FORGOTTEN PACIFIC BATTLES

FIRE & MOVEMENT SYSTEM RULES

FORGOTTEN PACIFIC BATTLES EXCLUSIVE RULES

CREDITS

NOTE: *To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Players should not remove the card.*

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ **www.worldatwarmagazine.com/waw/e-rules**

FIRE & MOVEMENT SYSTEM RULES

1.0 INTRODUCTION

Each game represents an actual or hypothetical battle, as included at the end of the Standard Rules section (known as the Exclusive Rules). The map included with the game represents each different battle's terrain. The pieces represent the actual (or hypothetical) units that participated or might have participated in the battle. The System Rules are rules that fit all games using the F&M system, and the exclusive rules are specific to each represented battle.

Important: The below rules are an updated version of the F&M standard rules that correct errata and clarify concepts.

2.0 GAME EQUIPMENT

The components to a complete game of Forgotten Pacific Battles include these rules, a 22×34-inch map sheet and 280 ½-inch counters (called units and unit counters).
Players will need to provide themselves at least one six-sided die.

2.1 The Game Map

The map sheet portrays the battle area. Printed over the terrain features is a hexagonal grid to regulate the movement and positioning of the game pieces throughout the game.

2.2 Charts & Tables
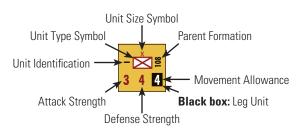
Various visual aids provide the players to collate, simplify and illustrate certain game functions. They are the Combat Results Table (CRT), the Terrain Key, and the Game Turn Record Track (GTRT). Exclusive rules may contain additional charts.

2.3 The Playing Pieces

The cardboard playing pieces (counters) represent the actual military units that took part in the battle. The different colored units (combat units) represent forces of opposing sides. The numbers and symbols on the counters represent the attack and defense strength, movement capability, and type of unit represented by each counter.

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Important: In the standard rule diagrams and examples, the exact units may not appear in the current game; however, all designations and terms used are consistent with the units in the current game unless the exclusive rules dictate otherwise. See exclusive rules for unit type symbols.

Leg Combat Unit (Front)

- Unit Size Symbol
- Unit Type Symbol
- Parent Formation
- Unit Identification
- Movement Allowance
- Attack Strength
- **Black box:** Leg Unit
- Defense Strength

Leg Combat Unit (Back) Mobile Combat Unit (Front)

- Mobile Unit Designator
- **Red box:** Mobile Unit

Note: The front side of a combat unit is the full-strength side and the back of the unit is normally its reduced side. For most games in the series, the reduced side shows the unit type symbol having the same background color as the counter. Not all combat units have a reduced side and thus are one-step units.

Support Fire Marker (Front & Back)

- Unit Type Symbol
- Support Strength

Important: The exclusive rules will list the specific types of units available in each game.

2.3.1 How to Read Units

Most units contain identifiers (or names) and sizes. The identifier or name of a unit has no bearing on play, except as part of set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion number and then the regiment number from which that battalion derives (though that parent regiment may or may not be in the game).

Example: A unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single number identifier typically refers to a single formation of its type (9 could refer to the 9th Division).

Unit Sizes

- •••: Platoon
- I: Company
- II: Battalion
- III: Regiment
- X: Brigade
- XX: Division

Note: Games may include additional unit sizes. See exclusive rules.

2.3.2 Definitions of Terms

Attack Strength: The relative strength of a unit when attacking other units, expressed in terms of attack strength points.

Bombardment Attack: An attack conducted by the active player using support fire markers only. Bombardment attacks take place during each player's Bombardment Phase (8.1).

Defense Strength: The relative strength of a unit when defending against the attacks of enemy units, expressed in terms of defense strength points. See attack strength.

Combat Modifier: The strength of support fire markers. They represent everything from corps artillery, naval support, aerial bombardment and organic mortars used to attack enemy units. The combat modifier (expressed in terms of a "**+**") value that players may add to the strength of a friendly unit during combat or as an attack strength when conducting bombardment.

Movement Allowance: The number of movement points (MP) a unit may expend in a single Movement Phase. Each hex a unit moves into and/or each hexside crossed forces the unit to expend a given number of MP.

Leg Unit: A unit that is not a mobile unit. It represents any type of unit that lacks inherent conveyance or transport.

Mobile Unit: A unit that is not a leg unit. It represents any type of unit that moves by a means other than by foot. A mobile unit can be anything from tanks to wagons. Only mobile units may move during the Mobile Movement Phase and/or conduct attacks during the Mobile Combat Phase (4.1).

Support Fire Markers: Represent naval gunfire from ships offshore, bombers/fighters providing ground support or interdiction support, or artillery units of all types and sizes not represented as units in the game.

2.4 Game Scale

The exclusive rules will indicate the scale of the map and the time that each game turn (GT) represents.

3.0 SETTING UP THE GAME

Players should determine the side each will play. Players then consult their respective setup instructions in the exclusive rules. The instructions will list the strength and position of each unit in play on the map during the first GT. The exclusive rules:

a) Will indicate the player who is the first (starting) player and the player who will set up first.

b) May assign units specific set-up hexes, general areas near a specific location/hex number, or instruct the players to choose the set-up hexes for their units.

c) Will specify the number and GT of arrival for any reinforcements scheduled for that battle. Players should place reinforcements to the side of the map or place them on the GTRT in the GT box for the GT they will arrive.

- Consult the exclusive rules to determine the placement of support fire markers. The support fire number may be on the GTRT. The number signifies the number of support fire markers (not points) available each GT.

Important: There has been a major update to the bombardment rules. Players may use these bombardment rules in previous games in the series, however, they have not been subject to play test with all games.

- The GTRT may contain other information pertinent to game play. See the exclusive rules for details.

4.0 SEQUENCE OF PLAY

Players conduct each game in successive GTs, each turn is composed of alternate player turns. During the GT players maneuver their units and resolve combat according to the sequence outline and within the limitations provided by the rules.

4.1 Sequence Outline

Each GT consists of a First Player Turn followed by a Second Player Turn. One player takes the First Player Turn while the other player plays the Second Player Turn. The GTRT on the map and/or exclusive rules will indicate which player is the first player. Complete each player turn in the order given below. Complete each phase before beginning the following phase.

Support Fire Marker Phase: Both players organize their support fire markers as outlined in 7.0 or as dictated by the exclusive rules.

First Player Turn

Movement Phase: The current (active) player may move any number of his eligible units, as he desires within the limits and restrictions of the rules of movement (5.0), zones of control (ZOC) (6.0) and the exclusive rules. The active player may bring reinforcements onto the map as allowed by his reinforcement schedule and the reinforcement rules.

Important: Mobile units that move during this phase cannot move during the upcoming Mobile Movement Phase.

Bombardment Phase: The active player may conduct bombardment attacks against enemy units (8.1).

Combat Phase: The active player may use his units to attack enemy units (8.2).

Important: Mobile units that participate in combat during this phase cannot conduct combat during the Mobile Combat Phase.

Mobile Movement Phase: Only mobile units can move during this phase. Mobile units that moved during the preceding Movement Phase cannot move this phase. Movement in this phase is otherwise identical to the Movement Phase.

Mobile Combat Phase: Only mobile units can attack this phase. Mobile units that participated in an attack during the preceding Combat Phase cannot conduct attacks this phase. Combat in this phase is otherwise identical to the Combat Phase.

Second Player Turn

After the first player has completed his turn, the second player then conducts his turn using the same procedures order given for the first player.

Game Turn End Phase

After the second player completes his player turn, the GT ends. If it is the last turn of the game, players determine victory. If there are turns remaining, advance the turn marker one space along the GTRT and conduct that turn using the above procedures.

5.0 MOVEMENT

5.1 Procedure

During the Movement Phase, the active player may move any number of his eligible units as he desires.

- Units may move in any direction or combination of directions, up to the limits of each unit's printed MA.

- Always move units one at a time, tracing a path of contiguous hexes through the hex grid.
- As each unit enters a hex, it pays one or more MP from its movement allowance.

