minor Port.*

Design Note: Port Upgrade markers can be thought of as separate docking facilities capable of handling larger naval units. Once the sum is three or higher, the capacity is sufficient for all capital ships. This rule only applies to *Papua*, *Espiritu-Santo*, and *Okinawa* (Port Capacity numbers in red on the map), as well as single Port Upgrade markers in Minor Ports or the FST at its +2 level. If placing a Port Upgrade marker where this rule applies (i.e. a Minor Port), place it with the red number side face-up to remind you that CV, BB, BC and CB units cannot base there. If placing it where this rule does not apply (*including if placing a second Port Upgrade marker in a Space*), have the black number side face-up.

6.34 Naval Rebase due to Loss of Control

Naval units may only base at friendly-controlled ports (**exception:** TT units ~6.35). If based in a Land Space when an opposing player takes control of that Space, they must immediately go to sea in that Area (if a Mixed Area) or in a bordering Sea Space (if a Land Area).

Once in the Sea Space, mark them with a *Relocating Base* marker. They may **not** be Intercepted or be declared the Target of a Mission. Naval units forced to sea in this manner Rebase (11.44) to any friendly port within two Areas at the end of the Impulse, keeping the *Relocating Base* marker. Relocating naval units may not be activated nor Intercept. Remove the *Relocating Base* marker at the end of their *next* friendly Impulse (same as with air points ~ 6.22). If no valid port is within two Areas, they are eliminated.

Example: If the CW Player has naval units in Sumatra *when it becomes controlled by Japan they may Rebase to* Western Australia *or* Bengal *(and other Spaces within two Areas), but could not Rebase to* Southwest Australia*, as this port is three Areas away.*

6.35 Naval Basing in a Contested or Control Changing Space

A single full-strength TT unit (or two reduced-strength TT units) may base at an enemy-controlled, contested Space (regardless of whether there are multiple ports in the Space). This is the only time a naval unit may base at a Space without a controlled port.

A single full-strength TT unit (or two reduced) can base at *each* port in a friendly-controlled Space marked *Control Changing*.

For Areas that have multiple ports, if a TT unit performs an Amphibious Assault Operation (12.7) against such an Area and wants to Rebase (11.44) to that Area, they must Rebase to the port bordering their current Sea Space.

Example: Japan performs an Amphibious Assault on Malaya *from the* Gulf of Siam*. After the assault, if Japan wants to Rebase the TT unit to* Malaya*, it may only base on the boundary with* Gulf of Siam*, as that is where the Amphibious Assault originated from. Japan may not send the TT unit to the port of* Port Swettenham*.*

6.4 Fleet Supply Train (FST)

On Turn 4, the US Player receives the *Fleet Supply Train* (FST) unit along with its associated *FST Base* marker. The *FST* and its *FST Base* must remain together until the US Player desires to convert the *FST* into a mobile port. The *FST* unit (with or without its *FST Base*) is activated and moves as a reduced-strength TT unit, regardless of its current capacity. When in a port, the *FST Base* counts as a reduced-strength TT unit for basing; the *FST* unit uses no basing capacity.

6.41 Converting the FST to a Mobile Port

When the *FST* unit and *FST Base* are at a supplied, Allied-controlled port with an intrinsic port capacity of at least two, the **FST unit** may be moved to sea to create a mobile port. This can occur during movement (11.4) and does not cost any additional MPs (but see examples). Mark the *FST* unit as *Used* after moving. If moving from a Land Area, the *FST* unit must move to a bordering Sea Space. If moving from a Playable Island in a Mixed Area, the *FST* unit may move to the Sea Space of the Mixed Area or to a Sea Space adjacent to the Mixed Area. If in an Operation Area (13.2), an *FST* unit marked *Passing Through* may create a mobile port *after* naval combat, but before Rebase.

The *FST* unit remains in this Sea Space after creating the mobile port. US and Australian naval units may also remain at sea in that Space by basing at the *FST*. While allowing basing this way, the *FST* is considered as a Naval Base within that Sea Space.

Design Note: The FST unit essentially functions as a mobile "Playable Island" only for naval units.

The FST may not form (or end being) a mobile port during the Interphase (21.55).

Example 1: The FST *unit (at +4 FST Capacity) and* FST Base *begin at* Samoa*. They move to the* Polynesia *Sea Space (1 MP), move to the* Ellice Islands *(2 MPs), move into* Funafuti *(no MPs required), the Base is deployed at* Funafuti*, the* FST *unit moves back out to the* Ellice Islands *(no MPs required), the* FST *unit moves to the* Gilberts *(3 MPs) and forms a mobile port there (no MPs required). Up to four full-strength US or Australian naval units may base at sea in the* Gilberts *Sea Space.*

Example 2: The FST unit and its Base marker are at a US controlled Canton Island *(intrinsic Port Capacity of only one). The US Player cannot move the FST unit to the adjacent* Gilberts *Mixed Area to form a mobile port because the intrinsic Port Capacity of* Canton Island *is less than two.*

6.42 FST and Loss of Control

If the Japanese Player gains control of the port where the *FST Base* is currently located, the *FST Base* goes to sea as any other naval unit (6.34). The *FST* unit is then immediately placed with its *FST Base* (if not already there). At the end of the Impulse they both Rebase (11.44) to a friendly port like any other naval unit and are then marked with a *Relocating Base* marker.

6.43 FST and Supply

If the *FST Base* and *FST* are currently based at an Unsupplied (7.4) port, the *FST* may not become a mobile port. If the *FST* unit is already functioning as a mobile port, the *FST* is immediately placed with its *FST Base* and also becomes Unsupplied.

6.44 Ending the Mobile Port

The *FST* unit may voluntarily return to the port with the *FST Base* at any point. To do so, activate the *FST* unit for movement as above, and move it to the port with the *FST Base* (expending MPs to reach the *FST Base* if necessary). It then recombines with the *FST Base* **at a cost of one MP** and may continue moving (and may form a mobile port in the same activation, if desired).

Example: The FST is in the Gilberts *Mixed Area (with the* FST Base *at* Funafuti*). The US Player activates the* FST *unit and move it to the* Ellice Islands *Sea Space (1 MP), then to port at* Funafuti *(no MPs required) where it and the* FST Base *then recombine (2nd MP). They both then move back out to the* Ellice Islands *Sea Space (no MPs), the* Solomons *(3rd MP), and into the Allied controlled port of* Bougainville *(no MPs). The US Player then creates a mobile port again, leaving the* FST Base *in* Bougainville *and moving the* FST *unit back out to the* Solomons *(no MPs). Finally, the* FST *unit moves to the* Bismarck Sea *(4th MP) and forms a mobile port there.*

If naval units are stacked with the *FST* when it stops functioning as a mobile port *for any reason*, these units are marked with a *Relocating Base* marker and must Rebase at the end of the current Impulse (follow 6.34, above). These units do not expend a MP to be placed in the Space where the FST was located for this purpose.

6.45 FST and combat

While the *FST* unit and FST Base are moving together, the *FST* unit can be Intercepted and damaged like any other reduced-strength naval unit. When the *FST* unit is moving alone (i.e. in the process of creating or ending a mobile port), the *FST* unit **cannot** be Damaged or Intercepted by anything other than Japanese submarine units. Once the *FST* unit is functioning as a mobile port, Japan may attack it with GBA using Naval Bombing Missions (12.36) or with naval units (including CVA based on carriers) during Naval Combat (17.0).

6.5 Exceeding the Stacking or Basing Limits

If a Space is found to exceed the stacking or basing limit when they must be met, the owning player must eliminate excess units until the stacking and basing limits are met. There are three exceptions:

1. Air and naval units may Rebase (11.33; 11.44), if operational, and be marked *Relocating Base*. Naval units may Rebase even if marked with a *Relocating Base* marker.

2. Ground units may *temporarily* exceed the stacking limits (6.11).

3. Units embarked on a TT unit are not counted against the stacking/basing limits of the Space where the TT unit is currently based; but these units may not debark from the TT unit if that would exceed the current stacking/basing limits (11.51).

7.0 SUPPLY

Units, ports and airfields must be in supply to function without penalty. Normally, a player will only check the supply state of their controlled Spaces, as all units, ports, and airfields will possess the same supply state as the Space.

There are two levels of being Unsupplied: Unsupplied Level 1 (USL-1) and Unsupplied Level 2 (USL-2). A unit is considered **supplied ("in supply")** if it is not at USL-1 or USL-2.

The supply status of a submarine based in a Sea Space remains what it was when it left port.

7.1 Supply Sources

To be in supply, units and Spaces must be able to trace a Supply Path through friendly-controlled Land Areas or through Sea Spaces back to a **Supply Source**. To function as a Supply Source, the Space must be friendly-controlled. A Supply Source can provide supply to an unlimited number of units, ports, and airfields. Allied Supply Sources (black) and Japanese Supply Sources (red) are indicated on the map.

Chinese units are the only units that can draw supply from the *China-Burma Box* and this is the only Supply Source for Chinese units.

All CW nations can use the *British Box* and *Persia Box* as Supply Sources.

In addition to the above, the following Spaces are Supply Sources for specific nations:

- **CW nations**
  - o **Australia or New Zealand** – Any Allied Supply Source[1].
  - o **British** – Any Allied Supply Source in the CW Theater[1].
  - o **India and Burma** – Any Allied Supply Source in India.
  - o **Netherlands** – Any Allied Supply Source in Australia.
- **China** – *China-Burma Box*.
- **Japan** – *Kyushu*, *North Honshu*, or *South Honshu*.
- **United States or Philippines** – Any Allied Supply Source in the US Theater.

  [1]: Excluding the *China-Burma* Box.

7.2 Supply Paths

To be in supply, a unit or Space must be able to trace a Supply Path back to a Supply Source. A **Supply Path** begins at the unit or Space (the "starting Space") and ends at a Supply Source. The Supply Path can be traced through a maximum of two friendly-controlled Land Areas (they do not need to be consecutive) and through an unlimited number of Sea Spaces. The starting Space does not need to be friendly-controlled and neither the starting Space nor the destination Supply Source location counts against the two Land Area limit.

Example: Japanese units in Burma *could trace a Supply Path from* Burma *to* Siam *then out to sea to the* Gulf of Siam. *From there the Supply Path could continue to the* South China Sea, *to the* East China Sea, *to the* Yellow Sea, *and to* Kyushu.

7.3 Supply Path Restrictions

The following restrictions apply to tracing a Supply Path:

- A maximum of one (of the two) friendly-controlled Land Areas may be contested (5.3).
- A Supply Path may not pass through consecutive Sea Spaces unless one of them contains a friendly port. Multiple ports may be used to allow chaining of Sea Spaces.

Example: US units in Luzon *are tracing a Supply Path to* New South Wales / Victoria *via* Philippine Sea – Celebes Sea – Timor Sea – Coral Sea – East Australian Waters – Tasman Sea – New South Wales / Victoria. *The US Supply Path could go through the* Celebes Sea *even if Japan controlled* Celebes *and* Ceram *provided the Allies controlled a port on the* Timor Sea, *such as* Koepang (Timor) *or* Darwin (Northern Territory).

- When tracing from a Land Area to a Sea Space (or vice versa), the Supply Path must go through a friendly-controlled, bordering port. Ignore this requirement for the starting Space.
- The Supply Path may not be traced across an Impassable Boundary (2.14).
- The Supply Path may not be traced across a Blocked Sea Space (7.31).
- Only one Sea Space may be a Contested Sea Space (7.31).
- Mountain boundaries with a number in a circle limit the number of divisions or equivalents that may trace supply across that boundary **from a contested Land Space adjacent to the boundary** (two air points are treated as one brigade for this purpose).

Example: At the start of the US Player's Impulse, they have two divisions and an LBA-1 *in* NE New Guinea. *Assuming they cannot trace supply via the Bismarck Sea, the US Player may only supply two of the three units. In this case, the US Player marks the NZ LBA as* USL-1 *while the two divisions are supplied. If combat occurs and the US* LBA-4 *flies a Mission to* NE New Guinea, *it would be in supply during combat as the supply check phase occurred while it was in* Papua.

7.31 Blocked and Contested Sea Spaces

A Sea Space is **blocked** if the enemy has at least two operational air points adjacent to the Sea Space. CVA can be at airfields or on operational carriers, even if in port. When counting GBA points, the maximum number from an airfield is equal to the AAL of that airfield (6.2). A Sea Space is also blocked if the enemy has a full-strength or two reduced-strength BB, BC, CB, CA or CL units in a port bordering (or in; *FST ~ 6.41*) the Sea Space.

Example (continuing the Luzon *example above.): The US units are attempting to trace a Supply Path from* Luzon *to* New South Wales / Victoria. *Japan can block this by basing two or more (e.g. three) operational air points in* Celebes.

A Sea Space is **contested** if the enemy has sufficient blocking units as above, but the player tracing supply has at least half the number of air points as the blocking air points, or at least half the number of corresponding steps of naval units as blocking naval units (*round first, then compare – e.g. three points are needed to contest five blocking air points*). Only compare the same type of units. When comparing naval units, a full-strength naval unit has two steps and a reduced-strength naval unit has one step. Air points must meet the same requirements as noted above. It is possible for both sides to block each other without contesting if one side has only air points and the other side only has naval units.

Example (cont.): The US Player may counter the three Japanese air points blocking the supply path by basing at least two air points in adjacent airfields; e.g. Ceram *and/or* Northwest Dutch New Guinea. *If Japan then based a full-strength CA in* Celebes *it would again be blocked; the US Player would need to base at least one step of the above naval units in adjacent ports to turn the* Celebes Sea *Space into a contested Sea Space (though neither port starts out capable of basing sufficient quality warships). Note that if Japan then removed their air points, supply would be blocked for both sides as the Japanese CA would block US supply while the US air points would block Japanese supply.*

No movement or combat is fought, only a comparison of friendly and enemy units.

Playable Islands (and units thereon) must check to see if the Sea Space portion of its Mixed Area is contested.

7.4 Supply Determination

A player checks supply when placing their Reinforcements (to see if the Reinforcements are entering into a supplied or unsupplied Space) and at the beginning of each of that player's Impulses. A player also checks to see if previous unsupplied units or Spaces (only) have regained supply at the end of each of their Impulses, removing any Unsupplied markers if now in supply.

Design Note: Units are never *put into* USL at the end of an Impulse … they can only be taken *out of* USL status.

7.5 Effects of Being Supplied

Units and Spaces determined to be supplied at the start of an Impulse function at full capability and remove any Unsupplied markers on them. Unsupplied markers may also be removed from a unit or Space if it is determined to be supplied at the end of the controlling player's Impulse.

7.6 Effects of Being Unsupplied

If the unit or Space is Unsupplied, place a *USL-1* marker on it. If already at USL-1, then flip it to its *USL-2* side.

The following effects are implemented for units, bases, and Spaces that are Unsupplied. Retain all fractions on x ½ and x ¾ effects until indicated in the appropriate rule section.

7.61 Unsupplied Level 1
- Ground Units
  - Attack Factor x ¾ during ground combat (19.21)
  - -1 DRM to Surrender roll (19.44)
  - Cannot perform an Amphibious Assault Mission (12.7)
- Naval Units
  - -1 DRM to any Interception roll (14.3) if at least one unit at USL-1
  - Cannot perform or support an Extended Range Amphibious Assault (ERAA) Mission (12.8)
  - The *FST* unit may not separate from the *FST Base* marker (6.41)
- Air Units
  - -1 DRM to any Interception roll (14.2) if at least one unit at USL-1
  - No Extended Range missions allowed (12.33)
- Other Effects
  - B-29 and SS units may not be committed to Strategic Warfare (9.9; 21.22)
  - Port upgrade markers may not be constructed in a Space at USL-1 (21.31)
  - Port upgrade markers may not be removed from a Space at USL-1

7.62 Unsupplied Level 2
- Ground Units
  - Attack Factor x ½ during ground combat
  - Defense Factor x ¾ during ground combat
  - -2 DRM to Surrender roll
  - Cannot perform an Amphibious Assault Mission
  - Ground units may not take Replacements (21.44)
- Naval Units
  - -2 DRM to any Interception roll if at least one unit at USL-2
  - Surface Factor and Shore Bombardment Factors are x ½
  - AA Factor x ¾ when conducing AA Fire (18.0)
  - -1 DRM to a submarine attack roll (17.8)
  - Cannot perform or support an ERAA Mission
  - The *FST* unit may not separate from the *FST Base* marker
  - Naval units may not begin Ship Repair or Refit (9.73)

- Air Units
  - -2 DRM to any Interception roll if at least one unit at USL-2
  - No Extended Range missions allowed
  - Each air point provides only ½ a factor when performing Ground Support Mission (2.33.2; 12.34)
  - A full-strength air point only rolls one die when performing a Naval Bombing Mission (2.33.2; 17.3); *CVA-½* cannot attack unless combined with another *CVA-½*
  - Air units may not take Replacements
- Other Effects
  - B-29 and SS units may not be committed to Strategic Warfare
  - No Facility marker may be constructed in a Space at USL-2
  - No Facility marker may be removed from a Space at USL-2
  - AA Factors of a Land Space are at x ¾ when performing AA Fire
  - Japanese controlled Oilfield and Resource points in a Space at USL-2 are counted at half value when calculating the Japanese CP total (21.11)
  - Japanese VP Spaces count half for VP purposes in the Campaign Scenario (3.0)
  - Reinforcements suffer penalties and/or may change entry location (8.22)

8.0 REINFORCEMENTS

Reinforcements are units that arrive after the start of a scenario. A player's **Reinforcements Card** will list all arriving reinforcements. The Reinforcements Card also indicates any units to be withdrawn as well as the Replacement Points (RPs), Ship Repair Points (SRPs), and Redeployments allowed to each player each turn.

8.1 In General

Reinforcements either arrive at the beginning of a turn (i.e. before Round 1) or at the beginning of a specific Round (for Rounds 2 – 4); a flag icon for the nationality will be on the corresponding Round on the Turn Track. All players place their Reinforcements before any player begins an Impulse. A player *may* voluntarily delay the arrival of a Reinforcement; and **must** if that country has been conquered (5.23; 8.23).

Reinforcements may be placed into a Space above the stacking/basing limits if no other Space is available for the Reinforcement. In this case the stacking and/or basing limits must be met by the end of *Step f* of that player's Impulse or excess stacking/basing penalties apply (6.5).

Naval unit reinforcements are indicated by a Turn of Entry color code under their unit type (2.35). Ground unit reinforcements have their turn of entry in the upper right corner (or turn of Upgrade ~ 8.3). Air unit reinforcements and all Facility marker reinforcements are only listed on a player's

Reinforcement Card. A player should always consult their Reinforcement Card to see which Round a Reinforcement enters on during the indicated turn of entry.

8.2 Restrictions

Reinforcements scheduled to arrive on their reduced-strength side must arrive as such; otherwise, a Reinforcement always arrives on its full-strength side.

Reinforcements that are not delayed must be placed in the location indicated on the Reinforcement Card, if possible. There are two exceptions:

- The CW Player may place up to two arriving British LBA points in the *Persia Box* each time Reinforcement (or Rebuilt) British LBA air points are received.
- Reinforcing units may never arrive in an enemy-controlled Space, even if contested (8.21).

8.21 Enemy Controlled Spaces

Reinforcing units scheduled to arrive in an enemy-controlled Land Space must either be delayed or arrive in other Spaces as follows:

- Land or air units scheduled to arrive in India may arrive in any of *Bengal*, *Bombay,* or *Punjab* with one Hit.
- Land or air units scheduled to arrive in Australia may arrive in any of *East Queensland*, *New South Wales/Victoria*, *North Queensland*, or *South Australia* with one Hit.
- Land or air units scheduled to arrive in the Japanese Home Islands may arrive in any of *Kyushu*, *North Honshu*, or *South Honshu* with one Hit.
- Other Japanese land or air units may arrive in any Japanese Home Island Space above with Hits equal to ½ x its Defense Factor (if a land unit) or with Hits equal to ½ x its air points (if an air unit).

  Example: *The* 29th *XX is scheduled to arrive in* Manchuria *on Turn 5. If* Manchuria *happens to be Allied controlled, the* 29th *XX may be delayed or arrive in any of the three Spaces above with five Hits (9 x ½ = 4.5, rounded up to 5).*

- Naval units that are scheduled to arrive in an enemy-controlled Land Space may arrive in any other friendly-controlled Major Naval Base.

If an alternative location is not specified above, then the unit cannot enter and must be voluntarily delayed (*see also conquered countries ~ 5.23; 8.23*). Entry into these above locations must still meet all requirements for Reinforcement placement.

8.22 Unsupplied Spaces

Units may treat a USL-2 Land Space as an enemy-controlled Land Space, above, thereby allowing the unit to enter at a different Space. Alternatively, each ground (or air) Reinforcement that chooses to arrive in a Land Space at

USL-2 is given one Hit. Reinforcing naval units are never impacted by arriving in a USL-2 Space. Units that enter as a reinforcement in an USL-1 or USL-2 Space are marked with the appropriate USL marker at the start of their Impulse.

8.23 Reinforcements for Conquered Countries

Reinforcements scheduled to arrive in a conquered country (5.23) are, instead, delayed until the Round 1 Reinforcements for the turn *after* the country is no longer conquered. These units may then enter with one Hit (*in addition to any due to entry into a different Space or USL-2, above*).

Example: India is conquered by Japan on Turn 4. The 5th and 7th Indian divisions, scheduled to arrive on Turn 5, do not arrive and are delayed. If the CW Player regains control of a Land Area in India during the 3rd Round of Turn 5, these units would then be allowed to enter at the start of Turn 6 with an additional Hit each.

8.3 Associated Units

Some Reinforcements are upgrades of other units. These other units can be considered **Associated Units** to the arriving Reinforcement ('upgrading unit'), and their current status may impact the arrival of the upgrading unit. Upgrades may **not** be delayed.

8.31 In General

If an Associated Unit is in-play, the upgrading unit arrives as listed on the Reinforcement Card with the same Hits and status currently on the Associated Unit (though see below).

If the Associated Unit is the reduced-strength side of an upgrading unit, simply flip the Associated Unit to its now full-strength side, maintaining the same number of Hits. It is now allowed to be Replenished up to its full-strength when expending RPs (2.34; 21.44).

If the Associated Unit is in the owner's Force Pool, the upgrading unit arrives as listed on the Reinforcement Card with a number of Hits equal to the Defense Factor of the Associated Unit (*which may mean the unit simply arrives on its reduced-strength side – see example below*). If the upgrading unit is the flipped side of a reduced-strength unit, it enters as if Rebuilt (21.42).

Example: If the Australian 5th MIL was eliminated before upgrading on Turn 3, it would arrive as if Rebuilt with three Hits – which would be represented by having it arrive on its reduced-strength side.

If the Associated Unit was permanently eliminated due to surrender (19.44), the upgrading unit is permanently removed without being received.

Permanently remove the Associated Unit once the upgrading unit is upgraded.

8.32 CW Associated Units

	The 8th NZ X is exchanged with the 3rd NZ XX. If the 8th NZ X is eliminated on Turn 1, the 3rd NZ XX arrives on its reduced-strength side on Turn 2 in the *New Zealand Box*.
	Either the 1st AUS MIL X or 2nd AUS MIL X may be exchanged with the reduced-strength side of the 11th AUS XX.
	The 3rd AUS MIL XX is exchanged with the 3rd AUS XX
	Several AUS MIL XX (reduced-strength) units upgrade to their full-strength sides.
	The 5th AUS MIL XX is exchanged with the 5th AUS XX.
	The Chinese 22nd XX and 38th XX are exchanged with their stronger (3-5) units on Turn 5.

8.33 US Associated Units

	The US *Americal* XX enters on Turn 1 on its reduced-strength side. If it is eliminated (and not rebuilt) prior to upgrading on Turn 2, the US Player receives the full-strength *Americal XX* in the *US Box* with four Hits (8.31).
	The US 2nd *MAR* XX enters on Turn 1 on its reduced-strength side. If it is eliminated (and not rebuilt) prior to upgrading on Turn 3, it is returned to the map on its reduced-strength side on Turn 3 in the *US Box*.

8.34 Upgrades and Replacement Points

If the controlling player has saved RPs when a unit with Hits is upgraded, they may immediately expend the appropriate saved RPs to remove Hits on the now-upgraded unit.

8.4 Special Reinforcement Rules

8.41 CVA Reinforcements

CVA arrive as listed on the Reinforcement Card or per the Rebuilding CVA rules (21.43).

Example: On Turn 2, the Lexington *CV is in* Oahu *with two* CVA-1 *air units on it. Only one* CVA-½ *air unit may be placed on the carrier; the other* CVA-½ *air units may be placed in Oahu, up to the available capacity at* Oahu.

8.42 CW Carriers and Battleships

Several CW carriers arrive, withdraw, and then return on a later turn. Similarly, the BB *Richelieu* arrives, withdraws, and returns. Any withdrawn CW ship that has not been sunk always returns with all Damage repaired.

The CW Player must also withdraw any two full-strength (two-sided) BB units on Turn 5. In the event one or more of these BBs have been sunk, the *Prince of Wales* must be withdrawn instead. If the *Prince of Wales* has been sunk or there are still insufficient BBs withdrawn, the BC *Repulse* must be withdrawn. If still unable to meet the full withdrawal requirements, there are no additional penalties.

The CW carriers that return include the *Victorious* (arrives first on Turn 4 or via Card CW57 if playing with the Event Cards), *Indomitable* (Card CW57), and *Illustrious/Formidable* (arrives first on Turn 2). If any of these carriers are sunk before they return, all future reinforcement entries (including via Card play) ignore the sunk carrier(s) and their included *CVA-1* and *CVA-½*. Any associated Breakdown units are also not received.

8.43 Chinese Reinforcements

If the Chinese 22nd or 38th divisions are not available due to having been eliminated, they are not returned to the China-Burma Box until Rebuilt (21.42) back to full-strength. These units cannot be Rebuilt while Chinese RPs are negative (8.63).

8.44 US FST Increases

On Turns 5 – 7, the US FST increases in capacity. If the FST has no Damage, simply flip the FST counter to its new capacity (exchanging the *FST +4* counter with the *FST +6* counter as appropriate). If the FST is Damaged, the current capacity is increased by +2.

Example: It is the start of Turn 7 and the US FST should increase to +8 capacity, but it is currently Damaged to only +4 capacity with a Damage 1 *marker on it. The* Damage *marker remains and the FST is exchanged with its +6 capacity counter. Its (unrealized) maximum capacity is still +8 and it can be repaired up to this capacity per the normal repair rules (9.7).*

8.5 Air Points

The number of air points a player may have in-play, in the Breakdown Box, and in their available Force Pool is strictly limited (2.32).

Example: The US Player begins the Turn 1 scenario with thirteen LBA on map and twenty LBA in the Breakdown Box. After reinforcements on Turn 3, they must still have twenty LBA points in the Breakdown Box but would have twenty-nine LBA points between the map and their Force Pool. The exact LBA units in the Breakdown Box may be different each turn, though the sum is the same.

Design Note: The number of air points that must remain in the Breakdown Box is printed on the map, so one need only check against that value to ensure the correct numbers.

8.6 Withdrawals

Each player's Reinforcements Card identifies units to be withdrawn. Units are withdrawn simultaneously with arriving Reinforcements. Some of these units are Associated Units (8.3) and some are units that have no associated Reinforcing unit. To withdraw a unit, the owning player permanently removes the unit from the game (***exception:*** some CW and Chinese units return).

8.61 Generic Unit Withdrawal

If only a unit type is specified, the player can choose which unit of that type to remove.

Example: The CW Player must withdraw one Australian brigade on Turn 6 – it can be either of the two AUS X units.

8.62 Restrictions

 If a ground or air unit has Hits (19.3) or is in the player's Force Pool, then RPs sufficient to Replenish and bring the unit to full-strength must be spent before it is withdrawn. If there are insufficient RPs, the *RP* **negative** marker is used for the corresponding RP type. When a carrier is withdrawn, its full CVA complement must be withdrawn with it. If the carrier does not have its full complement of CVA points, the deficit points are deducted from any saved CVA RPs (which may result in them going negative).

8.63 Chinese Withdrawals

If a Chinese division is withdrawn at less than full-strength, Chinese RPs must be spent as above. This may result in the Chinese RPs going negative. While the Chinese RPs are negative, the 22nd and 38th Chinese divisions may not enter as a Reinforcement (move to the turn track for next turn). If withdrawn again before being entered, additional RPs do not need to be expended.

If the Chinese LBA unit has been eliminated before being withdrawn, it must be Rebuilt with US LBA points before it can return (21.43). If unable to be Rebuilt it may not enter as a Reinforcement and is placed on the turn track for next turn, as above.

9.0 COMMAND POINTS, INITIATIVE, and IMPULSES

Command Points (CPs) are central to the play of *Oceans of Fire*. Each turn the players receive a new allotment of CPs, the highest of which determines the first player for the turn. CPs are then converted to **Activation Points (APs)** which are used to activate units for Movement and/or Missions, as well as for Strategic Warfare (9.9; 21.2) and for performing construction activities (21.3). Additional CPs may occasionally be gained by a player (9.3). Non-Phasing players never expend APs.

9.1 Command Points per Turn

Each turn, the Command Point Chart will list the number of CPs that the CW, Japan, and the US will receive. The US and CW receive separate CP allotments even if played by the same player.

The number of CPs received by the US Player each turn is fixed. The number of CPs received by the CW Player each turn is also fixed but can be reduced due to lost territory: **the CW Player loses one CP for each Resource in India or Australia that is currently controlled by the Japanese Player**.
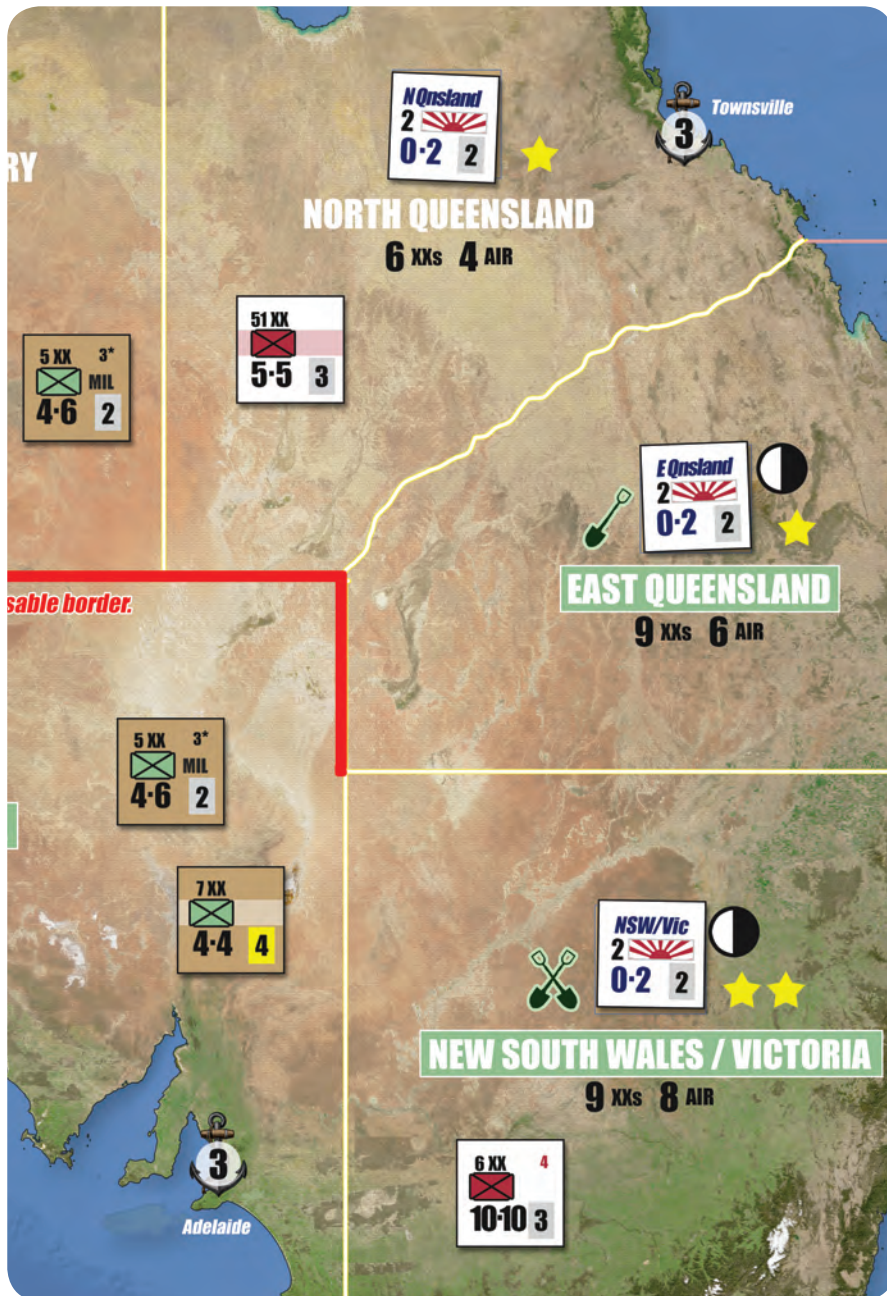
Example: It is Turn 4 and Japan has made significant progress in Australia, controlling three Australian Land Areas, including New South Wales/Victoria and East Queensland. The CW Player should receive fourteen CPs on Turn 4 but must subtract one for Japanese controlled East Queensland and two for Japanese controlled New South Wales/Victoria.

9.11 Japanese CPs

For scenarios beginning on Turn 1, the Japanese Player receives twenty-one CPs on this turn, broken down per Round as shown in the adjoining table.

On Turns 2 – 8, the Japanese Player receives CPs equal to their *Japanese Resource Points* (21.11).

Turn 1 CPs
Round 1: 7 CPs
Round 2: 6 CPs
Round 3: 4 CPs
Round 4: 4 CPs

9.12 Gaining Additional CPs for the Turn

The Japanese Player may obtain an additional two CPs at the beginning of a Turn (*before Initiative order*) by expending a point of their Oil Reserve (22.1).

9.2 Command Points per Round

The number of CPs available per Round is equal to the total number of CPs divided by four, as shown on the CP per Round Table. This is the number of CPs that the player can expend during their Impulse of that Round. The Japanese Player receives any remainder at the rate of one CP per Round beginning at Round 1. The US and Commonwealth players receive remainders at the rate of one CP per Round beginning at Round 4 and working backwards.

Example: The Japanese and US Players each receive eighteen CPs. The Japanese receive five CPs in Rounds 1 and 2 and four in Rounds 3 and 4. The U.S. player receives five CPs in Rounds 3 and 4 and four in Rounds 1 and 2.

Design Note: The CP per Round Chart has this all broken down for you.

Strategic Warfare during *the previous Round* (21.24) may reduce the available CPs for the Japanese Player.

9.3 Command Point Usage

CPs are used to purchase Activation Points (APs). **Each CP purchases twelve APs (*exception:* The Event Card *Streamlined Command* allows for a limited number at fifteen APs per CP).**

APs are used to:

- Commit units to Strategic Warfare (21.22).
- Activate units for Movement (11.0) or Missions (12.0).
- Perform Construction (21.3).

Design Note: The activation process is critical to ***Oceans*** so it is important that players understand the dynamic between CPs, APs, and activations.

9.31 Tracking APs and CPs

There are two options for tracking APs and CPs and the choice should be agreed upon prior to beginning a scenario.

First Option: The first option uses the CP and AP tracks on the map for each player. At the start of each Round, the player marks the number of CPs that they are allocated on the CP Track (usually 0 – 9). If using the optional Cards, there may be additional CPs or APs granted the player, which are tracked using the corresponding CP or AP markers as indicated in the Card Appendix. As a player activates (10.0) their units, they expend APs as listed on the Activation Cost Table by sliding the AP marker towards zero. If the AP marker is currently in the zero box, deduct one CP and move the AP marker to the twelve box. This continues until the player has used all their APs or is done moving units.

APs never go negative. If there are not enough APs, additional CPs are expended to add another twelve APs, as noted above. If they do not have any available CPs, the unit cannot be activated.

Example: Japan begins the Round with four CPs. They expend their first CP (4 box to the 3 box) and move the JP APs marker from the 0 box to the 12 box. As they expend APs for activations, they will decrease the JP APs marker until it reaches the 0 box, at which point they will need to expend another CP to continue activating units (moving the JP APs marker back to the 12 box and repeating the process).

Second Option: The second option is to use the AP Available Tracks on the Force Pool Cards. To utilize this option, the player multiplies their available CPs for that Round by twelve, then marks the number of APs on the track (using the x1 marker for the ones place and the x10 for the tens place, etc.). As above, if playing with the optional Cards, this may change the multiple or add an additional set of x1 and x10 markers to track the Special APs granted by the Card (*see Appendix entry for the specific Card*). As units are activated, APs are expended for each unit per the Activation Cost Table by reducing the AP markers to the new total. This continues until all APs are used or no more units are desired to be activated. As above, **APs never go negative**.

Example: The US player gets six CPs for the Round. The USA APs Available x10 and x1 markers would be placed on the '7' and '2' box, respectively (see graphic), as there are 72 APs available to expend during the Round.
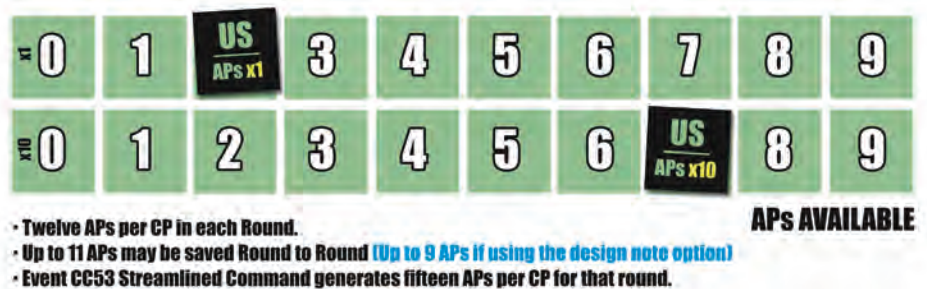
9.32 Saving APs and CPs

Command Points may never be saved, but up to eleven APs may be saved for use in future Rounds or turns. At the end of an Impulse, any unused CPs or unused APs in excess of eleven are forfeited. Simply leave the unused AP marker in the corresponding box on the player's track.

Design Note: If playing with the second option for tracking APs, it is recommended that the maximum saved APs be capped at nine (i.e. only the location of the x1 marker).

9.33 Losing CPs

The CW may lose CPs at the start of a turn if they have lost control of resources in India and/or Australia (*see Command Point Chart*). Japan may lose CPs at the start of each Impulse due to Strategic Warfare (21.24) or if playing with the optional Cards (PB 23.7). A player's AP total for a given Impulse may never be reduced below twelve (i.e. one CP).

9.34 Gaining Additional APs for the Round

If using the optional Cards, certain Cards will also grant additional APs. The Japanese Player may also obtain additional APs at *the beginning of an Impulse* by expending a point of their Oil Reserve (though only one point of Oil Reserve may be spent per turn). The most additional APs that a player may gain is doubling of their initial APs.

Example: Japan is reduced to one CP (twelve APs). They play a Card that grants them eighteen bonus APs … instead of receiving eighteen, they only receive twelve.

9.4 Initiative and Play Order

The **Initiative Player** is the player with the most CPs at the beginning of the turn (**exception:** the Japanese Player is always the Initiative Player on the first turn of each scenario, regardless of the relative CPs). The Initiative Player always moves first each Round – give Japan or the USA the *Initiative* marker as a reminder that they have the Initiative throughout the current Turn. The player with the fewest CPs moves last each Round. If two players have the same number of CPs, they move in the same order that they did on the previous turn. This order of play is the **Round-Play Order** and the opposite order (*least CPs first and Initiative player last*) is termed the **Inverse Round-Play Order**.

9.5 Rounds

There are four Rounds per turn. A **Round** consists of one Impulse by each player (Japanese, US, and Commonwealth) in the order determined above. After the first three Rounds, play proceeds to the next Round. After the fourth Round, play proceeds to the Interphase.

At the end of each Round, all *Abort* and *Disrupted* markers are removed from all players' units.

9.6 Impulses

Impulses are where players activate their units to gain control of enemy areas, defend their own territory, and reposition units for future actions. Each side has their own Impulse during each Round, for a total of twelve Impulses per turn (four each for Japan, the US, and the CW).

The player who is performing their Impulse is known as the **Phasing Player** and the other two players are the **Non-Phasing Players** (*hereafter just 'Non-Phasing Player'*). The Phasing Player conducts all steps of the Impulse in the order listed. During activations, they may activate units and conduct combat in any order (*but see Operations ~13.0*).

At the start of their Impulse, the Phasing Player checks the supply state (7.0) of all their units and Spaces and removes any *Control Changing* markers in friendly controlled Spaces (5.21). Any unit or Space determined to be Unsupplied is marked with the appropriate *USL* marker. After checking supply, the Phasing Player designates any naval units undergoing Ship Repair and/or Refit.

At the end of their Impulse, all *Combat Concluded* and *Used* markers are removed, as well as all *Relocating Base* markers on friendly units. *Fired* markers on friendly submarine units are also removed if the submarine is in a port at this time.

9.7 Ship Repair and Refit

At the beginning of an Impulse, the Phasing Player receives Ship Repair Points (SRPs) as listed on their Reinforcements Card. Naval units of the Phasing Player in *designated ports* may begin Ship Repair or Refit (hereafter "Repair/Refit"). A player is never required to initiate Repair/Refit, but SRPs may not be accumulated. Naval units can (and usually are) Repaired multiple Impulses.

9.71 Designated Ports

Naval units may only Repair/Refit at the ports listed on the controlling player's Reinforcements Card. The maximum number of naval units that may Repair/Refit (*in total*) is equal to the SRPs received at the indicated port. There are three exceptions:

- A transport (TT) being Repaired at either *North Honshu* or *Kyushu* can use both the *North Honshu* and *Kyushu* SRPs in a single Impulse.

- The US Player may Repair the *FST* unit while it is based at *any* friendly-controlled port, provided it is not marked *USL-2* (see **IMPORTANT** text, below).

