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## CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 INITIAL DEPLOYMENT
- 4.0 SEQUENCE OF PLAY
- 5.0 MOBILIZATION POINTS
- 6.0 REINFORCEMENTS
- 7.0 REORGANIZATION
- 8.0 LAND MOVEMENT
- 9.0 HEX CONTROL
- 10.0 GROUND UNIT STACKING
- 11.0 ZONE OF CONTROL
- 12.0 COMBAT
- 13.0 COMBAT RESULTS
- 14.0 SUPPLY
- 15.0 AIRPOWER
- 16.0 NAVAL GUNFIRE
- 17.0 RALLY
- 18.0 AMPHIBIOUS OPERATIONS
- 19.0 AIRBORNE OPERATIONS
- 20.0 SPECIAL UNITS
- 21.0 FOG OF WAR
- 22.0 WEATHER
- 23.0 JAPANESE HOME ISLANDS
- 24.0 VICTORY CONDITIONS
- 25.0 STRIKE NORTH SCENARIOS

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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](http://www.worldatwarmagazine.com).

## 1.0 INTRODUCTION

*Strike North* presumes that Imperial Japan decided to invade the Soviet Union in 1941, instead of going to war with the United States. A Japanese invasion of the Soviet Union would have been in conjunction with the German attack on the USSR (Operation Barbarossa) on 22 June 1941. By following this strategy, the Japanese would be abandoning their planned invasions of the resource regions of the East Indies and beyond, but potentially gaining immensely on the Asia mainland as well as possibly destroying Soviet communism.

*Strike North* is two-player, intermediate-complexity, operational-level simulation of hypothetical campaigns that might have been fought in Siberia, Manchuria and Mongolia. One player controls the Japanese forces; the other player controls the Soviet forces.

**Designer's Note:** *One assumption is that the Japanese high command has given more priority to the Imperial Japanese Army, expanding its armored branch at the expense of the Imperial Japanese Navy.*

Mobilization Points (MoP) are central to play. Players use MoP to build units and also count as points for determining final victory. The campaign becomes a contest between how much effort the players will risk in combat against the possibility of a great victory. The fate of Asia, and perhaps the world, is at stake.

## 2.0 COMPONENTS

A complete game includes a game map, this rules set and a sheet of 228 die-cut counters.

Players will need one six-sided die.

### 2.1 The Map

The map shows Northeast Asia as it was at the start of World War II. A hexagonal grid has been superimposed atop the map to regulate the movement of units, and to delineate terrain types. Units are placed in hexes.

The map is divided into political units called "states."

**Japanese Empire:** This includes Manchuria (aka Manchukuo), Korea, Inner Mongolia (aka Mengjiang) and North China. The Japanese also have Far Eastern and German units, though these have no states on the map.

**Soviet Union:** This includes eastern Siberia in the USSR (encompassing the Trans-Baikal and Far Eastern Military Districts/Fronts) plus Outer Mongolia.

### 2.2 Counters

There are three basic types of counters in the game: "units," that represent military forces, "strikes" that represent air and naval support, and "markers," that are used to record various game functions and display information. "Units" can exist as sub-categories, as well.

### 2.3 Sides

There are two sides in the game, the Japanese Empire and the Soviet Union.

The Japanese side includes all Japanese forces as well as those belonging to “client” states (Manchukuo, Mengjiang, Far Eastern Republic) and a German unit.

***Note:** In the rules, “Japanese” refers to all forces on the Japanese side, whereas “Japanese Imperial” refers to just the units of Japan itself (Japanese Army and Navy, with their respective air forces).*

The Soviet Union includes all USSR forces as well as those of Mongolia.

***Note:** In the rules, “Soviet” refers to all USSR and Outer Mongolian forces, whereas “USSR” refers to the units of the Red Army.*

## **2.4 Unit Types**

### **Ground Combat Units**

***Note:** Armor, Mechanized, and Motorized Infantry units are considered “mechanized” class. While there are no motorized infantry units in the game, the category is included for future variants.*

### **Support Units**

Headquarters

Airbase

Supply

### **Strike Counters**

Airstrike

Carrier Airstrike (these have a “C”)

Naval Bombardment (“B” symbol)

Aircraft Carrier (“C” symbol)

Amphibious Naval (“A” symbol)

Chemical Warfare

### **2.5 Information on Combat Units**

Each ground combat unit has the following information.