5.2 Movement Restrictions

Movement cannot take place out of sequence. Neither player can conduct movement during the opposing player's Movement or Mobile Movement Phase. A player can only move units during his own Movement or Mobile Movement Phase.

- A unit:
    a) Cannot expend more MPs than its total printed MA during any one turn.
    b) Cannot accumulate unused MPs from phase to phase or from turn to turn, nor can players transfer MP from one unit to another unit.
    c) Cannot enter a hex if the unit does not possess enough remaining MPs to pay for the cost to enter, as well as the cost of any hexside terrain the unit crossed.

Important: There is no minimum number of hexes a unit may move; a unit may not have enough MA to move to any adjacent hex, in which case it may not move at all.

    d) Cannot enter a hex containing an enemy unit.
    e) Cannot enter a prohibited terrain hex or cross a prohibited hexside.
    f) Cannot exit the map unless specifically allowed by the exclusive rules.
- Units may have their movement affected by enemy zones of control (EZOC) (6.0).
- Players may not move a unit that has completed its movement during that same turn except as a retreat or an advance after combat.

Important: Advance and retreat may take place during a Bombardment Phase, Combat Phase or Mobile Combat Phase. Advance after combat and retreat after combat are not movement and do not require the expenditure of MP.

5.3 Stacking Restrictions

Units cannot stack.
- Only one unit can occupy a hex at the end of any phase.
- A unit may move through hexes occupied by other friendly units at no extra MP cost.
- A unit cannot end its movement stacked with any other unit.

5.4 Effects of Terrain

A unit must expend one MP to enter a clear terrain hex.

Important: Hexes may depict more than one type of terrain. In this case, use the MP expenditure of the terrain with the highest cost in MP.

- To enter other types of hexes, a unit must expend more than one MP.
- The Terrain Key or TEC (normally printed on the map) list each type of hex and hexside terrain with the corresponding MP cost for each type of terrain.

Example: A jungle terrain hex costs 3 MPs to enter.

- Hexsides may display other types of hexside terrain features (such as a river) that require additional movement points to cross. This cost is in addition to the cost of the terrain in the hex.

Example: A unit crosses a river (+1 MP) and enters a clear terrain hex (1 MP). The cost to enter that hex would be 2 MP.

- In hex terrain may have a **"+"** and a number. If that is the case, add that number to the cost of other terrain in the hex.

Example: A unit enters a clear hex (1 MP) that contains a village (+1 MP) and that unit crossed a river hexside (+1 MP). The cost to enter the hex is 3 MP.

5.4.1 Road Movement

A unit that moves from one road hex directly into an adjacent road hex through a road hexside normally expends one-half (½) of a MP, regardless of other terrain in the hex or hexside terrain. See exclusive rules for exceptions.

5.4.2 Trail Movement

A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP, regardless of other terrain in the hex or hexside terrain.
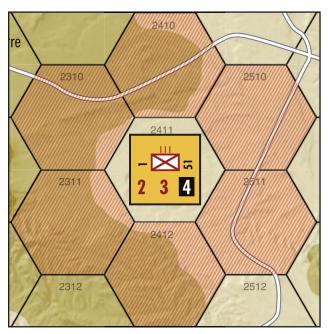
5.5 Mobile Movement Phase

During the Mobile Movement Phase, the active player may move any number of his eligible units as he desires, subject to the following restrictions:

- Mobile units that moved in the Movement Phase of a player turn cannot move during the Mobile Movement Phase of the same player turn.
- Leg units cannot move during the Mobile Movement Phase.
- Units moving during the Mobile Movement Phase follow the same procedures as used during the Movement Phase (5.1 through 5.4).
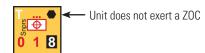
6.0 ZONES OF CONTROL

The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex.

Example: The above diagram shows the hexes that are in the zone of control of the depicted unit.

- All units not marked with a ⬣ in either the upper right or the left side of the counter, exert a zone of control. ZOC are always in effect, regardless of the phase or the player turn.

Unit does not exert a ZOC

- Zones of control extend into all types of terrain and across all types of terrain hexsides.

Exception: Games may have fortifications or other restrictions that will negate the projection of ZOC into specific hexes.
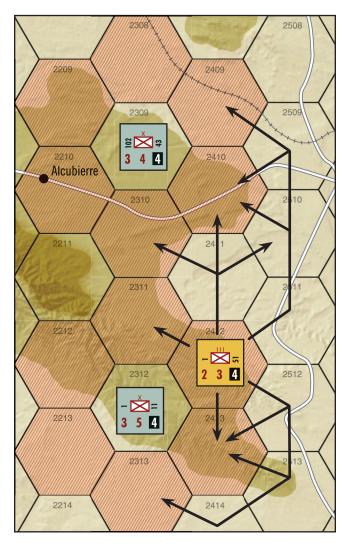
- Enemy and/or friendly units never affect the presence of ZOC.
- If an enemy and friendly ZOC extend into a hex, they have no effect upon each other, i.e., both co-exist. The ZOCs mutually affect the hex.
- If a unit is in an enemy zone of control (EZOC), the enemy unit is also in that unit's ZOC.

6.1 Effects on Movement

ZOCs inhibit the movement of enemy units.
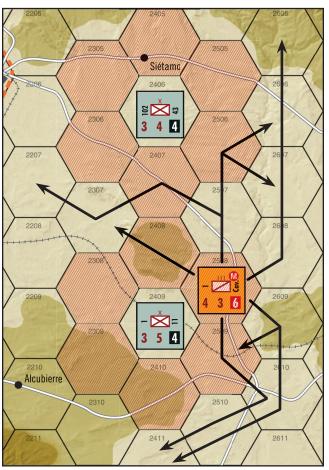
- A leg unit that begins its movement in a hex not in an EZOC that then enters a hex in an EZOC must immediately stop its movement, regardless of the number of MP it has remaining.
- A leg unit that begins its movement in an EZOC can move directly into another hex in an EZOC by expending all its printed MA as long as the terrain is not prohibited and the unit has sufficient MA to expend for the hexside/in-hex terrain.
- Any unit that begins its movement in an EZOC can move into a hex not in an EZOC. The unit would expend the normal MP costs for that hex. It may continue movement normally.
- A leg unit must halt its movement if it later enters another EZOC.

Example: The 51st Infantry Regiment can move into the hexes connected by black arrows. It can move from its starting hex directly into hex 2311 or 2413.

- A mobile unit must expend half (round down) of its printed MA (plus the normal cost of terrain) when it moves into an EZOC (i.e., a unit with MA of **"7"** would expend three movement points to enter an EZOC).

Example: The 1st Cav can move into the hexes connected by black arrows.

Exception: A unit may not move from EZOC to EZOC across a minefield hexside or to enter a fortification hex; however, this restriction does not apply to commandos. Commandos never pay additional movement costs to enter or exit an EZOC.

6.2 Effects on Retreat & Advance After Combat

Units retreating after combat cannot retreat into hexes in an EZOC (8.3). Units advancing after combat ignore EZOCs (8.5).

7.0 SUPPORT FIRE MARKERS

 Support fire markers represent indirect fire assets not represented in the game by actual counters. Support fire markers do not exist on the map as units; they represent the incoming fire from supporting assets.

7.1 Allocation of Support Fire Markers

Important: The exclusive rules may modify the availability and allocation of support fire markers. Players should check the exclusive rules before proceeding further.

Each side has its own pool of support fire markers, allotted by the support fire allotment number printed on each turn box of the GTRT.

- The support fire number equals the total number of support fire markers the players will receive at the beginning of that GT.

- If the allotment of support fire markers indicated on the GTRT is less than the total quantity of markers in the pool for that player's side, that player must select from the lowest-valued markers before selecting higher-valued markers. Players must select support fire markers in order from lowest to highest.
- If a box has two numbers, the first number is the support fire marker allotment for the first player, the second number is the support fire marker allotment for the second player.