- The SRP associated with *South Indo-China* can always be used there if Japanese controlled. Alternatively, it may be used in *Singapore* beginning four Rounds after *Singapore* first becomes Japanese controlled – provided both *Singapore* and *South Indo-China* are Japanese controlled.

9.72 Repair Procedure

Ship Repair does not require expenditure of APs; simply place a *Repair* marker on the unit.

For each unit undergoing Ship Repair, deduct one SRP from those available for the port and remove one Damage point from the unit for each SRP expended on the unit. Remove the *Repair* marker during **Step g** of the Impulse. If a unit marked with a *Repair* marker is forced to leave its port prior to **Step g**, remove the *Repair* marker and add back any Damage point(s) that were repaired.

Design Note: One can place one *Repair* marker per SRP expended on the unit if there is ever a risk that the unit will be forced out of the port.

IMPORTANT: Per Impulse, a maximum of two Damage points may be removed from a TT unit and a maximum of one Damage point from all other types of naval units, except the *FST*.

The US Player may remove Damage on the *FST* equal to its maximum FST Capacity for the current turn (i.e. two on Turn 4, four on Turn 5, etc.). Repairing the *FST* unit always utilizes SRPs from the US Box, regardless of the port it is based in. **For each SRP expended, up to two Damage can be removed from the *FST* unit.**

9.73 Repair/Refit Restrictions

Ship Repair/Refit is subject to the following restrictions:

- The port cannot be at *USL-2*.

- Naval units under Repair/Refit may not be activated or attempt Counter-Interception (14.6).

- CVA may not move or perform Missions from a carrier under *Repair*, nor may they move to such a carrier (however, see 9.74, below).

- SRPs assigned to one port cannot be used at another port except as noted above.

9.74 Carriers under Repair
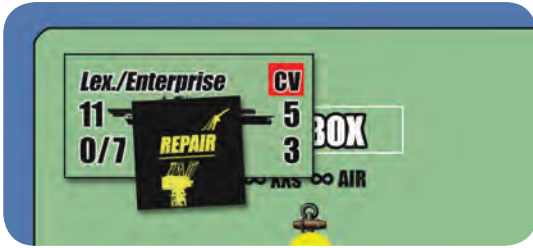
When the *Repair* marker is placed on a carrier, the owning player may immediately move any CVA currently based on the carrier to the Land Space's airfield, even if the carrier is not operational. This move does not require expenditure of APs and can only occur if air unit basing limits will not be exceeded in the Land Space. Similarly, the CVA may immediately (and freely) move back onto the carrier when the *Repair* marker is removed from the carrier.

9.75 Ship Refit
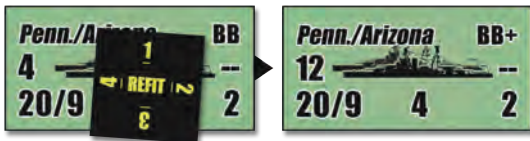
The US Player may refit the *West Virginia/Maryland*, *Tennessee/California*, *Pennsylvania/Arizona*, *Nevada/Oklahoma*, *New Mexico/Idaho*, and *Mississippi/Colorado* battleship (BB) units. A BB that has been Refit is now a BB+ unit and has a higher AA value. This does not cost any APs. To Refit, the BB unit must spend four consecutive Rounds in the US Box (which may be across two turns). It can be at full- or reduced-strength. Place a *Refit* marker on the unit, oriented so that the '1' faces the top of the BB unit and expend one SRP. The BB can Repair one Damage at the same time it begins the Refit at no additional SRP cost (no other SRPs can be expended on the unit at this time).

Each subsequent Round, the US Player must expend one SRP (as above) or cancel the Refit. If the SRP is expended, rotate the *Refit* marker so that the next highest number faces the top of the BB unit. Multiple SRPs may **not** be expended to increase the Refit rate. If the Refit is cancelled, it may begin again on a subsequent Impulse but must start back at level '1'.

During **Step g** of the Impulse, if the BB unit has a *Refit* marker on it at level '4', the US Player removes the *Refit* marker from the BB unit and exchanges it with the corresponding BB+ unit (*maintaining the same full- or reduced- status and Damage*).

9.8 Rebuilding Transports and the FST

Most naval units cannot be Rebuilt once eliminated. The only exceptions are the FST and transport (TT) units, which may be Rebuilt at designated ports.

9.81 Designated Ports

An eliminated FST may be Rebuilt at the *US Box*. Eliminated transports may be Rebuilt in the following locations:

- **Japan** – *North Honshu* or *Kyushu*
- **United States** – *US Box*
- **Britain** – *BR Box*
- **Australian –** *BR Box* or *US Box*

9.82 Rebuilding Procedure

Designate a reduced-strength TT or FST unit in the player's Force Pool. This can be a single-step unit or a two-step unit flipped to its reduced-strength side. During **Step c**, place it in the appropriate port and mark it with both a *10 Damage* marker and a *Repair* marker. This does not cost any APs.

For each TT or FST being Rebuilt, deduct **one SRP** from those available for the port and remove one Damage point from the unit. A single additional SRP can be expended (if available) to remove another Damage. Japan may expend both the *North Honshu* and *Kyushu* SRPs. Remove the *Repair* marker during **Step g** of the Impulse. Subsequent Repair follows the normal Repair procedure of one Damage removed per SRP expended.

Example: The US Player rebuilds an eliminated reduced-strength TT unit by placing it in the US Box with ten Damage, expending one SRP, and reducing the Damage to nine. If desired (and available), the US could expend a second SRP to reduce the Damage to eight.

9.83 On-map FST or Transport Rebuilding

A full-strength TT unit currently on its reduced-strength side may undergo Rebuilding using the same process as above, provided the reduced-strength side has no Damage. Instead of placing a TT unit from the Force Pool onto the map, simply flip the TT unit to its full-strength side and mark it with the *10 Damage* and *Repair* markers, as above.

Similarly, the FST unit may be Rebuilt up to its maximum capacity for that game turn (a capacity of +2 for Turn 4, +4 for Turn 5, +6 for Turn 6, and +8 for Turn 7) even if not completely eliminated.

9.9 Strategic Warfare

During the Campaign Scenario (PB 25.5), the US Player may conduct Strategic Warfare versus Japan to reduce Japan's capabilities to wage war. To conduct Strategic Warfare, the US Player designates *B-29* and submarine units to Strategic Warfare at **Step d** of their Impulse, then resolves the effects in **Step h** (21.2).

Design Note: While Strategic Warfare could be used in the shorter scenarios, it is not recommended. A few lucky rolls could skew the outcome of the game since Japan would not have sufficient opportunity to recover from an early loss of APs like in the full Campaign. As such, we do not recommend using Strategic Warfare in anything but the Campaign Scenario.

10.0 ACTIVATIONS

The heart of *Oceans of Fire* is the activation of units to perform movement and/or combat across the map. Units are activated either to perform **Movement** (*which never initiates combat ~ 11.0*) or to perform a **Mission** (*which always involves combat ~ 12.0*). Under certain conditions, Movement or Missions may be **Intercepted** (14.0), which is when a Non-Phasing Player interrupts a unit's movement to initiate combat against it. When referring to a 'unit', these rules also encompass stacks of units moving together unless explicitly stated otherwise. Note that only the Phasing Player *activates* units; the Non-Phasing Player uses Interception to move their units (which does **not** expend any Activation Points).

An **Operation** is a group of linked Missions generally targeting a single Area, but not always. Combat initiated by a Mission is resolved during activations and can include multiple Air, Naval and/or Ground Combat (*see Operation Resolution ~ 13.2*).
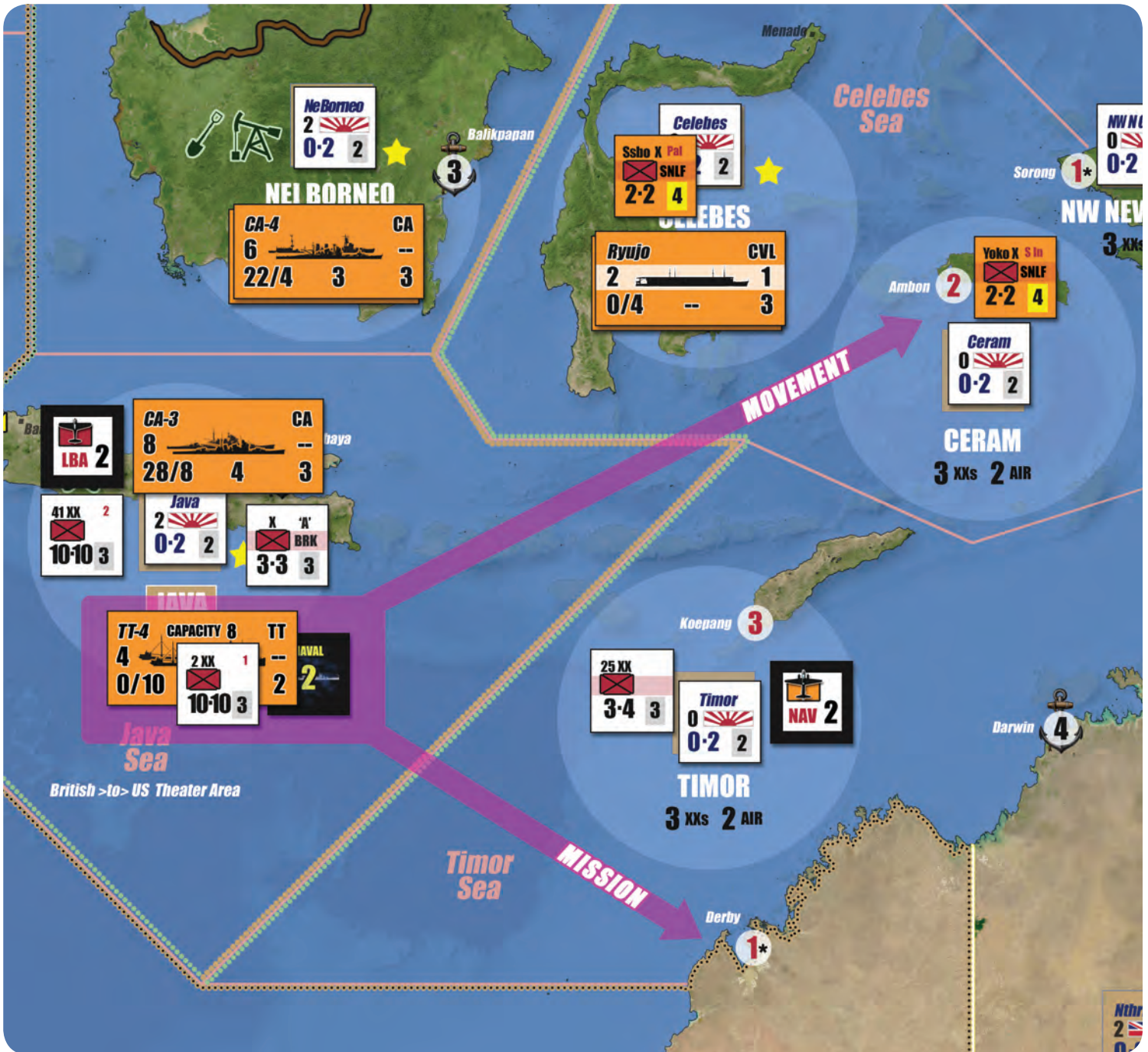

***Example:** If the Japanese Player wanted to move the transport from* Java *to* Ceram, *it would only be Movement (as no combat would be initiated). If, instead, the Japanese Player wanted to invade Australia, the transport would perform a Mission. If the* CA-4 *in* NEI Borneo *and the* Ryujo *in* Celebes *were activated to support this invasion, they would also be given Missions. All the Missions to support the attack on Australia can be thought of as an Operation. Combat is only resolved once all supporting units are activated and moved into position.*

10.1 Sequential Operations

Once the Phasing Player designates a target of an Operation, the only units allowed to be activated are units that are supporting that Operation, performing a different Mission in the same Area, performing a different Mission *from* that Area, or Passing Through the Area (11.6). After all the above units are activated, the Operation must be resolved (13.2). Once an Operation is resolved, movement to/from the Target Area(s) of the Operation is greatly restricted (13.3).

Design Note: Basically, you need to activate all units that are doing *anything* in any of the Areas impacted by the Operation, even if it is just "moving through" to go somewhere else. This means you'll need to plan ahead when initiating an Operation!
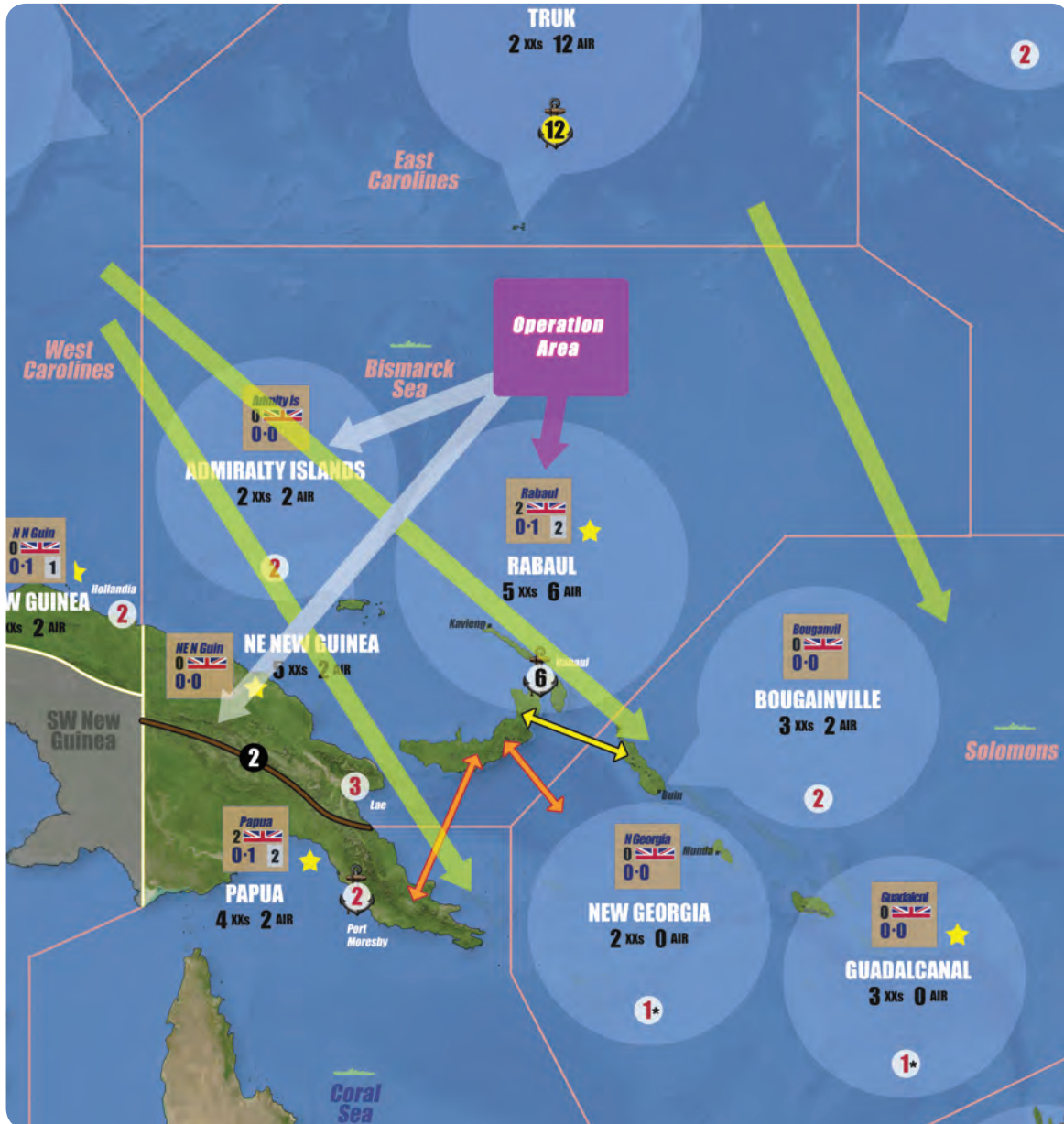
Example: Japan declares an Amphibious Assault Mission against Rabaul. *This initiates an Operation into the* Bismarck Sea *Mixed Area (purple arrow). The only units Japan could move before resolving this Operation are units that are either supporting the attack on* Rabaul, *initiating attacks on* Admiralty Islands *or* Northeast New Guinea *(white arrows), or Passing Through the* Bismarck Sea *to perform a subsequent Mission elsewhere (green arrows going through* Bismarck Sea*).*

If, in this Impulse, they also wanted to attack Guadalcanal *in the* Solomons *Mixed Area, this would be performed as a separate Operation* **after** *the Operation against* Rabaul *was fully resolved. However, before resolving the Operation against* Rabaul*, Japan would need to activate any units involved in this second Operation that would be required to Pass Through the* Bismarck Sea *Space to participate in the subsequent* Guadalcanal *Operation. Once the Operation against* Rabaul *was resolved, Japan would be prohibited from moving naval units through the* Bismarck Sea *Space. Alternatively, Japan could have initiated and resolved the* Guadalcanal *Operation first (before activating any units for the* Rabaul *Operation).*

10.2 Activation Procedure

The Phasing Player designates a single Land Space and all units currently being activated, expending the required number of APs and placing an *Activation* marker on them. The player then indicates whether they are activated for Movement or a Mission; **if a Mission, the exact Mission does not need to be revealed**. These units are then moved and, if part of an Operation, additional units are activated in the same procedure (*which can include additional units from the same Land Space*). After the units finish all Movement, or after their Operation is resolved, the *Activation* marker is flipped to its *Used* side (air units are flipped instead). Remove all *Used* markers (and flip back all air units) at the end of the Impulse.

Important Exception: Australian and New Zealand units that have moved *from* the US Theater *to* the British Theater during a US Impulse retain their *Used* markers until the end of the CW Impulse.

Design Note: The US will always have more CPs than the CW, so the inverse (AUS or NZ units moving from the British to the US Theater) will never be a problem.

As a player expends CPs and APs (9.3), the appropriate markers are adjusted on the CP and AP Expenditure Tracks. A player may never go negative and if there are not appropriate APs to activate a unit, the unit may not be activated.

10.3 Activation Costs and Restrictions

- A unit may only be activated once per Impulse.
- A unit marked *Aborted*, *Refit*, *Relocating Base, Repair*, or *Used* may not be activated (***exception:*** SS units in a Sea Space marked *Used* may still Counter-Intercept).
- The US Player may activate US and Philippine units. These units *may not* cross the US Theater Boundary (21.31).
- The US Player may activate AUS and NZ units if in the US Theater. These units *may* cross the US Theater Boundary.
- The CW Player may activate all CW, Netherlands, and Chinese units. Only AUS and NZ units (22.33) may cross the British Theater Boundary. Chinese units are limited on which Areas they may enter (22.34.1).
- Each Allied player may only construct Forts and upgrades (Airfields and Ports) in their own Theater.
- Brigades, Chinese divisions, Philippine MIL divisions and reduced-strength divisions activate for two APs (these units are designated with a reduced-strength stripe on them). A Detachment also activates for two APs, unless stacked and activated with its parent division, in which case it may activate for free. All other full-strength divisions (including XX(-) divisions) activate for four APs.
- One full-strength, two-step naval unit (represented by a two-ship graphic), including submarine (SS) units, or two reduced-strength naval units (represented by a graphic having only one ship and also a reduced-stripe) **in the same port** may be activated for three APs. A single reduced-strength naval unit is activated for two APs.
- When a carrier is activated, any CVA based on the carrier are also activated without additional AP expenditure. The full activation cost for the CV or CVL unit must be paid even if no CVA perform Missions.
- When a SS unit is activated, the corresponding SS Dummy unit (Optional Rule ~ PB 24.12) is activated without additional AP expenditure, even if in a different Space.
- When transporting ground or air units by Naval Transport (11.5; 12.7), APs must be expended for *both* the TT unit(s) and the unit(s) being transported.
- Air unit counters are always activated by paying one AP per air point, though a player may break down the air unit (2.32) prior to activation. A *B-29* unit always costs two AP points to activate. A player activating an air unit with a *Hits* marker only pays for the number of remaining air points after reduction for the number of Hits.

Example: The Japanese Player has an LBA-4 *unit at an airfield. To activate this unit, four APs must be expended; a single air point could not be activated without first breaking the unit down to separate* LBA-2 *and* LBA-1 *units. If the unit was marked with a* 1 Hit *marker, only three APs would be required to activate the entire unit.*

10.31 Extended Range Mission Activation Cost

When air points are activated for an Extended Range mission (12.32), the activation cost is paid for the full number of air points, not just the halved effective number (***exception:*** PB 25.352).

10.32 Chinese Activations

Chinese units are held in the China-Burma Box until activated by the CW player. They may be activated on Turns 1, 2, 7 and 8 by expending the appropriate AP cost (***exception:*** the first time these units are activated on Turns 2 and 7 they do not cost any APs).

On Turns 3 – 6 they may **only** be activated if using the Optional cards by play of the *Stillwell* card (Card US04). When activated by play of the *Stillwell* card, the CW player does not pay any AP cost and may activate the 22nd and 38th divisions and one LBA point. If not playing with this Optional Rule, Chinese units **may not be activated on Turns 3 – 6**.

If a Chinese division is not available due to having been eliminated, it is not returned to the China-Burma Box until Rebuilt to full-strength (8.63; 21.42).

11.0 MOVEMENT

Units use Movement to move from their starting Space to each adjacent Space. Multiple Spaces may be entered during Movement if the unit has sufficient Movement Factors (MFs). Naval units always use Naval Movement (11.4). Ground and air units use Ground Movement (11.1) or Air Movement (11.3), respectively, or Naval Movement if being Naval Transported (11.5). Movement never initiates combat; Missions (12.0) are used to initiate combat. Units may move individually or as a **Force** (i.e. a group of units moving together). A **Task Force** is a group of only naval units and any embarked cargo.

Design Note: We use the term *Mission* to refer to any unit that moves with the potential to initiate combat versus the term *Movement* purely as an aid for laying out the rules and to clarify Interception. Almost all Missions will include a Movement component.

11.1 Ground Movement

Ground Movement is the movement of an activated ground unit from its starting Land Space to a single adjacent Land Space. A ground unit may cross a ground strait using Ground Movement – this is the only time Ground Movement can be used to enter or leave a Playable Island. A ground unit can use Strategic Movement (11.2) or Naval Transport (11.5) **instead of** using Ground Movement.

Example: The Japanese 5th division wishes to move from Luzon to Leyte-Samar. It may use Ground Movement due to the ground strait. If the 6th division wished to move to Formosa it must be transported via Naval Transport.

11.12 Ground Movement Procedure

The Phasing Player activates one or more ground units as described above and moves them (either one at a time or as groups) to an adjacent Land Space. Ground Movement may never be Intercepted (14.1).

11.13 Ground Movement Restrictions

- A ground unit may not move from a contested Space into an uncontested, enemy-controlled Space.
- Only ground units performing a Mission may enter an uncontested, enemy-controlled Space (this would be either a Land Attack or Amphibious Assault Mission ~ 12.2; 12.7); even if the Space only contains a zero IGDF Control Marker.
- A ground unit may not move into an Area above the stacking limit (**exception:** Retreats ~ 19.4). This includes debarking from TT units (11.51).
- The Non-Phasing Player never performs Ground Movement except during Retreat.
- CW ground units may not cross the British Theater Boundary and US units may not cross the US Theater Boundary (**exception:** Australian and New Zealand units ~ 10.3, 22.3). Netherlands and Chinese units are treated as CW units and Philippine units are treated as US units for the purpose of this rule.
- Mountain boundaries that include a number in a circle indicate the number of divisions or equivalents that may use Ground Movement across that border in a single Impulse.

11.2 Strategic (Rail) Movement

Strategic Movement allows an activated unit to move one or more consecutive, adjacent Land Areas in a single activation, provided they are all within the same country. Strategic Movement may not be combined with Ground Movement, but units that use Strategic Movement may still participate in Ground Combat. Strategic Movement is also available during Redeployments (21.5).

11.21 Strategic Movement Procedure

The Phasing Player activates the ground unit and moves it from any Land Area in the allowed country to any other Land Area in that country, subject to the restrictions below. When finished, the unit is marked with a *Strategic Movement* and *Used* marker (**exception:** if part of a Mission, it is marked *Used* after the Mission is resolved).

Design Note: Japanese Strategic Movement also utilizes some small coastal watercraft.

11.22 Strategic Movement Restrictions

Strategic Movement is limited per Round as follows:

- The Japanese Player may move a maximum of two divisions (or equivalents) and only within the Japanese Home Islands. This number may be reduced by Strategic Warfare (21.24).
- The CW Player may move one division (or equivalent) within India.

- The CW or US Players may move one division (or equivalent) within Australia. ***Exception:*** Strategic Movement may not be used into, out of, or through *Western Australia* or the *Northern Territory*.

- The starting and end Areas may be contested or marked *Control Changing*, but may not be enemy controlled. All intervening Areas must be uncontested, friendly-controlled Land Areas without a *Control Changing* marker.

- Stacking rules apply in the starting and end Areas, but not for any Areas moved through.

Strategic Movement during the Interphase has the same limits as above.

IMPORTANT: Remove the *Strategic Movement* and *Used* markers at the end of that player's Impulse, except on units in Australia (remove those at the end of the CW Player's Impulse).

Design Note: If Japan conquers India or Australia, they do *not* get to use Strategic Movement in those countries as it is presumed the rail network would be destroyed, sabotaged, etc.

11.3 Air Movement

Air Movement is the movement of an air unit from its starting airfield to another friendly airfield (***exception:*** the target Space of a Mission or Interception is not required to be a friendly airfield).

11.31 Air Movement Procedure

The Phasing Player activates one or more air units at a single airfield and designates them as performing Air Movement (either one at a time or as groups). An air unit may breakdown prior to performing Air Movement. Air Movement may also be performed as part of an Interception.

All air units have four MPs, except *B-29* units (see below). Each MP allows an air unit to move to an adjacent Area. An air unit beginning on a Playable Island must move to the Mixed Area including the Playable Island as its first MP (***exception:*** Borneo ~ 2.11). Landing at an airfield on a Playable Island in a Mixed Area does not cost additional MPs once the air unit enters the Mixed Area. Similarly, landing in a Land Area that has been entered does not cost additional MPs.

Example: An air unit may move from Formosa *to the* East China Sea *(1 MP), then to the* Philippine Sea *(2 MPs),* West Carolines *(3 MPs),* Bismarck Sea *(4 MPs) and then land at* Rabaul *(no additional MPs).*

B-29 units may move between the *US Box*, *Oahu*, or any friendly-controlled Land Space containing a B-29 symbol when activated. This does not cost MPs – simply pick up the B-29 unit and move it to its destination.

CVA function as GBA when not based on a carrier (2.33.1).

Used CVA on a carrier display may be carried by that carrier, fight in Air Combat (16.1) and Carrier Air Battle Rounds (17.3), but may not be activated for Movement or Missions. Note that CVA based on an operational carrier in a port may still use Air Movement to Intercept to their current Space (14.21).

After air units have moved, mark them with *Used* markers (***exception:*** if part of a Mission, they are marked *Used* after the Mission is resolved).

Unless otherwise restricted, Air Movement can cross Impassable Borders and enter friendly or enemy-controlled Spaces but may not enter Impassable or Neutral (5.22) *Spaces*.

IMPORTANT: Air units just moving, not flying a Mission, cannot be Intercepted. Air units flying a Mission *may* be Intercepted but only in the Mission Area (i.e. not enroute).

11.32 Air Movement Restrictions

Air Movement cannot be used through two consecutive Areas without a friendly airfield. A Playable Island with a friendly airfield results in the entire Mixed Area being treated as having a friendly airfield.

Example: The Japanese Player controls Tarawa, Funafuti, *and* Canton Island. *The US* LBA-4 *could fly from* Palmyra *to the* Palmyra *Sea Space (1 Area) to the* Polynesia *Mixed Area (2) to the* Western Polynesia *Mixed Area (3) to the Solomons Mixed Area (4) and then to the airfield on* Guadalcanal. *This air unit could* **not** *fly from* Palmyra *to* Central Pacific *to* Gilberts *to* Solomons *because neither the* Central Pacific *nor* Gilberts *contains a friendly airfield.*
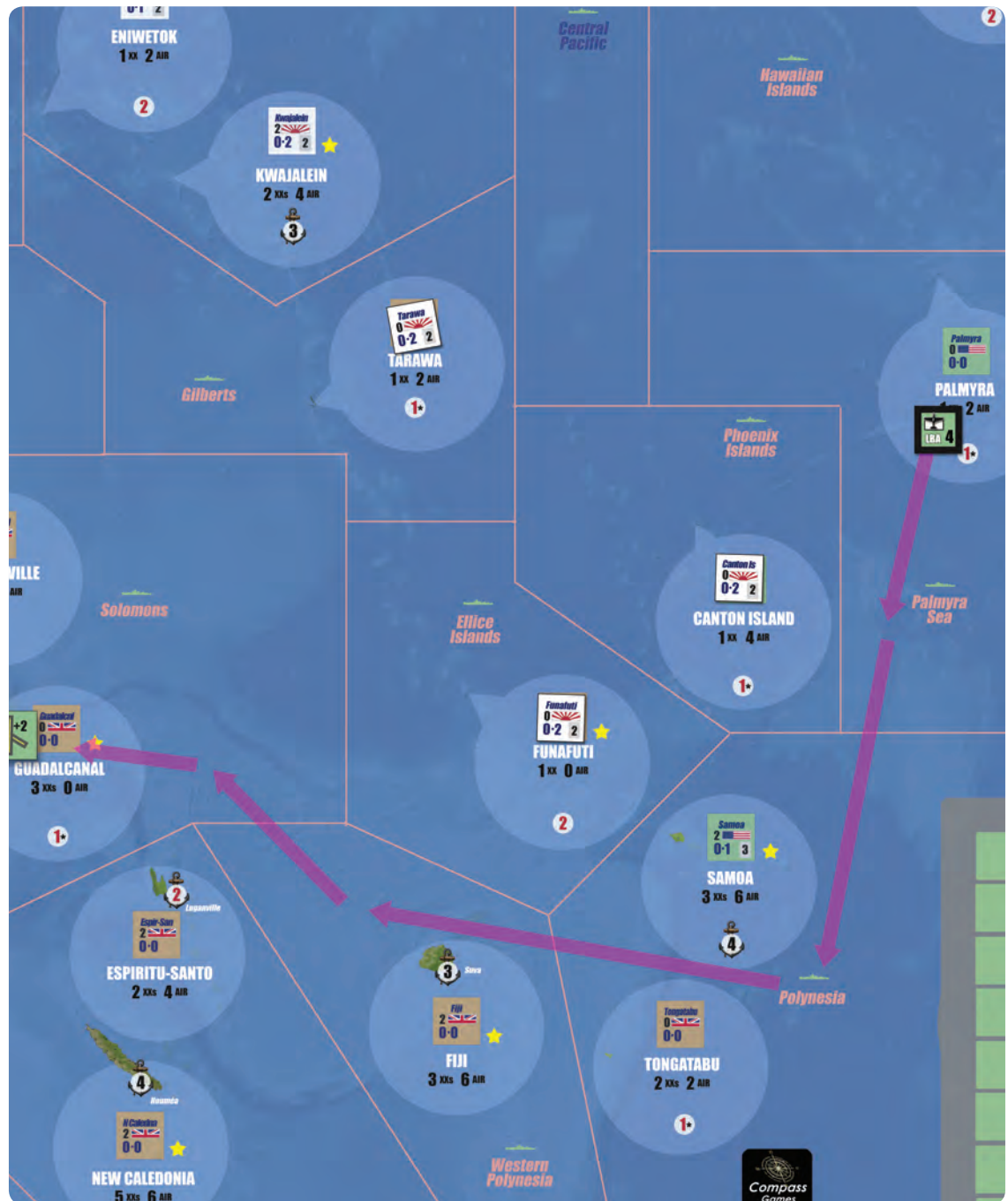
The friendly airfield does *not* need to have available capacity to allow Air Movement.

Air units must use Naval Transport (11.5) when moving to/from the *BR Box*, *NZ Box*, or the *US Box*. The only exceptions are that Allied GBA may use Air Movement between the *BR Box* and the *Persia Box* if this is their only movement during the Impulse and *B-29* units, as outlined above.

REMINDER: CVAs **must** base on a friendly, operational carrier, if possible. CVA may base at an airfield if no operational carriers with sufficient capacity for them are within range.

Unless otherwise noted, air units (including CVA based on a carrier) may not perform Air Movement if marked *Aborted*, *Relocating Base*, or *Used*. CVA on a *non-operational* carrier in a port may change their basing but may not perform Missions from that carrier. Air units currently embarked on a TT unit may never perform Air Movement or Air Missions (11.51) and are marked *Used* as soon as they debark.

CW air units may not cross the British Theater Boundary and US units may not cross the US Theater Boundary (**exceptions:** Australian and New Zealand units and Interception from Joint Theater Areas ~ 22.3).

Basing requirements do not apply *during* Air Movement, but all air units must end their movement at an airfield where they can legally base.

11.33 Air Rebase

Air Rebase is the act of using Air Movement to return an air unit to an airfield and complete its activation for the Impulse. Air units must Rebase due to loss of control of their airfield (6.22) or when an Operation/Mission ends (13.2). GBA marked with either *Abort* or *Relocating Base* markers are eliminated if forced to Rebase due to loss of control of their airfield.

When Rebasing due to loss of control of their airfield, air units must go to a friendly airfield within two Areas; in all other cases, air units may return to any friendly airfield within Range as if performing a Mission (12.32; 12.33) (**exception:** CVA ~ see below). If no airfield is within Range, the air unit is eliminated.

Example: Japan performs a Mission against Burma *using air units from* Siam*. After the Mission, these units must Rebase to one of* Burma*,* North Indo-China*,* Siam*, or* Malaya*, as these are the only Spaces within Range of* Burma *(per 12.32).*

Rebasing air units may not be Intercepted. They may return to any available airfield – they do not need to return to the airfield where they began the Impulse. Air units may always Rebase at the completion of an Operation/Mission, regardless of their status (*Used*, *Aborted*, *Relocating Base*, etc.) if they were involved in the Operation/Mission by activation or Interception.

Air units performing an Extended Range Mission (12.33) may fly extended range back to a friendly airfield.

If in a Sea Space, CVA must Rebase (*per 13.2, Step 19*), if possible, to a carrier within their current Task Force (it is not required to be their current carrier and *must* be a different carrier if their current carrier has been sunk). CVA may Rebase to inoperable carriers (6.23). If in a port, they must Rebase to an operational carrier in that port or, if none available or none operational, to the airfield in that Space. If unable to Rebase in either situation above, the CVA may rebase to any airfield within range as above; otherwise the unit is eliminated and returned to the owner's Force Pool.

If forced to eliminate air points due to insufficient airfield capacity, the owning player chooses which air points to eliminate; including from ones previously marked *Used*, *Relocating Base*, etc.

Design Note: Remember that one can *base* up to double the Airfield Activation Limit!

11.4 Naval Movement

A naval unit activated for **Naval Movement** moves from its starting port to another friendly port, moving Sea Space to Sea Space along the way. If moving as part of a Mission, the unit moves to a Sea Space to resolve the Mission (11.42) and then Rebases to a friendly port. There are two exceptions: SS units can also end in (or begin from) a Sea Space and TT units can potential base at a Space without a friendly port (6.35).

11.41 Naval Movement Procedure

The Phasing Player activates one or more naval units at a single port and designates them as performing Naval Movement (either one at a time or as groups). A naval unit may breakdown prior to performing Naval Movement. Naval Movement may also be performed as part of an Interception.

If the naval units are not performing a Mission, they have movement points (MPs) equal to twice their Movement Factor (MF). If the unit is Damaged, apply any MF loss, then double the MFs. Each MP allows a naval unit to move to an adjacent Sea Space. The number of MPs a naval unit has available for its entire move or Mission is determined at the beginning of its movement (i.e. Damage incurred during Movement or a Mission does not impact the number of MPs the unit has during that Movement/Mission).

IMPORTANT: If a naval unit moves from a Sea Space into a bordering port and then back out again into *the same Sea Space*, there is no MP cost for this 'in and out' of the port movement.

Example: Japan moves a TT unit from North Honshu *(1 MP) into the* Japanese Home Waters*, then into* Kyushu *to embark a division. If it moves back out to the* Japanese Home Waters *it would still be at one MP; if, instead, it moves out to the* Yellow Sea*, it would have to expend its 2nd MP.*

A naval unit beginning on a Playable Island must move to the Mixed Area including the Playable Island as its first MP and a naval unit beginning in a Land Area must move to a bordering Sea Space as its first MP. Entering a port, either on a Playable Island in its current Area or in a bordering Land Area, never costs additional MPs.

Example: The Hosho *(MF = 2) may move up to four Sea Spaces. If it moved from* Rabaul *to the* Japanese Home Waters *it could still enter a port in* Okinawa *or* Kyushu*, as these would not cost any additional movement points.*

Naval units expend one additional MP to leave the *BR Box*, the *NZ Box* or the *US Box*.

Design Note: This ensures that moving to or from an on-map port to an Off-map Box costs the same; e.g. moving from *Oahu* to the *US Box* (or vice versa) will cost 3 MPs.

Non-submarine Naval Movement is always subject to Interception (*exception:* Naval Rebase ~ 11.44).

After naval units have moved, mark them with *Used* markers (*exception:* if part of a Mission, they are marked *Used* after the Mission is resolved).
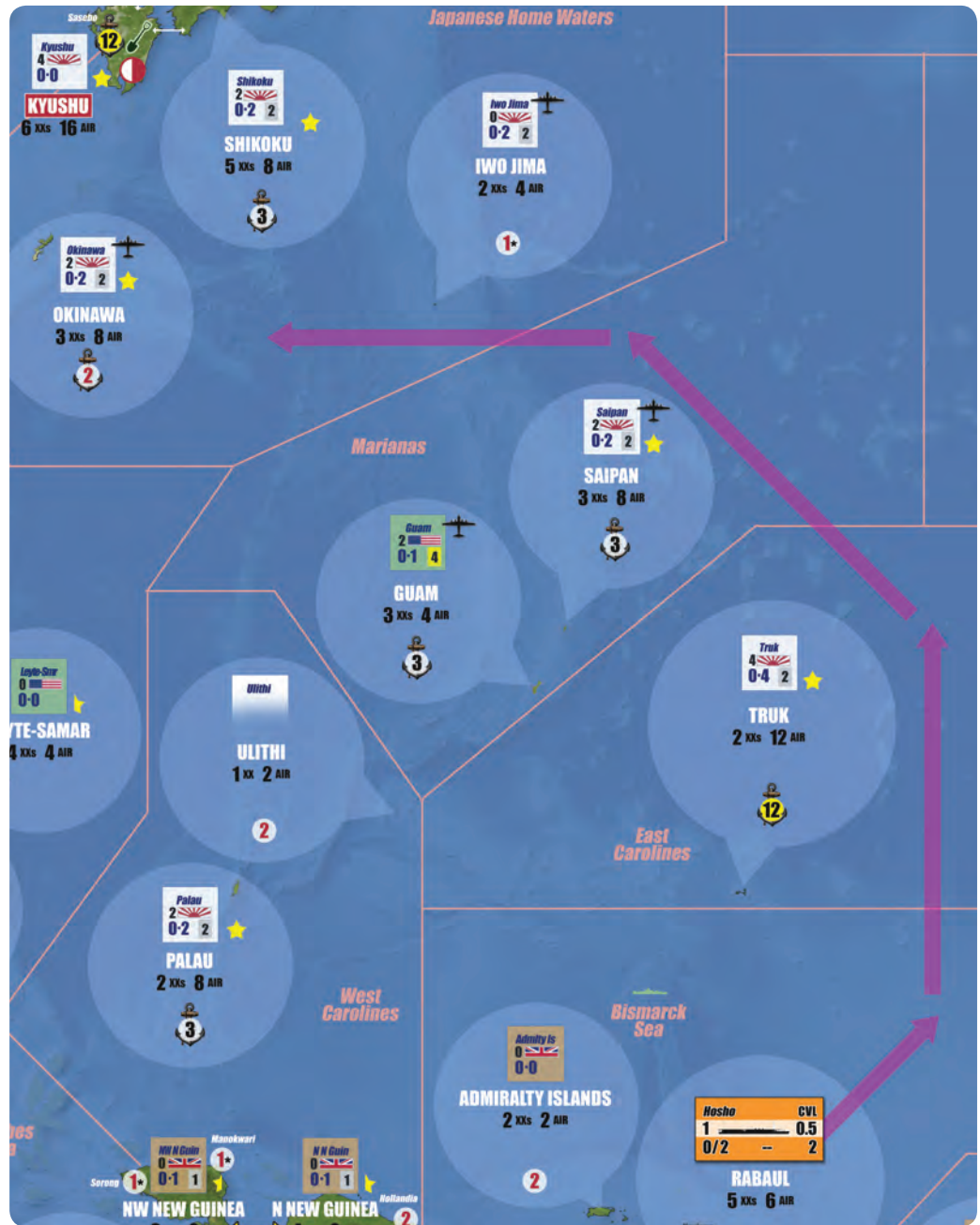
11.42 Naval Movement Restrictions

Naval units must end Naval Movement in a friendly port except in the following situations:

- Submarine (SS) units may end Naval Movement in a Sea Space (11.8).
- Under certain circumstances, the US *FST* unit may end Naval Movement in a Sea Space (6.41).
- Naval Units utilizing Naval Movement as part of a Mission (12.4), Interception (14.3), or Counter-Interception (14.6) must end in a valid Target Space.

Naval units may not perform Naval Movement if marked *Refit*, *Relocating Base*, *or Repair*. Naval units marked *Used* may only use Naval Movement during an Automatic Interception (14.14) or Rebase.

Basing requirements do not apply during Naval Movement but all naval units must end their movement/Mission at a port where they can legally base. Naval units may only cross a land strait if the moving player controls at least one of the connecting Land Spaces.

CW naval units may not cross the British Theater Boundary and US units may not cross the US Theater Boundary (*exceptions:* Australian naval units and Interception from Joint Theater Areas ~22.3).