### **2.6 Information on Support Units**

### **2.7 Information on Strike Counters**

The number on the front of an airstrike is its Interception range. The parenthesized number on the back of an airstrike is its ground attack range. Airstrikes may be printed with different ranges, depending on the type.

Other strikes are backprinted with national flags.

### **2.8 Backprinting**

Supply units are back-printed. The front is their mobile side, the reverse is their “Base” side.

## **2.9 Unit Sizes**

**XXX** = Soviet Corps or Japanese 'Army'

**XX** = Division

**X** = Brigade or Group

*Note: The Japanese termed their corps-sized units "armies," but for game purposes they are shown as corps.*

## **2.10 Unit Abbreviations**

### **Japanese**

**11F:** 11<sup>th</sup> Air Fleet (naval land based aviation)

**AK:** *Asienkorps* (Asia Corps), a German special operations unit.

**CSNLF:** Combined Special Naval Landing Force

**IG:** Imperial Guard

**Kor:** Korea Garrison

**KDC:** Kwantung Army Defense Command

**NBF:** Naval Base Force

**MG:** (Inner) Mongolia Garrison Army

**MPC:** Mongolian Pacification Corps

**NSD:** North Seas Detachment

**Sen:** Senda

**TS:** Teishin Shudan (raiding group)

### **Japanese Client States**

**FER:** Far Eastern Republic (planned Japanese client state for conquered Soviet territories)

**Manch:** Manchukuo (Manchuria)

**Meng:** Mengjiang (Inner Mongolia)

### **Soviet Union**

**FE:** Far East

**NKVD:** Secret Police

**OG:** Operational Group

**RB:** Red Banner

**Sib:** Siberian

**TB:** Trans-Baikal

## **2.11 Unit Colors**

**Japanese:** red on brown

**Japanese Client States:** yellow on brown (Manchukuo); blue on brown (Mengjiang); red on brown (Far Eastern Republic)

**Germans:** white on grey

**USSR:** yellow on red

**Inner Mongolia:** green on red

## **2.12 Functional Markers**

**Turn:** used to record the current GAME turn.

**Disruption:** designate cities and units which have received certain air attack results.

**Railhead:** indicate the extent of the current rail grid (see online optional rules).

**Chemical Contamination:** designate hexes which have persistent chemical warfare effects (see online optional rules).

### **2.13 Counter Errata**

The six Japanese mechanized infantry divisions (xx) should be armored. However, they function the same (both are mechanized class). References in the rules to Japanese "armored divisions" apply to them.

### **2.14 Game Scale**

Each hex on the map equals roughly 37 miles (60 kilometers) from side to opposite side. Each game turn represents one month of operations. Map north is towards the row of Soviet holding boxes.

### **3.0 INITIAL DEPLOYMENT**

The game is played in scenarios, each of which covers a different potential starting set-up (see 25.0). Players should first agree which scenario they'll play, and the side each will command. They then place the units for their own side. Play starts with the first turn of the scenario and continues until its final turn, or one player wins an automatic victory, or one player concedes.

### **3.1 Set-up Latitude**

The scenario instructions describe deployment in terms of unit types. Specific historical identifications don't matter.

**Example:** If a scenario calls for the Soviets to set up an armored division, it could be the 58<sup>th</sup>, 69<sup>th</sup>, etc., armored division.

Units may be set up anywhere in designated areas.

### **3.2 Friendly Forces**

All units on each side are friendly to all other units of the same side. They may stack and conduct combat together, use each other's supply, etc.

**Example:** A Manchukuoan unit could use any Japanese supply unit.

### **4.0 SEQUENCE OF PLAY**

The game is played in a series of Game Turns. Each game turn is divided into two separate player turns (one Japanese and one Soviet). Each player turn is comprised of several segments called "phases." This is called the "Sequence of Play." All game actions must be conducted in this order.