Example: "8/9" printed in the first GT box indicates the first player has 8 support fire markers, and the second player 9 support fire markers.

7.2 Support Fire Application

All support fire markers function the same, though markers may have different printed **"+"** values (the combat modifier) and different icons.

Exception: Bombardment range (8.1.1).

- See the scenario instructions for allocation of support fire markers.
- Support fire markers used during the Bombardment Phase or any Combat Phase are not available again during the same GT. Once used, return support fire markers to the player's pool. They are not available for the remainder of the current GT but may be available in subsequent GTs.
- Players may not accumulate support fire markers from GT to GT. If not used during the GT allotted, players must return them to their respective pools.
- Players randomly pick support fire markers from the pool (unless scenario rules instruct otherwise) when allocated to bombardment and/or combat. Players must place them face down, meaning the **"+"**value is not showing.
- Players can only use a support fire marker once during each GT.
- The value represents the combat strength that players may apply to bombardments or combats that occur during the turn. Whether as the attacker or the defender, the applying player places his support fire marker(s) and then adds the support fire markers **"+"** number to his total attack or defense value.
- A player may not divide or split the **"+"** value of a support fire marker among different targets. A player may only apply each support fire marker to one target hex only.
- Combat results (bombardment and ground combat) have no effect on the allotment of support fire markers during the current or any future GT, except when stipulated differently by the exclusive rules.

Example: If two **4-4-10** units are attacking a **2-3-8** unit; the total attack value is **"8"**. If the attacking player has added two **"+2"** support fire markers, the final attack value becomes **"12."** If the defending player has added one **"+6"** support fire marker to that same combat, the final defensive value would then become **"9"**.

8.0 BOMBARDMENT & GROUND COMBAT

There are two types of combat: bombardment which takes place during the Bombardment Phase, and ground combat which takes place in the Combat or Mobile Combat Phases. The rules below apply to both bombardment and ground combat.

- The active player is the attacker and the inactive player is the defender, regardless of the strategic or tactical situation.
- Combat is not mandatory. There is no requirement for unit to attack, although a defending unit cannot avoid combat.

- A single defending unit can be the subject of an attack in each of the Bombardment, Combat and the Mobile Combat Phases; however, it can only suffer one attack in each of the above phases.
- A single attack may only attack one defending hex (i.e., attackers may not attack more than one hex during a single attack).
- There is no requirement for an attacker to declare all his intended attacks at the outset of the Bombardment or Combat Phase. He can declare each eligible attack as he reviews the map and conducts each individual attack.
- Players must resolve each attack prior to conducting any other attacks.
- The attacker can resolve attacks in any order the attacker wishes, provided he resolves each combat before declaring the next combat.

8.1 Bombardment

During the Bombardment Phase, the active player may conduct attacks using support fire markers only.

- Bombardment attacks do not require a friendly unit to be adjacent to the enemy units attacked.
- Friendly ground units do not participate in a bombardment in any way, including advance after combat. Bombardment does not affect friendly units except as outlined in 8.1.3.
- Each support fire marker may only target one enemy occupied hex.
- A maximum of two markers may bombard the same hex during the same player turn.
- Markers may be of any value from among the markers drawn from the player's pool.
- Once a player uses a marker, follow the procedures outlined in the exclusive rules to determine the marker's eligibility for reuse in a later GT.

8.1.1 Range

A player may use support fire markers to bombard targets anywhere on the map. The exclusive rules may assign specific ranges for certain types of support fire markers.

8.1.2 Procedure

To conduct a bombardment, the active player may select any enemy unit that is in range of the support fire markers used (8.1.1). Follow the procedures below, in the given order, for each bombardment.

1) The attacker identifies the enemy unit he will bombard.

2) He may select a maximum of two support fire markers, stating the number he has selected and their total strength.

3) Calculate the combat differential by totaling the support strength value minus the total defending unit's strength value. Locate the line on the CRT that matches the terrain in the defender's hex (8.2.2).

Exception: Do not apply hexside terrain (8.2.2).

4) Next, on that line locate the column on the CRT that corresponds to the final combat differential. Roll one six-sided die and cross-reference the result within the combat differential column on the CRT. Apply the results immediately.

8.1.3 Results

Apply the results the same as ground combat with the following exceptions:

Ae, A1, A2, A3 & Ex: Treat as no result.

(A): Apply this result only if there is at least one unit friendly to the bombarding player adjacent to the hex bombarded (friendly fire).

8.1.4 Terrain Effects

Players may use bombardment regardless of intervening terrain or units (enemy or friendly). It is not subject to line of sight restrictions, except when stipulated differently by the exclusive rules. In all cases, the defending units benefit fully from the terrain in the hex they occupy (not hexside terrain) per the CRT.

8.1.5 Bombardment Retreat

Conduct retreat after bombardment using the procedures outlined in 8.3.

- The retreating unit must, if possible, retreat farther away from the closest enemy unit.
- If there are no enemy units on the map, the unit must retreat towards the closest friendly unit.

8.2 Ground Combat

Ground combat can only take place when friendly units are adjacent to enemy units.

- The active player may declare any number of attacks by eligible units as he wishes.
- The attacking player may decide which of his units will be participating in an attack against which defending units.
- A mobile unit cannot attack in both the Combat Phase and again in the Mobile Combat Phase of the same player turn.
- There is no requirement for all adjacent units to attack.
- Units that do not participate in one attack may participate in a later attack against another hex if the unit meets all other requirements.
- A player may attack a unit from all adjacent friendly occupied hexes.
- A unit cannot attack across a prohibited/restricted hexside or into a hex prohibited to the attacking unit.
- The type of terrain the attacking unit(s) occupy has no effect on their eligibility to attack.
- All attack and defense strengths are unitary. A player cannot divide a unit's strength among different combats, whether as the attacker or the defender. A unit may not combine its attack and defense strengths for any reason.

8.2.1 Combat Procedure

Follow the procedures below, in the given order, for each attack.

a) The attacker states the quantity and the strength of his attacking units, and the enemy unit that is the subject of the attack. Once declared, the attacking player cannot call of an attack.

b) Both players may select available support fire markers in support of the current combat. This is a five-step process:

  1) The attacking player may select one support fire marker placing it value-side down near the battling units to indicate it will support that combat.
  2) The defending player may then select one support fire marker placing it value-side down near the battling units to indicate it will support that combat. The defender may do this whether the attacker did or did not place a support fire marker.
  3) The attacker may then select a second (one additional) support fire marker. He may do this whether either player did or did not already apply a support fire marker.
  4) Finally, the defender may select a second (one additional) support fire marker. He may do this whether either player did or did not already apply any support fire markers.
  5) Both players reveal their support fire marker values (flip the markers over).

Important: After each step, neither player can change his mind about having placed, or not placed, a support fire marker in a previous step.

c) Each player adds the combat strengths of his ground units and support fire markers into one total.

d) Calculate the combat differential by subtracting the defender's total from the attacker's total. Locate the line on the CRT that matches the terrain in the defender's hex, including hexside terrain. Then on that line locate the column on the CRT that corresponds to the final combat differential. Roll one six-sided die and cross-reference the result within the combat differential column on the CRT. Apply the results immediately.

8.2.2 Effects of Terrain

Only defending units benefit from the terrain in the hex they occupy and/or that hex's hexside terrain feature. The terrain within the hexes occupied by attacking units has no effect upon combat.

- Defending units do not benefit from river or ditch hexsides unless all the attacking units are attacking that defending unit across a non-bridged river or ditch hexside into that hex. If all units are attacking across a river and at least one of the units is attacking across a bridged hexside, use the bridged line on the CRT.
- The effect of terrain on combat is an integral part of the CRT. Refer to the terrain in the defending unit's hex and/or hexside and cross-reference that terrain type with the combat differential (8.2.1).

Important: Hexes may depict more than one type of terrain and may have hexsides that impact combat. In this case, use the terrain most beneficial to the defender.

Important: River hexsides contain a bridge wherever a road crosses a river. If at least one attacking unit is attacking across a bridged river hexside, that attack is an attack across a bridge (not across a river) when resolving an attack on the Combat Results Table (CRT).