11.43 Carriers and CVA units

When an operational carrier leaves its port of origin, it must pick up any CVA currently based in that Space at no cost in MPs to the carrier (2.33.1), provided it has available capacity for the CVA. Any CVA picked up this way are **not** marked *Used* (unless already so) and may perform Missions that Impulse (if otherwise able). CVA based on other carriers in that port *may* be embarked on the leaving carrier, but are not required to.

Similarly, when a non-operational carrier leaves a port it may drop off CVA currently based on the carrier. These CVA are moved from the carrier display to the map or to another carrier in the same port and may be activated later that Impulse. Stacking limits must be met to be dropped off this way and there is no MP cost to the carrier. The CVA are not marked *Used* because of this drop off.

Design Note: Note that dropping off *to the map* can only be done if the leaving carrier is not operational, as CVA must always be based on an operational carrier if possible.

11.44 Naval Rebase

Naval Rebase is the act of using Naval Movement to return a naval unit to a port and complete its activation for the Impulse. Naval units must Rebase: when forced to sea due to loss of control of their port (6.34); at the end of an Operation or Mission (13.2); after Interception Combat (14.7) if an intercepting unit; or when Disengaging from Naval Combat (17.6).

When Rebasing due to loss of control of their port, naval units must go to a friendly port within two Areas. They must be able to legally base at this port.

IMPORTANT: When Rebasing at the end of an Operation or Mission or when Disengaging from Naval Combat, naval units must Rebase back *along the same path* taken by at least one of the naval units involved in the Mission/Naval Combat - this can include going to ports bordering their current Sea Space. This applies to naval units of both the Phasing and Non-Phasing Players.

EXCEPTION: TT units that are Disengaging from Naval Combat and that are carrying one or more embarked units may **not** Rebase to a port bordering the Sea Space where the Naval Combat occurred unless it was their port of origin.

Design Note: This means you can't try to sneak a TT unit carrying cargo through a Sea Space by fighting one Round of combat and then Disengaging, using the Rebase to continue moving the TT to a new destination.

If naval units from multiple ports/paths were involved, it is not required to remember which units came from which ports/paths ... just that all Rebasing naval units must Rebase along one of those paths (see example). Movement Points are *not* expended during Rebasing but units may only Rebase to ports within their MF.

Example: US naval units perform a Mission to the Bismarck Sea, with some units coming from New Caledonia (via Solomons) and some from Celebes (via West Carolines). When Rebasing, all the naval units could Rebase along the West Carolines -> Celebes Sea path, all could Rebase along

the Solomons -> New Hebrides path, or some could go one path while some go the other. If Rabaul was US controlled, some could even Rebase to Rabaul (provided they were not TT units with cargo Disengaging from combat).

If a naval unit is forced to Rebase and there are no valid ports within Range (or insufficient capacity), the Rebasing unit is eliminated instead.

Design Note: This should only occur if an isolated naval unit is forced to Rebase after losing control of its port.

Rebasing naval units may not be Intercepted. TT and carriers may not embark or debark units during a Rebase except at the final port where they end their Rebase. After Rebasing, all units are marked *Used*.

Naval units performing an Extended Range Amphibious Assault Mission (12.8) may use extended range to rebase to a friendly port.

Note that submarine (SS) units are not required to Rebase. However, after making an attack they are not permitted to attack again until they return to port (17.8).

11.5 Naval Transport

Naval Transport is the movement of ground and/or air units with a transport (TT) unit. The supply status of the ground or air unit does not matter. Naval Transport is usually from a starting port to another friendly port. There are two exceptions:

- As part of an Amphibious Assault Mission (12.7; 12.8).
- Into an enemy-controlled, contested Space (6.35).

11.51 Naval Transport Procedure

In a single port, the Phasing Player activates one or more air or ground units and one or more TT units and designates them as performing Naval Transport (either one at a time or as groups, though air or ground units must be embarked on an *activated* TT unit). A TT unit may breakdown prior to performing Naval Transport.

The TT unit moves using Naval Movement as described above. The transported units do not expend any MPs but are marked *Used* at the conclusion of the transport's move and may not be activated again this Impulse.

IMPORTANT: Ground units activated for a Land Attack Mission are marked *Used* at the conclusion of the Mission (13.2) if using Naval Transport to reach an *already* contested Space (see example). In addition, the TT unit is considered activated **for a Mission**, not just Movement, even if no other air or naval units are activated (since Ground Combat will occur).

To attack an enemy-controlled, **uncontested** Space requires an Amphibious Assault Mission (12.7; 12.8), not just Naval Transport.

Example: The US is already contesting Mindanao and moves a TT unit from Celebes into the Philippine Sea (two MPs) while carrying a division to reinforce its ground units already in Mindanao. Since Ground Combat will include the unit being carried, this is a Mission. The division may land in Mindanao and participate in the Ground Combat there; the TT unit must Rebase along its path or to a port bordering the Philippine Sea.

A TT unit may also move into a port and embark and/or disembark units in the port and then continue moving (**exception:** not during Rebase ~ 11.44). It does not cost additional MPs to embark or disembark units. Any disembarked units are marked *Used* as above.

When the TT unit ends its move, any embarked units are automatically disembarked if the Landing Capacity (6.32) and stacking/airfield basing limits would allow these units to disembark. If there is insufficient Landing Capacity and/or stacking/basing for the embarked units, these units must remain on the TT unit (note that embarked units on a TT based at the US FST **must** remain on the TT unit). Units that are embarked on a TT unit in a port remain stacked on the specific TT unit that has embarked them. They may only leave the TT unit if activated by the owning player (*which may require waiting until their next Impulse if currently marked* Used). Units embarked on a TT at the US FST are ignored for all purposes and are eliminated if their TT unit is sunk. Units embarked on a TT at any other port are also ignored for all purposes, but if their TT is sunk these units arrive the following Round as if Rebuilt from the player's Force Pool with applied Hits equal to half of their Defense Factors (**rounded down**).

Example: The US Player has a (9 – 9) US division with a 1 Hit *marker on a TT unit in* Midway. *The division is unable to debark because* Midway *currently has a brigade and the division stacking is only one. During the Japanese Player's Impulse, Japan performs Naval Bombing on the TT unit and sinks it. The TT unit is eliminated and placed in the US Player's Force Pool, while the (9 – 9) US division is placed to re-enter at the* US Box *the next Round with five total Hits on it.*

If a TT unit moves into an Area marked with a *Combat* marker, it must immediately stop. If not performing a Mission in the Area or carrying a Ground Unit as per the **IMPORTANT** note above, mark the TT unit with a *Passing Through* marker. After Interceptions and Counter-Interceptions (but before resolving Naval Combat), the TT unit may move into a bordering port to *embark* units **but must immediately return back to its Sea Space** (13.2, **Step 4**).

The TT unit may only *debark* units after Naval Combat has been resolved in the Area (13.2, **Steps 10 & 12**). Similarly, a TT unit subject to Interception Combat must survive Naval Combat before it may debark units (14.11, **Step 3**).

11.52 Naval Transport Capacity

A full-strength TT unit can carry eight Transport Points (TPs). A reduced-strength TT unit can carry four TPs. Each unit costs a number of TPs as shown in the Naval Transport Table. Damage on a TT unit may reduce this capacity (17.52).

A TT unit may never exceed its capacity at any one time during Naval Transport but can debark/embark different units.

Naval Transport Table	
Unit	**TPs**
Full-strength division[1]	4
All reduced-strength, Philippine MIL, and Chinese divisions, XX(Det)[1], and all brigades	2
Each air point [2]	1

[1]: Philippine MIL divisions and Chinese divisions count as only two TPs and a XX(Det) counts as zero TPs if embarked along with its parent XX(-) division.

[2]: *CVA-½* units cost ½ of a TP; *B-29* units cannot be carried.

Example: A full-strength TT unit could carry one full-strength division (4 TPs), one brigade (2 TPs) and two air points (2 TPs) at any one time. Assuming the TT unit is Japanese, it could move to a port and debark the brigade and both air points, then immediately embark the 16th XX(-) *with the* 16th XX(Det).

11.53 Naval Transport Restrictions

The maximum Transport Points worth of units that may embark or disembark at a port in a single Impulse is 4x the Port Capacity, up to a maximum of twenty-four. Stated another way, each point of Landing Capacity allows one full-strength division, two reduced-strength divisions or brigades, or four air points to embark or disembark, up to a maximum of six full-strength divisions.

*Example: Manilla is a Major Naval Base with a Landing Capacity of six. In a single Impulse, the controlling player could disembark six full-strength divisions, twelve brigades, or twenty-four air points at Manilla (or some combination of the above). If, for example, they disembarked four full-strength divisions they could also **embark** up to eight TPs worth of units, such as two divisions, eight air points, four brigades, etc.*

Ground units may not use Ground Movement in the same Impulse they utilize Naval Transport, but if disembarked into a contested Space they can participate in combat. Air units may not perform a Mission in the same Impulse they use Naval Transport and are marked *Used* when they disembark.

11.54 Landing Capacity in Uncontrolled Spaces

A player may always treat a **contested** Space as having a Landing Capacity of one. This applies even if the port is not friendly controlled or if the Space is marked *Control Changing* – noting that a full-strength TT unit can base at such a Land Space (6.35).

A player may not disembark into an **enemy-controlled, uncontested Land Space** except via an Amphibious Assault Mission (12.7).

11.6 Passing Through

A naval unit is **Passing Through** a Sea or Mixed Area if it is not performing a Mission in or from that Area. When naval units move, they must declare in each new Area entered whether they are Passing Through or stopping and performing a Mission. **Naval units using Naval Movement (only) and not performing a Mission are always Passing Through.** Only naval units may be marked as *Passing Through*.

Example: Japan activates naval units in Truk *to perform a Mission against* Midway *via* Wake Sea. *These naval units would be considered as Passing Through the* East Carolines *and* Wake Sea *Areas and performing a Mission in the* Midway Sea *Mixed Area.*

Passing Through is important because Interception combat against *only* Passing Through units is resolved immediately (14.11) and does not leave a *Combat Concluded* marker in that Area (13.3).
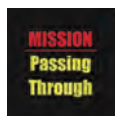
In the Target Area of a Mission, units that are in that Area but **not** performing a Mission will be marked as *Passing Through*. If a Non-Phasing player Intercepts into that Area, these units still participate in Air and Naval Combat in that Area. They remain in the Area until the current Operation is fully resolved. If they survive Naval Combat and did not Disengage (17.6), they **must** leave the Area once it is marked *Combat Concluded*.
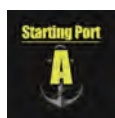
Design Note: Included in the game are several pairs of markers labeled "Starting Port A", "Starting Port B", "A1-4", "B1-4", etc., which can be used as reminders of where units began their move. A player simply places one of the markers on the starting port and the corresponding marker on the stack of units (rotated to indicate how many MPs have been spent), along with the *Passing Through* marker. In addition, one side of the *Passing Through* marker indicates the units are only using Movement while the other indicates they are performing a Mission in a different Area.

11.7 Movement Restrictions Due to Combat

Once an Area/Space is marked with a *Combat* marker, the following restrictions are in effect:

- Naval units may enter the Sea Space but may not exit, including going into a bordering port. Naval units wishing to continue moving are marked with a *Passing Through* marker either on its Mission side or Movement side, depending on whether the moving units have been declared as performing a Mission or not (*this is only for Missions that are not related to the current Operation*). TT units may embark air or ground units in bordering ports during **Step 4** of the Operation resolution (13.2).

- Air units may move into and/or through the Area while performing Missions. Air units using Movement (only) may move through but may not base at a **Space** marked with a *Combat* marker.

Design Note: Since Air Movement cannot be Intercepted, this can also be done after resolving the current Operation.

- Ground units may enter, but not move through, a Land Area containing a *Combat* marker.

An Area marked with a *Combat Concluded* marker has more stringent limitations (13.3).

Example: Japan is attacking NE New Guinea *with supporting naval units in the* Bismarck Sea. Combat *markers would be placed in both Areas. If they wanted to also perform a Mission against* Guadalcanal, *they could move units into the* Bismarck Sea, *mark them as* Passing Through, *and once the* NE New Guinea *Operation is resolved, continue moving to the* Solomons. *Alternatively, they could have resolved the* Solomons *Operation first,* **then** *the one against NE New Guinea.*

11.8 Submarine Movement

Submarine (SS) units move like any other naval unit, except that they may end Naval Movement in a Sea Space and may still Intercept (14.4) if in a Sea Space (even if marked with a *Used* marker). If not playing with the optional Dummy units (PB 24.12), keep SS units on the side showing their factors at all times.

12.0 MISSIONS

Missions are used to attack enemy units and are components of an Operation (13.0); i.e., an Operation will involve one or more Missions. Combat during a Mission is resolved as either Interception Combat (14.7) or Operation Combat. **Interception Combat** is initiated by a *Non-Phasing* Player and resolved immediately. **Operation Combat** is resolved when the *Phasing Player* has finished moving all units associated with the current Operation (including those Passing Through any Mission Areas).

Design Note: Think of each Mission as a commitment of resources to some goal; e.g. a land unit committed to a Land Attack Mission, supported by naval units committed to a Naval Shore Bombardment Mission, along with air points committed to friendly Ground Support Missions. The combination of one or more of these Missions can be thought of as an Operation.

12.1 Mission Procedure

Air, ground, and naval units can be activated for **Missions** and Missions include both Movement (*optional*) and Combat. The only Missions performed by a Non-Phasing Player are Interceptions.

IMPORTANT: Units **not** initiating combat utilize Movement only (this distinction is important when dealing with *Combat/Combat Concluded* markers).

Combat markers are placed in all Areas and Spaces where there are activated units participating in the Operation or enemy units that will be subject to some form of combat during the resolution of the Operation (be it ground combat, bombing of naval units in port, etc.). The Non-Phasing Player will be able to Intercept (14.0) to the locations marked with *Combat* markers or against naval units moving to these locations.

To conduct a Mission, the Phasing Player activates one or more units (air, ground, and/or naval) from a single Space and designates them as performing a Mission. The exact Missions need not be designated until combat resolution (though often will be obvious due to the Target Space). Units that are activated together must remain together throughout the activation (**exception:** Rebase is done on an individual unit basis).

- If a Land Mission (12.2), ground units are moved to a Space containing enemy units (if not already there). Interception to the Target Area may be done for Defensive Support (12.35; 12.44; 12.53).

- If an Air Mission (12.3), air units are moved one Area at a time to the Target Area of the Mission(s). Air units may only be Intercepted in the Target Area and only by enemy air units (this includes CVA units based on an operational carrier – either in port or in a Sea Space. If the Target Area is a Mixed Area, the Phasing Player must place *Combat* markers on any Land or Sea Spaces in that Area that are going to be Targeted by one or more air points. If the air points are utilizing an Air Passage that connects to a specific Land Space, they may only perform their Mission against that Land Space.

- If a Naval Mission (12.4 – 12.9), naval units are moved one Sea Space at a time to a Sea Space adjacent to the Space where their Mission(s) will be performed (*termed the **last Area**). If the Mission is against a Playable Island, the last Area is the Mixed Area containing the Playable Island. If the Mission is against a Land Area, the last Area is a Sea or Mixed Area adjacent the Land Area. The only Mission a SS unit may perform is Interception or Counter-Interception.

  Examples: A Naval Mission against British Borneo *would have a last Area of the* Borneo Sea *Mixed Area. Conversely, a Naval Mission against* Western Australia *would have a last Area of either the* Timor Sea *or* West Australian Waters *Areas.*

  In each Area entered, including the last Area, the moving naval units are subject to Interception by enemy air and/or naval units. Prior to the last Area, Interception is resolved immediately and is an **Interception Combat**. Interception *into the last Area* only occurs as part of the Operation Sequence (13.2, **Step 2**).

After completing movement of all activated units, the Phasing Player may then:

- Activate additional units and move them to the same or supporting Areas (i.e. as part of the same Operation).

- Activate additional naval (*and any embarked*) units for an entirely different Operation, but only if they will be marked *Passing Through-Mission* in an Area currently containing a *Combat* marker (11.7).

- Activate additional naval (*and any embarked*) units for Movement unrelated to this Operation, but only if they will be marked *Passing Through-Movement* in an Area currently containing a *Combat* marker.

- Resolve the current Operation, including all Areas associated with that Operation that are marked with *Combat* markers.

Example: This example will cover some aspects not yet discussed but provides a good summary of what to expect from a full Operation including multiple Missions.

Starting off their Impulse, Japan declares an Air Mission against The Solomons, *marking this Area with a* Combat *marker and expends four APs to move the* LBA-4 *from* Rabaul *to* Bougainville *via the Air Passage. Japan also places a* Combat *marker in* Bougainville, *as that Space will be targeted by the* LBA-4. *The Allies do not Intercept yet, as Japan states that they have other Missions being performed in the* Solomons *Mixed Area. This can be considered as the beginning of an Operation against the* Solomons *Mixed Area.*

Japan uses additional Naval Missions to bring in several naval units, including a transport carrying a division and two SNLF brigades (expending another twenty-three APs). Japan declares Amphibious Assaults against New Georgia *and* Guadalcanal *and both Spaces are marked with* Combat *markers. The exact units that are planning on assaulting these islands are not indicated yet. The* Solomons *Mixed Area is the adjacent "last Area" where the naval units are located and is already marked with a* Combat *marker. The Japanese Player declares that the Operation to the* Solomons *Area is ready to be resolved. The entire Operation cost twenty-seven APs.*

The Non-Phasing Player is now given an opportunity to Intercept all Missions associated with the Operation. The US LBA-2 *in* New Georgia *and three naval units Intercept. These do not cost the US Player any APs as they are the Non-Phasing Player. Japan does not choose to Counter-Intercept, so no additional units will enter the* Solomons *Area until the Operation Combat is finished.*

Air Combat occurs next and even though there are several Playable Islands and a naval engagement, the combat is fought inclusive of all air units in the entire Area. One Round of Air Combat is fought and then Japan announces all Ground Combats in the Area, including which units are participating in each. Both players then allocate surviving Ground Based Air to specific Spaces and to one of two options: to provide support to a ground combat in their current Space or to bomb naval units in their current Space. The US LBA-2 is allocated to Ground Support in Guadalcanal. The Japanese LBA-4 must bomb the AUS TT as there is no ground combat in Bougainville and this is the only Land Space it can reach in the Solomons.

All Naval Bombing attacks by Ground Based Air are then resolved. Japan bombs the AUS TT unit while the US has no GBA performing naval bombing. Then the Naval Combat in the Solomons Sea Space is resolved. This may result in a Carrier Battle using surviving operational CVA points or a Surface Battle; it may also result in multiple rounds of Naval Combat. Naval Combat continues until only one side has naval units left in the Sea Space. The US and Japanese GBA do not participate in Naval Combat – they already had their chance to damage enemy naval units.

If the US naval units win the naval combat, the Ground Combats against New Georgia and Guadalcanal would be cancelled, as the TT unit would not be around to perform the Assault during the Ground Combat resolution step. The winning CVA would be given a choice of supporting the Ground Combats or performing Naval Bombing versus naval units in bordering ports (in this case, the only bordering port with a naval unit is Bougainville). Assuming Japan wins, they assign all surviving CVA to Ground Support and then must choose which Ground Combat to resolve first. Japan chooses to resolve the combat on New Georgia. Both players choose the number of Ground Based Air points to support the ground combat (from those that were indicted as providing ground support – in this case none for both sides) and then Japan chooses what naval units to support via Shore Bombardment and what CVA units to support via Carrier Strike (Ground Support). The Ground Combat on New Georgia is resolved and these units are marked Used. The procedure is then repeated with Guadalcanal. Finally, all remaining air units, then naval units, of both sides Rebase. The Combat markers on the Playable Islands are removed and the Combat marker in the Solomons Mixed Area is flipped to its Combat Concluded side. Japanese Movement and Missions into the Solomons Mixed Area will be severely curtailed for the rest of their Impulse. This concludes the Operation.

12.11 Cancelled Missions

At certain points in resolving an Operation (13.2), the Phasing Player is given the opportunity to voluntarily cancel some or all of the Missions in the Operation. The Phasing Player may also voluntarily cancel a Mission after resolving an Interception Combat (14.7) against their units.

If cancelled, any air and naval units activated for that Mission immediately Rebase and are marked *Used*. Ground units are marked *Used* and remain where they are. **Mandatory attacks (12.22) may never be cancelled once the Phasing Player's units enter the enemy-controlled Space**.

12.2 Ground Missions

Activated ground units may perform a **Land Attack** to initiate combat against an enemy-controlled Space or against enemy units in an already contested Space. A Playable Island *can* be subject to a Land Attack if already contested; otherwise it requires an Amphibious Assault (12.7; 12.8) (**exception:** *Borneo*).

A ground unit can only perform one Land Attack per activation.

Design Note: Amphibious Assaults are treated as Naval, not Ground, Missions.

12.21 Land Attack Procedure

The Phasing Player activates one or more ground units and designates them as performing a Mission. The intended Target Space must be a contested or enemy-controlled Space. If already in the Target Space, the Space is simply marked with a *Combat* marker; otherwise, the activated unit(s) are moved to the Target Space. This may be via Ground Movement (including Strategic Movement) or via Naval Transport. A TT unit carrying a ground unit performing a Land Attack is considered as activated for a Mission (11.51).

Example: *Japan activates a TT unit and a ground unit in Rabaul and a second ground unit in a contested Guadalcanal, all for a Land Attack in Guadalcanal. Even though no other naval or air units are involved, the TT unit must move to Guadalcanal as it was a Mission, not just Movement.*

If attacking an enemy-controlled Space that is not currently contested, the unit(s) *must* use Ground Movement to enter the Target Space (**exception:** Amphibious Assault Missions ~ 12.7; 12.8). These units may **not** enter an Area containing a *Combat Concluded* marker (13.3). Place a *Combat* marker in the Space after moving into it – if a Playable Island, also place one in its Mixed Area. If the Target Space only contains a Control Marker with zero IGDFs, no Land Combat will be fought, but the Space will still be marked *Combat Concluded* unless it is an Overrun (19.6).

The Phasing Player may support with additional Missions. Once all support is done, the Phasing Player resolves the Operation (13.2).

12.22 Mandatory Attacks

Ground Combat is **mandatory** when ground units first move into a non-contested Space occupied by enemy ground units. This includes Land Attacks as part of an Amphibious Assault.

12.23 Movement after a Land Attack

Ground units participating in a Land Attack may **not** move after resolving Ground Combat, even if they began the Impulse in the Target Space.

12.3 Air Missions

Air units other than *B-29* units may perform two types of Missions: Ground Support or Naval Bombing. *B-29* units are only used for Strategic Bombing (21.21). An air unit must be operational and not marked *Used* to perform an Air Mission. Note that participating in Air Combat is not the same as performing an Air Mission.

Ground Support allows air units to support Ground Combat. **Naval Bombing** allows air units to attack enemy naval units. GBA may perform one Mission per activation but do not declare the exact Mission until resolving the Operation (13.2, **Step 8**). CVA may participate in Naval Combat (17.3) and, if still operational, still perform their one Mission afterwards (13.2, **Step 13**).

12.31 Air Mission Procedure

Only air units currently based at an airfield (including on an operational carrier in a Sea Space) may perform Air Missions.

The Phasing Payer activates one or more air units and designates them as performing a Mission (the exact Mission is not specified). For GBA, Air Movement is used to enter the Target Area, subject to Interception in the Target Area only. Air units performing a Mission may not enter an Area containing a *Combat Concluded* marker (13.3). If entering the Target Area via an Air Passage, the air unit may be restricted to a specific Target *Space* (*see below*).

The Target Area must be within Range (12.32) of the GBA units and must be declared as the Mission Target when first entered. Mark the Area with a *Combat* marker, if not already. If targeting a Playable Island in a Mixed Area, also mark that Playable Island Space with a *Combat* marker. CVA based on carriers that survive Naval Combat (12.6) may only perform Air Missions against Target Spaces already marked with a *Combat* marker (**exception:** Disengaged units ~ 17.6) – a player must mark these when the naval units first move within range.

Example: Japan is performing an Air Mission from Rabaul *to* Bougainville*; Bougainville is marked with a* Combat *marker, as well as the* Solomons*.*

The exact Mission to be performed by each air point is not declared until resolution of the Operation (13.2, **Steps 8 & 13**), though the Target Space must contain at least one Land Attack or Amphibious Assault Mission to allow Ground Support Missions and must contain at least one enemy naval unit to allow Naval Bombing Missions (*though these units may end up Intercepting out of that port prior to the Naval Bombing actually being conducted*). If the Space does not contain the above, it may not be declared as a Target Space.

The Phasing Player may support with additional Missions. Once all support is done, the Phasing Player resolves the Operation.

12.32 Air Mission Ranges

Air units may only perform Missions against Areas that are within range of their current airfield (*or the Sea Space where their carrier is located for CVA*) – see below.
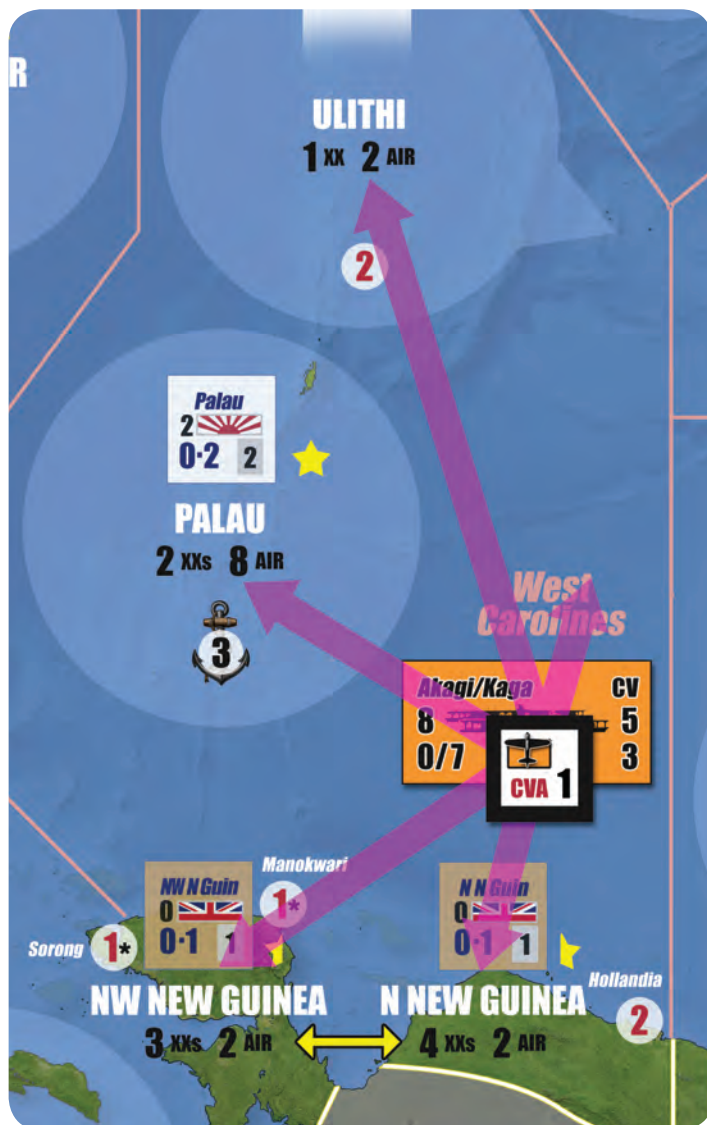
Example: If the Akagi/Kaga *moves to the* West Carolines *Mixed Area, the CVA based on the carrier could perform Air Missions against enemy ground or naval units in* Ulithi, Palau, NW New Guinea, *or* N New Guinea. *The CVA could also engage in Naval Combat against any enemy naval units in the* West Carolines *Sea Space. The CVA on the* Akagi/Kaga *could* **not** *perform Naval Bombing against* Truk *or* Rabaul, *as both of these Playable Islands are not in range.*

REMINDER: A Land *Area* is an Area consisting entirely of land. A Land *Space* is either a Land Area or a Playable Island in a Mixed Area.

Ground Based Air in a Land Area may fly Missions to:

- Their current Land Area.
- An adjacent Land or Sea Area.
- An adjacent Land Space connected by a ground strait or Air Passage.

  Example: North Honshu *to* Hokkaido.
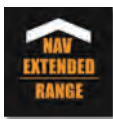
- An adjacent Mixed Area, including any Playable Islands in that Mixed Area.

  Example: NE New Guinea *to* Bismarck Sea *and/or to* Rabaul.

- An adjacent Sea Space and then to another *Land Area* adjacent to that Space. This is a regular **Extended Range Mission** (*see below*) and the air unit is marked with a *regular Extended Range* marker. The air unit must be supplied to perform a regular Extended Range Mission.
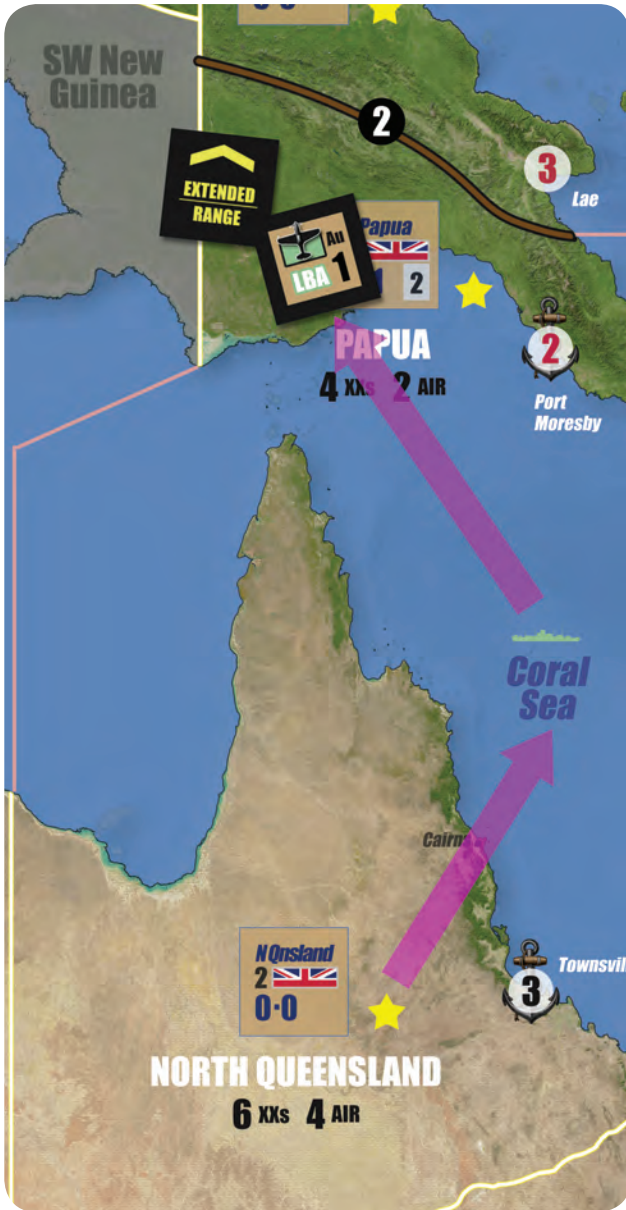
Example: The AUS LBA-1 in North Queensland declares an Air Mission to Papua. It first moves to the Coral Sea, then to Papua, where it will be marked with a regular Extended Range marker as a reminder that it is subject to Extended Range penalties when resolving its Mission.

- A Land or Sea Space connected by a Japanese NAV Air Passage (2.14), **but only for Japanese NAV points (not CVA based at an airfield)**. The NAV are marked with a *Japanese NAV Extended Range* marker and are halved for Air Combat **and** any Naval Bombing or Ground Support (*see below*).

Ground Based Air on a Playable Island in a Mixed Area may fly Missions to:

- Their current Mixed Area, either to the Sea Space portion or to any Playable Islands within that Mixed Area.

  Example: Bougainville to Solomons Sea Space and/or to Guadalcanal.

- A Land Area adjacent to their current Mixed Area.

  Example: An air unit on Sumatra can fly an Air Mission to Malaya or Singapore.

- An adjacent Land Space connected by a Ground Strait or Air Passage.

- A Land or Sea Space connected by a Japanese NAV Air Passage, **but only for Japanese NAV points (not CVA based at an airfield)**. The NAV are marked with a *Japanese NAV Extended Range* marker and are halved for Air Combat and any Naval Bombing or Ground Support (*see below*).

CVA based on an operational carrier may fly Missions to:

- Any Playable Islands within their current Mixed Area.

- A Land Area adjacent to their current Area.

- To their current Land Space if in a port (but only for defensive Ground Support ~14.21).

Extended Range Missions

As noted above, there are two types of Extended Range Missions: regular Extended Range Missions and Japanese NAV Extended Range Missions. Air units must be supplied (7.61) to perform either type of Extended Range Mission and the cost to activate the air points is based on the total air points activated (10.31).

Air points conducting regular Extended Range Missions are halved for Air Combat and Ground Support (2.33.2) and roll only one die when conducting Naval Bombing (**exception:** Japanese NAV performing *regular Extended Range Missions* are only halved in Air Combat – all Ground Support and Naval Bombing is at full-strength).

Only Japanese NAV may conduct a Japanese NAV Extended Range Mission and, when doing so, are halved for Air Combat and Ground Support and roll only one die when conducting Naval Bombing.

IMPORTANT: *MAR LBA* air and Allied CVA based at an airfield (2.33.1; 2.33.2) may never perform Extended Range Air missions and Japanese CVA do **not** gain the NAV advantages, above.

Design Note: The Japanese NAV points represent a mix of long-range bombers, such as Bettys, as well as escorting fighters. The escorting fighters would be incapable of staying with these longer ranged bombers for the entirety of the operation, especially if a dogfight ensued – hence halving for Air Combat, but not for Naval Bombing or Ground Support during regular Extended Range Missions.

12.33 Air Unit Restrictions

Air units must be operational and have been activated or successfully Intercepted to the Target Area to perform an Air Mission and to participate in Air Combat (i.e. simply being based in the Target Area/Space is not sufficient).

12.34 Ground Support

After Air Combat (16.0), air units may be committed to Ground Support if there is at least one Land Attack or Amphibious Assault in their current Area (12.37; 12.38). If multiple Ground Combats could be supported by CVA, the owning player decides as each combat is resolved. Air points are committed on a *per unit* basis and an air unit may only support one Ground Combat per Impulse; though air units may breakdown as they are assigned.

Air points are committed during the resolution of the Operation (13.2, **Steps 8 & 13**) and each air point adds one to that side's ground factors (**exceptions: CVA-½, Disrupted**, or **USL-2** air points add only half a point ~ 2.33.2). Each Japanese NAV point flying a regular Extended Range Mission (12.32) adds one to that side's ground factors; all other Extended Range air points add only half a point.

IMPORTANT: A player can never add more Ground Support than their total Modified Effective Ground Combat Factors committed to that combat (19.2; 19.21).
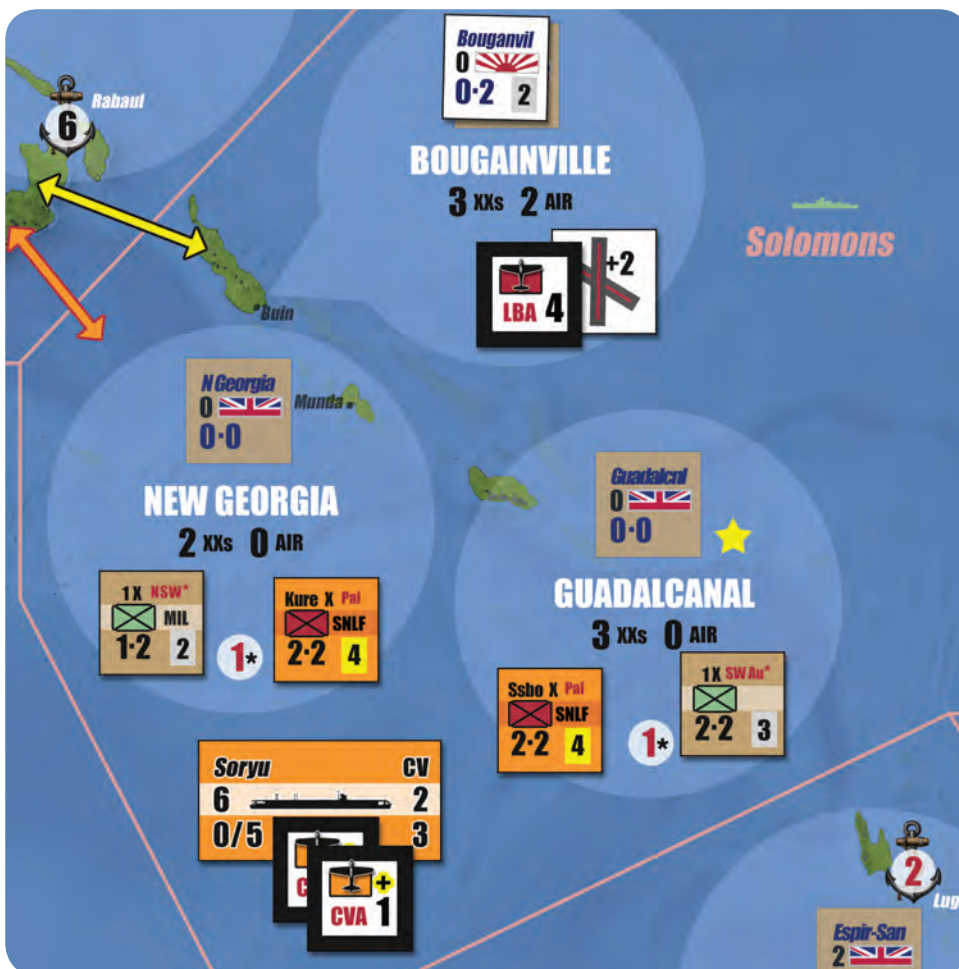
Example: Japan is attacking both New Georgia *and* Guadalcanal. *They are supporting with a single* LBA-4 *unit from* Bougainville *and the two CVA+ units. They may apply the* LBA-4 *to one combat and both CVA+ to the other but could not apply three and three unless they had the appropriate breakdown units for the* LBA-4. *The* LBA-4 *must support the Space where it is placed after Air Combat is resolved, whereas the CVA+ can support either combat after resolving Naval Combat. Note that the* LBA-4 *would only add two points of Ground Support (as each combat has a total modified effective Attack Factor of two).*

12.35 Defensive Ground Support

If the Non-Phasing Player has successfully Intercepted with GBA, they may add Defensive Ground Support from these air units. CVA provide Ground Support *after* Naval Combat (and must be based on an operational carrier at this time) – even if in a different Sea Space than naval units of the Phasing Player. The Non-Phasing Player totals their committed air units and adds this value to their defending ground factors in the same way as above (and subject to the same restrictions as above).

12.36 Naval Bombing Missions

GBA assigned to a Naval Bombing Mission resolve their bombing after being committed to a specific Space following Air Combat, but *before* Naval Combat. GBA may only perform Naval Bombing against naval units in their current Space (12.37), though these units may be in port or at sea. If the FST unit is functioning as a mobile port, each Japanese GBA may perform its Naval Bombing Mission against the FST unit or any Allied naval units based at the FST (6.45).

CVA assigned to a Naval Bombing Mission resolve their bombing *after* Naval Combat (and must be based on an operational carrier at this time). CVA may only bomb enemy naval units in ports within range (12.38). CVA bomb enemy naval units at sea during Naval Combat – Carrier Battles (17.3). Japanese CVA may *not* attack the *FST* unit in this manner (they may attack it during Naval Combat); but they *may* attack any naval units based at the *FST* if it is functioning as a mobile port (6.45).

A Naval Bombing Mission is resolved in a similar manner as bombing during a Carrier Battle.

Each air point performing a Naval Bombing Mission rolls a D10 twice against its target, unless it is a *CVA-½, Disrupted, USL-2,* or *Extended Range* air point, in which case it only rolls once (2.33.2). **Exception:** Japanese NAV flying a regular Extended Range Mission roll two D10.

12.37 Ground Based Air Mission Location

GBA may only perform a Mission in the Space they currently occupy (i.e. after Air Combat when air points are allocated). When moving or Intercepting into a Mixed Area, the air unit is *not* placed into a specific Space until after Air Combat is resolved (13.2).

12.38 Carrier Air Mission Location

CVA are not required to move or Intercept into a specific Space to perform a Mission. Instead, each CVA on an operational carrier that was activated or successfully Intercepted can perform one Mission against a Space within Range (12.32), provided the Space is marked with a *Combat* marker ~ see the Operation Sequence. This occurs *after* Naval Combat.

Move the CVA to the Target Space when resolving the Mission. Each CVA must be operational and may be assigned a separate Mission. CVA based on a carrier in port may only participate in Air Combat and perform Ground Support Missions to their own Area as Defensive Support (14.21). CVA are moved off the carrier display at the start of Air Combat and do not Rebase to carriers until the conclusion of the Operation.

Design Note: Some players may find it easier to leave the CVA on their carriers when resolving Missions. Just remember that CVA can Rebase to any carrier in range …

12.4 Naval Missions

Activated naval units, other than FST, TT and SS units, may perform two types of Missions: Shore Bombardment (12.5) or Carrier Strike (12.6). TT units may only perform Amphibious Assault Missions (12.7; 12.8) and SS units are only used for Strategic Warfare (21.21) or (Counter-) Interception (14.4). The FST may only be activated for Movement.

Shore Bombardment allows naval units to add their Shore Bombardment factor to friendly ground units engaged in Ground Combat. **Carrier Strike** allows an operational carrier to move to a Sea Space and then have its CVA perform one or more Air Missions. **Amphibious Assault** allows a TT unit to debark friendly ground units into an enemy-controlled, uncontested Land Space. Naval units may perform only one Mission per activation (**exception:** Escort) but do not need to declare which Mission until resolving the Operation.

Naval units may also **Escort**, which allows them to accompany units performing the above Missions (or to join them in a Sea Space) with the intent of providing protection during Interception. Escort can also be provided for naval units only utilizing Movement (19.6). Escorts can still perform other Missions if available after any Naval Combat resolution.

IMPORTANT: The Phasing Player may only include Naval Missions from a single Sea Space during an Operation. The Non-Phasing Players are not so limited.