### **4.1 Japanese Player Turn**

- 1) Japanese Mobilization Phase:** The Japanese player expends MoP to receive reinforcements.
- 2) Japanese Reorganization Phase:** The Japanese player may break down and combine units. Also, allocate Japanese airstrikes to the Available or Interception boxes.
- 3) Japanese 1<sup>st</sup> Movement Phase:** The Japanese player moves some, none, or all his units. Also, conduct railroad movement.
- 4) Japanese 1<sup>st</sup> Air Phase:** The Japanese player conducts aerial operations. The Soviets may intercept.
- 5) Japanese 1<sup>st</sup> Combat Phase:** The Japanese player may conduct attacks.
- 6) Japanese 2<sup>nd</sup> Movement Phase:** The Japanese player may move some, none, or all his units, but he must expend supply units in order to do so.
- 7) Japanese 2<sup>nd</sup> Air Phase:** The Japanese player may again conduct aerial operations. The Soviets may intercept.
- 8) Japanese 2<sup>nd</sup> Combat Phase.** The Japanese player may again conduct attacks, but he must expend supply units in order to do so.

**9) Japanese Rally Phase.** The Japanese player attempts to remove Disrupted markers.

**10) Japanese Supply Attrition Phase (optional rule).** The Japanese player checks to see if any of his units are lost due to supply attrition (only in a winter turn).

#### ***4.2 Soviet Player Turn***

**1) Soviet Mobilization Phase:** The Soviet player expends MoP to receive reinforcements.

**2) Soviet Reorganization Phase:** The Soviet player may break down and combine units. Also, allocate Soviet airstrikes to the Available or Interception boxes.

**3) Soviet 1<sup>st</sup> Movement Phase:** The Soviet player moves some, none, or all his units. Also, conduct railroad movement.

**4) Soviet 1<sup>st</sup> Air Phase:** The Soviet player conducts aerial operations. The Japanese may intercept.

**5) Soviet 1<sup>st</sup> Combat Phase:** The Soviet player may conduct attacks.

**6) Soviet 2<sup>nd</sup> Movement Phase:** The Soviet player may move some, none, or all his units, but he must expend supply units in order to do so.

**7) Soviet 2<sup>nd</sup> Air Phase:** The Soviet player may again conduct aerial operations. The Japanese may intercept.

**8) Soviet 2<sup>nd</sup> Combat Phase.** The Soviet player may again conduct attacks, but he must expend supply units in order to do so.

**9) Soviet Rally Phase.** The Soviet player attempts to remove Disrupted markers.

**10) Soviet Supply Attrition Phase (optional rules).** The Soviet player checks to see if any of his units are lost due to supply attrition (only in a winter turns,).

#### ***4.3 Victory Check Phase***

Check to see if the conditions exist for an automatic victory by either player.

#### ***4.4 Turn Advance Phase***

Move the Game Turn marker ahead one space on the Turn Record Track on the mapsheet. If it is currently the last turn of the scenario, the game ends and the players check for victory.

### **5.0 MOBILIZATION POINTS (MOP)**

MoP (pronounced *mope*) represent the capacity of a side to mobilize its forces. Players must keep a running record (using pen and paper) of their current MoP. This record is open for examination by both sides.

Players use MoP for two general purposes:

- a)** to mobilize reinforcements; and
- b)** as part of victory evaluation at the end of the game.

#### ***5.1 Receiving MoP***

The Turn Record Track indicates the number of MoP each player receives each turn. MoP can be expended during that turn, or accumulated for use later in the game.

#### ***5.2 Expending MoP to Mobilize Units***

A player expends MoP to build available reinforcements; this is explained under the Reinforcements

rule (see 6.0). Deduct the number of MoP indicated on the Mobilization Chart (on the map).

### **5.3 Gaining MoP during the game**

Certain game events will cause a player to gain additional MoP.

**a) MoP for first time capture of a city:** The first time that any friendly combat unit(s) occupy a city hex originally controlled by the other side, the occupying player immediately receives 5 MoP. This occurs only once per city.

*Note: This does not cause the other player to lose any MoP.*

If that objective is subsequently recaptured, there is no subsequent loss or gain of MoP.

**b) MoP for major victories:** Each time a player causes the elimination of three or more enemy divisional equivalents (10.1), or two or more air points, in a single battle that player gains 1 (one) MoP (regardless of number of units eliminated). This applies to units eliminated in the combat itself or any resulting retreat. (See 13.0.)