8.2.3 Fortifications

If a game includes fortifications (whether printed, or as counters), the following applies to any unit occupying a hex containing a fortification:

- Double the printed defense strength of a unit.
- Halve (round down) the combat modifier (the **"+"** value) of an attacker's support fire marker when applied to a fortification hex.
- This rule does not apply to support fire markers applied by the defending player.

8.2.4 Combat Resolution

The combat results listed on the CRT are as follows:

  De: **Eliminate all defending unit(s).
  D3: *The defending unit(s) must retreat three hexes.
  D2: *The defending unit(s) must retreat two hexes.
  Ex: One attacking unit and the defending unit must flip to their depleted sides (eliminate the unit if already depleted or a one-step unit). Among multiple attacking units, the attacker chooses the unit to deplete.
  A1: *The attacking unit(s) must retreat one hex.
  A2: *The attacking unit(s) must retreat two hexes.
  A3: *The attacking unit(s) must retreat three hexes.
  (A): Deplete one attacking unit (eliminate it if already depleted or a one-step unit). Among multiple attacking units, the attacker chooses the unit to deplete.

Ae: **Eliminate all attacking units.

•: No Effect

Note: The retreating player may choose to ignore his retreat requirement by choosing to deplete his unit(s) instead (8.4).

** *Note:* On a *De*, or *Ae* result, eliminate all units. Do not deplete two-step units. Eliminate full strength two-step units.

Important: If the combat result is a retreat, the retreating player retreats his own units in accordance with the retreat rules (8.3).

8.3 Retreat

When a combat result requires a unit to retreat, the owning player must immediately attempt to move that unit the indicated number of hexes away from its current hex. A retreat is not movement and does not require the expenditure of movement points.

Important: If a rule states that a unit is to deplete, eliminate the unit will if already depleted or is a one-step unit.

- If a unit cannot retreat at least one hex (for any reason), eliminate the retreating unit (this does not nullify the retreat).
- A unit should (if possible) end its retreat closer (in hexes) to a friendly map edge (or a friendly source of supply).
- If possible, a retreating unit must retreat along a path of vacant hexes (not occupied by other friendly units). A unit may retreat through friendly occupied hexes if no other retreat route of vacant hexes is possible. See 8.3.1 for effects.
- Under no circumstances may a unit retreat into or through a hex occupied by an enemy unit or a hex in an EZOC.

Important: Friendly units and friendly units with a ZOC into a hex do not negate any EZOC into that same hex for the purposes of retreat.

- A unit may not retreat into or through prohibited terrain (an all-sea hex).
- Seaborne units required to retreat to a sea hex must deplete (scenario rules will identify units that may be seaborne and may supersede this rule).
- A unit that must retreat must stop its retreat the number of hexes away required by the combat result retreat number (from its original combat hex). If the unit can retreat at least one hex but cannot retreat the required number of hexes for any reason, deplete the unit in the last hex to which it can legally retreat. If depleted, then eliminate the unit.
- Unless specifically stated in exclusive scenario rules, units may not retreat off the map.

8.3.1 Displacement

If a retreating unit's only available final hex in a retreat path is occupied by another friendly unit, the retreating player may choose to displace (move) that other friendly unit from its hex to one adjacent hex as if that other friendly unit was also retreating because of combat.

- Displacement is voluntary; a retreating unit unable to retreat because of the presence of other friendly units may deplete instead of displacing a friendly unit.
- A retreating unit may not displace a friendly unit if any eligible vacant hex is available.
- Displacements cannot be into a prohibited hex, into an EZOC, or into a hex in which the displaced unit would stack with another unit.

- After the displaced unit has moved, the retreating unit may retreat into the displaced unit's formerly occupied hex.
- A displaced unit can displace another friendly unit using the same procedure.
- The displacement of units may continue until all units are in a hex that does not contain a friendly unit.
- A given unit may displace more than once in a phase.
- An attacker's displaced unit is ineligible to conduct an attack during the remainder of the attacker's turn.
- A retreating unit does not displace a friendly unit when moving through that other unit's hex during a retreat, but only if ending a retreat in the other unit's hex.

8.4 Stiff Resistance

Instead of obeying a retreat combat result, a player may declare stiff resistance. The player makes this decision after the combat die roll. A player may use stiff resistance when defending against bombardment and ground combat.

- When declaring stiff resistance, there is no requirement to retreat.
- The unit conducting stiff resistance is immediately depleted. If the attacker declares stiff resistance, any unit that does not retreat must suffer depletion.
- A player may opt to declare a depleted or one-step unit to offer stiff resistance to avoid the retreat combat result. The player must eliminate the depleted or one-step unit and still fulfill the requirements of the stiff resistance. This prevents any advance after combat into that combat hex (8.5).

8.5 Advance After Combat

A player can only advance after combat following a retreat combat result on an attacked (defending) enemy unit (i.e., **D2** or **D3**). Advance after combat does not take place after an **Ex** or **De** result.

- A defending unit may never advance after combat.
- There is no advance after combat when conducting a bombardment.
- When an enemy unit retreats due to combat, it will leave a path of vacant hexes behind it, called the path of retreat. If a unit was unable to retreat the required number of hexes, the retreat path is the last hex into which the retreating unit could legally retreat. This includes units when unable to complete the entire retreat (8.3).
- Any or all units that participated in the combat that caused the retreat are then eligible to advance along the path of retreat.
- The decision to advance after combat must come immediately after the retreat is complete.
- Advance after combat is voluntary and the owning player always determines which units and how far they advance.
- Advancing units ignore all EZOC along the entire path of retreat.
- Unit(s) advancing after combat may end their movement in any of the hex(es) along the path of retreat, but they may not stray from the path of retreat while moving.
- If multiple units advance after combat, no more than one unit may end its movement in any one hex of the path of retreat.
- After an advance after combat, an advancing unit is not eligible to attack or perform any other activity during that player turn (unless specified otherwise by an exclusive rule).
- An advanced unit is subject to attack by any eligible enemy units in the immediately following enemy Combat Phase, just like any other unit.

9.0 SUPPLY

There are no supply rules (unless otherwise noted in a specific game's exclusive rules). All units are always in supply. Isolated or surrounded units suffer no penalties.

FORGOTTEN PACIFIC BATTLES EXCLUSIVE RULES

10.0 INTRODUCTION

Forgotten Pacific Battles is a simulation of the US invasions of Micronesia from February to October 1944. Specifically, this game includes the invasion of Tinian, Engebi, Parry, Eniwetok, Guam, and Angaur Island as part of the U.S. goal of establishing bases that would allow American bombers, for the first time, to launch within range of the Japanese home islands. Accordingly, the Japanese intended to deny the islands to the Americans, or at least make the cost prohibitively expensive in terms of lives, as well as buy Japan as much time as possible to allow the Japanese home islands to be continually strengthened and fortified for the inevitable invasion that the Japanese leadership anticipated.

Each GT represents a variable period varying from one day to multiple days depending on the tempo of operations. Each hex represents 500 meters on all maps except Guam. The Guam map is one mile per hex.

Map Errata: Guam Map, Hex 1606 should read **Mount Chachao**, and Hex 1506 should read **Mount Tenjo**. The correction is for historical accuracy only and does not affect game play.

10.1 First Player

The US player is the first player in all scenarios (18.0).

10.2 Unit Types

〰	Amphibious Assault Infantry	⊠	Infantry
⚙	Amphibious Tank	⚓	Japanese Marine Infantry
⊓	Engineer	⊕	Sniper
⊠	Heavy Weapons/ Machinegun	⊂⊃	Tank

10.3 US Counter Insignia

US units display their command in the upper left corner of the counter. They identify the commands for each island invasion.

Note: Support fire markers have the same command designations. They identify the commands for the island invasion only, these insignia do not restrict their usage in any other way.