Example: Japan is attacking Malaya. *They may support with Shore Bombardment and CVA Ground Support, as well as potentially launching an Amphibious Assault. If they utilize any of the above Naval Missions, then all Naval Missions must come from the same Sea Space - either the* Gulf of Siam *or the* East Indian Ocean*, but not both. The CW could Intercept to that Sea Space, the other Sea Space, or – if they wanted to – both Sea Spaces.*

12.41 Naval Mission Procedure

The Phasing Player activates one or more naval units and designates them as performing a Mission (the exact Mission(s) do not need to be specified). Naval Movement is used to move to a Sea Space adjacent to the desired Target Space(s), subject to Interception in each new Sea Space entered. Unlike Ground and Air Missions, naval units do not enter the Target Space. Place a *Combat* marker in the **Area** occupied by the naval units once they end movement, as well as in the Target Space (if not already containing one). If multiple Target Spaces are adjacent to a naval unit it may declare more than one.

Design Note: This might be done to allow the potential for Carrier Strike Missions against naval units in port, if the carrier and CVA survive Air and Naval Combat. However, be aware that this also allows the enemy to Intercept to these additional Spaces marked with *Combat* markers.

Multiple naval units may be activated as a Task Force from the same port. The naval units in the Task Force may be performing the same or different Missions but must remain together for the duration of the Mission (**exception:** individual units may Rebase without requiring the entire Task Force to Rebase). SS units may never be part of a Task Force – the only units they may be activated in combination with are other SS (*including Dummy*) units.

The naval units may enter, but not move through an Area marked with a *Combat* marker – if they desire to move through, mark them as *Passing Through - Mission* (11.6) until the Operation is resolved in that Area. They may **not** enter an Area containing a *Combat Concluded* marker (13.3).

Escorting units are either activated with and move with the units they are escorting (i.e. as a Task Force) or are moved to a Sea Space containing already activated friendly naval units as a separate activation. This may be done while the units they are escorting are still moving.

Design Note: Unlike Movement, Naval Missions never end in a friendly port (until Rebase).

12.42 Naval Mission Range

IMPORTANT: Naval Missions are limited to the *printed* MFs of a naval unit – not double MFs.

12.43 Naval Mission Restrictions

Naval units may not perform a Naval Mission if marked with a *Refit*, *Repair*, *Used* or *Relocating Base* marker.

When a naval unit declares its Target, the Target Space must be the Target of at least one Land Attack or Amphibious Assault Mission to allow a Shore Bombardment or Carrier Strike (Ground Support) Mission (including Amphibious Assault Missions declared as part of these units' Task Force). The Target Space must contain at least one enemy naval unit to allow a Carrier Strike (Naval Bombing) Mission. If the Target Space does not contain the above, it may not be declared as a Target Space.

The Target Space for a Naval Mission restricts where the naval units must end as follows:

- If the Target Space is a Land Area, the naval unit must end in a Sea or Mixed Area adjacent the Land Area.
- If the Target Space is a Playable Island, the naval unit must end in the Mixed Area containing the Playable Island.
- If the Target Space is the US FST, treat it as a Playable Island even if currently not in a Mixed Area.

Example: *A naval unit in the* Bismarck Sea *could perform a Mission against* Rabaul*,* Admiralty Islands*, or* NE New Guinea*.*

12.44 Defensive Naval Missions

A Non-Phasing Player does not activate naval units for Missions, but activates naval units for Interceptions (14.0). Naval units that successfully Intercept *may* provide Ground Support or perform Carrier Strike Missions if otherwise able (14.21), but do not *need* to perform these Missions – they can Intercept solely to participate in Naval Combat.

12.5 Shore Bombardment

Shore Bombardment allows naval units to support friendly ground units engaged in Ground Combat (19.0) by adding their Shore Bombardment Factor.

12.51 Shore Bombardment Procedure

Each naval unit that survives Naval Combat (17.0) will have the option of providing Shore Bombardment if the Target Space contains at least one Land Attack or Amphibious Assault.

When resolving a Ground Combat, each player may commit some, none, or all of their available naval units to Shore Bombardment. Each naval unit committed to Shore Bombardment adds its full Shore Bombardment factors (unless restricted below) to that side's ground factors.

If multiple Ground Combats are involved in an Operation, the owning player only designates which naval units are supporting which combat when that combat is being resolved. Naval units are committed on a *per unit* basis (i.e. Shore Bombardment factors may not be split among multiple combats) and a naval unit may only support one Ground Combat per Impulse; a player may break down (2.32) units as they are assigning Shore Bombardment.

12.52 Shore Bombardment Restrictions

Shore Bombardment is restricted by Nationality (22.34) and is modified by the current Damage level of the unit (17.52) and/or if the unit is at USL-2 (7.62).

IMPORTANT: A player can never add more Shore Bombardment than their total Modified Effective Ground Combat Factors committed to that combat (19.2).

Shore Bombardment Factors are halved (retain fractions) versus a Land Area. There are two exceptions:

- ***Exception 1:*** Full factors are used versus *Singapore* and Land Areas in New Guinea.
- ***Exception 2:*** When supporting an Amphibious Assault, a number of Shore Bombardment Factors equal to the number of modified ground factors performing the Amphibious Assault are counted at full-strength. Additional factors are halved and can only be added if non-Assaulting units are also participating in the Ground Combat.
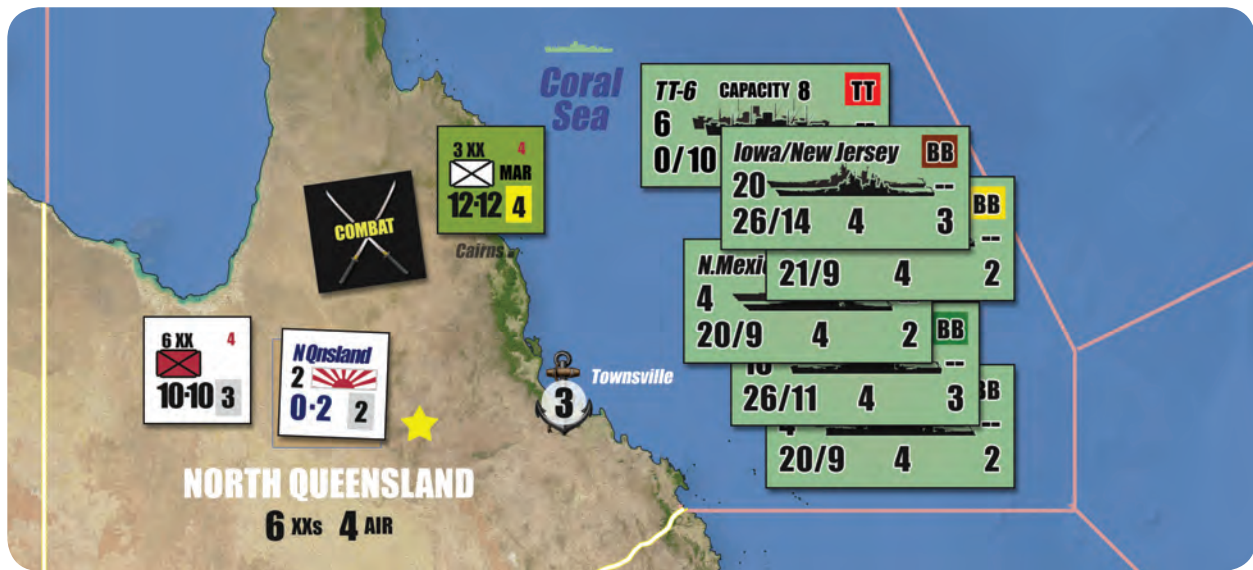
Example: *The US* 3rd *MAR XX performs an Amphibious Assault against* North Queensland*, placing a* Combat *marker in the Area. In addition, three attack factors worth of AUS units perform a Land Attack from* East Queensland *(not shown). The US Player then activates five BB units to support the Amphibious Assault. Each BB unit has four factors of Shore Bombardment, for a total of twenty potential factors. The first twelve are added at full-strength (using three of the BB units). The remaining BB units add only two factors each. Since the total Modified Effective Ground Combat Factors are fifteen, the total Shore Bombardment factors that can be added is also fifteen.*

Design Note: Remember, Playable Islands are not Land **Areas**.

12.53 Defensive Shore Bombardment

Defensive Shore Bombardment is the act of providing Shore Bombardment to defending units by a Non-Phasing Player. Naval units must have successfully Intercepted (14.3) into a Sea Space that meets the requirement for Shore Bombardment, above.

The Non-Phasing Player adds factors to their defending force in the same way as above (and subject to the same restrictions).

Note that the Non-Phasing Player *may* Intercept into a Sea Space without naval units of the Phasing Player, provided it is adjacent to the Target Space.

Example: Japan is attacking Malaya *and is supporting the attack from the* Gulf of Siam*. The CW Player could either Intercept into the* Gulf of Siam *to fight the Japanese naval units or they could Intercept to the* East Indian Ocean*, where they could provide Defensive Shore Bombardment without having to fight Japanese naval forces (unless they were Counter-Intercepted …).*

12.6 Carrier Strike

A Carrier Strike Mission allows each CVA on an operational carrier to perform one Air Mission.

12.61 Carrier Strike Procedure

Carriers (CV or CVL) are activated to perform a Mission and move to the desired Sea Space as described above. During resolution of the Operation, operational CVA participate in Air Combat (16.0). A CVA that is Aborted is flipped to its *Used* side, marked with an *Abort* marker, and may not perform any Air Mission. After resolving Naval Combat, CVA may perform a single Air Mission against any marked Target Space within Range (12.32).

IMPORTANT REMINDER: Both the CVA *and carrier* must be operational and the CVA cannot be marked with an *Abort* marker.

Example: Japan is performing an Operation including a Land Attack into North Queensland. Japanese naval units, including carriers, are in the Coral Sea. After Air and Naval Combat, any operational CVA on the carriers could perform Air Missions to North Queensland. They may also target Papua, provided Japan declared it as a Target Space.

At the conclusion of the Operation, each CVA unit is flipped to its *Used* side and may Rebase (11.44) to any friendly carrier within range with sufficient capacity – it need not return to the same carrier from which it performed its Mission.

IMPORTANT: CVA bombing *during Naval Combat* is **not** considered a Carrier Strike Mission and does **not** mark those CVA as *Used*.

12.62 Carrier Strike Restrictions

The carrier's CVA may only perform Air Missions within their current Area or against adjacent Land Areas and may not perform extended range missions. The Target Area must be marked with a *Combat* marker. CVA must meet all the requirements to perform the indicated Air Mission. CVA may not target the *FST* unit if it is functioning as a mobile port, but may target any naval units based at the FST (6.45).

12.7 Amphibious Assault

An Amphibious Assault is the act of attacking an enemy controlled, **uncontested** Land Space from an adjacent Sea Space.

12.71 Amphibious Assault Procedure

The Phasing Player designates one or more TT and ground units as performing a Mission and then embarks the activated ground units (11.5) on the activated transports. Additional naval units may be activated with the TT units as part of a Task Force or as Escorts. The ground unit(s) must begin the impulse in supply **in the same Space as the TT unit** and are the only units the TT unit can embark during its entire activation.

The TT unit and any naval units moving with the TT unit are moved to a Sea Space adjacent the Land Space to be Assaulted (the *Target Space*), subject to Interception as any other Naval Mission. The Sea Space containing the TT unit and the Target Space of each Amphibious Assault are marked with a *Combat* marker (*though the exact units assaulting each Target Space do not need to be announced at this time*). After Air Combat is resolved, the Assaulting ground unit(s) are placed adjacent the Land Spaces they are invading (*but are not considered landed yet*).

IMPORTANT: The TT unit must survive Naval Combat for the Amphibious Assault to occur – if the TT unit is eliminated or Disengages during Naval Combat, the Amphibious Assault is cancelled.

Design Note: If necessary, players can use the matching letter markers to help remember which ground unit came from which TT unit (in case one TT unit is facilitating multiple Assaults).

12.72 Amphibious Assault Restrictions

The maximum number of divisions (or equivalent) that may disembark in a Space during an Amphibious Assault in a single Impulse is equal to the number of divisions allowed to attack that Space (19.2).

A TT unit may only expend two MPs when performing an Amphibious Assault (*exception:* Extended Range Amphibious Assault ~ 12.8). It may then Rebase two MPs after the Mission.

IMPORTANT: Only Japanese, US, British, Australian, New Zealand, and Indian ground units may perform Amphibious Assaults. Units with a red box under their Unit Quality **cannot** perform Amphibious Assaults (*e.g. the 81st African unit shown here*).

12.8 Extended Range Amphibious Assault

An **Extended Range Amphibious Assault** (ERAA) is an Amphibious Assault where the TT unit moves three MPs (instead of two). It may then Rebase three MPs after the Mission.

12.81 ERAA Procedure

An ERAA follows the same procedure as noted above. Any naval units activated to Escort or support the Amphibious Assault may add one to their MF (but see below). These units must be given the same Target Space as the ERAA Mission and must end their Naval Movement in the same Sea Space as the TT unit.

ERAA Missions may only be performed in specific situations, as noted below.

12.82 General ERAA Restrictions

A maximum of two divisions or equivalents may perform ERAA Missions per Impulse.

A player may not make an ERAA on consecutive friendly Impulses. Note that the US and CW players are separate players for purposes of this rule, even in a two-player game. Players may use the *ERAA Availability* markers to aid in tracking when each player may perform an ERAA Mission.
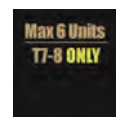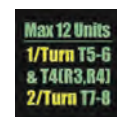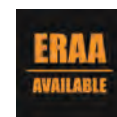

Example: If the US Player makes an ERAA during the 4th Round of Turn 6 they could not make another ERAA until the 2nd Round of Turn 7 (placing the ERAA Available marker on the Round 2 box). However, the CW Player could make an ERAA during the 1st Round of Turn 7 if all other criteria are met.

The Port Capacity requirements listed below *can* be met by ports with Port Upgrade markers.

12.83 Japan ERAA Restrictions

The Japanese player must additionally satisfy all the following to perform an ERAA Mission.

- It is Turn 2 or 3, or Rounds 1 or 2 of Turn 4.

- The Japanese Player expends a point of their Oil Reserve at the beginning of the Impulse (9.34; 22.11 - #3).

- All naval units gaining the extra one MF to perform, escort, or support the ERAA must begin the Impulse based at a port in Japan or at a port with a Port Capacity of five or more.

- A maximum of nine naval units may gain an increase in their MFs (including any TT units).
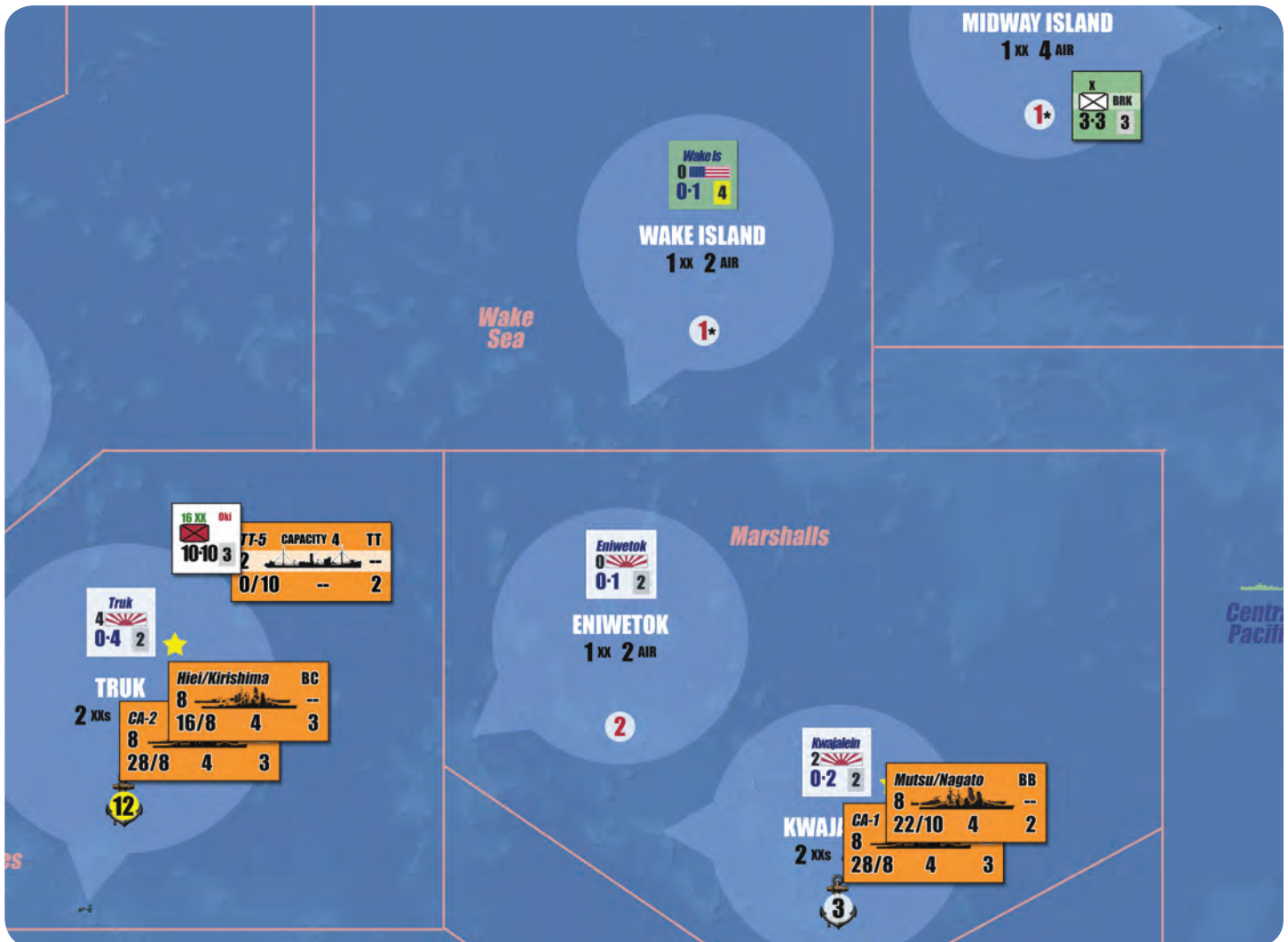
Example: An ERAA Mission is declared against Midway *with the TT unit and division in* Truk. *The* CA-1 *at* Kwajalein *can be given a Shore Bombardment Mission, as* Midway *is within its Range (of 3). The two 3 MF naval units in* Truk *can also be given Shore Bombardment Missions as* Truk *has a Port Capacity of twelve (thus qualifying them for the extra one MF). The* Mutsu/Nagato *in* Kwajalein *could **not** be given a Shore Bombardment Mission to support the ERAA, as* Midway *is three Areas away from* Kwajalein *and* Kwajalein *does not have a Port Capacity of at least five.*

12.84 US ERAA Restrictions

The US player must additionally satisfy all the following to perform an ERAA Mission.

- It is Rounds 3 or 4 of Turn 4 or Turns 5 - 8.

- All naval units gaining the extra one MF to perform, escort, or support the ERAA Mission must begin the Impulse based at the *US Box*, at the *FST*, or at a port with a Port Capacity of five or more.

- A maximum of twelve naval units may gain an increase in their MFs (including any TT units).

- A maximum of one ERAA Mission may be made per turn on Turns 4 – 6. A maximum of two ERAA Missions may be made per turn on Turns 7 and 8.

12.85 CW ERAA Restrictions

The CW player must additionally satisfy all the following to perform an ERAA Mission.

- It is Turn 7 or 8.
- All naval units gaining the extra one MF to perform, escort, or support the ERAA Mission must begin the Impulse based at the *BR Box* or at a port with a Port Capacity of five or more.
- A maximum of six naval units may gain an increase in their MFs (including any TT units).
- A maximum of one ERAA Mission may be made per game. Flip the *CW ERAA* marker to indicate that the CW Player may no longer perform ERAA Missions.

12.86 Special ERAAs

The Japanese Player may perform an ERAA Mission against a US controlled *Attu* if the TT units performing the ERAA Mission begin in *Hokkaido* or *North Honshu* and move via *Kuriles*, the *Sea of Okhotsk*, and the *West Aleutians* Areas. **This special ERAA Mission may be done any turn of the game and does not cost any Oil Reserve**. It is still restricted to nine total naval units gaining the increase in MFs.

Similarly, the US Player may perform an ERAA Mission against a Japanese controlled *Attu* if the TT units performing the ERAA Mission begin in *Oahu* or the *US Box* and move to the *West Aleutians* via the *Northern Pacific* Sea Area. This special ERAA Mission may be done any turn of the game and does not count as an ERAA Mission for limiting the number of ERAAs per turn by the US Player. It is still restricted to twelve total naval units gaining the increase in MFs.

12.9 Escort

Activated naval units may be designated as an Escort to move with other naval units ("the Moving Force"). The following restrictions apply:

- FST, SS, and TT units may never be Escorts.
- SS units may never be Escorted.
- Units performing Interceptions or Counter-Interceptions may never be Escorted.

IMPORTANT: If the Moving Force is *not* performing a Mission, Escorting this Force does not make it an Operation - any Escorts in this case are prohibited from providing Shore Bombardment or performing Carrier Strikes. All combat against this Force will result in Interception Combat only.

Example: *A player activated a TT unit to embark and move a division and also activates a BB to Escort the transport. The player cannot initiate combat during this activation and if these naval units are Intercepted, they will only fight an Interception Combat, not an Operation Combat.*

Design Note: Another way to think about it is: *Escort of Movement is Movement; Escort of a Mission is a Mission.*

Escorts can be assigned if the Moving Force begins in the same port as the Escorts; the Phasing Player simply activates both at the same time and moves them together. Escorts can also be assigned each time the Moving Force enters a Sea Space, as follows:

1. Immediately upon entering a Sea Space with the Moving Force, the Phasing Player may pause their movement and indicate that additional units are being assigned to Escort them. This is done before any Interception attempts.

2. The Phasing Player designates one port and activates all desired Escorts from that port. These Escorts are then moved to the Sea Space where the Moving Force is located, expending MPs as normal.
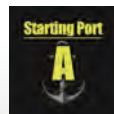
Design Note: If necessary, players can use the *Starting Port* MP tracking markers to keep track of how many MPs the Escorts have used (if different than the number of MPs used by the Moving Force).

3. The Non-Phasing Player may Intercept these Escorts prior to them reaching the Space with the Moving Force.

4. ***Steps 2 & 3*** are repeated until all desired Escorts have been moved.

5. The Non-Phasing Player is then given an opportunity to Intercept into this Sea Space. If this is the Target Space of an Operation, this Interception would only be done during ***Step 2*** of the Operation Combat resolution (13.2); otherwise, resolve as an Interception Combat (14.7).
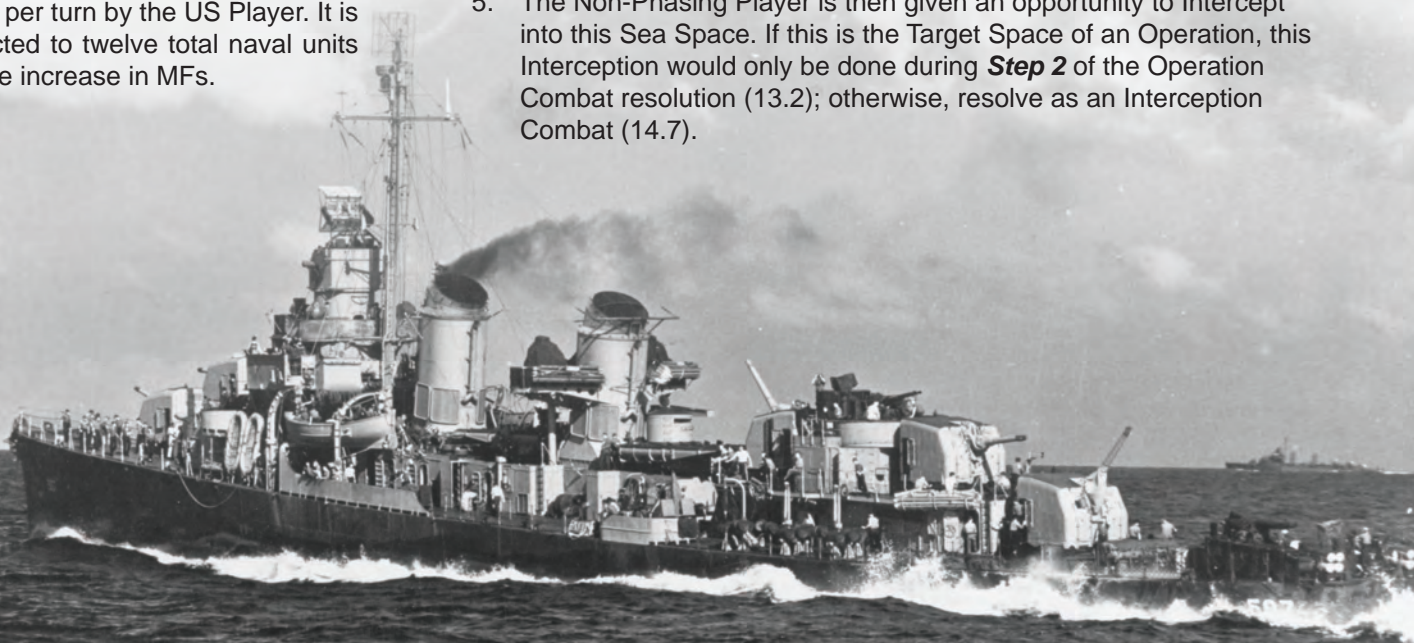
If the Moving Force and Escorts are still in the Space (including if there was no Interception), they may then move together from that point on. The Escorts **must** remain with the Moving Force until either the Escorts Rebase or the Moving Force ends its move (*exception:* if the Moving Force is entering a port *and returning to the same Sea Space*, the Escorts can remain in the Sea Space). A player may Rebase some Escorts and have some remain with the Moving Force. If Escorting a non-Mission, the Escorts may also use double their printed Movement Factor to remain with the Moving Force (*but cannot exceed this value – see example below*).
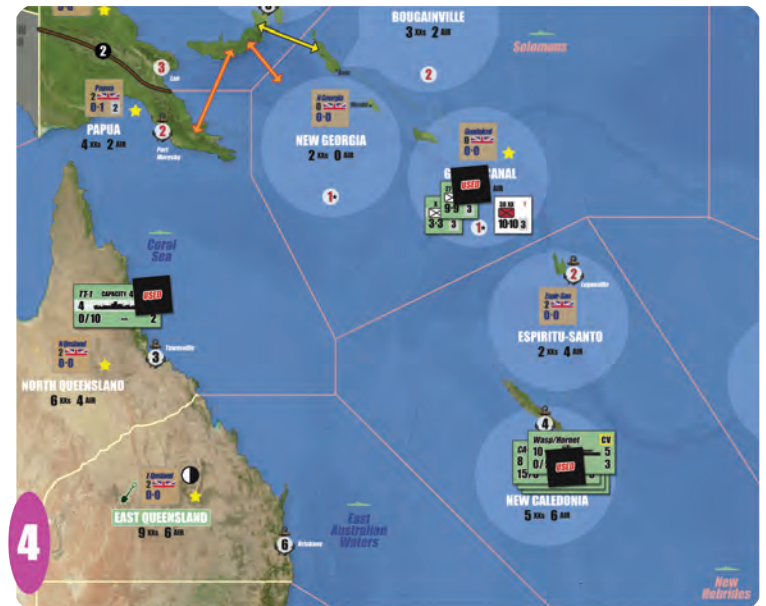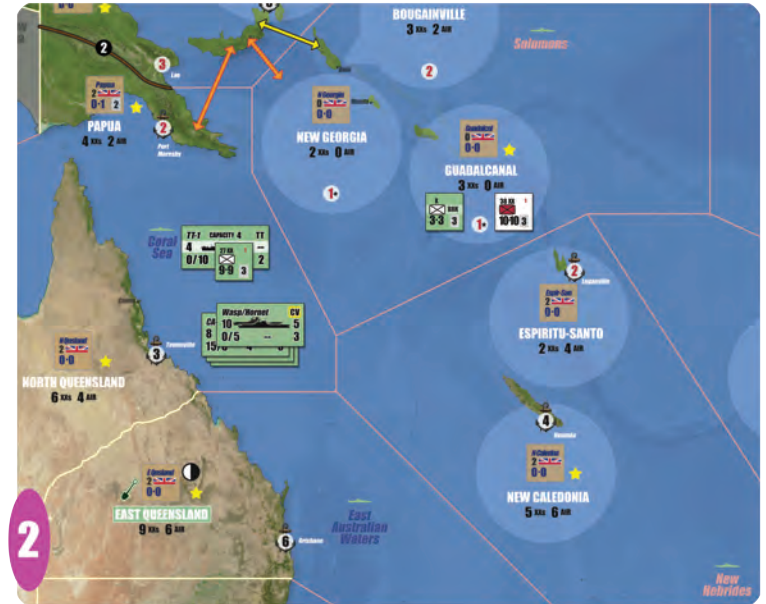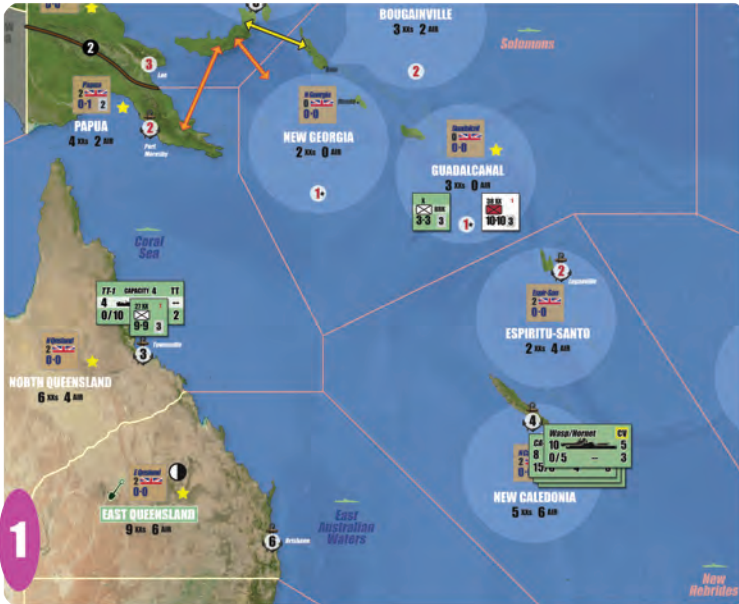
Example: The US activates the TT and division in North Queensland *to reinforce* Guadalcanal*. This activation is only Movement of the units as there is no combat declared for the division. Japan has a stack of naval units in* Rabaul *(not shown) which could potentially Intercept into the* Coral Sea*, so as soon as the TT and division move to the* Coral Sea*, the US designates the carrier force in* New Caledonia *as Escorts (paying the AP cost for these four naval units). They mark the Starting Port and move these units to* Coral Sea*, expending two MPs. Japan cannot Intercept into* New Hebrides*, so these Escorts "link up" with the TT unit in* Coral Sea*. Japan could Intercept here, but would have to fight the carrier force and the TT unit combined – they choose to not Intercept. The US Player then continues moving with the TT unit to the* Solomons*. The Escorts must either remain with the TT unit or Rebase – they choose to remain with the TT unit. Japan Intercepts into the* Solomons *and must fight the combined forces – they fail to chase off the US units and rebase back to* Rabaul*. Since this was just an Interception Combat, no* Combat Concluded *marker is placed in the* Solomons *and the US may continue moving. The TT unit enters* Guadalcanal *and debarks the division, then returns to the* Solomons *(the Escorts remain in the* Solomons*). The US then declares that they are Rebasing the Escorts and moves them back to* New Caledonia*. The TT unit (now without Escorts) continues with its movement by going back to port in* North Queensland*. Had the Japanese still had units able to Intercept into the* Coral Sea at this point*, the US could keep the Escorts with the TT unit and **then** Rebase them back to* New Caledonia*; however, these Escorts would have to be able to expend the required five MPs for this movement path.*

13.0 OPERATIONS

13.1 In General

An Operation involves one or more Missions to the same or adjacent Areas. Multiple Areas are included only when the Phasing Player has naval units conducting Missions. When an Operation is concluded, all **Areas** involved in the Operation will be marked as *Combat Concluded*. Once an Area has a *Combat Concluded* marker, combat, Movement, and Missions into or through that Area are severely restricted (13.3).

Design Note: So make sure you plan ahead!

Once an Operation begins (*i.e. the first Mission is declared*), subsequent activations are restricted as follows:

- Air or ground units performing Missions into the Area already marked with the *Combat* marker.

- Naval units performing Missions into the Area already marked with the *Combat* marker *from an adjacent Sea Space* (which will now contain a *Combat* marker). This then allows:

  o Ground units performing Missions into Spaces adjacent to these naval units (*i.e. if activated naval units are involved in an Operation the only Ground Combats that can be declared are ones adjacent to this single Sea Space*). These adjacent Areas will now contain *Combat* markers.

  o Air units performing Missions into Spaces adjacent to these naval units. These adjacent Areas will now contain *Combat* markers.

  Example: Japan declares a Ground Combat (via ground units in Siam) *and a Carrier Strike Mission (via naval units in the* Gulf of Siam) *against* Malaya. *They also declare a combat against* Singapore *(as it is adjacent to the* Gulf of Siam). *They* **cannot** *declare any Missions against* Burma *even if the units were coming from* Siam – *Missions against* Burma *would be a separate Operation resolved after the one based around the* Gulf of Siam.

IMPORTANT: The Phasing Player may **only** include a single Sea Space containing naval units as part of an Operation.

- All naval units that will be *Passing Through* any of the above Areas marked with *Combat* markers (this could be for Movement only or for performing subsequent Missions that would require them to pass through the Area).

When the Phasing Player is finished activating the above units, they **must** declare that they are resolving the Operation.

Design Note: In other words, one Operation must be run to completion before another begins. This means that a player must plan ahead for any naval units that might need to transit an Area that will be marked *Combat Concluded* - having those naval units activated and marked *Passing Through* before resolving the first Operation. Alternatively, the player could resolve the farther away Operation first, then the closer Operation.

After activating all desired units (**exception:** Counter-Intercepting units ~ 14.6), the Phasing Player resolves an Operation by designating a single Area currently marked with a *Combat* marker as the **Mission Area**. This *must* be the Area containing activated naval units, if any.

Any other Area containing activated units (those marked with *Combat* markers) are **Associated Areas**. A player may also place *Combat* markers on Land Spaces within range of CVA based on activated carriers, *even if no Mission has currently been designated against these Spaces*; this turns these Areas into Associated Areas. The Mission Area and all Associated Areas are termed **Operation Areas**. All Operation Areas must contain *Combat* markers.

Design Note: Pay attention to when the above refers to *Areas* versus *Spaces*. Designating Spaces within range of CVA allows Naval Bombing into those Spaces *if* the CVA survive naval combat … but this also allows the enemy to Intercept into those Areas. If you do not pre-designate, then **no** Naval Bombing may be performed against those Spaces.
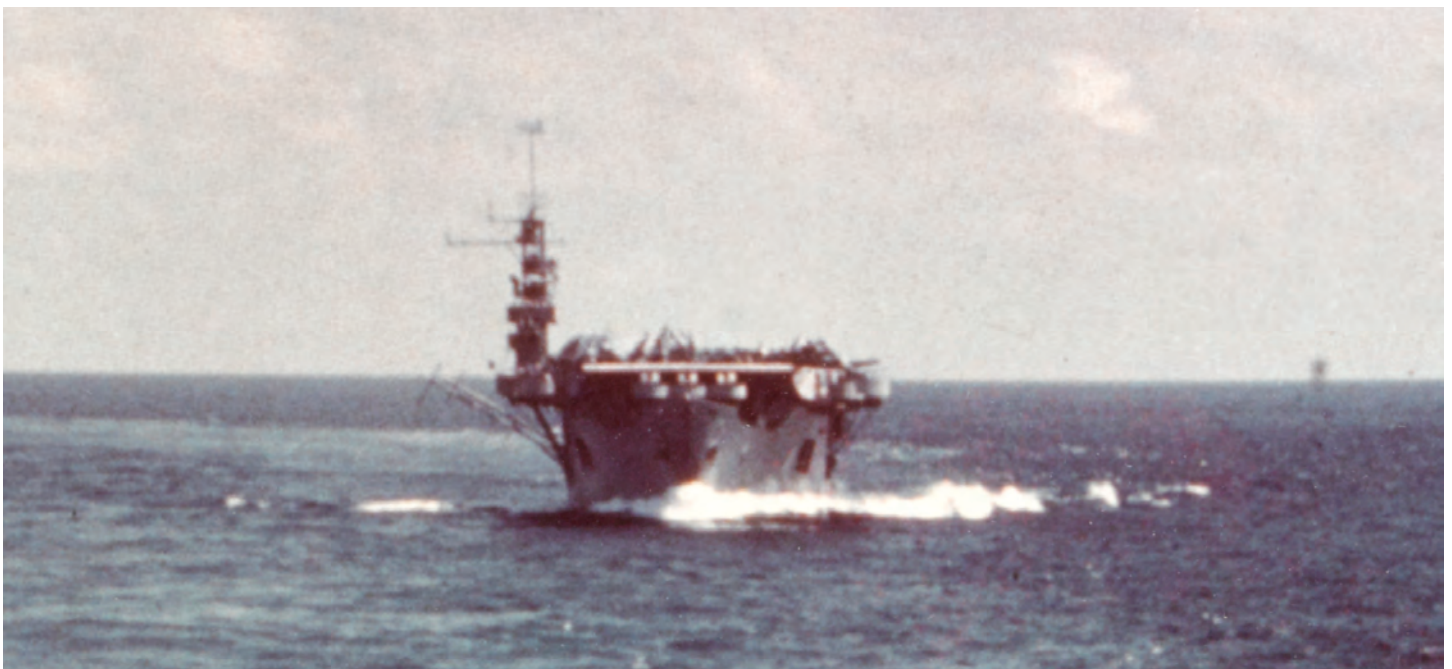
Example: Japan has initiated an Operation in the Coral Sea which involves a land attack in Papua (already contested) and an Amphibious Assault of North Queensland. Naval units in the Coral Sea (abstractly represented by the CV and BC) have been moved in to support these two ground combats. This would result in a Combat marker being placed in Papua, North Queensland, and Coral Sea. Finally, Japan activates an LBA-4 to provide Ground Support to Papua via Northeast New Guinea. The US Intercepts with the MAR LBA unit to North Queensland and the LBA-1 and several naval units to the Coral Sea (abstractly represented by the BB+ and CV units).

The Mission Area is Coral Sea and the Associated Areas are Papua and North Queensland. All of these areas will be part of the Operation.
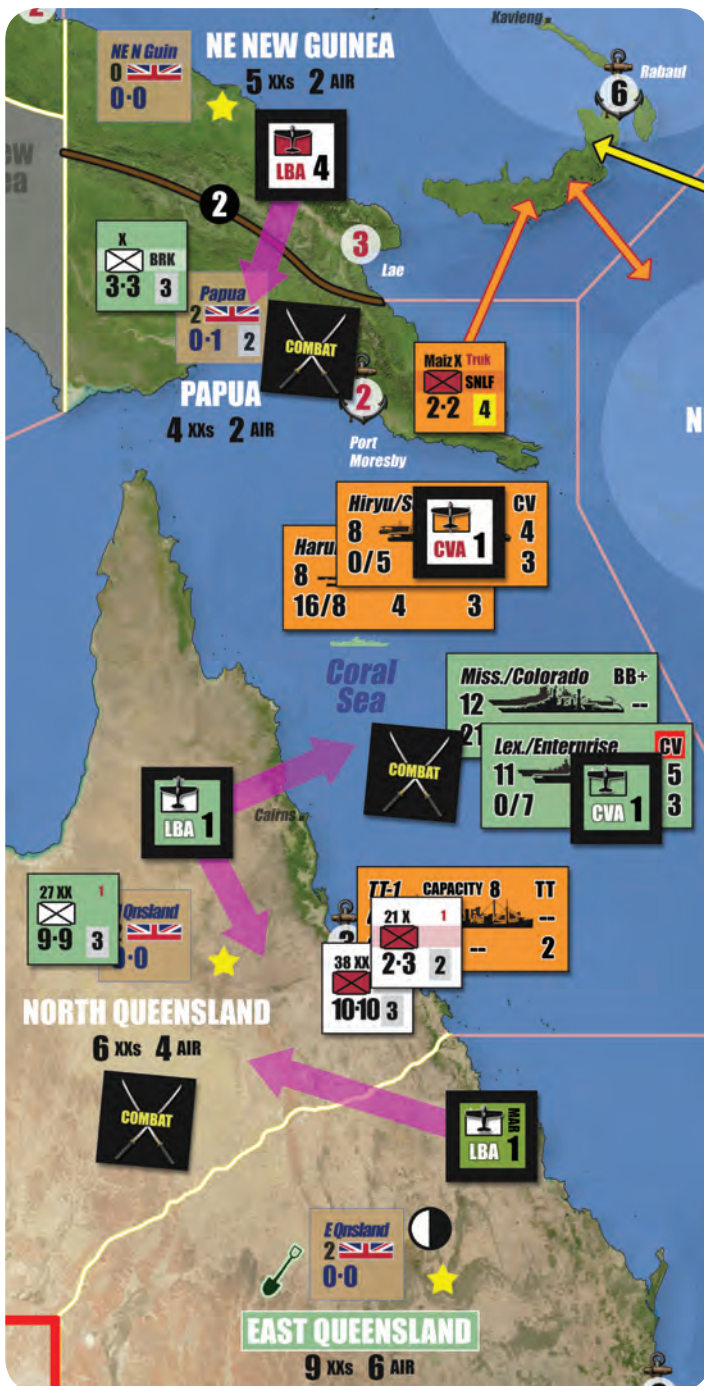
13.2 Resolving Operations

Once the Operation is ready to be resolved, the following steps are performed strictly in the order listed.

1. The Phasing Player designates all Operation Areas as outlined above. All Spaces where at least one Mission *may* occur must be marked with a *Combat* marker.

2. The Non-Phasing Players declares Interceptions (14.0) into any Area marked with a *Combat* marker. The Non-Phasing Player may also be able to declare Interceptions into a Sea or Mixed Area not marked with a *Combat* marker (14.3). Interceptions are resolved in an order decided by the Non-Phasing Player. Units in an Operation Area may qualify for Automatic Interception (14.14).