**Exception:** This applies only to Japanese and USSR national units, not clients or Germans. It also refers only to units lost in combat.

### **5.4 MoP Deficit Spending Prohibited**

Neither player may ever expend MoP below zero.

### **5.5 MoP Maximum**

100 is the maximum MoP limit for each player.

## **6.0 REINFORCEMENTS**

Players enter new units onto the map during the Mobilization Phase of their player turn. These "reinforcement" units are built by expending MoP (or by special scenario instructions).

### **6.1 Mobilization Costs**

The Mobilization Costs Table printed on the map specifies the MoP cost for each reinforcement. A player may recruit any number and type of units within the restrictions stated on the table and the Mobilization rules.

*Note: Mobilization costs apply only to reinforcements. Players don't expend MoP to initially place units on the map indicated by the scenario instructions.*

### **6.2 Reinforcement Placement**

Reinforcements are placed on the map according to the instructions below. A player may place his reinforcements in the locations listed:

#### **Imperial Japanese placement**

- 1) The Japanese Home Islands box.
- 2) Any Japanese occupied ports (including captured Soviet ports).
- 3) One combat division/brigade and two support units may additionally be placed in any Japanese occupied cities in Manchukuo or Korea.
- 4) Two combat divisions/brigades and one support unit may additionally be placed in any cities in North China.

#### **German placement**

Place per (1) and (2) above.

#### **Japanese Client placement**

- 1) Manchukuoan and Inner Mongolian units are placed in any Japanese occupied cities in their home countries.
- 2) The Far Eastern Republic unit is placed in any Japanese occupied city in the Soviet Union.

*Note: No more than one Japanese Client unit per client state may be recruited per turn.*

#### **Soviet placement**

- 1) On or adjacent to the rail hex on the west map edge (hexes 0839, 0940, 1039). These hexes do not have to be Soviet-occupied.
- 2) Up to two combat divisions/brigades and two support units may additionally be placed in any Soviet occupied cities in the Soviet Union.

#### **Outer Mongolian placement**

Any Soviet-occupied city in Outer Mongolia.

*Note: No more than one Outer Mongolian unit may be recruited per turn.*

#### **Fortification Units**

Fortification units are placed per above; additionally, they may be placed in any hex occupied by a friendly ground unit which is in General Supply (see 14.0). However, no more than one fortification unit may be placed in the same hex.

#### **Airstrike and Naval Strike Markers**

Place these in the friendly Available box on the map.

#### **6.3 Placement Restrictions**

Units created by combining units (such as Soviet mechanized corps; see 7.0) may not be taken as reinforcements. They may be created only by combining eligible units on the map.

*Note: Component divisions of a corps may be recruited normally during the Mobilization phase in a single hex, and then combined during the ensuing Reorganization phase.*

Reinforcements may never be initially placed in hexes containing enemy units, enemy ZOC (see 11.0) or prohibited terrain. They may be placed in excess of stacking limits (10.0). Placement is not considered movement and doesn't expend any movement points.

Units must enter into play on the turn they are mobilized. If there are no eligible hexes, reinforcements may not be entered into play (arrival may not be delayed).

#### **6.4 Replacements**

Units eliminated for any reason may be brought back into play as reinforcements by paying the normal MoP cost.

**Exception:** Eliminated headquarters may never be brought back into play.

#### **6.5 Limits**

The number of units and strikes in the game's counter-mix is a deliberate design limit. Players may create more markers (2.12) as needed.

#### **7.0 REORGANIZATION**

A player may during his Reorganization phase combine or break down corps/army units. This is known as "Reorganization." The Soviet and Japanese Reorganization Tables (on the map) indicate which units may be reorganized. Reorganization generally occurs during a Reorganization phase, but see rule (13.0) for breaking down after combat.

*Note: Certain corps (such as the Manchukuoan infantry and Soviet artillery) have no breakdown divisions. They are built as corps, and never breakdown.*

#### **7.1 Breakdown**

To break down an eligible corps/armies, remove the unit from the map and replace it with the quantity and type of divisions indicated on the table. Breakdown is voluntary (during reorganization);



combat may force a unit to breakdown (during the Combat phase). Units removed from the map due to breakdown immediately become available for reinforcement and reorganization.