Angaur:

81st Infantry Division

Engebi:

22nd Marine Regiment

Eniwetok:

106th Infantry Regiment

Guam:

III Amphibious Corps

Parry:

22nd Marine Regiment

77th Infantry Division

Tinian:

III Amphibious Corps

10.4 Japanese Units

Japanese counters have a one or two letter identifier for the island they defend in the upper left corner of the counter.

A: Angaur
Ei: Engebi
Ek: Eniwetok
G: Guam
P: Parry
T: Tinian

10.5 Scenario Options

Players can conduct **Forgotten Pacific Battles** in three different ways. All exclusive rules apply to all scenarios unless stated otherwise in each scenarios instructions (18.0).

Simultaneous Scenario: Play all six islands at the same time (18.1).
Sequenced Scenarios: Play each island assault in the order given (18.2).
Individual Scenarios: Play each island scenario as a stand-alone scenario (18.3).

10.6 Stacking

As an exception to 5.3, the US side may stack two units in one hex. One unit must be a unit that does not exert a ZOC (6.0).

Important: This rule does not apply to amphibious operations listed below (12.0).

11.0 REPLACEMENTS & REINFORCEMENTS

11.1 Japanese Replacements

The Japanese player does not receive reinforcements. At the end of the Japanese Movement Phase, after all movement is complete, he may be eligible to rebuild depleted units each GT (regardless of their current location on the map) depending on the specific island where depletions

occurred. Mobile units rebuilt at the end of the Movement Phase may move freely during the Mobile Movement Phase of that GT.

*Note: The terms **replacements** and **rebuilds** both denote players rebuilding depleted units to full-strength.*

Engebi: No rebuilds permitted.
Eniwetok: No rebuilds permitted.
Parry: No rebuilds permitted.
Guam:

Two Player: One rebuild per GT for each hex of Orote Airstrip (1302 & 1303) that is not currently US-owned or within a US ZOC. The player may conduct rebuilds in any hex(es) occupied by a Japanese unit.

Solitaire: Use the same requirement as used in the two-player game; however, the player must rebuild a depleted Japanese unit that is occupying or closest to the airstrip hexes. If two or more depleted units are on the airstrip or equal distance (in hexes) from the airstrip, rebuild the stronger unit. If both units are equal in strength, then it is the player's option.

Tinian: Two rebuilds per GT in any hexes that are not within a US ZOC. If playing solitaire, the player must always rebuild the strongest two depleted units. If the strongest depleted units are equal in strength, it is the player's option.

Angaur: No rebuilds permitted.

11.2 US Reinforcements

US Movement Phase: After all movement is complete, the US player may place one reinforcement unit on each landing beach marker on the map not currently occupied by a US unit. There is no MP cost to this placement.

Note: Reinforcements are units newly arriving on the battlefield.

Important: US units may enter on any GT. The only limit is the number of available landing beach markers present on each island.

• He may select any US units he wishes to bring in as reinforcements.

Important: If the US player loses any landing beach marker due to the capture of the hex by a Japanese unit, the US player may not place reinforcements in that hex. Remove the marker from the map (12.0).

• When all the US units are on the map, the US player receives no additional reinforcements.
• Arriving leg units may not conduct movement in the Movement Phase in which they arrive.

US Mobile Movement Phase: The US player may place mobile units on any landing beach marker during this phase, even if occupied by another US unit.

• Mobile units landing in this phase expend two MP to enter the landing beach marker hex.
• If a US unit occupies the hex, the mobile unit must continue to move until it reaches an unoccupied hex by expending MP normally (EZOC rules apply).
• If a mobile unit is unable to move to an unoccupied hex for any reason, it may not land this GT. It can attempt to land in subsequent GTs.
• There is no limit to the number of mobile type units that may enter the map each GT, provided that each such unit is able to comply with the above.

Exception: On GT 1 (in any scenario) one non-mobile unit may land during the US Mobile Movement Phase using the above procedure. The unit may not conduct an attack during the Mobile Combat Phase.

Important: Destroyed units may never return to play as reinforcements.

12.0 AMPHIBIOUS OPERATIONS

In each scenario, during the Movement Phase (not the Mobile Movement Phase) of the first GT, the US player must choose the coastal hexes in which he will attempt his amphibious assaults by placing an assault boat marker in each chosen hex. Coastal hexes are any hex that contains any type of land terrain and sea terrain. The US player may place assault boat markers in hexes occupied by Japanese units.

Important: After a successful amphibious assault, flip the assault boat marker over showing its landing beach marker side (12.1).

Note: Each map depicts the historical invasion. Players may choose to use those marked beaches, or any other coastal hex not listed below.

• US units cannot conduct amphibious landings on the coastal hex types listed below unless the hex also contains a road:

Village
Jungle
Hill
Mountain

• All US units conducting an amphibious landing may only do so via hexes containing an assault boat marker.
• There is no requirement for the US player to place more than one assault boat marker per island, but he must place at least one marker on each island in play.
• Once placed, an assault boat marker cannot relocate.

Important: Assault boat markers placed in reef coastal hexes are subject to hazards (12.3).

Important: A landing beach marker is immediately and permanently destroyed (removed from the map) if a Japanese unit enters its hex.

• If US units occupy all assault boat/landing beach markers on the island, no reinforcements may arrive during the Movement Combat Phase; however, mobile units may arrive during the Mobile Movement Phase even if occupied by a US unit (11.2).
• If the US player places an assault boat marker in a hex not occupied by a Japanese unit, immediately flip the counter over to show its landing beach side. The US player may place any available US unit in the hex. Units so placed can then move normally if not in an EZOC.
• If an assault boat marker is placed in a hex that is occupied by a Japanese unit, the US player must immediately place a single available (not yet landed) US unit in a sea hex that is directly adjacent to that assault boat hex.

12.1 Restrictions

• No more than one unit may conduct an amphibious assault against the same assault boat hex.
• During the Combat Phase of that same GT, the US unit must attack the Japanese unit as an amphibious assault.

- If the occupying Japanese unit is not eliminated or retreated after combat and the US unit was not eliminated or forced to retreat, the US unit remains in the sea hex (those men are assumed to be pinned on the beach). The US unit may conduct additional amphibious assaults there during subsequent GTs.
- If the assaulting US unit suffers a forced retreat, place the unit off-map. If depleted, it remains depleted. The unit may return to the map on any subsequent turn.
- If the assaulting US unit suffers an Ae result (eliminated) or if already depleted and then depleted again by an (A) result, remove the unit from the game regardless of the scenario.
- In either case, during any subsequent GT, the US player may place a single eligible US unit in a sea hex that is directly adjacent to that assault boat hex, after which the US player may attempt another amphibious assault by that unit. The unit may be the same or a different unit.

Important: In this case, only one unit can amphibiously assault a single assault boat hex; however, this unit may combine with other units that landed on previous turns.

- Units that do not enter on the first GT by conducting an assault or landing during the Mobile Movement Phase are eligible to enter on later turns.

Important: An amphibiously assaulting unit may only attack a hex occupied by an assault boat marker. If such a unit is adjacent to two or more assault boat markers, that unit may only conduct an amphibious assault upon one of them.

12.2 Successful Amphibious Assault

If a Japanese unit in an assault boat hex is retreated, eliminated or voluntarily moved out of an assault boat hex, flip the marker in that hex to its landing beach side and place the adjacent US unit into that hex (from the sea hex it was occupying); That hex is then considered to be a landing beach hex that will allow eligible US units to enter the map and be placed onto that island via that hex.

12.3 Reefs

If unoccupied by any Japanese unit, each reef hex is, for game purposes, considered to be equivalent to a Japanese unit with a defense strength of **"0"**. The hex does not have an attack strength or movement allowance and does not project a ZOC.

- If the US player places an assault boat marker in a reef hex, any US unit that is conducting an amphibious assault into that reef hex must attack that hex exactly as if it were an enemy unit.
- The Japanese player may apply support fire to a reef hex under attack as part of an amphibious assault.
- If, during an amphibious assault, a Japanese unit occupies a reef hex, it defends per the reef terrain line on the Combat Results Table normally.
- A reef hex defense strength is only applicable during amphibious assaults. Resolve any other attack into a reef hex from a US unit that is occupying an adjacent land or reef hex normally (disregard the reef in the defending hex).
- An attack never destroys or renders ineffectual a reef hex.