   Design Note: Intercepting to a Sea or Mixed Area without a *Combat* marker would be done to provide Defensive Shore Bombardment or Defensive Carrier Strike (Ground Support) without fighting enemy naval units – though they could still be Counter-Intercepted. E.g. If Japan has naval units in the *Gulf of Siam*, the CW could attempt to Intercept into the *East Indian Ocean* to support combat in *Malaya* without having to fight the Japanese navy.

3. The Phasing Player declares Counter-Interceptions (14.6) into any Area where the Non-Phasing Player moved Intercepting units. Counter-Interceptions are resolved in an order decided by the Phasing Player and Counter-Intercepting units are moved to the indicated Area, paying the AP cost for each unit that successfully Counter-Intercepts.

   IMPORTANT: SS units that have not already rolled to (Counter-)Intercept **must** roll to Intercept (*if the Non-Phasing Player's*) or Counter-Intercept (*if the Phasing Player's*) to be included in the Operation. SS units are *never* automatically included in an Operation (14.4). Only mark SS units that succeed in their (Counter-)Interception rolls with an *Activated* marker – this indicates that they will be included in any Naval Combat in the Area.

   A Sea or Mixed Area which is not an Operation Area, but which now includes units of both sides (due to **Step 2**, above) is *not* marked with a *Combat* marker; instead, an Interception Combat (14.7) is immediately fought in that Space.

   Design Note: If a Non-Phasing Player Intercepts into a Sea or Mixed Area without the Phasing Player's units, that Area will never be marked with a *Combat Concluded* marker – even if those units are Counter-Intercepted by the Phasing Player. This prevents the Non-Phasing Player from forcing the placement of a *Combat Concluded* marker.

4. TT units in an Operation Area may move to a bordering port to embark units **but must return to the same Sea Space after embarking any units**. Additional APs must be spent for any unit embarked. Units may *not* debark at this time.
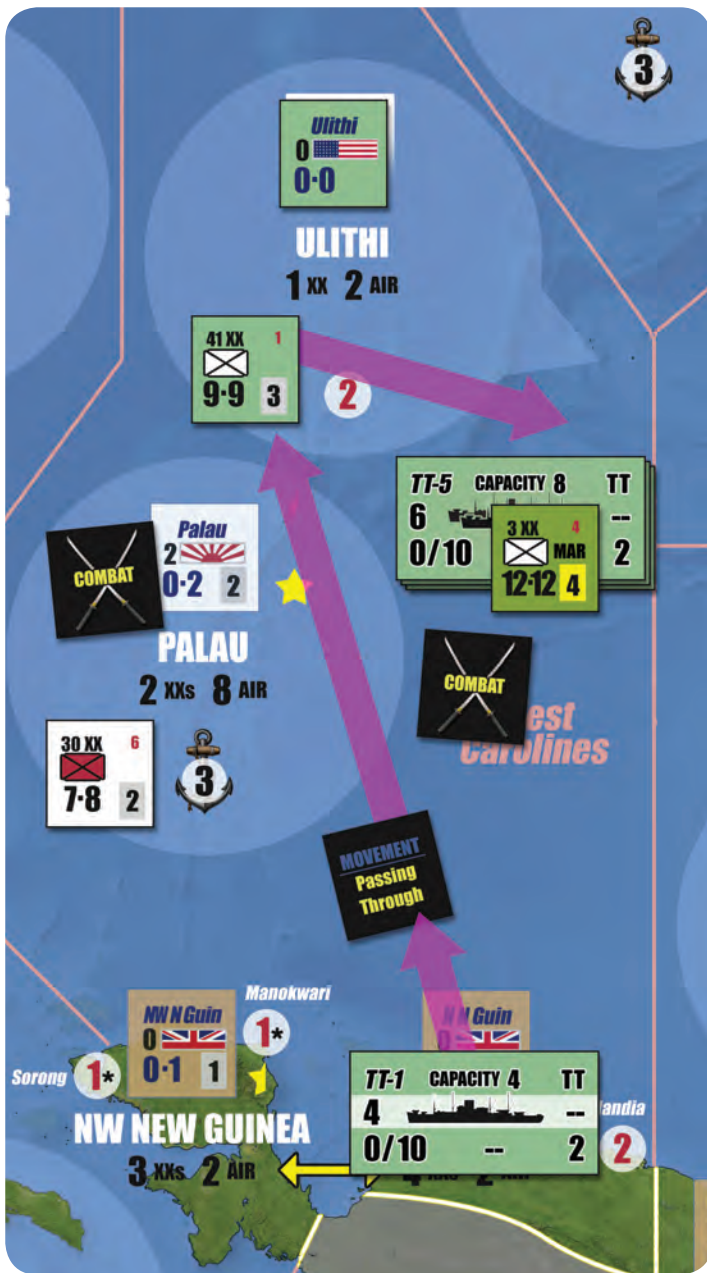
Example: The US controls Ulithi. *They later declare an Operation against* Palau *and move units from* Rabaul *to assault. The* TT-1 *unit moves to the* West Carolines *and is marked* Passing Through. *After all Interceptions and Counter-Interceptions (but before Naval Combat), the US Player moves that TT unit into* Ulithi, *expends APs to activate the division there, then moves the TT (now carrying the division) back out to the* West Carolines.

5. One round of Air Combat (16.0) is now resolved. First, each side determines which air points are included. **Note that being included is not the same as being able to roll dice to attack in Air Combat**.

GBA are included regardless of their status or the status of enemy air points (i.e. Aborted or Used air points are still included because they can be subject to losses, even if they will not get to attack). Aborted CVA on a carrier or all CVA on a non-operational carrier are never included.

Design Note: It is considered that these CVA would be in below-deck hangers and, therefore, not subject to excess air point losses via strafing, unlike GBA on an airfield…

The following rules apply to whether an air unit is included:

a) *B-29* units and air units embarked on TT units are never included.

b) GBA must be in an Operation Area and:
   • In the same Area as at least one enemy GBA – or –
   • Adjacent to, or in, a Sea Space that contains at least one enemy CVA unit on a carrier (the carrier and CVA must be operational).

c) CVA based from an airfield *or a carrier in port* are treated as GBA, above.

Design Note: It was standard practice for CVA to rebase off a carrier to nearby airfields to provide close air protection to the docked ships. Rather than force a player to repeatedly move their CVA back and forth from the carrier display, we abstract this by allowing CVA to fly from a carrier in a port, regardless of the status of the carrier.

d) CVA based on a carrier at sea (the carrier and CVA must be operational) must:
   • be in the same Area as enemy GBA or CVA – or –
   • be adjacent to enemy GBA or CVA in an Operation Area.

Example: Continuing the Coral Sea example from 13.1, the Air Combat will include both sides' CVA units, the Japanese LBA-4 *in* Papua *(due to the US CVA in* Coral Sea), *and the US* LBA-1 *in* Coral Sea *and the* MAR LBA *in* North Queensland *(both due to the Japanese CVA in* Coral Sea). *If the US naval units did not include any carriers, the Japanese* LBA-4 *in* Papua *would only be included if the US* LBA-1 *had* Intercepted into Papua *(via extended range).*

CVA on carriers that are marked *Passing Through* are still included in Air Combat if they meet the above requirements.

Move included CVA based on carriers off the Carrier Display and place them in their current Sea Space; they do not Rebase until the conclusion of the Operation. Make separate CVA pools for:

   • Each Sea Space the Non-Phasing Player has CVA (due to **Step 2** above).
   • CVA operating from airfields.
   • CVA operating from carriers marked *Passing Through* (these CVA cannot perform Missions).

From their included air points, both players now determine their **Attacking Air Points**. These are the air units that get to fire at the enemy air units. Air points only get to fire in Air Combat if they meet **all** of the following:

- Are included in the Air Combat per (b) – (d), above.

- Are operational (for CVA based on carriers at sea, the carrier must also be operational).

- For the **Phasing Player only**, are activated and not marked *Used*.

- For a **Non-Phasing Player only**, have successfully Intercepted.

Design Note: What this means is that GBA only fight if there is someone *to* fight. GBA in the same Area are always included. GBA are also included if there are enemy CVA adjacent to them *provided* the GBA and CVA are both involved in the Operation.

It also means that GBA or CVA can be involved (*and subject to losses*), but not able to attack, if they are included but were: not operational, not activated, or failed their Interception roll (*which may happen, for example, if they tried and failed to Intercept out of their Space*).

Example: Guadalcanal *is contested. Japan has two Used air points and the US has two Aborted air points. If Japan initiates a Land Attack on* Guadalcanal *and supports with two BB units, all four air points above are included in the Air Combat. However, no dice would be rolled as the Japanese air points would not be activated and the US air points are not operational. If Japan Counter-Intercepted with an* LBA-4 *from* Bougainville *to the* Solomons *Mixed Area, they would roll four dice in Air Combat and the losses would be applied to the Aborted US air points.*

Both players sum the total of their Attacking Air Points and resolve Air Combat (16.1). Both players implement any results per the Air Combat procedure. Aborted air points are marked with *Abort* and *Used* markers, but do not Rebase (11.33) until the end of the Operation.

6. The Phasing Player may cancel any or all non-Mandatory Missions at this point (12.11).

7. The Phasing Player announces which ground units are involved in each Land Attack. Units performing an Amphibious Assault are not considered in the Target Space until after Naval Combat (**Step 12**). Each Target Space of a Ground Combat (including Amphibious Assaults) **must** be assigned at least one ground unit.

8. In each Operation Area, both players (Phasing Player first) allocate **surviving Ground Based Air** (including CVA operating from airfields) to a specific Space (12.37). Within each Space, these air points are then allocated to either bomb enemy naval units (including the US FST if it is functioning as a mobile port ~ 6.45) **or** to provide ground support. *Exception:* if only a single Land Space is **within range of the air unit**, that air unit must perform their Mission in that Land Space. The Space must be marked with a *Combat* marker. Air units must be operational, not marked *Used*, and must meet all criteria for performing the specific Mission. Air units that are embarked on TT units may not perform any Mission.

Design Note: This means that GBA Missions are usually obvious: if in a Land Space they are doing Ground Support and if in a Sea Space they are doing Naval Bombing. The only exception is when there are enemy naval units in port in the same Space where a Land Combat is occurring. Note that CVA (**Step 13**, below) are not as straight-forward due to their ability to perform Missions to adjacent Spaces (12.38).

9. Naval Bombing Combat (12.36; 17.3) is resolved in each Space where GBA were allocated to Naval Bombing Missions (Phasing Player's choice on order). If bombing naval units in a Sea Space, both players place their participating naval units and GBA on the Naval Battle Board (17.24) and resolve one Round of Naval Bombing Combat. Flip all these GBA units to their *Used* side after bombing (air points Aborted due to AA Fire are also marked with *Abort* markers). All air units will Rebase (11.33) at the end of the Operation (**Step 19**, below).

10. Naval Combat (17.0) is now resolved in the Mission Area. Naval Combat includes all naval units in the Sea Space and any CVA that were based on those naval units – but *not GBA*. The number of CVA that participate in each Carrier Battle Round may be limited (17.3). Naval Combat proceeds until only one side remains. Units that Pursued (17.7) remain on the Battle Board until Rebased in **Step 20**; all other units should be removed from the Battle Board and returned to the Mission Area (and, if necessary, Rebase from there).
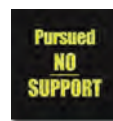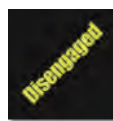
Design Note: We have also included some *Pursued* markers which you can use to mark units that Pursued if you do not want to leave them on the Battle Board.

Naval units that successfully Disengage (including all CVA that can base on any Disengaging carriers) must immediately Rebase (11.44) and are marked *Used*. CVA that were based on carriers that did not Disengage are *not* marked *Used* for participating in Naval Combat. Aborted CVA are not Rebased until **Step 19**, below, unless that side's carriers have Disengaged.

11. The Phasing Player may cancel any or all non-Mandatory Missions at this point.

12. The Phasing Player may move any naval units not marked *Passing Through* to a port in or bordering their current Sea Space. The Phasing Player may debark any transported units to a port in or bordering their current Sea Space, including an enemy-controlled, contested Space. Units performing an Amphibious Assault are placed in the Land Space being Assaulted. Each Target Space of an Amphibious Assault **must** have at least one ground unit attack from those placed adjacent to the Target Space in *Step 7* above, but all are not required to attack (*this might be done if some of the TT units were sunk or suffered Damage during the preceding Naval Combat*). TT units entering a port at this point must either end their activation in that port or immediately move back to the Sea Space from which they entered the port (i.e. after embarking and/or disembarking cargo).

Example (continuing the Coral Sea example from Step 5): Assuming the Japanese win the Naval Combat, the 5th XX *and the* 21st X *are now placed in* North Queensland. *Alternatively, Japan could have Assaulted with just the division and then debarked the brigade into contested* Papua *to join with the* SNLF *brigade – but they would have had to designate this intent in* **Step 7***, above.*

Design Note: Once a side has cleared the other side from the Sea Space, any of their naval units that want to go to port, or any ground units that want to land, may do so.

If the *FST* unit is separated from the FST Base and is marked *Passing Through*, the US Player may remove the *Passing Through* marker and have it form a mobile port (6.41) in its current Space or via continued movement. Japanese submarine units (only) may Intercept this if the *FST* unit moves from its current Area.

13. In each Sea Space, both players (Phasing Player first) allocate **surviving operational CVA that were based on carriers** (12.38) to either bomb enemy, in-port naval units **or** to provide ground support, provided the carrier they were on did not attempt to Disengage nor Pursue during Naval Combat. CVA allocated to bomb enemy, in-port naval units are moved to the Space containing the units to bomb but CVA allocated to Ground Support are only allocated during *Step 16*. If the US *FST* unit is functioning as a mobile port, it may *not* be targeted by CVA at this point (6.45), though any naval units based at the FST may. **The Target Space of the CVA must be in an Operation Area** and in range of their current Sea Space. If more than one Land Space is in an Area, the exact Space for the Mission is not specified at this time.

A player may only allocate a number of operational CVA to Missions equal to their Operational Carrier Capacity (17.25). CVA on carriers that are *Passing Through* may not perform any Mission and their Carrier Capacity is ignored when calculating a player's Operational Carrier Capacity for this purpose. Any operational CVA in excess of their Operational Carrier Capacity are flipped to their *Used* side.

Example: After naval combat, the US has eight CVA remaining but only the CV Lexington *remains operational. Since the* Lexington *has a Carrier Capacity of 2.5, only two* CVA-1 *and one* CV-½ *of the US CVA may be allocated to Ground Support or Carrier Strike Missions. The US Player flips the excess CVA to their* Used *side as a reminder that they cannot be used for Missions.*

CVA on carriers in a port may only perform a Ground Support Mission to their current Space.

14. Naval Bombing (12.36; 17.3) is resolved in each Land Space where CVA were allocated to Naval Bombing Missions (Phasing Player's choice on order). All CVA from both sides (Non-Phasing Player first) are marked *Used* and will Rebase during *Step 19*, below.

15. The Phasing Player sequentially indicates one Operation Area at a time to resolve Ground Combats (19.0), selecting a single Ground Combat in that Area at a time. If more than one Ground Combat is in the Area, the exact order of resolution is up to the Phasing Player.

16. Both players provide support for the selected Ground Combat. First, either or both players may commit some, none or all their available GBA or CVA Ground Support points to the combat (12.34; 12.35). Second, either or both players may commit some, none or all their available Shore Bombardment factors (12.5), provided the naval units did not attempt to Disengage nor Pursue during Naval Combat. In both cases, the Non-Phasing Player commits first. Supporting GBA must be in the Land Space with the selected Ground Combat. Supporting naval units and CVA must meet the requirements to provide support to the selected Ground Combat. If the Ground Combat results in changing control of the space, flip the Control Marker to the new controlling player and mark the Space with a *Control Changing* marker until the end of the Impulse (**exception:** Overrun ~ 19.6).

17. All air units and naval units that provided support are marked *Used*. They remain in their current Area until all Ground Combats are resolved in all Operation Areas.

18. The players repeat **Steps 15 – 17** until all Ground Combats have been resolved.

19. All air units from both sides Rebase, Non-Phasing Player first. CVA (whether they began on carriers or came from an airfield) must Rebase to a carrier, if possible (2.33.1) – this includes any CVA remaining on the Battle Board. Flip these units to their *Used* sides, if not already on them. Players may adjust the basing of **operational** CVA on any included carriers within the same Force at this time.

Design Note: E.g. CVA that Aborted previously may not be adjusted.

20. All naval units from both sides Rebase, Non-Phasing Player first. The players mark these units as *Used* and remove any *Pursued* markers on these units.

21. Remove *Combat* markers from any Playable Islands in a Mixed Area. Flip remaining *Combat* markers to their *Combat Concluded* side so that each Operation Area is now marked with a *Combat Concluded* marker.

If the Phasing Player has more CPs and APs, they may activate more units. Otherwise, the Phasing Player's Impulse **Step f** is complete.

Design Note: Many Operations will not involve all these steps; in those cases, only perform the steps that apply. E.g. if the only Mission is an LBA performing Naval Bombing against units in a port, the players would only use **Steps 1 – 6, 8, 9, 19 and 21.**

13.3 Restrictions on Additional Combat & Movement

Once an Area is marked with a *Combat Concluded* marker, **additional units may not perform Movement or Missions into or through that Area**; Movement and Missions *out* of the Area are not otherwise limited. There are eight exceptions to this rule:

- Ground units may use Ground Movement to move into the Area, provided they are not performing a Land Attack in that Area.

- Air units may use Air Movement to move into or through the Area, provided they are not performing an Air Mission (in that Area or elsewhere).

- The US *FST* unit (without its Base marker) may move into, **but not through**, the Area. This movement may be Intercepted by Japanese submarine units only.

- Submarine units may use Naval Movement into or through the Area, as well as Intercepting into or out of the Area.

- Air or Naval units may Counter-Intercept through the Area (but may not end in the Area).

- Air or Naval units may Rebase (11.33; 11.44) into or through this Area.

- Units marked *Passing Through* in the Area **must** exit the Area and may not re-enter.

- Air and Naval units may Intercept into or through the Area – if Intercepting into, this may mean the Phasing Player will be unable to Counter-Intercept these units.

Example: The CW Player declares an Operation to attack a Japanese controlled Assam*, supporting with naval units in the* Bay of Bengal*. After the combat is resolved, a* Combat Concluded *marker is placed in* Assam *and* Bay of Bengal*. If the CW Player then declares that Chinese forces are attacking* Burma*, the Japanese could support with air on the* Andaman Islands *and/or with naval units in the* Bay of Bengal *and the CW Player could not Counter-Intercept these naval units (as they could not move their own naval units into the* Bay of Bengal *due to the* Combat Concluded *marker). To avoid this restriction, the CW Player should have declared the attack on* Burma *as part of the previous Operation.*

Remove all *Combat Concluded* markers from all Areas at the end of the Impulse (**exception:** if placed during US Impulse in an Area in the CW Theater, do not remove until the end of the CW Impulse).

13.4 Comprehensive Examples of Operations

*Example: **Land Area (**Burma**):** The Japanese Player activates the 5th and 7th divisions from* Siam *for a Land Attack Mission against* Burma*. These units use ground movement to enter* Burma *and a Combat marker is placed there. Japan then activates an* LBA-4 *in* Siam *and declares a Mission into* Burma*. Japan declares that the Operation is ready to be resolved. The CW Player can attempt to Intercept with the LBA-2 in* Assam *and the LBA-2 in* Burma *– which would automatically Intercept as it is in the Target Space of an Air Mission. The CW declares both Interceptions, rolls for the* Assam *one and places* Activated *markers on them if they are successful (if the* Assam *one failed, the LBA-2 would be marked* Used*). Air combat is resolved, followed by Ground Combat. After resolving Ground Combat, the* Combat *marker is flipped to its* Combat Concluded *side and, for the rest of this Impulse, the Japanese Player cannot perform any additional Missions or combats in* Burma*.*

Bismarck Sea

RABAUL
Rabaul
2
0·2 2

Akagi CV
6
0/7 -- 2.5
3

BOUGAINVILLE
Bouganvil
0
0·2 2
3 XXs 2 AIR

Solomon

2

NEW GEORGIA
N Georgia
0
0·2 2
2 XXs 0 AIR
Munda

COMBAT

1*

COMBAT

COMBAT

+2
Guadalcnl
0
0·2 2

GUADALCANAL
3 XXs
56 XX B
10·10 3
1* LBA 2

COMBAT

FUNA
0
0·0
1 XX
2

ESPIRITU-SANTO
Espir-San
2
0·0
2 XXs 4 AIR

2

Lug

NEW CALEDONIA
TT-6 CAPACITY 8
6
0/ TT
--
1 XX 2
37 X MAR 2
12·12 4 --
9·9 3 2
Nouméa
4
5 XXs 6 AIR

East Australian Waters
6 Brisbane

New Hebrides

Example: Mixed Area (Solomons): The Japanese Player has a ground division and an LBA-2 on Guadalcanal and several naval units at Rabaul. The US Player has the 2nd MAR XX, the 37th XX, one transport, and several other naval units at New Caledonia. The US Player declares a Mission with the TT unit, embarking both divisions and including the additional naval units as Escorts. All the naval units are moved to the New Hebrides Sea Space and then the Solomons Sea Space. No Interception could occur in New Hebrides as Japan had no air or naval units within Interception range of New Hebrides. The US Player declares an Amphibious Assault against Guadalcanal and an Amphibious Assault against New Georgia (the exact attacking ground units aren't specified at this time). The US Player places a Combat marker in the Solomons Sea Space, as well as in New Georgia and Guadalcanal. The US Player declares that they are done moving units into the Solomons and asks if the Japanese Player wishes to Intercept.

The Japanese Player Intercepts into the Solomons Mixed Area with the naval units from Rabaul and the LBA-2 unit on Guadalcanal (the latter being automatic since its base is marked with a Combat marker). Note that Japan's LBA-2 could either provide Ground Support to one of the ground combats or attack the US naval units in the Solomons Sea Space; Japan does not need to decide now, but must make the decision after Air Combat. The US Counter-Intercepts with several additional naval units from North Queensland (not shown). An Air Combat is fought between the CVA on both sides and the Japanese LBA-2. The US Player then declares they are using the 2nd MAR against Guadalcanal and are using the 37th XX against New Georgia. Japan commits the surviving air points from the LBA-2 to Ground Support on Guadalcanal and then the naval combat is resolved. The US forces the Japanese naval units to Disengage but does not choose to pursue so that their naval units can provide Shore Bombardment. The Ground Combats are resolved sequentially, with the US Player allocating CVA Ground Support and Shore Bombardment as the combats are resolved. Japan must allocate any surviving LBA-2 air points to Guadalcanal as Ground Support. Once both Ground Combats are resolved, all air points Rebase (the US CVA returning to carriers), then the US naval units Rebase. The Combat markers on New Georgia and Guadalcanal are removed and the Combat marker in the Solomons is flipped to its Combat Concluded side. The US Player cannot perform any additional Missions nor combat in the Solomons Mixed Area during this Impulse.

Example: Land Area with Adjacent Sea Area (Malaya and Gulf of Siam): The CW Player has two divisions and an LBA-2 unit in Malaya and a CA based at Singapore. The Japanese Player has two divisions, a transport, and several other naval units at Hainan, and twelve air points in South Indo-China. The Japanese Player activates the units in Hainan and declares a Mission, moving to the South China Sea while declaring that they are only Passing Through. The CW Player is given the opportunity to Intercept with the naval unit in Singapore, but declines. The Japanese Player then continues moving to the Gulf of Siam and declares an Amphibious Assault Mission against Malaya. The Japanese Player places a Combat marker in Malaya and in the Gulf of Siam. They then activate two LBA-4 units from South Indo-China and fly an extended range Mission to Malaya. The CW Player cannot Intercept these air units in the Gulf of Siam as air units can only be Intercepted in the Target Space of their Mission. They announce they are resolving the Operation against Malaya. Gulf of Siam is the Mission Area and Malaya is an Associated Area.
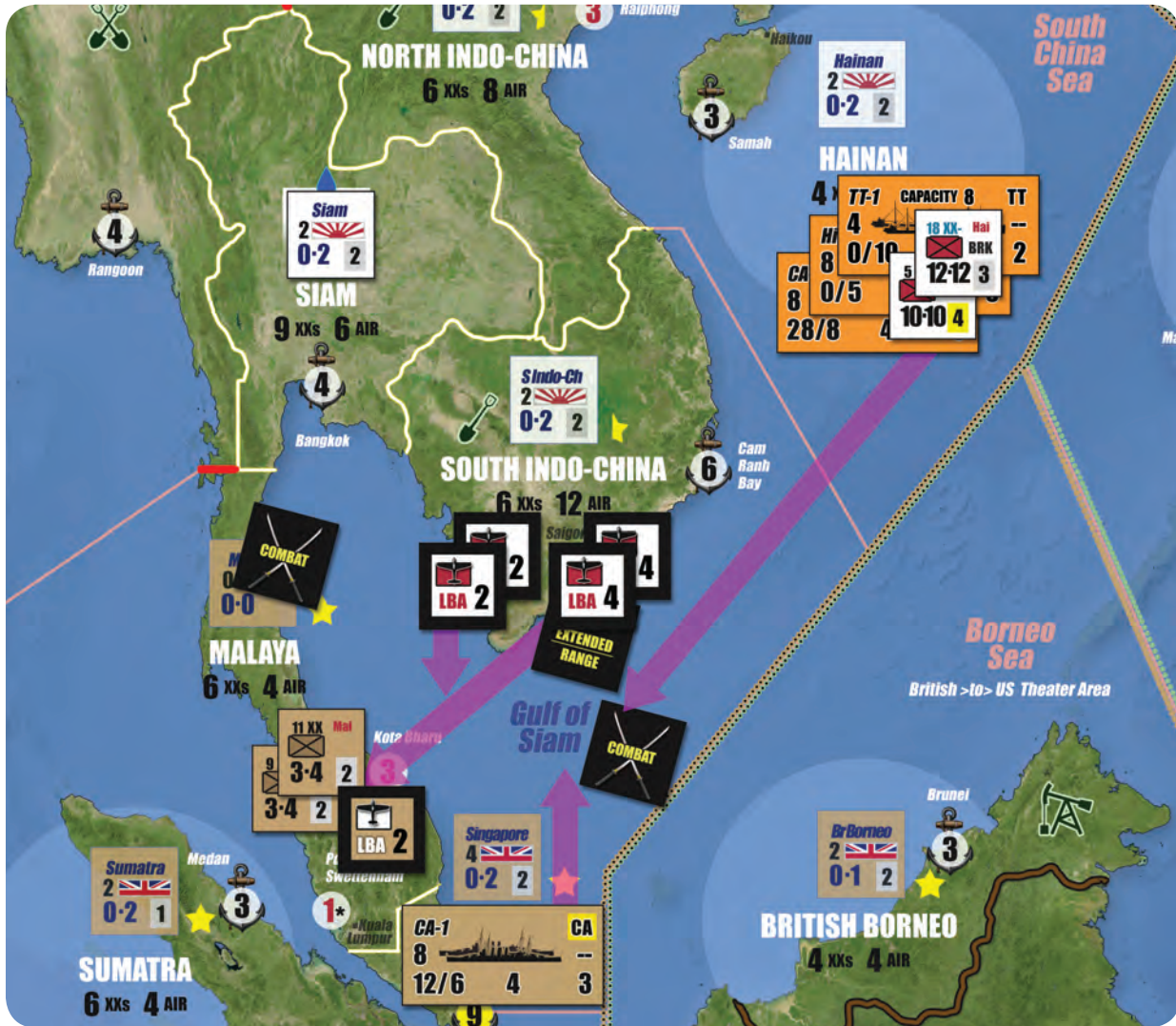
The CW Player Intercepts with the CA from Singapore to the Gulf of Siam and with the LBA-2 unit to Malaya. The Japanese Player Counter-Intercepts with an LBA-2 unit from South Indo-China into the Gulf of Siam. Air Combat is then resolved.

Since the CW only has GBA, the only Japanese air that will be involved in air combat are the LBA units in Malaya and their CVA in the Gulf of Siam. The Japanese LBA-2 in the Gulf of Siam does not participate in Air Combat as there are no CW GBA in its Space.

The combined Japanese LBA and CVA eliminate the CW LBA-2 (even though the eight Japanese LBA points only count as four points due to extended range). Japan then moves the two divisions adjacent to Malaya. Since there are no naval units in Malaya, Japan allocates their surviving LBA air points to Ground Support while the LBA-2 in Gulf of Siam gets to perform Naval Bombing against the CW cruiser.

Naval Combat is then resolved, with Japan predictably forcing the CW naval unit to Disengage. Japan commits all CVA to Ground Support Missions to Malaya.

The Ground Combat in Malaya is resolved, then all air and naval units Rebase. The Combat markers in Malaya and the Gulf of Siam are flipped to their Combat Concluded side. Finally, Japan activates the remaining LBA-2 in South Indo-China and moves it to Malaya. This is allowed because the air unit is not performing a Mission.

14.0 INTERCEPTIONS & COUNTER-INTERCEPTIONS

Non-Phasing air and naval units use **Interception** to initiate combat against units of the Phasing Player. The Phasing Player uses **Counter-Interception** to respond to these Intercepting units. Ground units, *B-29* units, and TT or FST units may not Intercept or Counter-Intercept. In addition, units marked with *Abort*, *Activated*, *Relocating Base*, *Fired*, *Refit*, *Repair*, or *Used* markers may not Intercept or Counter-Intercept (**exception:** Automatic Interceptions if marked *Used* ~ 14.14).

Units performing Interception never expend APs but *Counter-Intercepting* (14.6) units by the Phasing Player do. Units activated for Interception or Counter-Interception do not need to designate a Mission – their "Mission" is Interception or Counter-Interception.

This section will use the term "the Non-Phasing Player" extensively, but remember that in certain circumstances *both* the CW and US Players may Intercept jointly.

14.1 Interception Procedure

The following are subject to Interception:

- Land Attack Missions, even if no supporting air or naval units by the Phasing Player, but only to the Target Area of the Mission and only to provide Defensive Support (14.12). Naval units would Intercept to a Sea Space adjacent to the Target Area.

- Air units performing an Air Mission, but only in the Target Area of the Mission and only by enemy air units.

- Naval units in a Sea Space using Naval Movement or performing a Naval Mission (**exception:** SS units may never be Intercepted and the US *FST* unit moving alone in the process of creating or ending a mobile port may only be Intercepted by SS units ~6.45).

IMPORTANT: Carriers with CVA are prohibited from Intercepting an Operation of only Air Missions (however, their CVA may still Intercept into their own Space ~ 14.14; 14.21). If enemy carriers are involved in the Operation, the carriers with the CVA may Intercept to the Sea Space to fight a Naval Combat (14.3) or, in a few select circumstances, Intercept to a *different* Sea Space to provide Defensive Support without fighting a Naval Combat (14.12).

No other movement can be Intercepted; specifically, Ground Movement, air units not in a Mission Target Space, Air and Naval Rebase, units moving to Intercept or Counter-Intercept other units, naval units after they have entered a port, etc. However, see Counter-Interception (14.6), which allows the Phasing Player a *reaction* to an Interception.

Interception may be attempted as the Phasing Player's naval units enter *each new Area*, where they will be declared as either Passing Through or performing a Mission in an adjacent Space. Interception of air units only occurs in the Target Area. Interception is handled differently if the units are Passing Through versus performing a Mission to/in that Area.

Interception is always voluntary and is restricted to Areas within Interception Range of the Intercepting units (14.2; 14.3). Units may not Intercept into or out of Off-Map Boxes (**exception:** Chinese LBA may Intercept out of the *China-Burma Box*). Allied units may not Intercept across the Theater Boundary unless they are based in a Joint Theater Area (22.33); they may never Counter-Intercept across the Theater Boundary.

Interception attempts are always done sequentially – the player may see the result of one Interception before declaring any other attempts.

14.11 Interception of Passing Through Naval Units

The Phasing Player must pause in each Sea Space entered by naval units that are only Passing Through to give the Non-Phasing Player the opportunity to Intercept. Any Interception attempts are resolved (14.13) and, if any succeed, the Intercepting units are moved to the Area occupied by the moving units. A *Combat* marker is placed in the Area as a reminder of where the Interception has occurred.

Once all Interception attempts are resolved, the Phasing Player is allowed to Counter-Intercept (14.6) to that Area. Once all Counter-Intercepting units are moved to the Area, Interception Combat is resolved (14.7). Unlike Operation Combat, Interception Combat is resolved immediately.

If the moving units survive the Interception Combat, they may continue moving with any MPs they have left. If their MFs are reduced due to the naval combat, this reduction does not impact their remaining MPs. One or more of the moving units may cancel their Mission after the Interception Combat, at the owning player's discretion.

IMPORTANT: The *Combat* marker is removed after resolving the Interception combat – **it does not flip to its *Combat Concluded* side.**

14.12 Interception During an Operation

During **Step 2** of the Operation resolution (13.2), the Non-Phasing Player resolves any Interception attempts. Interception must be to an Operation Area unless naval units are Intercepting – in this case, the naval units may also Intercept to any Sea Space adjacent to an Operation Area, *but only to provide Defensive Shore Bombardment or Ground Support (12.35; 12.38; 12.53)*. Each Interception is resolved (14.13) and, if successful, the Intercepting units are moved to the Area they are Intercepting into. Automatic Interception (14.14) may apply.

Interception is allowed even if the Intercepting units have no Mission to perform (*in this case, they would only fight in Air or Naval Combat*). Interception is also allowed if the Phasing Player does not support with their own air or naval units (*in which case there would be no Air or Naval Combat, respectively*).

IMPORTANT: Units of the Non-Phasing Player that are marked *Used* may still Intercept into their own Area **if doing so via Automatic Interception (14.14) and this is the only Interception attempt for the unit during *Step 2* of the Operation Sequence**.
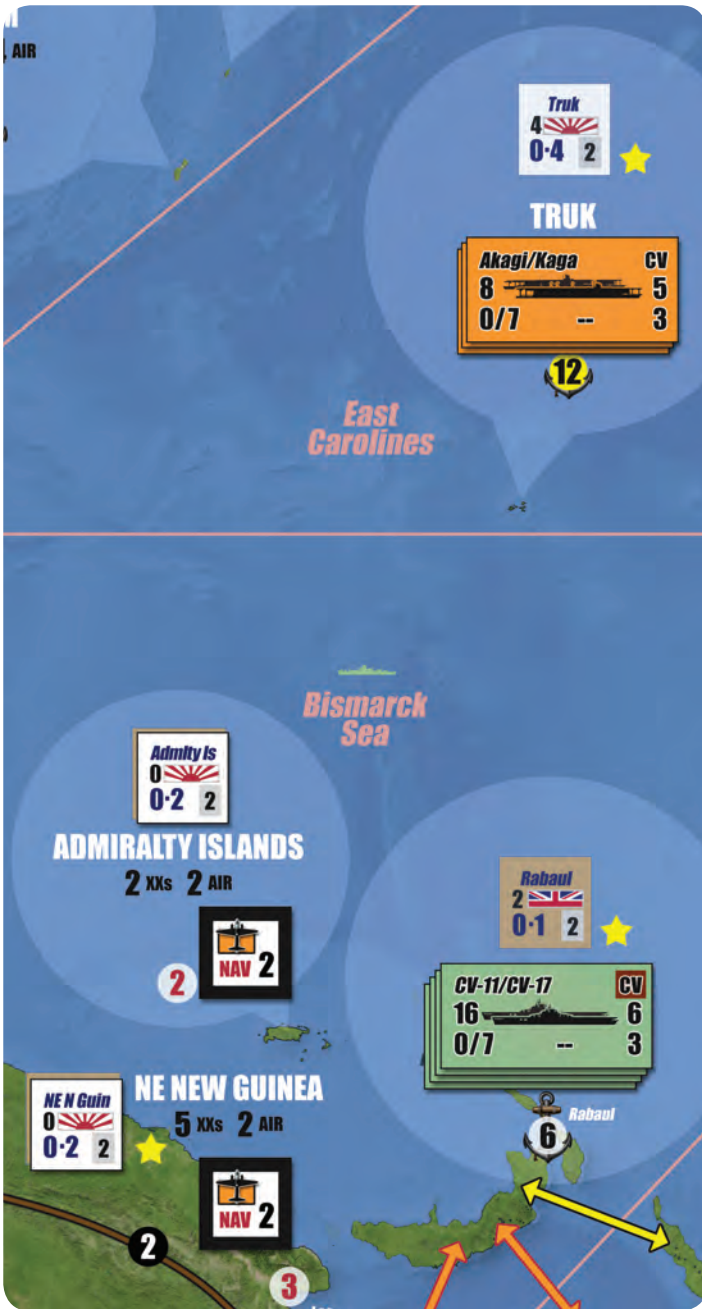
Example: Japan has several naval units in Truk. *The US initiates a Carrier Strike Mission against them, activating the US fleet in* Rabaul. *As the US fleet exits* Rabaul *to the* Bismarck Sea, *Japan attempts to Intercept from* Truk. *Regardless of whether they succeed or fail, if the Japanese fleet is still in Truk when the Operation is ready to resolve, they could again Intercept the US fleet during* **Step 2** *even though the Japanese naval units would be marked* Used. *This is because their port is being attacked, which qualifies them for Automatic Interception.*

14.13 Resolving Interception Attempts

Each unit may only make one Interception attempt per Impulse and all Interceptions must roll to succeed (**exception:** Automatic Interception ~ 14.14). When a unit fails an Interception roll, place a *Used* marker on the unit (flip an air unit). *Used* markers are removed at the end of the current Impulse. Non-Phasing Players may attempt Interception with as many air and/or naval units as desired, provided they meet the requirements for performing Interception.

Each base/port must roll for Interception separately. When multiple units (air and/or naval) are attempting Interception from a single base or port, the owning player rolls one D10 for **all units of the same type in that Space** (i.e. one roll for all naval units and one roll for all air units).

IMPORTANT EXCEPTIONS: SS units always roll individually and GBA points must be broken down into groups of four air points, with an additional roll made for each group of four (or fraction thereof) beyond the first.

Example: The US Player is attempting to Intercept from Hawaii *and designates three naval units, two SS units, and seven LBA points. Five rolls will be made: one for each SS unit, one for the other naval units, one for four of the LBA points, and one for the last three LBA points.*

The Interception rolls may be made in any order and the result of one roll may be seen before declaring the next attempt at Interception. However, once a roll has been made, those units are committed to the results of that roll regardless of the outcomes of any other Interception rolls; i.e. a successful Interception may never be called off.

GUAM
3 XXs 4 AIR
⚓ 3

Truk
4 🎌
0-4 2 ⭐

Shoho/Zuiho   CVL
4 ▭▭▭ 2
CA 0/4   --   3
8
28/8   4   3
⚓ 12

East
Carolines

Bismarck
Sea

Enterprise   CV
8
0/   Penn./Arizona   BB
4
20   Tenn./California   BB
4
20   TT-1 CAPACITY 4   TT
4 ▭ --
0/10   27 XX 1 2
          9-9   3

Admlty Is
0 🎌
0-2 2

ADMIRALTY ISLANDS
2 XXs 2 AIR

② LBA 2

Rabaul
2 🎌
0-2 2 ⭐

RABAUL
5 XXs 6 AIR

LBA 2

Bouganvil
0 🎌
0-2 2

Hollandia
②

NE N Guin
0 🎌
0-2 2

NE NEW GUINEA
5 XXs 2 AIR

Kavieng
Rabaul
⚓ 6

BOUGAINVILLE
3 XXs 2 AIR

New

Example: The US Player moves a force into the Bismarck Sea *and declares an Amphibious Assault Mission against* Rabaul. *The Japanese Player declares that the two LBA units based in the* Bismarck Sea *Mixed Area and the naval units in* Truk *will attempt to Intercept. The LBA unit in* Rabaul *automatically Intercepts since its base is being attacked. The Japanese Player must roll for the LBA unit in* Admiralty Island *with a net DRM of +3 (+2 for air unit Interceptions and +1 for the Land Space being attacked containing a friendly ground unit). The naval units in* Truk *have a net +2 DRM (+2 for faster MPs, +1 for Air Recon (14.51), +1 for Land Space w/friendly ground unit, and -2 for a two Area-away Interception) and only one roll will be made for both units.*

All DRMs are determined **individually** for each unit (*exception:* relative speeds ~14.53). This *may* result in some units succeeding in an Intercept attempt and others failing.

If the Interception roll is successful (or if it is Automatic), the Intercepting units are moved to the Area they are Intercepting. This movement may not be Intercepted and is done exactly like normal movement for the unit as if it was performing a Mission (*exception:* it may pass through Areas marked with *Combat* or *Combat Concluded* markers).

The Non-Phasing Player may continue designating bases or ports until they no longer wish to attempt additional Interceptions.

14.14 Automatic Interception

There are several situations where Interception does not require a roll to succeed:

- **Air units in the Target Space of a Mission** may automatically Intercept into that Area (this includes CVA based on a carrier in port; if the carrier is inoperable, they count against the AAL of the airfield in their Space ~ 6.23; 14.21).

  Example: The US has an LBA-2 in Guadalcanal and Japan has announced a Land Attack against Bougainville, both in the Solomons Mixed Area. Even though the LBA-2 will be Intercepting to this Area, they must roll for Interception because their base is not marked with a Combat marker. If Japan was also attacking Guadalcanal, then the LBA-2 would Automatically Intercept to the Solomons and – after Air Combat resolution – could decide which Ground Combat to support (assuming it survived Air Combat).

- **Naval units in the Target Space of a Land Attack Mission** may automatically Intercept to provide Defensive Support; i.e. if they Intercept, they *must* move adjacent to the Target Space.

- **Naval units in the Target Space of a Naval Mission** may automatically Intercept enemy naval units in a *bordering* Sea Space if those naval units are performing the Naval Mission; i.e. if they Intercept, they *must* move to the Area containing the enemy naval units. This includes naval units based at the US FST if the FST is the Target of the enemy Naval Mission.