### **7.2 Combining**

To combine divisions (during a player's Reorganization phase), the units must be in the same hex and in General Supply (see 14.0). Remove the divisions from the map, and replace them in the same hex with an appropriate corps.

### **7.3 Restrictions**

Only Japanese Imperial and USSR units may reorganize.

### **7.4 Initial Setup**

Players place all corps/armies which are not part of initial deployment (25.0) in the on-map Reorganization boxes.

### **7.5 Reorganization Tables Errata**

Japanese "armored corps" should be listed as "mechanized corps;" these are composed of two mechanized (armored) divisions and one infantry division (see counter errata, 2.13). Soviet "tank corps" should be "mechanized corps;" these are composed of two tank divisions and one mechanized division.

## **8.0 LAND MOVEMENT**

Each side has two Movement Phases in their player turn. During the 1<sup>st</sup> Movement Phase, the player may move as many any or all units, and also utilize railroad movement. During the 2<sup>nd</sup> Movement Phase, the player must expend supply units to move units (Offensive Supply, 14.0).

### **8.1 Movement Procedure**

A player moves units during his Movement Phases. He can move units via adjacent hexes in any direction or combination of directions within the restrictions stated in the rules. Units are moved one at a time. As each unit enters a hex, it must expend one or more movement points (MP) from its printed movement allowance (MA). Movement costs are given on the Terrain Effects Chart (TEC) printed on the map. Mechanized and non-mechanized class units pay different movement costs, depending on the terrain.

A unit is not required to move. A player may expend some or all of a unit's MA when he moves it.

### **8.2 Minimum Movement**

All units may move a minimum of one hex per friendly Movement phase, regardless of terrain costs. Units may not enter prohibited terrain or move directly through enemy ZOC (11.0) via this rule.

### **8.3 Zones of Control**

Any unit that enters an enemy ZOC must cease movement for that phase (see 11.0).

### **8.4 Effects of Terrain**

Each type of terrain requires a specific MP cost to enter (clear terrain costs 1 MP, for example), as indicated on the TEC. When the TEC calls for an MP expenditure to cross a particular hexside, that cost is in addition to the cost for entering the hex (for example, a non-mechanized unit crossing an unbridged river into clear terrain would pay 2 MP).

### **8.5 2<sup>nd</sup> Phase Movement**

A player may move units during the 2<sup>nd</sup> Movement Phase only by expending Offensive Supply (14.0). Each expended supply unit allows all units within its printed supply radius to move during that phase. A supply unit used for this purpose may not itself move in the 2<sup>nd</sup> Movement Phase (but it may have moved during the first Movement phase).

**Note:** No railroad movement is allowed during the 2<sup>nd</sup> Movement Phase.

### **8.6 Restrictions & Prohibitions**

The following restrictions apply to land unit movement.

- 1) Each unit may be moved once per Movement Phase (and in the 2<sup>nd</sup> Movement Phase, only if provided with Offensive Supply).
- 2) A unit may never enter a hex that is occupied by an enemy unit, or restricted terrain.
- 3) MP not used in a Movement Phase are not accumulated from phase to phase or turn to turn, nor may they be transferred from unit to unit.
- 4) Mechanized class units (tank, mechanized infantry) may not enter certain types of terrain, as noted on the TEC, except via a railroad or road.
- 5) Units may never move directly from one enemy zone of control to another enemy zone of control.
- 6) USSR units may go anywhere on the map except North China.
- 7) Outer Mongolian units only enter Outer Mongolia, Inner Mongolia and Manchukuo.
- 8) Japanese Imperial (not client) and German units may go anywhere on the map.
- 9) Inner Mongolian units may only enter Inner Mongolia, Outer Mongolia and Manchukuo.
- 10) Manchukuoan units may only enter Manchukuo and Outer Mongolia.
- 11) Far Eastern Republic units may enter only Manchukuo and the USSR.
- 12) Only Japanese and German units may enter North China.