13.0 ZONES OF CONTROL
The US player may place reinforcements in an EZOC but must abide by the stacking rules (5.3, 10.6 & 11.2).

13.1 Japanese ZOC Exemption
To represent the Japanese penchant for constructing and moving amongst caves and other elaborate underground labyrinths in the Pacific, treat both Japanese leg and mobile units as mobile units when determining the effect of EZOC.

14.0 JAPANESE CAVE COMPLEXES (GUAM MAP ONLY)

Any Japanese unit that is within the Japanese engineer unit's construction radius is fortified (8.2.3).

- The construction radius of the Japanese engineer is the number of hexes equal to that Japanese engineer unit's movement allowance (i.e., 8).
- The engineer unit may provide this capability to any number of units.

Important: If any US engineers participate in an attack against a Japanese cave complex, negate the bonus awarded for the fortification. If an engineer unit uses this capability, eliminate the engineer unit if the combat result calls for any attacker losses.

15.0 JAPANESE BANZAI ATTACKS
If playing a scenario as a two-player game, the Japanese player may declare, at his discretion, any attack that he conducts to be a Banzai attack.
- Sniper and mobile type Japanese units cannot participate in a Banzai attack.
- The Japanese player must declare the attack a Banzai attack prior to players allocating support fire markers. Once the Japanese player declares a Banzai attack, neither player can use support fire markers to support that attack.
- Convert all **D3** or **D2** combat results to an **Ex** result.
- Treat all other combat results normally.

16.0 SOLITAIRE RULES OF ENGAGEMENT FOR JAPANESE UNITS
When playing a solitaire scenario, in addition to the activities of his own units, the player must perform the movement (and attacks) of all Japanese units during each Japanese GT. During each Japanese GTs, all Japanese units must perform their actions according to the following governing principles, if possible, prioritizing the principles in the order listed below.

16.1 Movement
Japanese mobile units can only move during the Mobile Movement Phase. They can attack in either the Combat or Mobile Combat Phase.
1) If a US landing beach marker is not occupied by a US unit during a Japanese Movement Phase or Mobile Movement Phase, the nearest Japanese unit (or units, if more than one are nearest) must be moved toward and into that landing beach hex (instead of towards the nearest airstrip hex) until that landing beach marker's hex is occupied by a US unit, or until that landing beach marker is captured and removed from the map by a Japanese unit (12.0).

Important: In the above case, the Japanese unit must have a path of movement not blocked by hexes occupied by US units (US ZOC do not remove this requirement).

In subsequent Movement Phases, if there are no unoccupied landing beach marker hexes reachable by Japanese units (as per above), all Japanese units not adjacent to a US unit will resume movement towards the nearest airstrip until all airstrip hexes are also occupied by Japanese units. If Japanese units occupy all the above hexes (both landing beach and airstrip) no Japanese movement takes place.

2) During the Movement Phase, Japanese units must move using the least costly route in terms of movement points toward and into the nearest airstrip hex not already occupied by a Japanese unit.

Important: Ignore this requirement when playing Eniwetok and Parry. Use **1)** above only.

If there are two equidistant eligible airstrip hexes, move the Japanese unit to the airstrip hex with the highest-numbered hex number. Japanese movement must always attempt to avoid entering an EZOC unless no other route is possible. Once a Japanese unit has occupied an airstrip hex (or if already occupying an airstrip hex), it must remain there until it is eliminated or forcibly retreated from that hex (assuming stiff resistance (8.4) is not possible (16.2 principle 5)).

3) When a moving Japanese unit is presented with a choice between entering one of two equally eligible hexes (en-route to the nearest airstrip), that Japanese unit must always choose the hex that puts it farther from the most US units (regardless of their strength) throughout that island (so long as the hex is closer to the nearest airstrip). If neither hex is farther from the most US units, the US player may choose the hex the Japanese unit must enter (if closer to the nearest airstrip).

4) If US occupied hexes block all routes to either an airstrip hex or landing beach marker hex, and the blocked Japanese unit is adjacent to a US unit, that Japanese unit cannot move. If the Japanese unit is not adjacent to a US unit, that Japanese unit must move adjacent to the nearest US unit and once adjacent must halt movement. If two or more US units are equal distance, the Japanese unit will move towards the weakest US unit.

16.2 Combat

1) Japanese units may never attack into a mountain, hill/jungle, or across a river into a jungle or village.

Exception: Banzai attacks (15.0) and in the case of number 4 below.

2) A Japanese unit that is adjacent to a US unit must attack that US unit if its printed attack strength is at least double the US unit's printed defense strength. Multiple Japanese units that are adjacent to a US unit must attack that US unit if their collective printed attack strength is at least double of the US unit's printed defense strength.

Important: Determine combat eligibility prior to determining support fire adjustments to the respective strengths.

3) If a Japanese unit is adjacent to a US occupied airstrip hex and another US occupied hex that is not an airstrip, all Japanese units adjacent to that hex must attack the US occupied airstrip hex. You must still meet the requirements in **2)** above.

4) If a Japanese unit was (at any time during its movement) unable to continue to move closer to the nearest airstrip hex because of the presence of a US unit blocking its movement, that Japanese unit must attack that adjacent US unit regardless of the relative strength of the Japanese and

US unit. If the attack fulfills the prerequisites of a Banzai attack (15.0), the attacking Japanese unit's attack must be a Banzai attack.

5) A Japanese unit forcibly retreated by a combat result will instead automatically conduct stiff resistance (8.4) if its retreat would cause it to become depleted or eliminated, or if it is presently occupying an airstrip hex

Important: The above governing principles apply throughout the entirety of the scenario, regardless of the status of the Japanese units.

Example: A previously retreated or depleted Japanese unit must still abide by these governing principles.

16.2.1 Japanese Banzai Attacks (Solitaire Scenario)

During a solitaire scenario, a Japanese unit normally may not attack a US unit unless its attack strength is double of a US unit (16.2). However, if a US unit is occupying a clear hex or an airstrip hex (regardless of the terrain), any adjacent Japanese unit or units that are singularly or collectively printed with an attack strength that is at least equal to the adjacent US unit's defense strength must conduct a Banzai attack upon that US unit per 15.0.

- When there are groupings of Japanese units that are adjacent to groupings of US units, the Japanese units must attempt to conduct the maximum number of individual Banzai attacks as possible (as opposed to multiple Japanese units conducting fewer Banzai attacks against fewer US units).
- A Japanese unit forced to use movement (16.2 principle 4) during the immediately preceding Movement Phase must (if adjacent to a US unit) conduct a Banzai attack against one adjacent US unit. In this case the Banzai attack must take place regardless of the relative strengths of the units and regardless of the terrain in the blocking US unit's hex.

16.2.2 Solitaire Support Fire Allocation

- After drawing the number of support fire markers, the player wishes to use for the US side, he then must randomly select two Japanese support fire markers and apply them to that combat. The support fire markers applied must be from the player's pool corresponding to the island where the combat is occurring.

Important: When playing solitaire, Japanese support fire markers cannot conduct bombardment.

- Resolve the combat normally, and the used support fire markers are set aside and returned to the pool at the beginning of the next GT.

17.0 SUPPORT FIRE

Each scenario has its own rules for allocating support fire markers to the random draw pool. Ignore 7.1. Place all support fire markers of each side in their own random draw pool cup as explained in 18.0

Important: Remove US naval gunfire support fire markers and Japanese Banzai support fire markers, (both printed with a white strip) from the scenario once applied; Do not return them to the player's draw pool. You may only use them once per scenario.

Example: Remove the US naval support fire marker (left) from the game after one use.