Note that if only GBA are performing a Mission against a port, the last bullet does not apply, even if the air units are entering the port via a bordering Sea Space (*e.g. an extended range Mission from South Indo-China → Gulf of Siam → Malaya*). However, CVA based on carriers in the port may still Automatically Intercept per the first bullet.

IMPORANT: Automatic Interception never applies to *Counter-Intercepting* units. In addition, all requirements for Interception must still be met **except that units marked *Used* may still perform Automatic Interceptions***.

For each opportunity to Intercept, units must choose whether to utilize Automatic Interception (if able) or to roll for Interception – they cannot do both for the *same* Interception opportunity.

Design Note: Players might choose to roll for Interception to support a different combat location or to allow their naval units to move to a different Sea Space (so that they could provide Defensive Support without having to fight the enemy naval units).

*Example: Japan declares a Land Attack against Malaya and a Carrier Strike against CW naval units in Singapore, moving their naval units to the Gulf of Siam. If the CW naval units in Singapore utilized Automatic Interception, they could avoid the Carrier Strike but **must** be placed in the Gulf of Siam (where they would fight the Japanese naval units in Naval Combat). If they wanted to avoid fighting the Japanese navy, they could roll for Interception to support the Land Attack against Malaya with Defensive Support – if they succeed, they could move to the East Indian Ocean, but if they failed, they would be forced to stay in Singapore.*

14.2 Air Interception

Air units may only Intercept within Range (12.32; 12.33), including the use of an air passage or extended range (*exception:* CVA on a carrier in port ~ 14.21**)**.

GBA **must** move to the Area they are Intercepting into.

Example: If Guadalcanal is being attacked, an LBA in Guadalcanal would Automatically Intercept into the Solomons Mixed Area. After Air Combat, it could pick which of Guadalcanal, New Georgia, Bougainville, or the Solomons Sea Space it wished to support (assuming they were all marked with Combat markers.

14.21 CVA Interception

CVA units may Intercept in three different ways.

- If not based on a carrier, they Intercept as GBA (2.33.1).

- CVA based on a carrier in port may only use Automatic Interception to their own Area (14.14). They participate in Air Combat, but the only Mission they can perform is Defensive Ground Support (12.35) in their port's Land Space. They may perform this Interception even if their carrier is inoperable (6.23), but the total of these CVA air points and any GBA air points Intercepting from that Land Space may not exceed the Airfield Activation Limit (AAL). If Intercepting from *operable* carriers, these CVA do not count against the AAL.

- If based on a carrier that has successfully Intercepted to a Sea Space, the CVA participate in Air Combat from their current Area (13.2, *Step 5*), participate in any Naval Combat (*Step 10*), and (if Operation Combat) may perform Missions in *Step 13*.

14.3 Naval Interception

Naval units may Intercept within two Sea Spaces from their current port, counted as if performing Naval Movement (*exception:* SS units not in a port ~ 14.4). **The FST, TT units, and naval units that are reduced to 1 MF by Damage may not Intercept**.

Example: Naval units based in Truk *could Intercept any enemy Naval Movement or Missions in the* East Carolines*,* Wake Sea*,* Marshalls*,* Gilberts*,* Bismarck Sea*,* West Carolines*, or* Marianas:
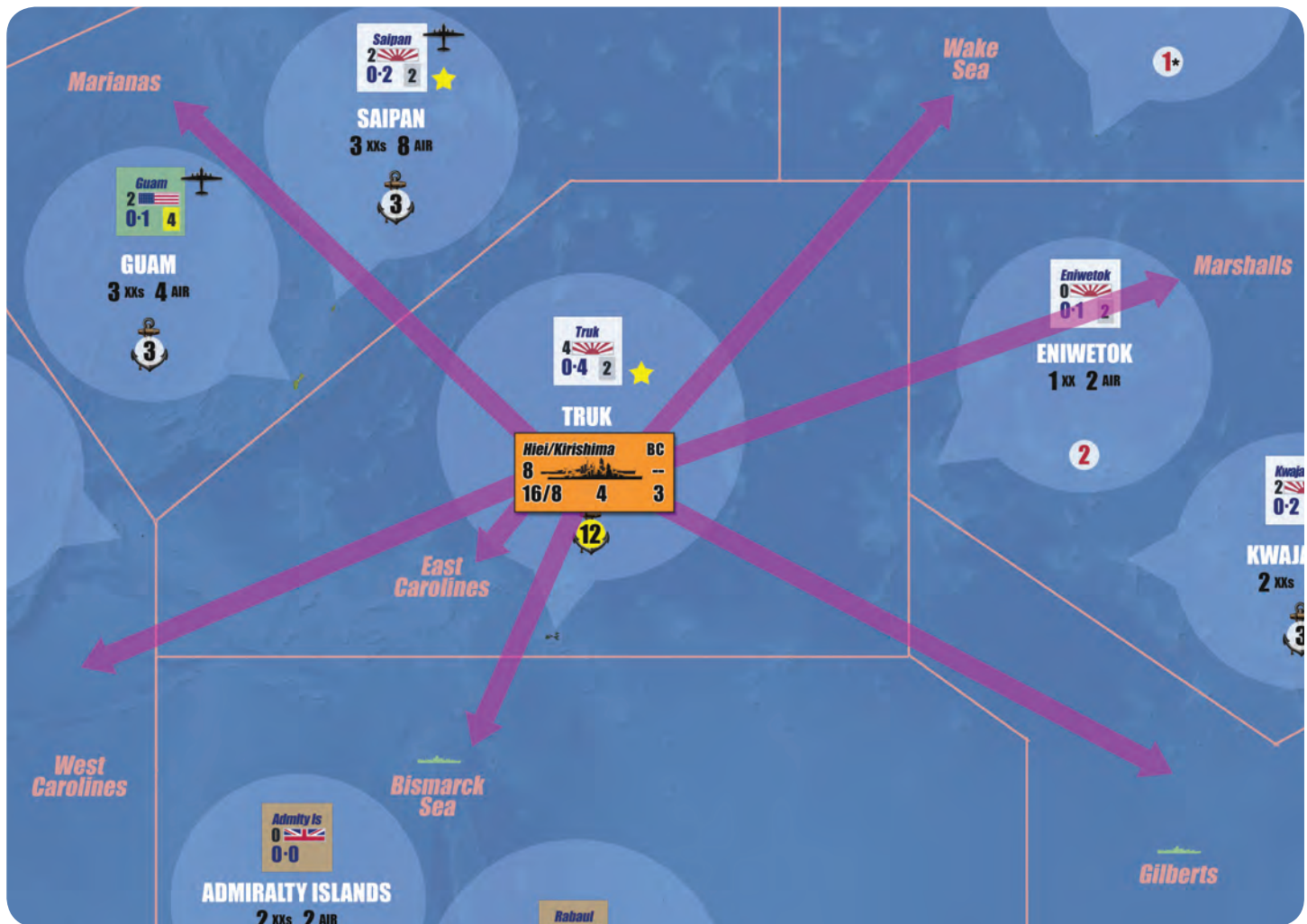
Naval Interception must be to an Area containing either a Sea Space with enemy naval units or a Sea Space that is adjacent to at least one Ground Combat - the latter allows for Defensive Support (12.35; 12.53) without having to fight enemy naval units (or if no enemy naval units were committed).

14.4 Submarine (Counter-) Interception

Submarines (SS units) may only Intercept (or Counter-Intercept) enemy naval movement/Missions (*exception:* SS movement may never be Intercepted). SS units Intercepting from a Sea Space may only Intercept into *that* Sea Space (SS units Intercepting from a port may Intercept at range like any other naval unit). SS units may attempt Counter-Interception (14.6) in the same Impulse that they move to a Sea Space (i.e. even if marked *Used*), but only to their own Sea Space. SS units marked with a *Fired* marker may **not** attempt Interception or Counter-Interception.

A -1 DRM is applied to all Submarine Interception attempts. SS units do not receive an additional -2 DRM when Intercepting a higher MF force.

SS units are never automatically included in an Operation, even if activated by the Phasing Player and moved into an Operation Area or if already in an Operation Area. SS units of a Non-Phasing Player must successfully Intercept and SS units of the Phasing Player must successfully Counter-Intercept (including paying the appropriate AP cost if not already activated).

Japanese SS units are the only units that may Intercept the US *FST* unit while it is moving alone in the process of creating or ending a mobile port (6.45).

14.5 Interception Modifiers

Most modifiers are self-explanatory. Those that are not are briefly explained below.

14.51 Air Recon

Air Recon only applies to Naval Interception attempts into Mixed or Sea Areas. A player gains the Air Recon DRM if they meet at least one of the following:

- At least two GBA points (*exception:* not B-29) based on a Playable Island in the Mixed Area where Interception is being attempted or based on a Land Space that is adjacent to the Area where Interception is being attempted. These air points can be marked *Used* or *Disrupted*, but must be operational (*Disrupted* air still count at full value). Spaces connected solely by orange arrows are *not* adjacent for the purpose of this rule.

- At least two CVA on carriers in the Task Force that is currently attempting to Intercept into that Area. Both the CVA and carriers must be operational.

- At least two CVA on carriers already in the Sea Space of the Area where Interception is being attempted. Both the CVA and carriers must be operational.

Air Recon provides a +1 DRM for Naval Interception attempts and provides a +1 DRM for determining the type of Naval Battle (17.2). During Turn 1, Impulse 1, the CW player does *not* gain Air Recon benefits if they attempt to Intercept into the *Gulf of Siam* (the only possible Allied player Interception during the Japanese Impulse of Turn 1).

14.52 US Interception DRM

If any Australian, New Zealand, or US units are attempting to Intercept from a port or airfield that contains at least one US unit (which *can* be the same unit attempting Interception, but do not count US Control Markers), the Allied player receives a +1 DRM for **all units** attempting to Intercept from that port or airfield. The US unit does not need to attempt Interception, nor does it even need to be capable of Intercepting the moving units to provide this modifier.

Design Note: This represents the effects of US Intelligence and ground-based spotters, radar, etc. Remember that Facilities are *markers*, not *units*.

14.53 MF Comparison

SS units do not gain these modifiers and are ignored for determining if other naval units qualify. When determining the relative speed of naval units Intercepting from a single port always group together all naval units attempting Interception. The MF of the force is the slowest speed among these units. Always use the printed MF of the unit, modified by Damage (17.52).

For the Force being Intercepted, do a similar comparison including all units except SS units. Use the current Damage on the moving units, even if it occurred in a prior Interception Combat.

14.54 Supply Effects

Apply each modifier only to those units so affected.

14.55 Passing Through

This modifier does not apply to Interception during Operation resolution (13.2, **Steps 2 & 3**).

14.56 Two Spaces Away

This modifier is based on the Spaces that would be required to be moved through by the units attempting Interception (see example).

Design Note: If it would cost the naval units two MFs to reach the Interception Area, then this modifier applies.
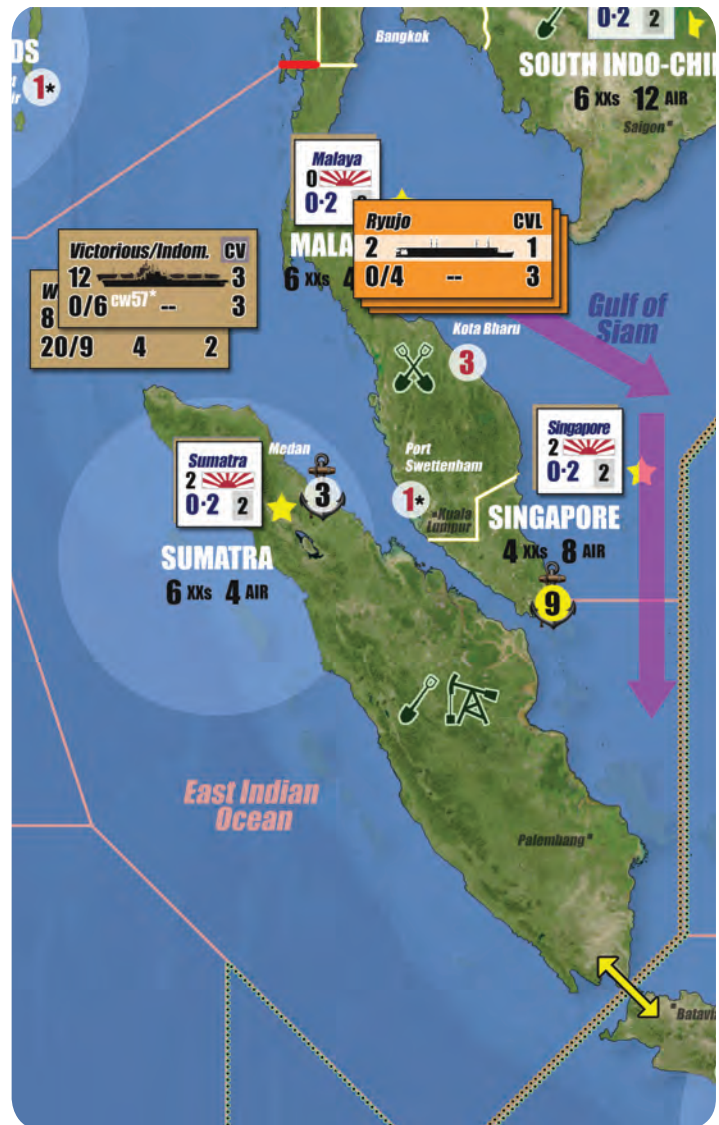
Example: *Japanese naval units based in* Kota Bharu *in* Malaya *attempting to Intercept CW naval units in* East Indian Ocean *would be Intercepting two Spaces away even though the Areas of* Malaya *and* East Indian Ocean *are adjacent. This is because the port of* Kota Bharu *does not border the* East Indian Ocean.

14.57 Friendly Ground Units

This modifier applies if the Area being Intercepted into has a Land Space that contains friendly ground units and those friendly ground units are targeted by at least one enemy Mission (i.e. the Space occupied by the friendly ground units is marked with a *Combat* marker).

14.6 Counter-Interception

After all Interception attempts have been resolved, the **Phasing Player** may attempt to Counter-Intercept. **Counter-Interception** allows the Phasing Player to activate and move additional units in reaction to any Interceptions, provided they are operational and not marked *Used*. The same procedure as Interception is used (i.e. Counter-Intercepting units must roll to be allowed to Counter-Intercept) **except the Phasing Player may only attempt to Counter-Intercept into Areas containing units that successfully Intercepted.** Units moving by Counter-Interception may *not* be Intercepted. Only air and naval units (**exception:** not TT and FST units) can Counter-Intercept.

Units must satisfy all requirements for Interception and activation (10.3) and the Phasing Player must pay the AP cost for any units that successfully Counter-Intercept prior to moving them. If the Phasing Player does not have the APs to activate the units that have successfully Counter-Intercepted, these units remain in their current Space and are marked with a *Used* marker. Any unit that Counter-Intercepts is marked *Used* as per normal Interception (14.13).

When using the optional Event Cards (PB 23.7), any Card that modifies an Interception attempt can also be used to modify a Counter-Interception attempt.

14.7 Interception Combat

Interception Combat occurs in Areas that are *not* Operation Areas – this can be when units are Passing Through an Area on their way to their Target Space or if the moving units are not performing a Mission when they are Intercepted. Interception Combat is only initiated by the Non-Phasing Player *except* when the Non-Phasing Player Intercepts to a Sea Space that does not contain enemy naval units (i.e. for Defensive Support); in this case, the Phasing Player may Counter-Intercept these units to initiate an Interception Combat.

In an Interception Combat, players perform the following steps, strictly in the order listed:

1. **Steps 2 – 4** of resolving an Operation (13.2) are performed, but Interceptions must be into the moving units' Area. Place a *Combat* marker into this Area.

2. One round of Air Combat is resolved including any operational GBA and CVA (if on operational carriers). This is resolved in an identical manner as in **Step 5** of an Operation but *only* air units in this Area are included.

3. **Steps 8 – 10 and 12** of resolving an Operation are performed, but in **Step 8**, GBA may *only* bomb enemy naval units in the same Sea Space as the Intercepted units. Any units of the Phasing Player that Pursued are marked with a *Pursued* marker and returned to this Area. This *Pursued* marker remains on the units until the end of the Operation (17.7).

4. All air units from both sides Rebase, Non-Phasing Player first. The players mark GBA as *Used* (including any CVA that Intercepted or Counter-Intercepted from airfields). CVA must Rebase to carriers, if possible (2.33.1). Players may adjust the basing of operational CVA on any included carriers within the same Force at this time.

5. Any units that *Counter-Intercepted* must immediately Rebase; mark them *Used*.

6. If the *Intercepting units* remain, they must Rebase and are marked *Used*.

7. If the *original moving units* remain, they must either continuing moving with any remaining MPs or cancel their remaining Movement / Mission and Rebase. **This decision is made for each unit individually**. Any that Rebase are marked *Used*.

8. If continuing with their movement, the moving units are again subject to Interception in each new Area entered and are marked *Used* when they finish their Movement or Mission.

9. The *Combat* marker in the Space is removed – **it is not flipped to its *Combat Concluded* side**.

Note that the Phasing Player may only cancel a Mission *after* resolving Naval Combat.

15.0 COMBAT

There are five types of combat:

- Air Combat (16.0) – *Air units fighting air units.*
- Naval Combat (17.0) – *Naval units fighting naval units - including Naval Bombing Combat.*
- Naval Bombing Combat (17.3) – *Air units bombing naval units at sea or in port.*
- Anti-Aircraft (AA) Combat (18.0) – *Antiaircraft defense by naval units against bombing air units.*
- Ground Combat (19.0) – *Ground units fighting other grounds units, with or without support.*

All combat except Naval Combat lasts one round; Naval Combat lasts one or more rounds until all of one player's units either leave the Sea Space or are eliminated.

15.1 General Combat Requirements

Only in the case of Mandatory Attacks (12.22) are units of the Phasing Player required to attack; otherwise, combat is at the Phasing Player's discretion depending on the activation of the unit(s). This includes already Contested Spaces. Non-Phasing Players only initiate combat via Interception.

Unless specified otherwise, the owning player always assigns losses and losses are assigned to any unit of the appropriate type. If a force includes both US and CW units, the US Player controls all decisions unless the combat Area is exclusively in the CW Theater of Operations.

Example: In Air Combat, losses are only applied to air units; in Ground Combat, losses are only applied to ground units, etc.

15.11 Ground Units

Ground units may only attack once per Impulse and each Land Space may only be attacked once per Impulse. The Attack and Defense Factors of a ground unit may not be divided into different attacks.

IMPORTANT: A ground unit's **Effective Attack and Defense Factors** are equal to their printed factor minus any Hits applied to the unit (to a minimum of zero).

This includes Control Markers with *Hits* markers applied to them. Units with an Effective Attack Factor of zero may not attack and may only defend. A ground unit's Unit Quality is never affected by Hits applied to the unit.

Example: A US MAR XX has 12 – 12 for its Attack – Defense Factors. If it has taken three Hits, it would be treated as a 9 – 9 unit, but is still Quality 4.

15.12 Air Units

Air units may not be divided into different attacks, though an air unit may break down to divide among different Missions. An air unit's number of air points is directly reduced by the number of Hits applied to it (i.e. two Hits applied to an air unit reduces its air points by two). Halved air units, including CV-½ units, still participate in Air Combat but at reduced effectiveness (2.33.2). Apply effects of all Hits first before any halving.

15.13 Naval Units

The factors on a naval unit may not be divided to fire on different units or to support different combats, though a naval unit may break down if it has breakdown units available. For naval units other than TT and FST units, the face-up side is either at full capabilities or, once Damaged by 50% or more, reduced capabilities (17.5). The number of Transport Points able to be carried by a TT unit is affected by the number of hits taken by the TT unit (17.52).

16.0 AIR COMBAT

Air Combat occurs during Operations (13.2, **Step 5**) and Interception Combat (14.7, **Step 2**). The exact air units included are determined per these **Steps** above. Included air units are always subject to losses from Air Combat but do not always get to attack enemy air units (see Operation resolution).

Design Note: Remember, being *included* is different than being allowed to attack!

16.1 Air Combat Procedure

Air Combat is resolved by a **single round** of simultaneous attacks according to the following sequence:

1. Both players determine the sum of their Attacking Air Points per the Operation resolution rules (13.2, **Step 5**). *CVA-½* units may be combined or kept separate. GBA that are halved must be grouped into multiples of two, with left over points treated in the same manner as a lone *CVA-½* units (2.33.2).

2. The Phasing Player rolls a D10 for each of their Attacking Air Points, applies any applicable DRMs, and determines the result on the enemy air points. Total all Abort and Eliminated results, but do not implement them yet. Air points that have identical DRMs can be rolled together, if desired.

   Design Note: Note that a positive (or negative) DRM may not result in a better (or worse) outcome; i.e. a +1 on an even roll changes the result from an 'E' to an 'A'. This is intentional as the DRM should not be viewed as modifying the *type* of result obtained, but as modifying the *probability of obtaining some form of result*. The same reasoning applies to DRMs on AA rolls.

3. The Non-Phasing Player then rolls a D10 for each of *their* Attacking Air Points, as above.

4. Both players implement the results against their units (16.2), Phasing Player first.

Remaining air points are kept in their current Spaces until they Rebase. If part of an Interception Combat, they may bomb enemy naval units (14.7, **Step 3**). If part of an Operation, they may provide Ground Support or bomb enemy naval units (13.2, **Steps 8 and 13**).

16.2 Air Losses

16.21 Allocating Air Results

Each player implements the results against their own units, with all Elimination results being resolved first. Each Elimination result eliminates one air point or two CVA-½ units. Each Abort result forces one air point or two CVA-½ units to be marked *Aborted*. Eliminated air points are returned to the owner's Force Pool and may be Rebuilt via Replacement Points (21.43).

Results against GBA points that are halved will apply to one of those air points and force one other point to Rebase after Air Combat and be marked *Used* (2.33.2). All losses must be applied to Attacking Air Points, if possible, and must follow the loss requirements, below (16.22).

Example: An LBA-4 performing an extended range Mission suffers an 'E' result. One air point is Eliminated and one Rebases and is marked Used. The third and fourth points may perform the Mission, functioning as a single air point.

Indicate results on air points in one of three ways:

1. For Elimination results, by placing a Hits marker under the air unit (*1 Hit = 1 Elimination*). For Abort results, by placing *Abort* markers on the unit totaling the number of Aborted air points.

2. By exchanging the air unit with Breakdown units and then Eliminating or Aborting the required units.

3. By Eliminating or Aborting the entire unit if all air points are subject to the same loss type.

Abort markers come in values of '1' or '2' to indicate the number of Aborted air points.

Example: A US LBA-4 air unit is performing a Naval Bombing Mission. After Air Combat, it incurs one Elimination result and one Abort result. The US Player marks it with a 1 Hit marker and an Abort-1 marker. When resolving its Bombing Mission, it will only roll for the two remaining air points. Alternatively, the US Player could have broken down the unit into an LBA-2 unit and two LBA-1 units; eliminating one LBA-1 and Aborting the other. The LBA-2 unit would remain to perform the Bombing Mission.

IMPORTANT: If a player's required results exceed the number of their Attacking Air Points, the excess losses are applied to any of their *included* air points that did **not** attack in Air Combat (*exception:* ignore air units that could not participate per Operation Resolution **Step 5**). This includes any 'other points' associated with halved GBA points.

Design Note: If a player chooses to not (Counter-)Intercept with air points in an Operation Area (or if these air points are not operational or fail an Interception roll), these air points may still be subject to losses if all of their attacking air points are Eliminated or Aborted (or if there were none). Effectively, they are strafed while still on the ground.

16.22 Air Loss Requirements

There are two categories of air units for applying results: *carrier air* and *ground-based air* (including CVA based from an airfield). The owning player will alternate applying results within **each result type** from these two categories – starting with the category containing the most air points. If a player has an equal number of both categories, they choose which takes the first result.

Example: Japan has two elite CVA-1 air units, two elite CVA-½ air units, one low-quality CVA-½ air unit, two LBA points and four NAV points. During Air Combat they incur three Elimination results and four Aborts. The first and third Elimination and the first and third Abort will be from their ground-based air units because there are more GBA (6) than carrier air points (3.5).

Within each category, results are further broken down as follows:

- Results against Japanese carrier air are broken down by quality: elite, regular and low quality. The first result must be from the most numerous quality, the second from the second most numerous, etc., repeating the cycle of losses.

- Results against Japanese ground-based air are broken down into two sub-categories: army (LBA) and navy (NAV). As above, the first result must be from the most numerous type and the second from the other type (repeating as necessary). Japanese CVA based at an airfields are treated as NAV air units for the purpose of this rule.

- Results against US ground-based air are broken down into two sub-categories: army (LBA) and marine (MAR LBA). As above, the first result must be from the most numerous type and the second from the other type (repeating as necessary). US CVA based at an airfield are treated as MAR LBA air units for the purpose of this rule.

The determinations of which air unit types are most numerous are made before *any* results are applied and the cycle is started anew for each result type. If a player is required to take a loss but only has a single *CVA-½* or halved air unit remaining, the loss is instead applied first to any other available **full-strength point** in that category, then any in another category. If no other air points are available, the *CVA-½* or halved unit is lost and satisfies the entire loss. If Japan has multiple *CVA-½* units (even if of different types) they must be combined to fulfill the entire loss. Air units may be broken down to facilitate taking losses.

Example (continued): Within the ground-based air category, the first loss will be a NAV point and the second an LBA point. Within the carrier air category, the first loss will be an elite point and the second a low-quality point.

Applying Elimination results first, Japan eliminates a NAV point, an elite CVA-1 point, then an LBA point. Next, they apply Abort results: Aborting a NAV point, the second elite CVA-1 point, and an LBA point. They are then required to Abort a second carrier air point, which would be taken from the low-quality carrier air units; however, they only have a single CVA-½ low-quality unit. They must Abort this unit and one of the elite CVA-½ units to satisfy the full Abort loss. If they had no other CV-½ units, they would have had to abort another NAV point.

16.23 Aborted Air Points

Aborted air points must cancel their Mission (if performing one) and are marked with a *Used* and *Abort* marker. *Abort* markers remain on the air point until the end of the **Round**. Aborted air points Rebase (11.33) at the end of the Operation (13.2, **Step 19**).

If only some of the air points represented by a two- or four-factor LBA or NAV unit are *Aborted*, the player may mark the unit with the appropriate *Abort* markers or break the unit down. When assigning air points for Missions, the *Aborted* air points are ignored. If a GBA with an *Abort* marker is activated for a Mission, the *Aborted* air points must Rebase to their original airfield.

Example: A US LBA-4 suffers three Aborts. If the US Player does not have or does not want to break down the unit, they could mark it with an Abort 1 and Abort 2 marker. When it comes time for the unit to perform Air Missions, it would be treated as an LBA-1 unit for all purposes (including activation cost).
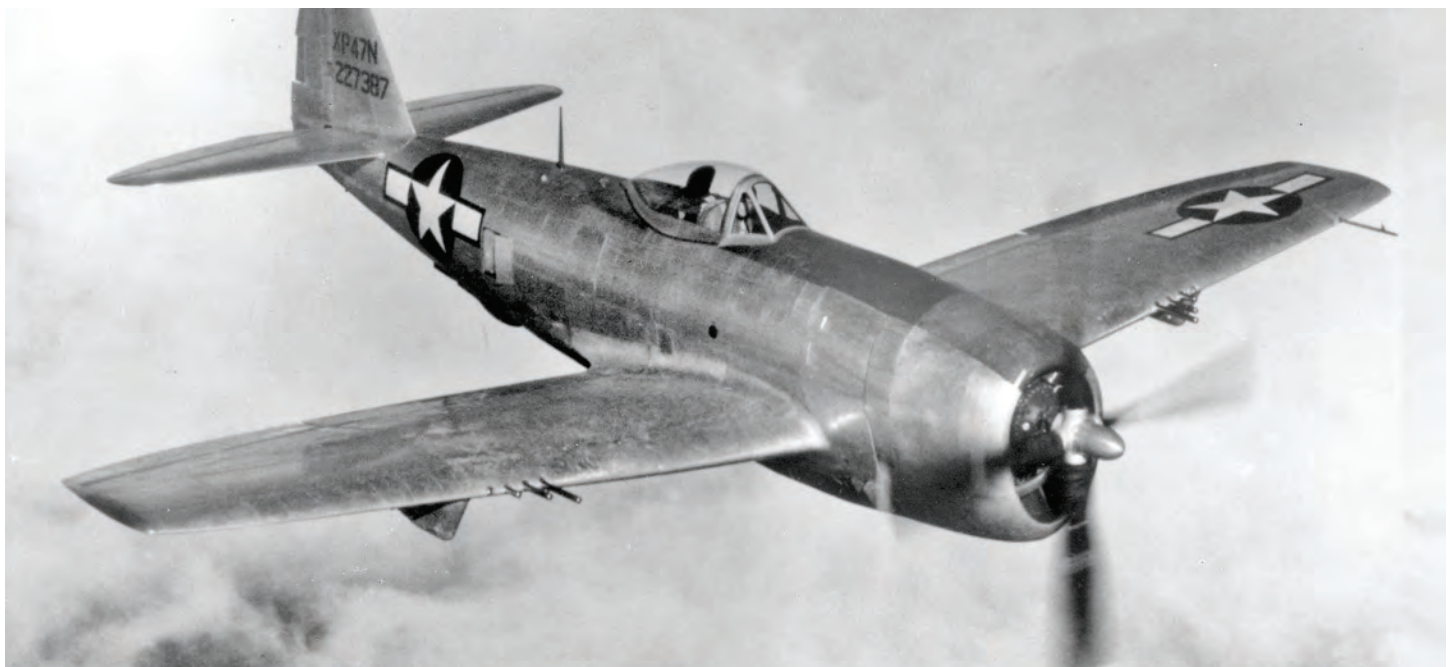
17.0 NAVAL COMBAT

Naval combat occurs when naval units of both sides occupy the same Sea Space due to Interception or Counter-Interception. All naval units and all operational CVA *that were based on carriers in the Sea Space* participate in Naval Combat.

Design Note: Remember that GBA got their chance to bomb naval units *prior* to Naval Combat.

17.1 Naval Combat Procedure

Naval combat is resolved during **Step 10** of an Operation (**Step 3** in Interception Combat).

If one side has only submarine units, Naval Combat is resolved by fighting a single round of Submarine Combat (17.8). Otherwise, Naval Combat is resolved in a series of Battle Rounds, with each Battle Round resolved as follows:

1. **Move CVA that were based on carriers to the Naval Battle Board:** Both sides move any participating, operational CVA to their *Carrier Air* Box on the Naval Battle Board. CVA that were Aborted *prior* to this Operation must remain on the Carrier Display on their current carrier; CVA Aborted *during* this Operation are set aside. This includes any CVA marked *Used*.

    Design Note: A player's CVA will have already been pulled off the Carrier Display during Air Combat Resolution (13.2, **Step 5**).

2. **Resolve Battle Type:** Each Battle Round will be either a Carrier Battle or a Surface Battle (17.2).

3. **Move units to the Naval Battle Board:** Both sides move the participating units to the Naval Battle Board, placing them depending on the type of Battle Round being fought (17.24).

4. **Fight one Battle Round:** If a **Carrier Battle** (17.3), participating CVA perform one round of Naval Bombing Combat against enemy naval units. If a **Surface Battle** (17.4), participating BB, BC, CB, CA and CL units perform one round of Surface Combat against enemy naval units.

5. **Submarine Combat:** Submarine units on both sides not currently marked *Fired* may perform one attack each (17.8).

6. **Disengagement Determination:** One or both players may attempt to Disengage (17.6).

7. **Adjust *Carrier Air* Box contents:** Both players ensure that the number of operational CVA in their *Carrier Air* Box are less than or equal to twice their Operational Carrier Capacity (17.25). Excess CVA are set aside for now and marked *Used*.

8. **Repeat *Steps 2 – 8*** if both players still have naval units in the Sea Space. If only one side remains, move all their victorious units that did not Pursue back to the map.

    Design Note: Battles were often fought over several days and nights.

17.2 Determining Battle Round Type

17.21 Mandatory Surface Battle

If neither player has operational CVA in their *Carrier Air* Box capable of rolling at least one die in Naval Bombing, the Battle Round is automatically a Surface Battle.

Design Note: E.g. a Disrupted *CVA-½* unit is still operational, but would roll zero dice in naval bombing – if such a CVA was the only CVA players had in their *Carrier Air* Box, the upcoming Battle Round would have to be a Surface Battle.

17.22 Choosing Battle Type

If not a Mandatory Surface Battle, both players then state aloud which type of Battle Round they are trying to force upon their opponent (Phasing Player first).

- A player with only TT, FST, or SS units may not pick – the other player gets to choose the type of Battle Round to be fought.
- A player must have at least one operational CVA in their *Carrier Air* Box to choose a Carrier Battle. The CVA must be capable of rolling at least one die in Naval Bombing.
- A player must have at least one BB, BC, CB, CA, or CL to choose a Surface Battle.

If both players choose the same type, then that will be the type of Battle Round fought; otherwise, each player rolls a D10 and applies all applicable modifiers. The Battle Round type is determined by which player's modified roll is higher and must be the Battle Round type they chose. Tied results automatically result in a Carrier Battle.

17.23 Battle Type Modifiers

Most modifiers are self-explanatory, but the following are briefly explained here.

The modifiers for Air Recon and relative MFs of each force are determined in the same manner as in Interception (14.51; 14.53) based on the *current* force (*after damage from GBA bombing, etc.*).

Only apply the modifier for US naval units **during the first Battle Round**.

Design Note: This is due to US MAGIC intelligence.

17.24 Naval Battle Board Placement

Submarine (SS) units are always placed in the *Screened Force* Box, as they cannot be attacked during Naval Combat.

If fighting a Carrier Battle Round or if units are subject to GBA or CVA Naval Bombing Missions, all naval units are placed in the *Main Force/Screen* Box. If fighting a Surface Battle Round, all screened units (17.4, **Step 1**) are placed in the *Screened Force* Box while the remaining units are placed in the *Main Force/Screen* Box.

The *Pursuing Ships* and *Disengaging Ships* Boxes are only used when one or both sides choose to Disengage (17.6).

17.25 Carrier Air Limitations

Design Note: Naval Combat is an abstraction of engagements that may have occurred over a series of hours, days, or perhaps even weeks. With ground-based air, there is a single bombing Mission that abstractly represents many sorties by these air units over the period covered by the Operation, with the recognition that the GBA are flying back and forth from their base during this period. Carrier air presents a different problem, in that their 'base' can be sunk or rendered inoperable. We've included an Optional Rule (PB 24.11) that players can use which requires all CVA to land back on carriers after each Naval Battle Round, but this can be tedious in large naval battles with 8, 10, 15+ CVA on each side. The following rules abstractly represent the fact that these CVA are continuously cycling to and from the carriers in the Task Force without requiring you to physically move them back and forth or to directly associate each CVA with a specific carrier.

After resolving any Disengagement, each player adjusts the number of CVA in their *Carrier Air* Box to account for any of their carriers being Sunk or rendered inoperable; or if any of their CVA were Aborted or Eliminated. CVA that are marked *Disrupted* may also be 'swapped out', but retain their current status. A number of operational CVA points equal to twice their Operational Carrier Capacity (*see below*) may remain in their *Carrier Air* Box. These CVA may be marked *Used*. CVA that are Aborted *during* this Operation (either via Air Combat or AA Fire) or in excess of twice the Operational Carrier Capacity are set aside for now (this includes any Disrupted CVA that were swapped out) . Excess CVA are flipped to their *Used* side, but may return to the *Carrier Air Box* in subsequent Naval Battle Rounds if other CVA are removed.

A player's **Operational Carrier Capacity** is equal to the sum of the Carrier Air Capacity values of all of their included, operational CV and CVL. If the front-side carrier of a two-sided CV or CVL unit is marked with an *Inoperable Carrier* marker, the Carrier Air Capacity of the back-side carrier is still included.

Example: Japan is in the middle of a naval battle with the US and has ten CVA in their Carrier Air *Box due to the* Akagi/Kaga *and* Shokaku/Zuikaku *carriers. Over several Battle Rounds, the* Akagi *is sunk and the* Kaga *and* Shokaku *rendered Inoperable. The only remaining operational carrier is the* Zuikaku*, which has a Carrier Air Capacity of 2.5. As such, Japan can only keep five of their operational CVA in their* Carrier Air *Box; the others are set aside (but may return to replace any Aborted or Eliminated CVA in subsequent Battle Rounds).*

17.3 Carrier Battle Round and Naval Bombing Mission Resolution

Ignore submarine units in Carrier Battle Rounds unless explicitly stated otherwise. Carrier Battle Rounds and GBA or CVA performing Naval Bombing Missions (13.2, **Steps 9 and 14**) both follow the procedure outlined below:

1. When the Phasing Player is resolving **GBA bombing**, their bombing GBA are placed in the *Ground Based Air* Box provided they are operational and not marked *Used*. All the GBA in the *Ground Based Air* Box must bomb. GBA unable to bomb are set aside for now.

   When the Phasing Player is resolving a **Carrier Battle Round**, they designate which CVA from their *Carrier Air* Box will perform Naval Bombing. These CVA must be operational, but unlike GBA, they may be marked *Used*. Naval Bombing as part of a Naval Combat is optional and does *not* count as a Mission (12.3).

   CVA performing a **Naval Bombing Mission** (13.2, **Steps 14-16**) are designated in a similar manner, but cannot be marked *Used*.

2. The Phasing Player assigns the above air units to bomb enemy naval units in their Space. The US FST can also be bombed by GBA, or CVA during a Naval Combat Carrier Battle Round (6.45; 12.62). Not all enemy units need be bombed. *CVA-½* units and all units marked *Disrupted*, *USL-2*, or *Extended Range* are halved (**exception:** Japanese NAV performing regular Extended Range Missions are not halved). Halved CVA air points *may* be combined; halved GBA *must* be combined (2.33.2).

   Note that Anti-Aircraft (AA) fire against the bombing air units and the actual bombing by the air units are **resolved one air point** or one grouping of combined air points at a time (**exception:** any lone *CVA-½* or ungrouped, halved air point). Players may breakdown air units prior to allocating which enemy units to bomb.

   Example: *An* LBA-2 *bombing an enemy naval unit is treated as two* LBA-1 *units, with each air point first suffering AA Combat against it, then each air point rolling for their bombing.*

   Design Note: If players do not have enough breakdown units to allow a single GBA-2 or GBA-4 unit to bomb multiple naval units, any temporary markers can be used. Players are never forced to bomb the same naval unit with all points in a multi-point GBA counter.

3. The Non-Phasing Player resolves AA Combat against each bombing air point (18.0). Mark all Aborted air points with *Abort* markers but do not Rebase them.

4. Each surviving air point performs its Naval Bombing Attack against their target. All air points roll two dice unless halved, in which case they roll one die. An air point halved twice rolls zero dice, unless paired with another halved-twice air point (2.33.2).

   Example 1: *A* CV- ½ *air point rolls one die, as does an extended range* LBA-1 *point.*

   Example 2: *An* LBA-4 *is marked* 1 Abort *and* 3 Disrupt. *Only the three Disrupted air points may bomb and each is halved. Two of the halved GBA must combine, meaning the* LBA-4 *is treated as one* LBA-1 *and one* LBA-½*, with the* LBA-½ *subject to the same rules as a* CVA-½ *unit. Three total dice would be rolled for bombing by this* LBA-4 *unit.*

Each die is rolled separately and generates Damage separately (see the Naval Bombing Table for modifiers to **each** roll). If a Critical Hit is obtained, roll again on the Critical Hit Table to determine the amount of Damage suffered by the target unit for that one roll.

Apply Damage to the units, but do not implement any effects of this Damage yet (17.5). The Phasing Player returns all of their bombing CVA that were not Aborted or Eliminated due to AA Fire to their *Carrier Air* Box.

5. Repeat **Steps 1 – 4** above, but with the Non-Phasing Player performing the bombing and the Phasing Player's naval units being bombed. Note that all Damage on naval units of both sides are considered simultaneous.

6. After both players have executed their Naval Bombing, any naval units that are Sunk are removed from play (or the unit is flipped to its reverse, single-step side if it has one – see Damage Allocation ~ 17.51).

7. If resolving a **Carrier Battle Round**, surviving, operational CVA remain in their *Carrier Air* Box (do not Rebase them yet, even if Aborted due to AA Fire); CVA Aborted due to AA Fire are set aside for now.

    If resolving a **Naval Bombing Mission** (13.2, **Steps 14-16**), all participating air units are marked *Used* and must Rebase at the end of the Operation (CVA must Rebase to carriers, if possible).

If a Carrier Battle Round, either player, beginning with the Phasing Player, may then attempt to Disengage (17.6). If neither player wishes to Disengage or naval units from both sides still remain after a Disengagement attempt, return to **Step 2** in the Naval Combat procedure (17.1 – *Resolve Battle Type*).

17.4 Surface Battle Round Resolution

Ignore submarine units in Surface Battle Rounds unless explicitly stated otherwise. Surface Battles Rounds are resolved as follows:

1. The Non-Phasing Player places their participating naval units (those units in *Main Force/Screen* Box) so that the Phasing Player may assign participating BB, BC, CB, CA and CL units to fire at them.

    IMPORTANT: The Non-Phasing Player's CV, CVL, TT and FST units may **not** be fired at unless all of their other participating naval units have Damage at least equal to 50% of their printed Defense Factor. Two-sided naval units must be on their reduced-strength side and have at least 50% Damage applied to the reduced-strength unit. The Non-Phasing Player should place their CV, CVL, TT, and FST units in the *Screened Force* section of the Battle Board if they cannot be fired at.

    Design Note: This represents the screening of these assets to keep enemy surface units from getting within naval gunnery range.

2. For each firing BB, BC, CB, CA, or CL unit ("the firing units"), the Phasing Player designates which enemy naval unit is being fired at. Participating units need not fire and all enemy units need not be fired at. Multiple firing units may fire at a single enemy unit but **must** combine their factors. No unit may be fired at more than once in a single Battle Round.

3. For each enemy naval unit, the Phasing Player sums the Attack Factors firing at it and rolls a D10. Surface Attack Factors are modified by the current Damage level of the unit (17.52) and if the unit is at USL-2 (7.62). Any applicable modifiers (see PAC) are applied and the Surface Naval Combat Table is consulted to determine the amount of Damage applied to the target.