*Note: Advances and retreats after combat are not considered to be a player's movement, and thus do not require the expenditure of any MP.*

### **8.8 Lakes**

Non-mechanized units may cross lake hexsides (paying all of their movement for a turn to do so; in such a case, they start the Movement Phase on one side of a lake hexside, then end their move on the other side of that same hexside).

### **8.9 Road Movement**

Units moving directly from one road hex to another road hex pay only one-half (0.5) movement point per hex, regardless of terrain. Also, units across bridges do not pay the hexside cost for crossing rivers.

Furthermore, all railroads are treated as roads. Units can also use special railroad movement (8.10).

### **8.10 Railroad Movement**

To use railroad movement, a unit must begin a first Movement Phase in a railroad hex. Move the unit up to an unlimited number of hexes via contiguous railroad hexes.

### **8.11 Railroad Movement Restrictions**

Railroad movement can be conducted only during a first Movement Phase. The unit must be in General Supply (14.0). A unit may start in (but obviously does not have to be) in an enemy ZOC when it begins rail movement. It must end its rail movement when entering a hex in an enemy ZOC. Railroad and non-railroad movement cannot be combined in the same phase.

Units may not use railroad movement in an enemy state. However, all railroads may be used for road movement (8.9) and tracing a line of supply (14.0).

## **9.0 HEX CONTROL**

A player "controls" a hex if friendly units occupy it. This is so in both friendly and enemy states (for

example, the Soviet player would have to occupy Vladivostok with a Soviet unit to control it). The instant that a player has no units in a hex, he loses control of it. Control may be reestablished by moving a unit back into the hex. Enemy ZOC have no effect on hex control.

**Exception:** The Japanese control all hexes in North China. These are garrisoned by forces not otherwise shown in the game.

*Designer's Note:* Both sides needed to garrison their rear areas and cities to deal with the possibility of enemy guerillas and otherwise hostile local populaces.

## 10.0 GROUND UNIT STACKING

Having more than one friendly unit in a hex at the same time is "stacking". All ground units count for stacking unless otherwise specified. This includes both combat and support units. Air and naval strikes do not count against ground unit stacking.

**Exception:** Reinforcements may be over-stacked when initially deployed onto the map, but stacking limits must be restored by the end of the first ensuing Movement Phase. For initial deployment, units must be stacked within limits.

Friendly and enemy ground units may never stack together.

**Exceptions:** See the Amphibious (18.0) and Airborne (19.0) rules. See 15.0 and 16.0 for air and naval stacking.

### 10.1 Ground Stacking Limit & Division Equivalents

Generally, each hex may have a maximum of nine (9) division-sized units. This is reduced to only six division-sized units in rough or desert terrain.

Each corps or army unit is equivalent to three division-sized units for stacking purposes, even if the component units of a corps or army is actually different than three divisions.

All other ground units (brigades, support units, etc.) count as one division for stacking.

A player may have a maximum of one fortification unit in a hex, counting as a single division.

*Note:* Informational markers don't count for stacking, nor do air and naval strikes when applied.

Stacking is checked at the end of each Movement Phase and Combat Phase. Friendly units may move through hexes in excess of the stacking limit during movement without penalty or additional movement cost.

If at the end of any friendly or enemy movement or Combat Phase, a hex is found to be over-stacked, the player owning those units must eliminate sufficient numbers of them to comply with stacking.

Players may stack units in a hex in any order they prefer, and rearrange them at any time during their own turn. However, a fortification unit in a hex must be stacked on top.

## 11.0 ZONES OF CONTROL (ZOC)

The six hexes immediately surrounding a ground unit's hex is its "zone of control" (ZOC). All ground units project a zone of control at all times, even if out of supply. ZOC affect various game functions.

*Note:* Air and Naval strikes never exert ZOC.

### 11.1 Extent of ZOC

ZOC extend into any type of terrain except across lake and sea hexes and/or hexsides. ZOC are never negated by the presence of other units (except forts; see 11.2).

A ZOC does not ever extend across the border of any state that a unit could not enter (see 8.6).

A ZOC ceases to exist as of the instant that the projecting unit is eliminated.

### ***11.2 Negation by Fortifications***

A Fortification unit negates enemy ZOC projected into the hex it occupies. Fortification units project ZOC normally.