Designer's Note: The Banzai support fire markers represent small groups of Japanese forces launching a Banzai attack on their own initiative, too small to fall under the normal Banzai rules. This could be a small counterattack or just the remaining holdouts going to join their ancestors. The fortification markers even in the offense represent dug-in positions with extra support weapons firing at a distance whether they are supporting an attack or defense.

17.1 Naval Gunfire Support Limitations

You may only use a +10 US naval gunfire support fire marker in the defense. If drawing such a support fire marker during a US attack, return it to the cup, and do not draw a support fire marker to replace it for that combat.

18.0 SCENARIOS

Forgotten Pacific Battles includes three scenarios; simultaneous scenario, sequenced scenario, or one of six individual scenarios (one per island). You can play all scenarios solitaire however you play them as a two-player game.

18.1 Simultaneous Scenario

The invasion and capture of the islands featured in **Forgotten Pacific Battles** occurred over the course of eight months (February to October) in 1944. To abstractly compress these eight months into a single manageable game, the US player plays all the scenarios simultaneously during this scenario, representing the totality of the operations occurring during those eight months. Set up units and markers in the below order:

US Set-up: The US player does not set up his units on the map.
- All US units are set aside The US player may use them as he desires.
- Once a player deploys a unit on an individual island, the unit cannot move to another island.
- The US player makes the decision for each unit on a GT by GT basis.

1) Allocation of Assault Boat Markers:
- The player may place a total of twelve assault boat markers amongst all the islands on the map. There is no requirement for the player to place all twelve.
- Assign and place all assault boat markers during GT 1 (all islands).
- Place at least one assault boat marker on each island.
- Once placed, an assault boat marker cannot move.

2) US Allocation of Support Fire Markers:
- Ignore historical assignments.
- Using all US support fire markers, the US player selects the US support fire markers used on each island.
- The player is free to assign any number of his support fire markers to each island as he wishes. Place them in a separate draw pool for each island, drawing them randomly during the game.
- Players can only use each allocated support fire marker once each GT (**Exception:** See 3 below). Return all support fire markers to the draw cup at the end of each turn.
- Once assigned to an island a support fire marker, players may only use it on that island throughout the scenario.
- If a player achieves the victory conditions for that island while other islands are still in play, discard the support fire markers assigned to that island. Players cannot reassign them during the remainder of the scenario.

3) US Naval Gunfire Support
- After completing allocation of support fire markers, the US player must then decide whether to withhold his naval gunfire support fire markers from that island's draw pool.
- Players may only use withheld naval gunfire support fire markers for bombardment (8.1).
- The player may withhold any number of his available naval gunfire support fire markers from the pool, but once withheld, do not place them back in the pool.
- All withheld markers must target specific hexes. No more than two markers may be allocated to each hex.
- The player must use them the first GT.
- The remaining naval gunfire support fire markers (those still in the pool, if any) cannot conduct bombardment during the first GT. They may conduct bombardment during any other GT. Treat them like any other support fire marker.

4) Japanese Two-Player Set-up:
a) Divide all Japanese units according to the island that they historically garrisoned. The white letter printed in the upper left-hand corner of each Japanese counter (such as a **T**) indicates the name of the island where those units must be set-up.

Example: Japanese units with a letter **"T"** must be set up on the Tinian island map; Japanese units with the letters **"Ei"** must be set up on the Engebi island map.

b) Each island must have a separate support fire marker pool. The Japanese player is free to assign and place the Japanese support fire markers into any islands' draw pool that he prefers.
- Each draw pool must contain a minimum of two support fire markers of the Japanese player's choice.
- The US player cannot examine the contents of each island's draw pool however the Japanese player must inform him of the number of support fire markers in each island's pool.

c) After the US player has placed his assault boat markers, the Japanese units are then set up in randomly generated locations upon their respective island (19.0).
- Select an island.
- Select the unit listed and then roll one die. Cross reference the die roll with the unit. The result is the number of the hex in which the unit is set up.
- If a Japanese unit occupies a generated location, re-roll that die until the result places the Japanese unit in an unoccupied hex. Stacking is one unit per hex (5.3).
- Continue rolling for units on each island until all listed units are on the map.

Important: Rows may repeat hex numbers under different die roll results.

5) Solitaire: Conduct set-up the same as the two-player scenario, except Japanese support fire markers must be in each island's pool that correspond to the island with the same name.

Example: The island of Eniwetok must have a separate draw pool that contains all the Japanese support fire markers printed with **"Ek"** (Eniwetok).

6) Victory Conditions

Each island map has separate victory conditions. The US player must achieve the victory conditions on every map during the simultaneous scenario to win.

Important: The Simultaneous Scenario is 22 GTs long. During this scenario it is up to the US player when he invades each island, however, he must have met the conditions listed below by the end of the GT listed.

The victory conditions for each island are as follows:

Engebi: Capture all five airstrip hexes and eliminate all three Japanese units by GT 4.

Eniwetok: Capture every island hex and eliminate both Japanese units by GT 6.

Parry: Capture every island hex and eliminate both Japanese units by GT 3.

Guam: Capture every village and airstrip hex by GT 22.

Tinian: Capture every village and airstrip hex by GT 22.

Angaur: Capture Saipan Village, the Phosphate Plant, all five airstrip hexes, and eliminate all four Japanese units by GT 5.

The US side captures a hex when entered by a US unit. If a Japanese unit enters that hex in a later GT, the hex reverts to Japanese control and loses its captured status.

- Reduce the number of GTs afforded to achieve victory on each island (e.g., 4 GTs on Engebi) by:
  1) One GT for each US unit depleted on that island, **and,**
  2) Two GTs for each US unit eliminated on that island.
- If the player exceeds the number of GTs required to achieve victory on any island(s), the extra GTs required to achieve victory on each island are deducted from the total time frame of GTs (22) afforded to win the overall scenario.

Example: If the US player was not able to achieve victory on Engebi island within four turns, but instead required five turns, reduce the GTRT to only 21 GTs (from 22). This would mean that the US player must achieve victory on Guam and Tinian Island by GT 21.

Important: There is no draw result possible. The US player either wins or loses. Losing represents your removal from command for poor performance, not a change to Japan's fortunes in the war.

18.2 Sequenced Scenario

Play each island assault in the order given below. The US player has a specific number of GTs for each island assault. The result of each assault will affect the overall victory point total at the end of the scenario (see victory conditions 18.2(6)).

Engebi: 1 GT
Eniwetok: 3 GTs
Parry Scenario: 1 GT
Guam Scenario: 19 GTs
Tinian Scenario: 9 GTs
Angaur Scenario: 4 GTs

US Set-up: The US player does not set up his units on the map. The US player follows the set-up procedures below.

- Group all US units by their historical island assignments.
- In each individual scenario the US player is free to deploy assigned units on that specific island however he desires.
- Assign and place assault boat markers during GT 1 of each scenario.
- The US player makes the decision for each unit on a GT by GT basis.

1) Allocation of Assault Boat Markers:

- Limit the number of assault boat markers that the US player may place on each island as follows:

  Engebi: 3
  Eniwetok: 2
  Parry: 3
  Guam: 3
  Tinian: 3
  Angaur: 2

- You must place at least one assault boat marker on each island.
- Once placed, an assault boat marker cannot move.

2) Japanese & US Allocation of Support Fire Markers:

Use the procedures in 18.1 with the exception that each side has one pool for each island. Only use the support fire markers designated for the current island in play.

3) US Naval Gunfire Support

- The US player must decide whether to withhold his naval gunfire support fire markers from that island's draw pool.
- The US player can only use withheld naval gunfire support fire markers for bombardment (8.1).
- The player may withhold any number of his available naval gunfire support fire markers from the pool, but once withheld, do not place them in the pool.
- All withheld markers must target specific hexes. No more than two markers may be allocated to each hex.
- You must use them the first GT.
- The remaining naval gunfire support fire markers (those still in the pool, if any) cannot conduct bombardment during the first GT. They may conduct bombardment during any other GT. Treat them like any other support fire marker.