    If a Critical Hit is obtained, roll again on the Critical Hit Table to determine the amount of Damage suffered by the target unit. Apply Damage to the units, but do not implement any effects of this Damage yet (17.5).

4. Repeat **Steps 1 – 3** above, but with the Non-Phasing Player performing the firing and the Phasing Player's naval units being fired at (or Screened). Note that all Damage on naval units of both sides are considered simultaneous.

5. After both players have executed their firing, any naval units that are Sunk are removed from play (or the unit is flipped to its reverse, single-step side if it has one – see Damage Allocation ~ 17.51).

Either player, beginning with the Phasing Player, may then attempt to Disengage (17.6). If neither player wishes to Disengage or if any naval units remain after a Disengagement attempt, proceed to **Step 1** in the Naval Combat procedure (17.1– *Resolve Battle Type*).

17.5 Naval Damage

17.51 Allocating Damage

When a naval unit suffers Damage, either via Naval Bombing or Surface Naval Combat, a Damage marker is placed on the unit equal to the Damage suffered. If the unit already has a Damage marker on it, sum the total.

If the amount of Damage equals or exceeds the Defense Factor of the naval unit, the naval unit represented by that side of the counter will be Sunk. If a Sunk naval unit has Breakdown units associated with it (or is a Breakdown unit), treat it as outlined in the Breakdown rules (2.35). Sunk naval units are affected as follows:

- If the naval unit only has one side or is already on its reduced-side, mark it with a *Sunk* marker and when indicated, permanently remove the naval unit from the game (**exception:** TT and FST units may be Repaired ~ 9.8) - any excess Damage is ignored in this situation.

- If the naval unit is a full-strength naval unit with two sides and the **Damage equals the Defense Factor** on the full-strength side, mark the unit *Sunk* and when indicated, flip it to its reduced-strength side. The unit represented by the full-strength side of the counter is permanently eliminated and may never be Repaired (**exception:** TT and FST units).

- If the **Damage exceeds the Defense Factor**, subtract the Defense Factor from the Damage to be applied and mark the unit with both a *Sunk* marker and a Damage marker corresponding to the remaining Damage. When indicated, flip the unit to its reduced-strength side and apply the remaining Damage to that unit.
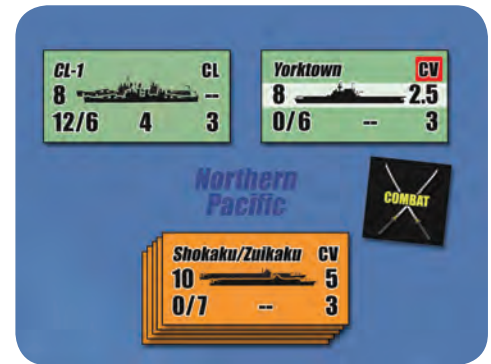
Example: A large Japanese carrier force successfully Intercepts the US CL-1 *and* Yorktown *while they are moving through the* Northern Pacific *Sea Area.*

The US Player must survive one Battle round before they can attempt to Disengage – they choose Surface hoping to negate Japan's advantage in carrier air. Japan chooses a Carrier Battle, so both players roll to determine which type of Battle will be fought; unfortunately for the US Player it is a Carrier Battle.

During the Battle, several CVA units attack both US units, with the CL-1 *incurring eight hits and the* Yorktown *ten. The ten hits sink the* Yorktown *and also permanently remove from play the* Saratoga/Yorktown *two-sided unit from the Breakdown Box. The eight hits on the* CL-1 *flips the unit to its reduced-strength side (six of the Damage) with two Damage remaining. After applying any Damage to the Japanese naval units from CVA based off the* Yorktown, *the US Player may attempt to Disengage to save his Damaged* CL-1 *unit.*
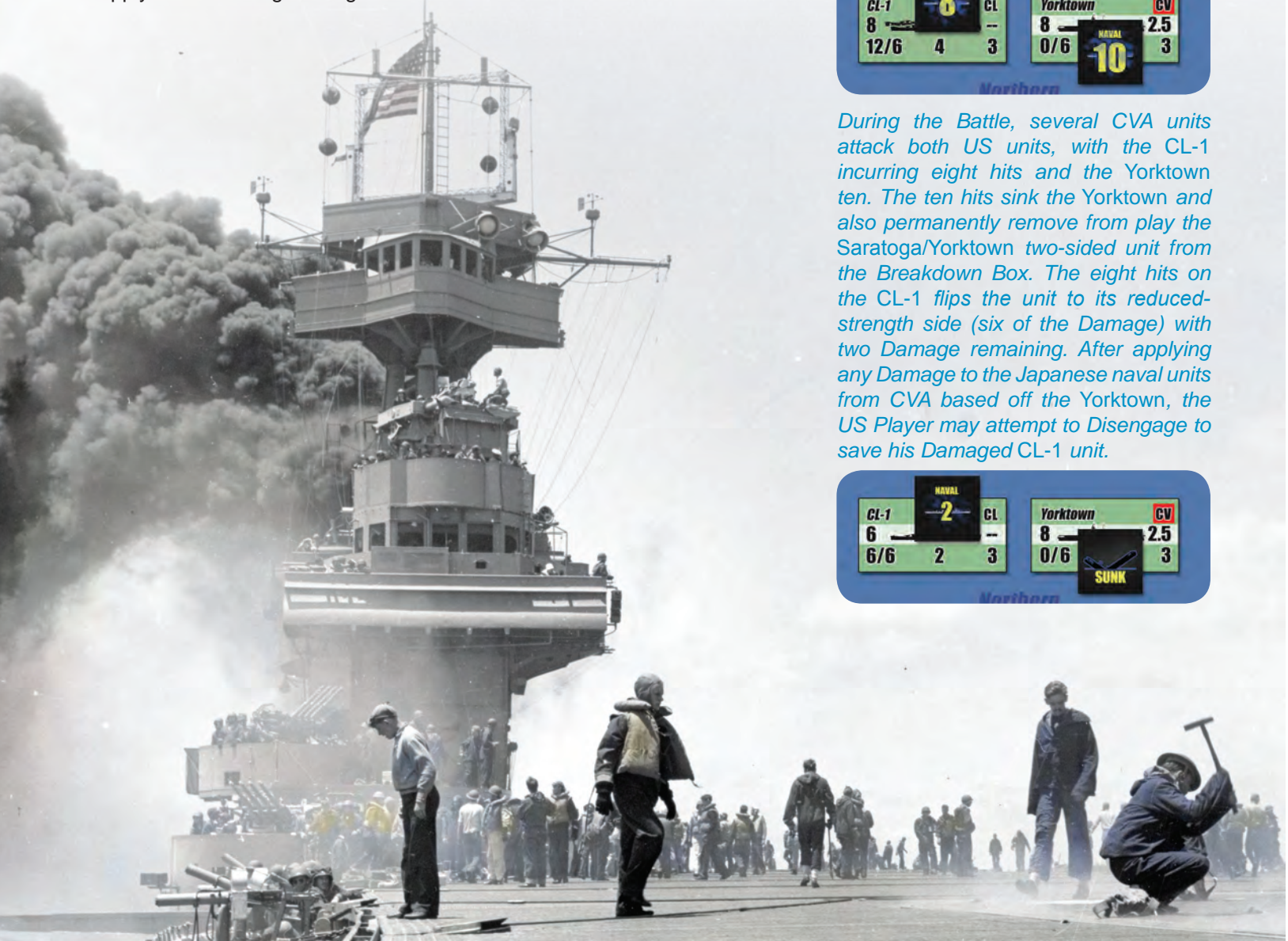
17.52 Effects of Naval Damage

When a naval unit is Sunk as outlined above, the unit is either permanently removed from the game or – if a TT or FST unit – placed in the owner's Force Pool. When a unit is Damaged, but not Sunk (including excess Damage after the front-side unit is sunk), the following effects occur.

- For TT units:

    o **If the Damage is four points or less**, there is no effect on the TT unit.

    o **If the Damage is five to nine points**, the Transport Points (TPs) of the TT unit are reduced by two.

    Example: A full-strength TT unit with five to nine Damage would have only six TPs. A reduced-strength TT unit with five to nine Damage would have only two TPs.

    This reduction occurs immediately and if this results in the TT unit transporting more TPs than its new capacity, any excess TPs worth of embarked units must be immediately eliminated. A player may Breakdown units prior to eliminating any. Division-sized ground units may be flipped to their reduced side to satisfy the new TP capacity.

- For the US *FST* unit:

    o If the Damage is four points or less to the face-up side, there is no effect on the FST unit.

    o If the Damage is five to nine points, the FST must reduce its basing capacity by one.

    Example: The +6 FST unit suffers six Damage – it is now treated as having a basing capacity of only +5.

    This reduction occurs immediately and if this results in the excess naval units at the FST, the excess naval units are over-stacked per the FST loss of control rules (6.42).

    o When the *+6 FST* unit is Sunk, exchange it with the *+4 FST* unit on its full-strength side. Effectively, the *+8 FST* unit has four sides or steps. Place the removed unit in the owner's Force Pool – it may be rebuilt with SRPs (9.82).

    Example (cont.): If the +6 FST unit suffers another four Damage (ten total), it is removed from the map and exchanged with the +4 FST unit.

    Design Note: Damage to a TT or FST counter represents some of the many ships represented by the counter being sunk as opposed to one or two ships being damaged.

- For all full-strength (two-sided) naval units other than TT and FST units:

    o If the Damage is less than half of its Defense Factor (retaining fractions, so three would be less than half of seven), there is no effect on the unit.

    o If the Damage is at least half its Defense Factor but not equal to its Defense Factor, the unit suffers the following negative effects:

    1. Its Attack Factor and Shore Bombardment Factor are multiplied by ¾ (retain fractions).

    2. AA Fire by the unit is shifted one column to the left (-1L).

    3. Its MF is reduced by one. When using Naval Movement, first subtract, then double the modified MF. The number of MPs that a naval unit has available for its move or Mission is determined at the beginning of its movement; i.e. this reduction does not impact the unit until after it Rebases.

    4. The CV or CVL unit represented by the front-side of the naval unit is no longer considered operational; mark the carrier with a *Carrier Inoperable* marker. A *Carrier Inoperable* marker only applies to the carrier on the face-up side.

    Design Note: Since the carrier represented by the back-side of the counter only takes Damage after the front-side carrier is sunk, there will never be a situation where both carriers are inoperable at the same time.

- For all single-sided naval units other than TT and FST units:

    o If the Damage is less than half of its Defense Factor (retaining fractions), there is no effect on the unit.

    o If the Damage is at least half its Defense Factor but not equal to it, the unit suffers the following negative effects:

    1. Its Attack Factor and Shore Bombardment Factor are multiplied by ½ (retain fractions).

    2. AA Fire by the unit is shifted one column to the left (-1L).

    3. Its MF is reduced by one. When using Naval Movement, first subtract, then double the modified MF. The number of MPs that a naval unit has available for its move or Mission is determined at the beginning of its movement; i.e. this reduction does not impact the unit until after it Rebases.

    4. It cannot screen carriers, TT, and FST units during Surface Combat.

    5. CV and CVL units are no longer considered operational; mark the carrier with a *Carrier Inoperable* marker.

17.6 Disengagement

After each Battle Round, both sides may choose to **Disengage** to end the Naval Combat (Phasing Player decides first). If both players choose to Disengage, no Disengagement rolls are needed and both Disengagements automatically succeed. A player choosing to Disengage **must** do so with all non-submarine naval units and all CVA that can legally base on these carriers, regardless of status of the CVA (**exception:** If these CVA began the Operation operating from an airfield).

If only one player wishes to Disengage, that player rolls a *single* D10 and consults the Naval Disengagement Table. **DRMs are applied to each unit attempting to Disengage individually**, which may result in some units Disengaging while others do not.

Example: A US force including two 2 MF BBs and a 3 MF CA attempt to Disengage from a Japanese 2 MF force. The US Player would roll a single D10 and apply the effects to both the BBs and CA, but the CA would add +2 while the BBs would not.

Units that successfully Disengage must cancel (12.11) their current Mission (if any) and Rebase. If all the units succeed in Disengaging, the naval combat ends. If only some of the units succeed, place the ships that successfully Disengaged in the *Disengaging Box* of the Naval Battle Board. The owning player may have one or more of these units cancel their successful Disengagement to remain with the units that failed to Disengage (these units are now also considered to have failed their Disengagement roll).

IMPORTANT: If any units Disengage and Rebase to a bordering port and the other player has CVA on carriers still in the Sea Space, they may *immediately* place a *Combat* marker on any Land Space where Disengaged units Rebased to. The CVA may perform Naval Bombing against these units during the appropriate Operation resolution step.

Place a *Disengaged* marker on any units that have failed their Disengagement roll (or in the *Main Force/Screen* Box of the Naval Battle Board) to show that they attempted to Disengage. If part of an Operation, units marked *Disengaged* may not provide offensive or defensive Shore Bombardment or, if carriers, perform any Air Missions with their CVA during this Operation (13.2, **Steps 13 & 16**).

Finally, if part of a player's force fails to Disengages, the opposing player may either let these units Disengage (*treat as if the entire force succeeded in their Disengagement roll*) or may Pursue (17.7).

Design Note: This means a Disengagement will always be successful regardless of the die roll if the other player doesn't want to Pursue.

17.61 Disengagement Modifiers

Most modifiers are self-explanatory, the following offers clarification on those that may require it.

- A 3 MF unit reduced to 2 MF due to Damage does not apply the -1 DRM if attempting Disengagement from a 3 MF force (*i.e. compare printed MFs regardless of Damage*).

  Design Note: This is because the unit will receive a -1 DRM for being damaged.

- The speed of a Force is determined as in Interception (14.53).
- The DRM for Damage is only if the current *Damage* markers equals or exceeds 50% of the *current side's* Defense Factor.

17.7 Pursuit

For those units that failed their Disengagement roll, the opposing player may either allow these units to Disengage, as noted above, or Pursue these ships to force another Battle Round.

To initiate Pursuit, the opposing player selects any of their participating naval units *from the immediately preceding Battle Round* that have a MF equal to or greater than that of the slowest enemy naval unit that failed its Disengagement roll. Use current MFs modified by any Damage on the units when Pursuit is initiated. Place the selected units in the *Pursuing Ships* Box of the Naval Battle Board. A number of CVA equal to the Operational Carrier Capacity of any Pursuing carriers may be included; any not included may *not* Pursue (but are eligible for subsequent Missions). These CVA may come from CVA in the *Carrier Air Box* or excess CVA that were set aside (17.25). When determining whether Air Recon DRM applies, only consider CVA that were included in the Pursuing Force. Units that do not Pursue are returned to the Mission Area on the map (and would Rebase from there, if appropriate).

Example: The Japanese have a lone 3 MF carrier attempting to disengage from a US 2 MF BB and a 3 MF CA unit. If the carrier fails its Disengagement roll, only the 3 MF CA unit could Pursue. If the carrier had 50% or more Damage, both US units could Pursue.

Resolve another Battle Round if any units are selected to Pursue, beginning with choice of Battle Type (17.1 – **Step 2**). The only units included are those that failed to Disengage and any Pursuing units. After this Battle Round, Disengagement may again be attempted and, if failed, would result in another opportunity to Pursue for those pursuing units remaining on the Battle Board.
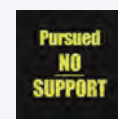
If part of an Operation, Pursuing units are marked *Used* and *Pursued* and may not provide offensive or defensive Shore Bombardment or, if CVA, perform any Air Missions during this Operation (13.2, **Steps 13 & 16**). This is regardless of whether the Pursuit occurred during an Interception Combat or the Operation Resolution.

17.8 Submarine Combat

Submarine (SS) units do not participate in a Carrier or Surface Battle as outlined above, instead they may make a single attack after any one Battle round if not already marked *Fired*. Each SS unit may initiate a Submarine attack against a single enemy naval unit in the Space (Phasing Player resolves first). This may include the US FST while stacked with its FST Base marker *or* while moving alone to create or end being a mobile port (6.45).

For each attack, the controlling player selects a single target unit and rolls a D10, applying any applicable DRMs. Consult the Submarine Attack Table to determine any Damage applied to the target (17.51).
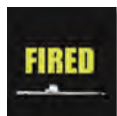
Place a *Fired* marker on each SS unit that performs an attack. That SS unit may not attack again until it ends a friendly Impulse in a port. The Phasing Player removes *Fired* markers on any friendly SS units that are in port at the end of their Impulse.

17.81 Submarine Fire DRMs

Most of the DRMs are self-explanatory. The DRM for 50% Damage is if the unit has Damage of at least 50% of the Defense Factor on the current side of the unit.

18.0 ANTI-AIRCRAFT (AA) COMBAT

A naval unit subject to bombing by air units defends itself by performing AA Combat against *each* enemy **air point** attacking it. AA Combat occurs any time there is Naval Bombing against a naval unit (17.3).

18.1 AA Fire Procedure

After the player conducting Naval Bombing designates all attacking air units, the other player then performs AA Fire against each attacking air point (**exception:** *CVA-½* units not grouped with another *CVA-½* unit are fired at individually and each grouping of two halved air points is only fired at once ~2.33.2). For each bombing air point, the player rolls a D10, applies any applicable modifiers, and consults the AA Factor column that corresponds to the firing AA value.

If the naval unit is in a Sea Space, the AA Factor is simply the AA Factor of the unit. If the naval unit is in a port, the AA Value of the port is added to the AA Factor of the unit before determining the appropriate column. If the naval unit has 50% or more Damage (17.52), the column is shifted one to the left. AA Factors are also modified by x¾ if the naval unit is at USL-2 (7.62).

18.11 AA Effectiveness

All AA Fire applies a +1 DRM from October 1943 through September 1945 (Turns 5-8).

Design Note: The warring nations all improved their anti-aircraft capability as the war progressed.

18.2 AA Fire Results

Results are applied to each individual air point, ungrouped CVA-½ unit, or groupings of air units (2.33.2) as follows:

	Effects
E	**Eliminates** one air point, ungrouped CVA-½ unit, or two grouped CVA-½ – either return them to the owner's Force Pool or use Hits markers to indicate the lost air point (if halved air points, a second air point must Rebase and be marked *Used* ~ 2.33.2).
A	**Aborts** one air point, ungrouped CVA-½ unit, or two grouped CVA-½ – mark them with an *Abort* marker. The air points cannot perform their Naval Bombing rolls (if halved air points, a second air point must Rebase and be marked *Used*). *Abort* markers remain on the air point until the end of the Round. ***Exception:*** *Kamikaze* (PB 23.21) air points are not marked with an *Abort* marker and instead suffer a -2 DRM to their Naval Bombing rolls.
D	**Disrupts** one air point, ungrouped CVA-½ unit, or two grouped CVA-½ – mark them with a *Disrupted* marker. The air points roll one less die when performing their Naval Bombing rolls. A Disrupt applied to two halved air points requires these two halved air points to remain together for the duration of the Operation (mark the grouped air points with a *Disrupted 1* marker). While grouped together and Disrupted, these air points provide only ½ of a factor of Ground Support and only roll a single D10 during Naval Bombing. ***Exceptions to the above:*** A *CVA-½* unit, lone extended range point, or lone USL-2 point cannot attack; *Kamikaze* (PB 23.21) air points are not marked with a *Disrupted* marker and instead suffer a -1 DRM to their Naval Bombing rolls.
	Disrupted markers remain on the air unit until the end of the Round. A second Disrupt result against an air point removes the *Disrupted* marker and converts it to an Abort result, above. When applied to a grouping of two halved air points, once the two air points Rebase, mark one as Disrupted and the other as *Used*.

Example 1: An LBA-2 *bombs a naval unit. Two AA rolls are made and a single Abort is achieved – the* LBA-2 *is marked with an* Abort-1 *marker. The remaining point bombs at full effectiveness.*

Example 2: Five LBA points fly extended range. One is eliminated in Air Combat (1 point also Rebases and is marked Used*). Two halved LBA points must be grouped and the fifth, a halved LBA point, bombs separately. A D result against the grouped LBA points marks the grouped points with a* Disrupt-1 *marker. An A result against the halved LBA point Aborts it, with no other effects.*

Example 3: A lone CVA-½ *suffers an E result. It is eliminated with no other effects. If it was grouped with another* CVA-½ *unit, both would have been eliminated.*

Design Note: Occasionally a player will have a 2- or 4- factor GBA unit with mixed results of Aborts, Disrupts and Used (*due to Extended Range halving*). While this is rare, if players do not have appropriate breakdown units they can track the different status effects with dice on top of the corresponding markers or any other means.

19.0 GROUND COMBAT

Ground Combat occurs as part of a Land Attack or Amphibious Assault Mission and requires ground units of both sides to be in the same contested Space. For the Non-Phasing Player, a Control Marker with a non-zero IGDF is treated as a ground unit and for the Phasing Player, the ground units must be *activated* units. Ground combat can be **Supported** by both players, either via Ground Support or Shore Bombardment.

If the Target Space only contains a Control Marker with zero IGDFs, no Land Combat die roll will occur, but the Space will still be marked *Combat Concluded* unless it is an Overrun. In this case, the Ground Combat is resolved by flipping the Control Marker with no losses to the attacking units (5.2; 12.21; 19.5).

19.1 Mandatory Ground Combat

Ground Combat is **mandatory** when activated units are moved into a **non-contested** Space occupied by enemy ground units. This includes Ground Combat initiated as part of an Amphibious Assault Mission.

19.2 Ground Combat Procedure

Ground Combat is resolved as part of an Operation (even if no Support, Interception, or Counter-Interception has occurred). During **Steps 15 - 18** of the Operation resolution (13.2) players perform the following steps strictly in the order listed.

1. Both players (Phasing Player first) determine which units are being committed to the combat. The maximum number of divisions or equivalents that each player can commit is:

Division Capacity of Space	Maximum Number of Divisions
1 or 2	Equals Division Capacity of Space
3+	½ x Division Capacity of Space (round up)

Example: Japan is attacking Rabaul *(Division Capacity of five) and* Admiralty Islands *(Division Capacity of two). A maximum of three divisions may attack and defend on* Rabaul*, while only a maximum of two on* Admiralty Islands.

Both players choose their units that will participate. The Non-Phasing Player (hereafter 'the defender') *must* commit the maximum number of divisions and any Control Marker with a non-zero IGDF (5.4). The Phasing Player (hereafter 'the attacker') commits *up to the maximum* number and may only commit activated units. Control Markers are never included by the attacker and never count against the number of divisions the defender must commit. Units that are not committed are ignored for all purposes (*Exceptions:* Retreats ~ 19.41; 19.43).

Example (cont.): The Allied player would include the Rabaul *Control Marker in addition to any three divisions chosen by the Allied player. The* Admiralty Islands *Control Marker has zero IGDFs, so is not included.*

2. The defender commits any Ground Support (12.34) and/or Shore Bombardment (12.5) to the combat. The defender then determines their **total defending factors** by summing the Modified Effective Defense Factors (19.21) of all their committed, defending ground units, all Ground Support factors from friendly air units, and all Shore Bombardment factors from friendly naval units. The maximum amount of Ground Support that can be added is equal to the total Modified Effective Defense Factors (retain fractions). Shore Bombardment is likewise limited.

Example: Japan has a USL-2, three strength brigade with one Hit defending against an Allied combat (effective defense factors of ((3-1) x ¾ = 1.5). The most Support this unit could receive is 1.5 Shore Bombardment and 1.5 Ground Support, for a maximum total defense strength of 4.5.

3. The attacker commits any Ground Support and/or Shore Bombardment to the combat. The attacker then determines their **total attacking factors** in a similar manner as the defender, above, but sums the Modified Effective *Attack Factors* of all their committed attacking ground units. Ground Support and Shore Bombardment are limited to the total Modified Effective Attack Factors of the attacking units.

4. Determine the Combat Results Table (CRT) column that corresponds to the odds by dividing the total attacking factors by the total defending factors, maintaining all fractions and then **rounding down** in favor of the defender to arrive at the closest corresponding CRT column (*see examples*).

Examples: 14.75 vs 10 = 1:1, but 15.25 vs 10 = 3:2. 4 vs 6 = 2:3, but 4 vs 7.25 = 1:2. 20 vs 4 = 5:1 and 19.5 vs 4 = 4:1.

If the odds are less than 1:3 at this point, all attacking ground units are marked *Used* and suffer an H(R) result with no loss to the defender. Odds of 6:1 or higher are resolved on the 5:1 column with a +1 die roll modifier (DRM).

5. The attacker rolls a D10 and applies all applicable DRMs.

6. Both players (attacker first) apply losses to their units (19.3). If all units of the controlling side are eliminated, including any IGDF of a Control Marker, the Control Marker is flipped to the new controlling player's side and the Space is marked with a *Control Changing* marker (**exception:** Overruns ~ 19.6).

19.21 Modified Effective Factors

The attacker's and defender's **Modified Effective Factors** are their Effective Factors (15.11) after the following modifications (in all cases, retain fractions):

1. Attacking units performing a mandatory attack across a Mountain boundary have their attack factors multiplied by ½.

Example: A Japanese attack from Northeast New Guinea *into a CW controlled* Papua *would result in halving of the Japanese ground attack factors. If* Papua *was already contested these units would* **not** *be halved.*

2. Attacking units at Unsupplied Level 1 (USL-1) multiply their attack factors by ¾.

3. Attacking units at USL-2 multiply their attack factors by ½ (*not cumulative with #2 above*).

4. Defending ground units at USL-2 multiply their defense factors by ¾.

All modifiers are cumulative except that only one USL modifier would apply to each unit.

Example: A ground unit at USL-2 attacking across a Mountain boundary is quartered.

19.22 Ground Combat DRMs

There are several potential die roll modifiers (see CRT). Most are self-explanatory, but the Force Quality Comparison is explained below. All are cumulative, though the net modifier cannot exceed +5 or be below -5 (sum all modifiers before determining).

Force Quality Comparison: The Force Quality of a side is the highest Unit Quality rating possessed or exceeded by at least half of the divisions or equivalents (do not include a Control Marker's Unit Quality unless there are no other defending units). The attacker's Force Quality is a positive DRM and the defender's Force Quality is a negative DRM.

Example 1: A player has two Quality 4 (Q4) divisions, two Q3 brigades, and one Q3 division in a combat – since at least half of the divisional equivalents have Q4, the Force Quality would be four.

Example 2: A player has two Q4, two Q3 and two Q2 divisions involved in a combat. Since at least half of the divisions possess a Force Quality of Q3 or more, the Force Quality would be three.

Design Note: Typically, each side will have a value of one to four, but if playing with the Event Cards the Force Quality may exceed four.

19.3 Combat Results

Once the odds column and any applicable DRMs are determined, the attacker rolls a D10 and consults the Combat Results Table (CRT).

Cross-reference the modified die roll with the odds column to determine the level of losses inflicted on the two forces.

Example: A roll of an eight on the 2:1 column produces a result of "L / M(R)".

Ground Combat Results Table (19.0)

Roll [D10]	Odds (odds <1:3 are not allowed)						
	1:3	1:2	2:3	1:1	3:2	2:1	3:1
≤ -2	H(R)/L	H(R)/L	H(R)/L	H(R)/L	H(R)/M	M(R)/L	H/M
-1	H(R)/L	H(R)/L	H(R)/L	H(R)/L	M(R)/L	M(R)/M	M/L
0	H(R)/L	H(R)/L	H(R)/L	H(R)/M	M(R)/M	H/M	L/L
1	H(R)/L	H(R)/L	H(R)/L	M(R)/L	H/M	M/L	M/M
2	H(R)/L	H(R)/L	H(R)/M	M(R)/M	M/L	L/L	M/M
3	H(R)/L	H(R)/M	M(R)/L	H/M	L/L	M/M	L/M
4	H(R)/L	M(R)/L	M(R)/M	M/L	L/L	M/M	M/H
5	H(R)/M	M(R)/M	H/M	L/L	M/M	L/M	M/M
6	M(R)/L	H/M	M/L	L/L	M/M	M/H	L/M
7	M(R)/M	M/L	L/L	M/M	L/M	M/M(R)	M/H
8	H/M	L/L	L/L	M/M	M/H	L/M(R)	M/H
9	M/L	L/L	M/M	L/M	M/M(R)	M/H(R)	L/H
10	L/L	M/M	M/M	M/H	L/M(R)	M/H(R)	L/H

The result that applies to the attacker is shown on the left of the slash and the result that applies to the defender is shown on the right. If a (R) is also included, any remaining units on that side must Retreat (19.4) after applying losses.

Example (cont.): The attacker suffers an L result; the defender, an M(R) result.

<div>

Result: Meaning

L: Light Losses

M: Moderate Losses

H: Heavy Losses

(R): Retreat Required

</div>

The number of Hits applied to each side is determined by consulting the Combat Loss Matrix and cross-referencing the CRT result with the Effective Factors (*not Modified*) **in the smaller of the two forces**: the attacker using the sum of their attack factors and the defender using the sum of their defense factors. Only consider the Effective Factors of the ground units in this determination, *not any supporting Shore Bombardment or Ground Support*. The intrinsic factors of a Control Marker *are* included in the defender's total. Each player determines the number of Hits that they must apply based upon the CRT result suffered by their side (*see example*).

Example: An attack proceeds with odds of 20:8, or 2:1. If the roll was a modified 8, this would yield an L to the attacker and an M(R) to the defender. If the attacker had twelve Effective Attack Factors and eight support while the defender had four Effective Defense Factors and four support, the smaller force would be the 'four Defense Factors' of the defender. The attacker would apply one Hit (L result on the 4-6 column) while the defender would apply two Hits (M result on the 4-6 column). The defender would then have to resolve the Retreat result.

Hits must be applied to participating ground units; Hits may *not* be applied against Shore Bombardment and Ground Support factors. Hits may not be applied to a Control Marker until all other friendly ground units are eliminated (19.5).

As Hits are applied to units, the owning player places a *Hits* marker on the unit corresponding to the number of Hits applied to that unit. If the unit already has a *Hits* marker, exchange it with a new marker corresponding to the new total. If a full-strength unit is on its front-side and its Hits reaches ½ of its printed Defense Factor, flip the unit to its reduced-strength side and adjust the *Hits* marker according to the difference between the Defense Factors on both sides (*see example*).

Example 2: A Japanese division with nine Attack and nine Defense Factors (9 – 9) incurs two Hits. The Japanese player places a 2 Hits *marker under the unit (it is now treated as a 7 -7 unit). Later, it incurs another four Hits, bringing the total to six. Since six is greater than 4.5 (half of nine), the unit is flipped to its reduced-strength (4 – 4) side. This side represents the unit having taken five losses (the nine on the front minus the four on the back = five Hits). The Japanese player subtracts this difference (5) from the total Hits taken by the unit (6) and, therefore, adds a* 1 Hit *marker under the reduced-strength side. The unit is now effectively a 3 – 3 unit.*

Design Note: A player can double check this value by subtracting the *total* Hits from the full-strength side and seeing if the final factors are the same; e.g. in the example above, the 9 - 9 unit incurred six total Hits … nine minus six = three, so it should be a 3 - 3 unit … same as the 4 – 4 reduced-strength unit marked with a *1 Hit* marker.

If all units of one side, including any Control Marker with non-zero IGDFs, are eliminated or forced to Retreat, the Space becomes controlled by the other side if not already – flip the Control Marker to the new controlling player's side. Any Facilities (21.3) of the losing side are eliminated and returned to their owner's Force Pool at the start of the next turn (*place on Turn Track*). If two or more +2 Airfield Upgrade markers were removed, the player gaining control of the Space may place one of their own +2 Airfield Upgrade markers (21.39).

Unless the combat was an Overrun (19.6), place a *Control Changing* marker in the Space (5.21).

19.31 Loss Requirements

At least half of the Hits (**round up**) must be applied to units whose Quality rating is at least equal to the Force Quality used in the battle.

A unit may be given Hits up to its Defense Factor, at which point it is eliminated and returned to the owning player's Force Pool. A unit that is eliminated while at USL-2 is considered to automatically surrender (19.44); remove it permanently from the game.

A Control Marker may not be given Hits until all other friendly units in the Space have been eliminated.

19.4 Retreats

Units only Retreat if the CRT indicates a Retreat result for that player.

19.41 Retreat Procedure

Only ground units Retreat. Retreats are always to an adjacent Land Space with sufficient stacking capacity, if possible, but may exceed the stacking limit if no other valid Retreat path exists (6.11). Only ground units committed to the combat (12.62, **Step 1**) **must** Retreat, though other ground units in the Space may Retreat as well (**exception:** all units involved in a Mandatory Attack must Retreat if called for by the CRT result).

Units may be Retreated individually or in groups. Retreats are performed according to the following priority order:

1. A unit that performed an Amphibious Assault must Retreat back to its TT unit (19.45).
2. Attacking units that entered the combat from an adjacent Land Space must Retreat back to that Space.
3. To a friendly-controlled Space without any enemy units.
4. To a friendly-controlled, Contested Space (*without a* Combat *or* Combat Concluded *marker, if possible*).
5. To an enemy-controlled, Contested Space (*without a* Combat *or* Combat Concluded *marker, if possible*).

If units Retreat into a Space marked with a *Combat* marker, they do not contribute any attack or defense factors to the combat and are ignored for all purposes. If forced to Retreat a second time these units (only) suffer an additional L Hits (from Loss Matrix; minimum one additional Hit).

19.42 Retreat Prohibitions

Units may not Retreat:

- Via Naval Transport (**exception:** Retreat from Amphibious Assaults ~ 19.45).
- More than one Space during a single Land Attack resolution.
- To an enemy-controlled Space without any friendly ground units.
- To a Space marked with a *Control Changing* marker unless the current controlling player.
- To a Neutral or non-playable Land Space (**exception:** *Siam ~5.22*).
- Into a Sea Space, across a Prohibited Boundary, or off of the mapboard (**exception:** Retreat from Amphibious Assaults).

Units unable to Retreat due to the above prohibitions may be eliminated and/or surrender (19.31; 19.44) if unable to negate the Retreat.

19.43 Negating a Retreat

Defending units and units making non-mandatory attacks may negate the Retreat portion of a M(R) result by taking additional Hits equal to ½ times the Hits from the Loss Matrix, rounding fractions up (**exception:** if a friendly Fort is in the Space, an extra ⅓ times the Hits negates the Retreat). If insufficient factors remain to assign all the additional Hits, the Retreat may *not* be cancelled.

Units that suffer an H(R) result must Retreat – it cannot be negated (**exception:** a successful stand result ~ 19.44; *Luzon* ~ PB 25.352).

Example: *If the defending units incurred a M(R) result with four Defense Factors (two Hits per the Loss Matrix), they could negate the Retreat portion of the M(R) result by taking additional losses of ½ x 2 = +1 additional factor. If there was a friendly Fort in the Space, they would still need to take an additional factor; as 1/3 x 2 rounds up to 1.*

These additional losses may be taken **by any friendly ground units in the Space even if they did not participate in the combat** and regardless of the Unit Quality of the unit. This includes the Control Marker if all other friendly units are eliminated. A Control Marker can only cancel a Retreat this way if it will retain at least one Defense Factor after cancelling the Retreat.

Example: Saipan *is defended by a Japanese ground unit with only one remaining Defense Factor when it suffers a M(R) result against it. The one Hit eliminates the ground unit, but the Japanese player can apply the additional one Hit to the Control Marker to cancel the Retreat.*

19.44 Surrender

Design Note: Think of 'surrender' as not only the giving up of units, but also the harassment of withdrawing forces, the slow dissolution of all resistance, full-scale routs, etc., all of which can result in the elimination of the combat effectiveness of a force.

Effect	DRM
USL-2	-2
USL-1 (*not cumulative with the above*)	-1
OPTIONAL RULE: Severe Weather	-1
Friendly Fort in Space *– or –* at least one uncommitted division (or equivalent) (19.2)	+1
Unit is Japanese	+1
Unit Quality	+TQ value

Units that must Retreat (either due to an H(R) result or due to being unable to negate a Retreat) **but have no legal Retreat route** must attempt to stand. The owning player rolls a single D10, applying the modified result to each ground unit individually (*exception:* not the Control Marker). Each unit sums its applicable DRMs which may result in some units surrendering and others not.

The DRM for uncommitted units only applies for having at least one division in excess of the maximum number of divisions that can be committed to the combat (19.2).

Any unit that surrenders is permanently eliminated from the game and cannot be Rebuilt (21.42).

After resolving which units surrender (and only if at least one unit stands), the owning player must immediately apply additional Hits as per a negated M(R) type Retreat (19.43), **except that none of these Hits can be applied to the Control Marker**. Units eliminated by these additional Hits are *not* permanently eliminated unless at USL-2. If no defending units remain, the Control Marker is flipped and the Attacking player gains control of the Space (19.5) – mark the Space *Control Changing*.

Design Note: Effectively, consider that the Control Marker always fails its Surrender/Stand roll, but it only matters if all other units in the Space are eliminated.

Example: The US attacks Rabaul *and gets an H(R) result on the Japanese. If they originally had eighteen defense strength, they would incur nine Hits, leaving them with the units shown in the Figure. Since the Retreat portion of an H(R) result cannot be cancelled, the Japanese Player rolls a D10 to see if his units surrender or stand. They roll a '5', which results in the Quality 1 unit surrendering (net DRM of +1) and the* 52nd *XX (Quality 3 unit) standing (net DRM of +3). However, since the original Hits were nine, the Japanese Player must apply an additional five Hits to the* 52nd *XX. It can only take four, so is eliminated. Even though the Control Marker has two Defense Factors, the fifth Hit cannot be applied to it for the purpose of cancelling a surrender result. As such, the Quality 1 unit surrenders and is permanently eliminated, the* 52nd *XX is eliminated and placed in the*

Japanese Force Pool, and the Control Marker is flipped back to its CW side. Had the Quality 1 unit not surrendered, the Retreat could have been negated by applying three of the five extra Hits to it (eliminating it) and the remaining two Hits to the* 52nd *XX. In this case, the* 52nd *XX with two Hits and the Control Marker would remain in* Rabaul.

19.45 Amphibious Assault Retreats

After applying Hits, all surviving ground units that performed an Amphibious Assault and that must Retreat are Retreated back to the TT unit(s) that they came from, even if the ground unit was not committed to the combat (19.2). These units then take **additional** Hits equal to ½ of the total remaining Attack Factors of these units (round up). The additional losses may be taken by any of the units that performed the Mission.

Example: The US Player attempts to perform an Amphibious Assault against South Honshu *with fifteen Attack Factors. They are repulsed – suffering a M(R) result, which requires them to take six Hits and Retreat. The remaining nine attack factors worth of units are placed back on their TT units and then incur an additional five (9 x ½ = 4.5, rounded up to 5) Hits. The US Player returns the TT units to base, along with the decimated ground units.*

19.5 Control Markers in Combat

Control Markers do not Retreat or check for surrender. If all other defending ground units Retreat or surrender, the intrinsic factor on the Control Marker is also eliminated. If all friendly units in the Space are eliminated and the Control Marker has zero IGDF, it is considered eliminated.

A Control Marker can be used to negate, or to assist in negating, a Retreat result if:

1. All other friendly units in the Space are eliminated or will be eliminated by negating the Retreat.

2. After negating the Retreat, the Control Marker will have at least one Defense Factor remaining.

3. It is not being used to negate an H(R)/surrender result (19.44).

Control Markers are also eliminated by taking Hits equal to their IGDF. If given Hits less than their IGDF a *Hits* marker is placed under the Control Marker. It can be Replenished like a regular ground combat unit (21.42), using appropriate Infantry RPs for the controlling nationality.

Example: A Japanese controlled Guadalcanal *Control Marker would be Replenished using Japanese regular infantry RPs.*

IMPORTANT: Control Markers can only incur Hits if all other friendly ground units are eliminated.
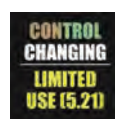
If all of the ground units, including the Control Marker, of the player controlling the Space are eliminated, the other player flips the Control Marker to their side and places a *Control Changing* marker on it (*exception:* Overrun Combat ~19.6). The *Control Changing* marker is removed at the end of the Impulse (5.21).

19.6 Overrun Combat

An Overrun Combat occurs when **both** of the following conditions are met:

1. The defending ground factors will be eliminated by the combat result (prior to any required retreat) regardless of the die roll (this includes the factors of a defending Control Marker).
2. The Phasing Player only attacks with ground and air units that began the Impulse in the Space.

If both conditions are met, the Phasing Player still resolves the combat and applies any loses to their units but may also immediately flip the Control Marker to their side after the combat is resolved. A *Control Changing* marker is **not** placed in the Space (a *Combat Concluded* marker is still placed).

Example: A full strength US MAR XX begins in a contested, but Japanese controlled Rabaul *empty of Japanese land units (Control Marker IGDF of two). The odds are 6:1 with a DRM of +3. This means that even on a '1' roll, the Japanese side will suffer an H(R) result, meaning two losses. The combat will be an Overrun but is still resolved in case the US Player rolls a M result against their Force.*

20.0 END OF IMPULSE/ROUND

After all activations have been concluded by the Phasing Player, the following actions are performed in the following order:

1. **Resolve Ship Repair (9.82):** Remove *Repair* markers from all naval units.
2. **Resolve Strategic Warfare (US Player only ~ 21.23)**.
3. **Check Supply Status**: Only for units or Spaces currently marked with an *Unsupplied* marker (7.4).
4. **Remove markers:** Remove all *Combat Concluded*, *Control Changing*, and *Used* markers and all *Fired* markers from friendly units (*Fired* markers are only removed if on a friendly submarine in port). **Exception:** Do not remove *Used* markers from Australian or New Zealand units that have moved from the US Theater to the British Theater during the US Impulse – these units retain their *Used* markers until the end of the CW Impulse (*i.e. they can only be activated once per Round*). Remove *Relocating Base* markers from any friendly units **if the marker was not placed this current Impulse** (6.22; 6.34).

Finally, at the **end of the *Round***, players remove all *Abort* and *Disrupted* markers from all units.

21.0 INTERPHASE ACTIONS

After the last Impulse of the fourth Round, players move to the Interphase to check victory, receive Replacement Points (RPs) and perform other end-of-turn activities. On the last turn of a scenario only perform *Steps 1 and 2*.