4) Japanese Two-Player Set-up:

In each scenario, after the US player has placed his assault boat markers, the Japanese player sets up his units for that scenario. Use the same procedures as outlined in 18.1(4), ignoring the instructions in 18.1(4) b.

5) Solitaire: Conduct set-up the same as the two-player scenario.

6) Victory Conditions

Each island map has separate victory conditions. The US player tallies his victory points at the end of the time requirements for each island and then determines victory after capturing all islands. The victory conditions for each island are as follows:

Engebi: Capture all five airstrip hexes and eliminate all three Japanese units.

Eniwetok: Capture every island hex and eliminate both Japanese units.

Parry: Capture every island hex and eliminate both Japanese units.

Guam: Capture every village and airstrip hex.

Tinian: Capture every village and airstrip hex.

Angaur: Capture Saipan Village, the Phosphate Plant, all five airstrip hexes, and eliminate all four Japanese units.

At the end of each island assault the US player gains or loses victory points as follows:

- Add two victory points for each GT not used to achieve victory on a specific island

Example: If the US player meets the victory conditions on Eniwetok in one GT, he would accumulate four victory points.

- Subtract one victory point for each GT used to achieve victory beyond the allotted time.

Example: If the US player required two GTs to achieve victory on Engebi, he would subtract one victory point.

- Subtract one victory point for each depleted US unit.
- Subtract two victory points for each eliminated US unit.

After the completion of all island assaults, if the US victory point total is two or greater, the US player wins. If the victory point total is minus two or less, the Japanese have won. If the victory point total is a minus one to a plus one, the game is a draw.

18.3 Individual Scenarios

Play each island assault as a separate scenario. The US player has a specific number of GTs for each scenario. Players set up the selected scenario as outlined in 18.2.

Engebi Scenario: 18 February; 1 GT
Eniwetok Scenario: 19–21 February; 3 GTs
Parry Scenario: 22 February; 1 GT
Guam Scenario: 21 July to 8 August; 19 GTs
Tinian Scenario: 24 July to 1 August; 9 GTs
Angaur Scenario: 17–20 September; 4 GTs

Victory Conditions: Use the victory requirements outlined in 18.2 for each island. If the US player has met those requirements at the end of the allotted time, he has won. Any other result is a Japanese victory. There is no draw result possible The US player either wins or loses.

18.4 Free Deployment Scenario

If playing with two players, each player secretly records on scratch paper his deployments, writing each unit and the hex number of its placement hex.

- The Japanese player is free to deploy his units for each island on that island in any hexes he desires. He may not place them in violation of the game's stacking restriction or in prohibited terrain (an all-sea hex).
- After both players have written the set-up locations for their units, both players simultaneously place those units into the deployment hexes they previously recorded on paper.

19.0 JAPANESE RANDOM PLACEMENT

If a Japanese unit occupies a generated location already occupied by a Japanese unit, re-roll that die until rolling an unoccupied hex. Stacking is one unit per hex (5.3).

Important: Hex numbers may repeat under different die roll results.

ENGEBI						
Unit	1	2	3	4	5	6
2-3-8	1403	1105	1505	1206	1406	1304
1-2-8	1303	1303	1404	1404	1404	1206
0-1-8	1405	1405	1405	1305	1305	1305

ENIWETOK						
Unit	1	2	3	4	5	6
2-2-8 (1st)	1304	1402	1403	1404	1707	1506
2-2-8 (3rd)	1607	1303	1203	1406	1202	1201

PARRY						
Unit	1	2	3	4	5	6
4-6-8	1503	1503	1603	1603	1202	1202
0-1-8	1704	1604	1403	1402	1303	1302

GUAM						
Unit	1	2	3	4	5	6
1-2-8	1508	1508	1508	1009	1009	1009
1-2-8 (9/10)	1006	2310	1302	0709	3312	1509
1-2-8 (3/10)	1602	1911	2712	2211	0513	0810
3-4-8 (1/38)	2008	1605	1610	0912	1108	1309
3-4-8 (2/10)	1308	1106	0907	0609	0912	1807
3-4-8 (3/38)	1510	1808	1606	0209	2610	1307
3-4-8 (2/38)	3114	2410	1908	1306	0906	0309
3-4-8 (319)	2409	0211	0708	1301	1706	1809
3-4-8 (2/18)	0613	0408	1405	3109	2411	1210
3-4-8 (3/18)	0507	1005	1505	2809	2210	1909
3-4-8 (320)	0313	0813	1409	2110	1402	0606
3-4-8 (321)	0605	1203	2109	2710	0914	0210
3-4-8 (322)	1504	1212	3609	2913	1907	0705
3-4-10 (1/9)	1204	1604	1312	0311	0714	1007
3-4-10 (2/9)	1305	1107	1411	0508	0514	1712
3-4-10 (24)	1705	1806	1810	3508	2309	0312
5-6-8 (38)	2108	1603	1013	0413	1203	0706
6-7-8 (18)	1304	0805	1906	2510	2209	1511
6-8-8	3209	2509	1704	1113	1403	1303
6-8-8	2509	2007	1105	0310	0613	3607
6-8-8	1805	0905	1302	1710	2509	2608
8-9-8 (10)	1804	2006	1004	1811	1511	1404
0-1-8	2006	1004	1203	2111	1303	1506
0-1-8	1804	0905	1504	2209	1302	0710

FORGOTTEN PACIFIC BATTLES

TINIAN

Unit	1	2	3	4	5	6
1-3-8	1717	0229	1722	2117	0626	1904
3-4-8 (2)	0330	0906	1723	1525	1520	2016
3-4-8 (3)	0629	2303	2121	1822	0624	1623
3-4-8 (1)	2212	1005	1524	2021	1129	2015
3-4-8 (1)	2211	1105	1623	1922	0823	2115
3-4-10	0720	0808	2205	2505	1515	1021
6-8-8	0611	0823	0513	0716	0717	0519
6-8-8	1503	1504	1520	0620	0621	0622
6-8-8	2402	2302	2202	2103	1703	1603
0-1-8	0721	0726	2117	1221	1206	0815
0-1-8	0824	0619	0921	2010	0711	1805
0-1-8	0429	1523	2705	0729	1714	0530
0-1-8	0228	1423	1912	0811	1125	1210

ANGAUR

Unit	1	2	3	4	5	6
0-1-8	1405	1504	1706	1905	1804	1103
0-2-8	1807	1707	1906	1507	1205	1604
1-3-8	1807	1707	1906	1507	1205	1604
3-4-8	1305	1503	1805	1803	1606	1903

Important: If a Terrain type is not listed when attacking across a river use the highest line with that terrain type.

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)												
Reef, Mountain, Across a river into hill/jungle or village.	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Hill/Jungle, Village Across a river into jungle (non-hill).	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Jungle, Across a river into hill, light jungle or marsh.	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Hill, Light Jungle, Marsh Across a river into clear. Across a bridge into any terrain.	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
Clear	-6	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10

Die Roll	Result												
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
4	Ae	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
5	Ae	Ae	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
6	Ae	Ae	Ae	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex	Ex

When conducting bombardment treat the results in red as **No Effect**.

De: Eliminate the defending unit(s).**

D3: The defending unit(s) must retreat three hexes.*

D2: The defending unit(s) must retreat two hexes.*

Ex: Flip one attacking unit and the defending unit to their depleted side (or eliminate if already depleted or a one-step unit). Among multiple attacking units, the attacker chooses the unit to deplete.

A1: The attacking unit(s) must retreat one hex.*

A2: The attacking unit(s) must retreat two hexes.*

A3: The attacking unit(s) must retreat three hexes.*

(A): Deplete one unit or eliminate one depleted/one-step unit. If conducting bombardment, this result only applies if friendly unit is adjacent to enemy unit being bombarded.

Ae: Eliminate all attacking units.**

• : No Effect

* ***Note:*** *The retreating player may choose to ignore his retreat requirement by declaring stiff resistance and depleting his unit instead (8.4).*

** ***Note:*** *On a **De**, or **Ae** result, eliminate all units. Do not deplete two-step units, eliminate them.*