III.   Interphase (in order listed, by all players)
1. Adjust Japanese Resource markers (*21.11*)
2. Adjust VP markers (*21.12*)

Skip on last Turn of scenario
3. Determine cumulative Strategic Warfare (*21.24*) effects and voluntarily withdraw B-29 and SS units
4. Construct Facilities; Round-Play order (*21.3*)
5. Gain/save/expend RPs; Round-Play order (*21.4*)
6. Redeployments; Inverse Round-Play order (*21.5*)
7. Advance Turn marker to next turn and Round marker to Round 1

21.1 Japanese Resource and VP Check

21.11 Japanese Resources

First, the Japanese Player determines if any Spaces containing Resources and/or Oilfields have changed control or are no longer at Unsupplied Level 2 (USL-2). Then they adjust the *Resources* marker to equal one per controlled Resource plus two per controlled Oilfield (***exception:*** Resources or Oilfields at USL-2 only count for half value – sum all fractions then round up at end). Areas with one Resource have a single shovel, Areas with two Resources have two, crossed shovels.

The number of Japanese Resource Points equals the number of CPs Japan will receive next turn.

Players are free to photocopy the *Resource List* Player Aid to keep track of which resources are currently Japanese controlled.

21.12 Victory Point Check

Next, the Japanese Player determines the current VP level (3.0; PB 25.56). If this is the last turn of a scenario, the game ends and the winner and level of victory are determined.

Players are free to photocopy the *Victory Point List* Player Aid to keep track of which VP Areas are currently Japanese controlled.

21.13 Automatic Victory

On Turns 3 and 6 of the Campaign Scenario, Automatic Victory conditions are checked (PB 25.56). If met, the game ends immediately; otherwise, the game continues.

21.2 Strategic Warfare

At the end of each US Impulse, the US Player will determine the effects against Japan of their *B-29* and *SS* units committed to Strategic Warfare. Then, during the Interphase (***exception:*** not during the last turn of a scenario), the US Player will determine if additional, cumulative effects apply due to the Hits accumulated during the prior turn. After resolving these Interphase Strategic Warfare effects, the US Player may withdraw *B-29* and SS units from the Strategic Warfare Box (21.25).

21.21 B-29s and SS units

The US Player receives *B-29* and SS units per the Reinforcements Card. *B-29* units may only be used to conduct Strategic Warfare, while SS units may be used for Strategic Warfare or as specialized naval units (14.4; 17.8). Each *B-29* unit is treated as two air points for basing, activation, and Redeployment (21.5) purposes.

The effects of these units are tracked by the corresponding *Strategic Warfare HITS* markers, which begin each turn at zero.

21.22 Initiating Strategic Warfare

At the beginning of the US Impulse, the US Player may commit SS units to Strategic Warfare if based in a supplied, friendly Major Naval Base (***exception:*** not from *US Box* and not if marked *Relocating Base* or *Fired*).

B-29 units may be committed to Strategic Warfare if based in a supplied airfield in an Allied-controlled Land Space that is identified by a B-29 symbol on the map (i.e. *Saipan*, *Guam*, *Luzon*, *Formosa*, *Okinawa* or *Iwo Jima*). They may not be marked *Relocating Base*.

It costs six APs to commit a unit to Strategic Warfare - simply pick up the unit and place it face-up in the appropriate Strategic Warfare Box. If placing a SS unit, the corresponding *Dummy* unit is also placed in the Strategic Warfare Box (PB 24.12).

21.23 Strategic Warfare Resolution
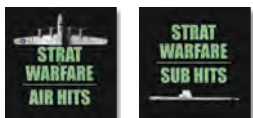
 During **Step 2.h** of their Impulse, the US Player rolls one die for each *B-29* or SS unit in the Strategic Warfare Box, applying any modifiers. A modified roll of 8+ results in a hit. For each hit, increase the corresponding *Strategic Warfare HITS* marker by one (*do not reset at the start of a Round … only at the end of the turn*).

The cumulative effects of Strategic Warfare during the turn are resolved in the Interphase.

21.24 Effects of Strategic Warfare Hits

Strategic Warfare has the following effects:

1. **For each hit in a Round:** Japanese CPs for the next Round are reduced by one (to a maximum of minus three), but cannot go below one CP for the next Round (9.33).

   Strategic Warfare Hits on Round 4 are applied to Round 1 of the following turn (determine Initiative as normal before deducting any CP losses).

   Example: *On Round 4 of Turn 7 the US Player obtains two Strategic Warfare hits. The Japanese Player loses two CPs on Round 1 of Turn 8.*

2. **For every 2 hits in a Round:** In addition to the above, Japanese Strategic Movement (11.2) is reduced by one division for the next Round.

3. **For every 2 hits by *B-29* units *during a turn*:** Japanese air Replacement Points (21.4) during that turn's Interphase are reduced by one (to a maximum of minus three and to a minimum of zero air RPs for Japan). The Japanese Player decides which points are lost.

4. **For every 2 hits by SS units *during a turn*:** Japanese Redeployments (21.5) during that turn's Interphase are reduced by one (to a maximum of minus three and to a minimum of zero Redeployments for Japan).

5. **If at least 3 hits in total during a single Round:** In addition to the above, the Japanese Player must discard a random Event Card (PB 23.7) at the start of the next Round, if using this optional rule. This discard happens after any new Cards are drawn. Ignore if Japan has no Cards at this time.

After resolving all Strategic Warfare effects in the Interphase, reset both *Strategic Warfare HITS* markers to zero. The US Player may then withdraw *B-29* and SS units from Strategic Warfare.

21.25 Withdrawal from Strategic Warfare

SS and *B-29* units may be withdrawn from the Strategic Warfare Box by placing them at any Major Naval Base or airfield, respectively, from which they could have initiated Strategic Warfare (21.22).

SS units **must** be withdrawn from Strategic Warfare if all possible Major Naval Bases that could be used are now Japanese controlled or are at *USL-2*. Similarly, *B-29* units must be withdrawn if all possible airfields are now Japanese controlled or are at *USL-2*. If withdrawn in this manner, these *B-29* and SS units arrive as Reinforcements at *Oahu* or the *US Box* on the following Round.

21.26 Damage to SS and B-29 units

SS units and *B-29* units may never be subject to combat by the opposing player and, hence, never take Damage/Hits. These units are only removed from the game if Withdrawn (*see Japan Reinforcement Card – US SS and B-29 units are never Withdrawn*).

21.3 Construction Options

Construction may occur during a friendly Impulse by expending APs, or during the Interphase (but not during the last turn of a scenario). Construction during the Interphase does not cost APs and is performed in Round-Play Order (9.4).

Construction is the placing of one or more **Facility Markers** (i.e. an airfield, fort, or port) in a Land Space. Once all Construction is complete, players may voluntarily remove any of their Facilities. Construction or removal is subject to the restrictions below. Voluntarily removed Facilities are available for use the next game turn.

21.31 General Restrictions

All Construction is subject to the following restrictions:

- A Facility Marker must be in the Player's Force Pool to be Constructed. These markers will be in their Nationality color. *Exception:* Certain Event Cards (PB 23.7) may provide additional neutral forts or airfields to be immediately Constructed.

- Except for the US on Turns 4 - 8, a player may construct a maximum of two Facilities each friendly Impulse and Interphase (i.e. a maximum of ten per turn). The US Player may construct up to three each friendly Impulse and Interphase on Turns 4 and 5, and four on Turns 6 - 8.

- No more than two Facilities may be Constructed in one Land Space per side each Impulse or during the Interphase.

- At least one friendly ground unit must be in the Construction Space.

- Allied players may only construct Facilities in their own Theater.

- The Construction Space may not be at USL-2 (*exception:* port upgrades also cannot be done at USL-1).

Additional limits apply to each Facilities type, as outlined below.

21.32 Airfield Markers

Construction of a *+2 Capacity* airfield may be in any Land Space controlled or contested by that side. The bonus capacity of any airfield markers is added to the Intrinsic Airfield Capacity when determining that side's Airfield Activation Limit (6.21). Construction of an airfield during an Impulse requires ten APs.

21.33 Airfield Restrictions

The number of airfield markers per side that may be built in a Land Space is limited as follows:

Division Stacking Capacity of Space	Maximum Number of Airfield Markers (Bonus Capacity)
1	1 (+2)
2 - 3	2 (+4)
4 - 5	3 (+6)
6+	4 (+8)

21.34 Forts

A fort may be constructed in any Land Space controlled by that side that is not marked *Control Changing*. **No side may have more than one fort marker per Space.** Construction of a fort during an Impulse requires eight APs.

A friendly fort reduces the required loss necessary to cancel a Retreat (19.43) and, if friendly to the defender in a Ground Combat, provides a -1 DRM.

21.35 Ports

Construction of a *+2 Capacity* port upgrade marker may be in any Land Space controlled by that side that is not marked *Control Changing* and that has an Intrinsic Port of any Capacity. The bonus capacity of any port upgrade markers is added to the intrinsic Port Capacity of the Land Space for that side. Construction of a port upgrade marker during an Impulse requires twelve APs.

21.36 Port Upgrade Restrictions

The FST may not be upgraded.

The number of port markers per side that may be built in a Land Space is limited as follows:

Intrinsic Port Capacity of the Space *In Spaces with multiple ports, a maximum of one port upgrade marker may be built in each port.*	Maximum Number of Port Markers (Bonus Capacity) *The total Port Capacity (intrinsic plus any bonus capacity) of a Space cannot exceed twelve and the total Landing Capacity cannot exceed six.*
1 – 2	1 (+2)
3 – 4	2 (+4)
5+	3 (+6)

21.37 Basing at Port Upgrades

The port upgrade marker is treated as a Minor Naval Base for the purpose of allowing naval units to base, even if the intrinsic port is a Minor Port (6.33).

Example: A total of four naval units can base at Eniwetok *due to the +2 Capacity marker, though two would have to be TT or FST units given the intrinsic port is only a Minor Port and no CV, BB, BC or CB units could base there.*

21.38 Construction Removal

A player may voluntarily remove their Facilities during the Interphase or during a friendly Impulse. There is no AP cost to remove Facilities markers. Any Facilities removed this way is placed on the turn track to enter as a Reinforcement the following game turn.

Facilities cannot be voluntarily removed if their Space is at USL-2 (*exception:* port upgrade markers also cannot be removed at USL-1).

Design Note: Since Facility markers are limited, one may want to remove a Facility marker in an out of the way place to build it someplace more useful the following turn.

21.39 Enemy Capture

When an opposing player takes control of a Space containing one or more of your Facilities, all of these markers are eliminated and placed on the turn track to enter as Reinforcements the next turn.

If four or more bonus capacity of airfields were eliminated, the player who now controls the Space may place one of their available *+2 Capacity* Airfield Upgrade markers.
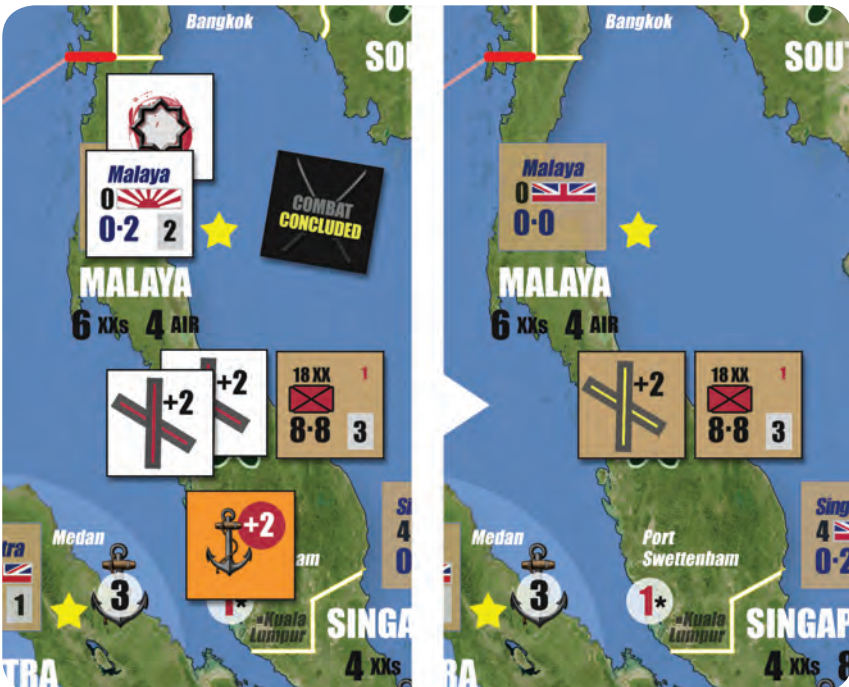
Example: *The CW Player gains control of* Malaya *after Japan had upgraded it with a fort, two +2 Capacity airfields and a +2 Capacity port. The Control Marker is flipped to its CW side, and the fort and port upgrade markers are eliminated. The two Japanese airfields are eliminated and exchanged with a single +2 Capacity CW airfield marker.*

21.4 Replacements

Each player gains Replacement Points (RPs) to be used on their air and ground units. RPs may be used to **Replenish** an on-map unit by removing Hits or to **Rebuild** a previously eliminated unit in that player's Force Pool. Units that have been permanently eliminated or withdrawn may never receive RPs.

Players perform Replacements in Round-Play Order (9.4). Do not perform this step on the last turn of a scenario.

21.41 Gaining Replacement Points

At the start of each scenario, the starting RP levels will be listed for both players. During the Interphase, players will gain additional RPs as indicated on their Reinforcement Tables. RPs may only be used on the type of unit corresponding to the RP type.

The number of RPs gained is added to the player's current values for each RP type. RPs can be saved, up to a maximum of twenty of each type. Most ground unit RPs are received as a mix between higher quality unit factors and lower quality unit factors – there is a separate marker for each quality type. Note that RPs may go negative if a player must withdraw a unit that has Hits and they have insufficient RPs to Replenish the unit to full-strength (8.6).

Example: *On Turn 1, Japan receives ten total ground Defense Factors, two of which can be spent on SNLF units and two of which could be spent on other Unit Quality 4 units.*

Japanese Replacements, Redeployment

Turn	Replacements		
	Ground RPs (*Defense Factors*)[1]	LBA RPs	NAV R
1	6 / 2 / 2	2	1
2	6 / 1 / 2	2	1

If Japan saves these RPs, they would save two SNLF RPs, two Quality 4 RPs, and six regular RPs. Australian, Philippine, and US ground RPs all work in an identical manner.

21.42 Using RPs on Ground Units

One RP Replenishes or Rebuilds one Defense Factor. Ground unit RPs are spent as follows:

1. A unit currently in the player's Force Pool may be Rebuilt and returned to the map at either full-strength or reduced-strength (*however, see #4 below*). To Rebuild a unit to its full-strength side the player expends a number of RPs equal to the Defense Factor (DF) on its front-side; to Rebuild to its reduced-strength side, the player expends RPs equal to the DF on its reduced side.

   Units Rebuilt from the Force Pool are placed on the map after expending the RPs and must obey all restrictions as if entering as a Reinforcement (*e.g. 8.2.2*). They must enter at the following Spaces (*the Space name is on a shaded border on the map*):

Nationality	Placement Location of Unit
Australian	*Any Allied Supply Source in Australia*
British	*BR Box* (or *Persia Box, for air points only[1]*)
China	*China-Burma Box*
Indian	*Any Allied Supply Source in India*
Japan	*Kyushu, N. Honshu*, or *S. Honshu*
Netherlands	*Java*
New Zealand	*NZ Box* (or *N.S. Wales/Victoria, for air points only[2]*)
Philippines	*Luzon*
United States	*US Box*

[1]: British ground units must be placed in the *British Box*, but up to two LBA points may be placed in the *Persia Box* each Interphase (21.43).

[2]: New Zealand ground units must be placed in the *NZ Box* but their air points may be placed in either the *NZ Box* or *New South Wales/Victoria*.

Design Note: This is an abstraction to allow the occasional Rebuilt or Reinforcement NZ air point to get back into play quicker versus requiring a TT unit or Redeployment.

2. An on-map reduced-strength unit may be Replenished back to its full-strength side by expending a number of RPs equal to the difference between the full-strength and reduced-strength Defense Factors (DFs).

   Example: It would take six Quality 4 RPs to Replenish the US 2ⁿᵈ MAR XX from its reduced-strength side (DF = 6) to its full-strength side (DF = 12).

3. An on-map unit with a Hits marker may reduce the amount of Hits against it by the number of RPs used to Replenish the unit. The unit may receive RPs up to the amount of Hits.

   Example: If a unit had four Hits applied to it and was Replenished with two RPs, the player would replace the 4 Hits marker with a 2 Hits marker.

4. An on-map reduced-strength unit or an eliminated unit may be partially Replenished/Rebuilt by being assigned RPs less than the full value needed to reach its full-strength DF. In this case, the unit is Replenished as above, but for each point less than its full-strength DF the owning player places one Hit on the unit (see example).
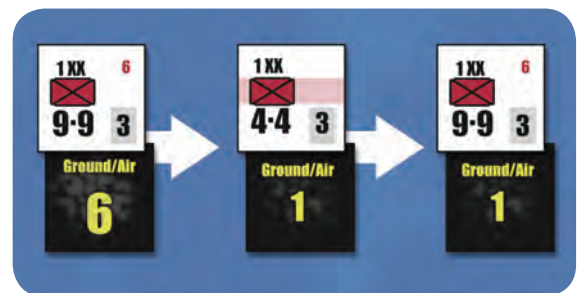
Example: The Japanese 1ˢᵗ XX has taken a total of six Hits, which has resulted in it being flipped to its reduced-strength side and marked with a 1 Hit marker (effectively leaving it as a 3 – 3 unit). If given five RPs, the unit will end up with eight Defense Factors remaining (going from a 3 – 3 unit to an 8 – 8 unit). Japan first removes the one Hit applied to the reduced-strength side and then flips the unit to its full-strength side. Since it will end with eight Defense Factors, the Japanese Player places a 1 Hit marker under it.

If the number of remaining Hits equals or exceeds half the full-strength DF, the unit is left as a reduced-strength unit with the appropriate Hits marker.

IMPORTANT: A higher Unit Quality RP may always be used on a lower Unit Quality unit. SNLF RPs may be used on other Q4 units, but **not** vice versa.

Example: The US gains two RPs for use on Quality 4 units during the Interphase of Turn 1. If no Quality 4 units needed Replenishing, they could use them on Quality 3 units. Alternatively, they could save these RPs for later use as saved Quality 4 RPs.

21.43 Using RPs on Air Units

One RP Replenishes or Rebuilds one air point. Air RPs are spent as follows:

1. An air unit in the player's Force Pool may be Rebuilt by expending appropriate RPs equal to the air point number on the counter. Units Rebuilt in this manner are placed per the rules above (*exception:* CVA units – see below). The CW Player may place up to two Rebuilt LBA points in the *Persia Box* each Interphase.

   Immediately after placing any Rebuilt air points, these air points may perform a free (i.e. no cost) Redeployment (21.5).

   Example: The US Player may Rebuild an LBA-4 *unit by expending four air RPs. It enters at the* US Box*, but may then Redeploy to a forward base subject to the Redeployment rules. The Redeployment of this* LBA-4 *unit does not cost the US any of their Redeployment points for that turn.*

2. An on-map air unit with a Hits marker may reduce the number of Hits on it by one for each RP used to Replenish the unit. The airfield must have sufficient capacity for the Replenished air unit.

3. Rebuilt CVA appear as follows:
   - o US – *US Box*
   - o British – *BR Box*
   - o Japanese – A Japanese controlled *N. Honshu, S. Honshu*, or *Kyushu*

   Alternative to the above, Rebuilt CVA may be placed directly on a supplied, operational carrier in one of the above Spaces with capacity for them.

4. US MAR LBA and Chinese LBA points are Replenished/Rebuilt using US LBA RPs. **Chinese LBA may only be Rebuilt if the Allied players control or contest at least one of *Burma* or *Assam*.** Rebuilt Chinese LBA appear in the *China-Burma Box*.

5. Japanese CVA Replacements may only be used on the Special Replacement CVA units (2.33.3). These units are added to the Japanese Force Pool as follows. Each time a Japanese *CVA-1* is eliminated (regardless of type or quality), instead of placing it into the Japanese Force Pool, it is permanently removed from the game (*exception:* see Card #50) and the Japanese Player may place any one of the Japanese Special Replacement CVA units into their Force Pool. Two eliminated *CVA-½* units count as a *CVA-1*. These units are available in all scenarios.

For each CVA RP expended, the Japanese player may Rebuild one Special Replacement CVA unit **from their Force Pool**.

Example: Japan launches their Turn 1, Pearl Harbor Raid and takes two losses on their elite CVA+ units. These two CVA+ units are permanently eliminated and Japan picks two of the regular quality Special Replacement CVA to add to their Force Pool. During the Interphase of Turn 1, they gain a single CVA Replacement Point (RP) which can be used to Rebuild one of these regular quality CVA units. The second one could enter during the Interphase of Turn 2, when Japan gains another CVA RP.

Design Note: This means Japan will get a maximum of seven Rebuilt CVA units, one per turn – with four being regular-quality and three being low-quality (*unless playing with the optional Event Cards*).

21.44 RP Restrictions

Air and ground RPs may not be used to Replenish a unit at USL-2. In addition, a unit must be able to trace a supply path back to a Supply Source in its nation (*e.g. Australian units must trace back to a Supply Source in Australia, Indian units to India, etc.*). For the purpose of this rule, New Zealand units must trace to either a Supply Source in Australia or to the *New Zealand Box*; British and Netherlands units must trace to the *British Box* or *Persia Box*; and Philippine and US units must trace to the *US Box*.

Unless noted above, RPs can only be used on units of the appropriate type and of the indicated nationality (i.e. US RPs cannot be used on Australian or Philippine units, etc.).

African, Malayan and Burmese units may never receive RPs. These units have a 'no' icon on their right side.

IMPORTANT: A unit on its reduced-strength side that is subject to being upgraded (8.31) to flip to its full-strength side may never be brought to its full-strength side prior to its upgrade turn. The 'upgrade turn' is the black number in the upper right corner on the full-strength side.

Example: The US 2nd *MAR XX enters on its reduced-strength side and upgrades to its full-strength side on Turn 3. Prior to Turn 3, the US Player may not Replenish this unit to its full-strength side, even if they had sufficient RPs to do so.*

21.45 Loss of RPs

A nation may lose their scheduled RPs if it loses control of certain Spaces within its country.

- **India** loses one Defense Factor of ground RPs for *each Resource* in India that is controlled by the Japanese Player (these are *Bengal, Punjab, Bombay*, and *Madras*).

- **Australia** loses one Defense Factor of Q1-Q3 ground RPs for *each Resource* in Australia that is controlled by the Japanese Player and an additional one air RP if *New South Wales / Victoria* is controlled by the Japanese Player. Note that *New South Wales / Victoria* has two Resources. If no Q1-Q3 RPs remain to be lost, lose Q4 RPs.

  Example: If Japan controls East Queensland *and* New South Wales / Victoria*, Australia would lose three Defense Factors of ground RPs and an air RP each turn until these Spaces are liberated from Japan.*

- **Philippines** loses all RPs if the Japanese Player controls *Luzon*.

- **Netherlands** loses all RPs if the Japanese Player controls *Java*.

IMPORTANT: When a nation loses RPs above, it does not lose any *saved* RPs – only new RPs to be gained that turn (to a minimum of zero RPs gained). Saved RPs are lost when a country is conquered (5.23). Scheduled RPs resume the same turn the Japanese Player no longer meets the above conditions.

21.5 Redeployments

Redeployment allows players to move a limited number of units for the upcoming turn without being Intercepted. Do not perform this step on the last turn of a scenario.

Redeployments are performed in **reverse** Round Play Order. That is, the player that moved last this turn Redeploys first and the player that moved first Redeploys last.

21.51 Number of units

The number of Redeployment points that that each player receives is specified on their Reinforcements Card. Redeployment Points may not be saved – any that are not used are lost. Note that Rebuilt air points (21.43) do *not* cost Redeployment points during their free Redeployment.

The cost for each unit that is Redeployed is listed in the Redeployment Cost Chart – namely one point for each full-strength division, full-strength naval unit, or 4-factor air unit and ½ a point for all other units (*retain fractions; see Chart*).

REDEPLOYMENT COST CHART	
Unit	**Redeployment Points**
Full-strength division[1]	1
All reduced-strength, Philippine MIL, and Chinese divisions, and all brigades[1]	½
Each 4-factor air unit	1
All other air units	½
Each full-strength (two-sided) naval unit	1
Each reduced-strength (one-sided) naval unit	½

[1]: Philippine MIL divisions and Chinese divisions count as only ½ a Redeployment Point. A detachment (*XX(Det)*) and its parent division (*XX(-)*) may Redeploy together at a cost of only one Redeployment Point (both must begin and end in the same Space).

An Australian or New Zealand unit beginning in the US Theater must use US Redeployment Points and if beginning in the British Theater, must use CW Redeployment Points. These units may only Redeploy once each Interphase (*mark as* Used *if necessary to remember which units have crossed the Theater Boundary – remove these* Used *markers after all Allied Redeployments*). Units beginning in a Joint Theater Area may use either player's Redeployment Points.

21.52 Redeployment Movement

Units using Redeployment are moved as if they were activated for normal Movement (not a Mission), with the following differences:

- **Naval units using Redeployment may not be Intercepted.**
- Ground and air units may Redeploy through Sea Spaces as if they were being transported by a TT unit, but TT units are *not* required to be used (a player may use a TT unit, but must then pay the Redeployment cost for the TT unit as well).

Ground units may use Strategic Movement up to the capacity listed per Round (11.2).

21.53 Redeployment Restrictions

No unit may Redeploy into, out of, or through an enemy-controlled or contested Land Space.

Air units being Redeployed through Sea Spaces as if transported by a TT unit (*per 21.52 above*), ground units, and non-SS naval units may not Redeploy into, out of, or through:

- A Sea Space adjacent to an enemy-controlled Playable Island or an enemy-controlled Land Area.

  Example: If Japan controls Timor *and the Allies control the* Northern Territory*, the only units that could Redeploy through the* Timor Sea *Mixed Area are SS units and air units using air movement: Japan because it is adjacent to the enemy controlled Land Area of* Northern Territory *and the Allies because it contains the enemy-controlled Playable Island of* Timor*.*

- A Sea Space adjacent to at least two operational enemy Ground Based Air points.
- A Land Space that is connected by an Air Passage to either an enemy-controlled Land Space or to a Land Space containing at least two operational enemy air points.

  Example: If Japan controls Java*, the CW could not use Redeployment to move ground units into* Sumatra *even if both* Malaya *and* Singapore *were CW controlled. Note that air units could Redeploy to* Sumatra *as they could use air movement from* Malaya*.*

21.54 Submarine Redeployment

Submarine units may Redeploy to Sea Spaces as well as ports. Submarine units may ignore all restrictions above and are ignored by enemy units performing Redeployments. Submarine units may **not** attempt to Intercept Redeployments.

21.55 FST Redeployment

The *FST* unit may only Redeploy if it begins the Interphase stacked with the *FST Base* (6.41). It costs the same as a reduced-strength naval unit. The *FST* must remain stacked with the *FST Base*.
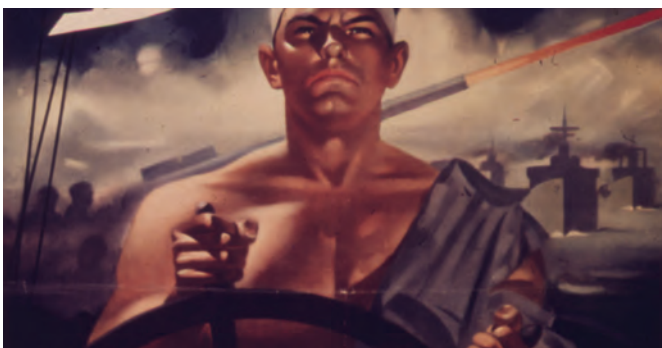
22.0 SPECIAL RULES

22.1 Japanese Oil Reserve

Design Note: Historically, Japan had limited oil reserves that greatly impacted their ability to use their forces later in the war – this rule simulates some of these restrictions.

Each scenario indicates the starting number of Oil Reserve Points; e.g. the Campaign Scenario begins with three Oil Reserve Points. Expending one point of their Oil Reserve allows Japan to undertake one action below; if their points are at zero, they may no longer perform any of these actions. Japan never *gains* Oil Reserve Points and **a maximum of one point from the Oil Reserve may be spent per turn**.

22.11 Expending Oil Reserve Points

An Oil Reserve Point may be used in the following ways:

1. **On the Turn 1, first Impulse** - to perform a Pearl Harbor Raid (PB 25.351) and gain one CP (twelve APs).
2. **At the beginning of Turns 2 – 8** - to add two CPs to the Japanese total *prior* to determining which player has Initiative and prior to dividing the CPs for each Round.
3. **At the beginning of an Impulse** - to add two CPs to *that Impulse's* total and to allow Japan to perform an Extended Range Amphibious Assault (ERAA) that Impulse (12.83).

OPTIONAL RULE (Event Cards): Whenever an Oil Reserve Point is expended, the Japanese Player gains an additional Common Deck Event Card (PB 23.73) in addition to the above benefits.

22.2 Garrisons

Certain countries are required to maintain garrison ground troops in their home country. The number of required units and the defense strength that qualifies as a garrison unit vary depending on the country, as outlined below.

22.21 Japan

The Japanese Player's garrison requirements depend on the current game turn and the proximity of Allied ground units to the Japanese Home Islands.

At the start of all scenarios, including the Campaign Scenario, Japan must maintain a minimum of one qualifying division in each of *Hokkaido*, *North Honshu*, *South Honshu*, and *Kyushu* (note that *Shikoku* is not included).

At any time during the game, the garrison requirement is increased by one qualifying division for **each** Allied division of at least six Defense Factors in *Okinawa* or *Iwo Jima* at the beginning of a Japanese Impulse. These additional garrison divisions may be placed anywhere in the Japanese Home Islands.

Beginning on Turn 4, the garrison requirement is increased by one qualifying division for **each** Allied division of at least six Defense Factors in any of: *Formosa*, *Luzon*, *Leyte-Samar*, *Mindanao*, *Saipan*, or *Guam*. The first additional division must be placed in *Shikoku*. The remaining additional divisions are distributed one per Space to *North Honshu*, *South Honshu*, *Kyushu*, and *Hokkaido*. The maximum garrison increase that can be triggered by this condition is five divisions.

22.22 India

The CW Player must maintain at least three qualifying British or Indian divisions in India (brigades or reduced-strength units with no *Hits* count as half a qualifying division). Each of *Bengal*, *Punjab* and *Bombay* must have at least one qualifying British or Indian unit (*brigade or division*).

22.23 Australia

Beginning with the 2nd Round of Turn 1 through the end of Turn 3, the Allied player must maintain at least one Australian qualifying brigade or division in each of *East Queensland*, *South Australia*, *Southwest Australia*, and *New South Wales / Victoria*.

In addition, all Australian armor brigades and militia divisions must always be kept in Australia. These armor brigades and militia divisions *may* be used to satisfy the Australian garrison requirements above. These units may use Naval Transport to move from one Space in Australia to another, provided they always end their activation in Australia. Note that militia *brigades* are free to move out of Australia, as are infantry divisions that have been upgraded from withdrawn militia divisions (assuming the requirement in the first paragraph, above, is met).

Example: The AUS 3rd MIL XX begins on its reduced-strength side in South Australia. It upgrades to its full-strength side on Turn 2. Once it upgrades to the AUS 3rd XX on Turn 4 it may leave Australia.

22.24 Oahu

The US Player must always maintain a minimum of one division in *Oahu*.

22.25 Java

The CW Player must always maintain a minimum of two Netherlands divisions in *Java* (reduced-strength divisions with no *Hits* markers count as half a division).

22.26 Qualifying Divisions

Japanese and US garrison divisions must have a minimum of seven defense factors (after any applied Hits). Australian garrison units must be full-strength divisions (with or without *Hits* markers) or brigades/reduced-strength units with no *Hits* markers. British and Indian garrison divisions must have a minimum of five defense factors (after any applied Hits).

22.27 Suspension of Garrison Requirements

The requirement to garrison a Space is suspended while the enemy player controls the Space.

For India, reduce the required Indian garrison by one brigade (half a division) for each of *Bengal*, *Bombay* or *Punjab* controlled by Japan.

Example: If Japan controls Bengal*, the CW Player would only need to maintain two divisions and one brigade in India.* Punjab*, and* Bombay *would still need to be garrisoned by at least one qualifying unit.*

22.28 Failing to Meet Garrison Requirements

If the Phasing Player is short of their garrison requirement at the beginning of their Impulse and sufficient ground units exist on the map to meet the garrison requirements, they **must** expend APs to move the required number of qualifying divisions to the appropriate Space(s) **before APs can be spent to activate other units**. If it is impossible to meet the garrison requirement by expending APs, the Phasing Player may expend APs without restriction.

However, if unable to reach the correct garrison level during their Impulses, players must use Replenishment Points during the Interphase to reach the required garrison level. If still unable to meet garrison requirements, players must use their Redeployments for this purpose, as well. If there are insufficient ground units able to meet the garrison requirement, there are no restrictions on Redeployments.

Example: The Netherlands is reduced to a single reduced-strength division in Java. Even after expending RPs, the garrison requirement is unable to be met. CW Redeployments are not restricted that turn.

22.3 National Cooperation

Design Note: The United States and Britain divided the Pacific into two Theaters of Operation. Britain was responsible for India and Southeast Asia while the United States was responsible for Australia and the rest of the Pacific.

22.31 Theaters of Operations

The map is divided into two zones – the British (Commonwealth) Theater of Operations and the US Theater. The British Theater stretches from the *BR Box* and India to *Southeast China* and the Western portion of Australia and the US Theater encompasses the rest of the map except areas in the Soviet Union. The US and British Theaters overlap in several Areas. In addition, two Areas (*Borneo Sea* and *Java Sea*) begin in the British Theater, then switch to the US Theater. CW and US units may only operate within their respective Theaters unless modified by a Special Case, below (22.33).

22.32 Joint Theater Areas

Both CW and US forces may operate in **Joint Theater Areas**; i.e. those Areas which are in both Theaters: *Western Australia*, *Southwest Australia*, *West Australian Waters*, and *Southwest Australian Waters* (see also Special Cases #1 and #5, below). Air and naval units based in these Areas may intercept to any adjacent Area even if it is not in their Theater, subject to Nationality Support Restrictions (22.34; 22.34.2). Both players may perform construction activities in these Areas.

If the US Player conducts an Operation in a Joint Area, a *U.S. Combat* marker is placed in the Area; similarly, if the CW Player conducts an Operation in a Joint Area, a *CW Combat* marker is placed.

These markers remain in the Area until the start of that player's next Impulse, when they are removed. As long as a *CW Combat* (*US Combat*) marker is in an Area, the US Player (CW Player) may not perform any Missions into that Area during their Impulse (*they are otherwise not restricted*). Movement and Interceptions (*into or through*) are not restricted.

Design Note: Since both British and US forces can operating in these 'common' Areas, there is a chance that Japan could be attacked twice in a row. The above rule prevents this, making sure Japan gets an Impulse to respond after they are attacked.
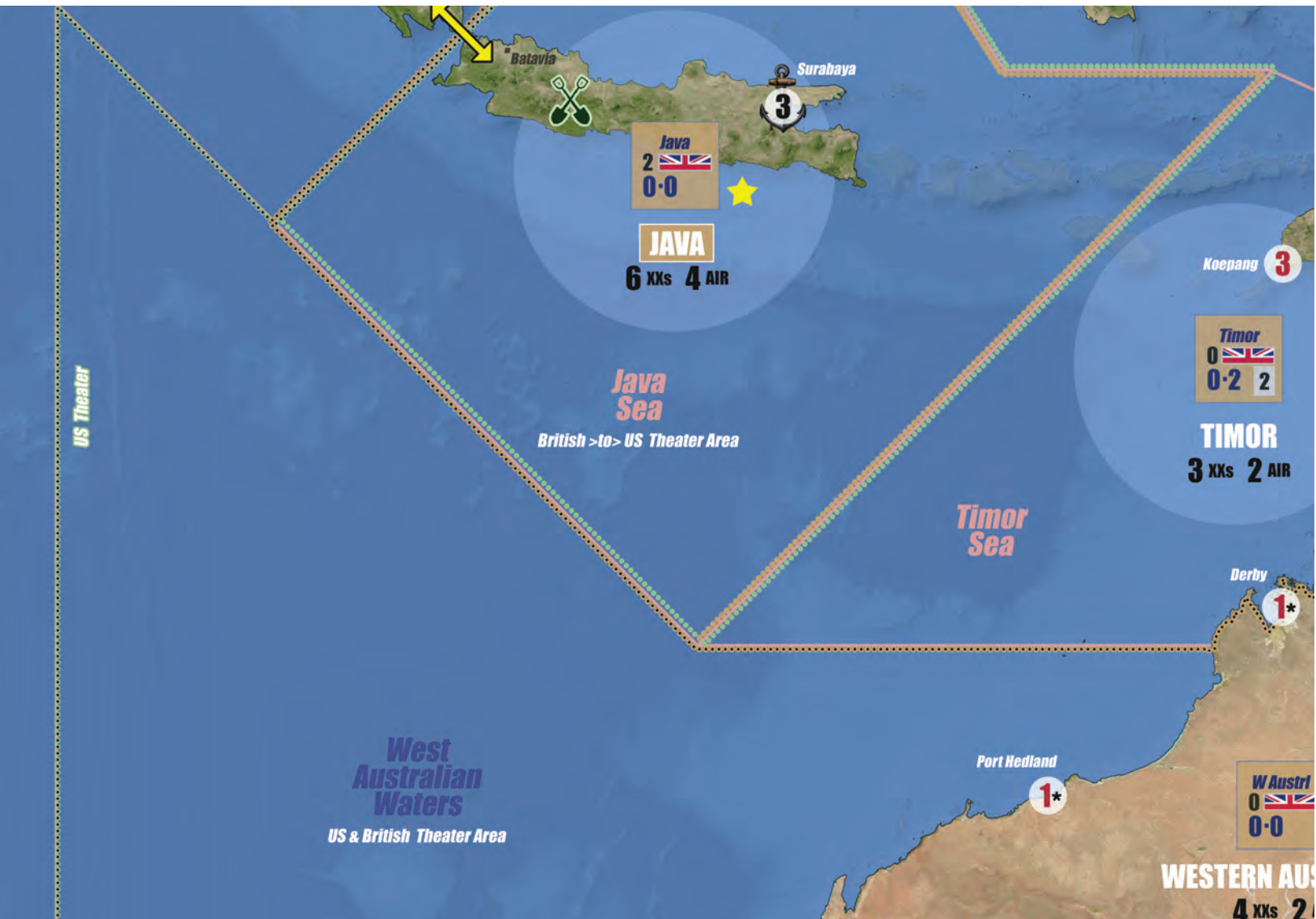
22.33 Special Cases

1. Until the beginning of Turn 3 -or- when *Java* is first controlled by Japan (whichever comes first), the *Borneo Sea* and *Java Sea* Mixed Areas are considered in the British Theater. Once Japan controls *Java* or Turn 3 is reached, these two Areas are considered to be **only** in the US Theater for the remainder of the game. CW controlled units in these Areas at this time are not required to leave, but additional units (or these units, if they leave) must obey the Theater Boundary restrictions to enter.

2. Netherlands units are treated as CW units for Theater Boundary restrictions.

3. On Turn 4 only, the British carrier *Victorious* and its air points are treated as a US unit except that the British CVA cannot base on a US carrier and US CVA cannot base on the *Victorious*. **Exception:** Any Allied CVA can Rebase to any Allied carrier within range if its current carrier is no longer operational; however, it cannot perform Missions while so based.

4. Australian and New Zealand units may operate in both Theaters. If not in a Joint Theater Area they may only be activated by the player whose Theater they are in. If in a Joint Theater Area, either player may activate the units but they may only be activated once per Round (*do not removed their* Used *marker until after the CW Impulse*).

5. Once Japan controls four or more Land Areas in India, the US Player ignores the restrictions on the CW Theater boundary for the remainder of the game (the CW Player is still bound by the US Theater boundary restrictions). Treat all CW Theater Areas as Joint Areas, above, including the placement of *CW Combat* and *US Combat* markers in locations where both sides might be able to attack.

6. Allied air and naval units based in a Joint Theater Area may Intercept (*not Counter-Intercept!*) across the Theater Boundary (see also 22.34 and 22.34.2).

22.34 Nationality Restrictions

CW transports cannot embark US controlled units and US transports cannot embark CW controlled units. The only exceptions are Australian and New Zealand units, which can be embarked by either player's transports. The Australian TT unit can likewise embark both player's units but remember that embarked units must be activated when transported.

Example: An Indian and US unit are in Western Australia *with the Australian TT unit. The US Player could only embark the US unit as they could not activate the Indian unit.*

Support (Ground Support and Shore Bombardment) is limited by Nationality as follows:

- US units may only support a combat involving at least one US, Australian, New Zealand or Philippine unit.

- British units may only support a combat involving at least one CW or Netherlands unit.

- Australian and New Zealand units may only support a combat involving at least one US, British, Netherlands, Australian, or New Zealand unit.

- Netherlands units may only support a combat involving at least one Netherlands, British, Australian, or New Zealand unit.

- The US/Chinese LBA unit may support any Allied unit.

22.34.1 Chinese Restrictions

Chinese units may operate only in *Assam*, *Burma*, *SE China*, the *China-Burma Box*, Indo-China, and *Siam*.

22.34.2 Joint Combats

Since units of the other player cannot be activated (other than Australian and New Zealand units) the only time a joint combat can occur is due to Interception by both CW controlled and US controlled units. In this situation, all Allied units fight as a unified force in Air Combat, Naval Bombing, and Naval Combat. Support is still restricted as noted above.

If a decision is required for any reason (which units must take losses, whether to Retreat, etc.), the US Player controls all decisions unless the combat Area is exclusively in the CW Theater of Operations (15.1; 22.33 #6).

Design Note: Combats often occurred over an entire day or multiple days. It should not be thought of as the two Allies fighting or bombing the same Japanese unit simultaneously, but rather separate sorties over the course of time represented by a single Operation or combat.