### ***11.3 Opposing ZOC***

Both friendly and enemy units can exert ZOC into the same hexes at the same time. There are no additional effects if more than one unit, friendly and/or enemy, projects ZOC into the same hex.

### ***11.4 ZOC Effects on Movement***

A unit that enters an enemy ZOC hex must stop immediately, and may move no further during that Movement Phase. Units exit ZOC by disengagement (11.5) or advance/retreat after combat (see 13.0 for details).

The presence of ZOC does not affect amphibious or airborne movement (18.0, 19.0).

A ZOC has no effect upon friendly units.

### ***11.5 Disengagement***

A unit may not move directly from one enemy ZOC directly into another enemy ZOC. However, a unit may exit an enemy ZOC into a hex which has no enemy-ZOC and then reenter an enemy ZOC again normally (where it must then stop). Disengagement costs no additional movement points.

### ***11.6 ZOC Effects on Combat***

All friendly units which begin a friendly Combat Phase in an enemy ZOC must attack during that phase (regardless of supply state, see 14.0). Further, all enemy units which exert ZOC on friendly units must be attacked (see 12.0). This is required even if the attacking unit is not otherwise allowed to enter the terrain or cross a border in the hex in which the enemy unit is located.

**Exception:** Because fortification units negate enemy ZOC, they and units stacked in their hex are not required to attack (but may, if the owning player desires).

### ***11.7 Effects on Supply***

Supply lines may be traced into but not *through* enemy ZOC hexes (that is, both into and out of). A line of supply terminates inside the first enemy ZOC. Remember, only fortification units negate enemy ZOC.

## **12.0 COMBAT**

Combat is conducted during the Combat Phases. Combat is mandatory for all friendly ground units in enemy ZOC. The player whose player turn is in progress is termed the "attacker;" the other player is the "defender."

**Designer's Note:** *Combat is mandatory, reflecting the operational doctrines of both sides which, at this point in World War II, were offensively oriented.*

Units must attack in any friendly Combat Phase in which they are in enemy ZOCs. This is regardless of their supply status, or if they had moved in the second Movement Phase. A player does **not** have to (**but may**) expend Offensive Supply (14.0) to attack in a 2nd Combat Phase (the attack is required, regardless of supply state). Therefore, units may find themselves in unanticipated situations in a second Combat Phase.

The attacker must declare all attacks and then resolve them in any order he desires. He may choose which of his units will attack which defending units, provided all friendly units in enemy ZOC attack, and that all enemy units exerting ZOC on friendly units are attacked.

A player may combine friendly units in different hexes against a single enemy occupied hex. This is

resolved as one attack. If a friendly unit (or units) is adjacent to more than one enemy occupied hex, it must attack all of them. If a player has more than one unit in a hex, he can combine them for a single attack, or use them against separate adjacent enemy occupied hexes.

If an attacking unit is within the ZOC of more than one enemy unit, it must attack all those enemy units (if they are not being attacked by other units). All of these enemy units are attacked as one force.

**Note:** Units in the same hex as a fortification are not required to attack, although they may do so, if the attacking player desires. The converse is not true, however: a unit adjacent to an enemy fort must attack that fort.

A unit's attack and defense factors are unitary and may not be divided between different combats. Units defending in the same hex combine their combat factors; they are attacked as one single force; they may not be attacked as individual units.

Defending is not optional. If attacked, a unit must defend (it cannot avoid combat).

A unit may only attack or be attacked a maximum of once per each Combat Phase.

### **12.1 Combat Procedure**

At the start of each friendly Combat Phase, the player must declare which friendly unit(s) will be attacking which enemy unit(s). Attacks must be declared such that all friendly units in enemy ZOC attack all enemy units exerting those ZOC. (And remember, units in fortifications may but do not have to attack).

For each attack:

- 1) Total the attack strength (first number) of all attacking units.
- 2) Then total the defense strength of all defending units.
- 3) Divide that total attacking strength by the total defending strength. This will give an odds ratio.

To determine the final odds ratio:

- 1) If the odds are 2/1 or greater, then drop any fractions.
- 2) If the attack strength is 150-199% of the defender's strength, then the odds are "3:2."
- 3) If the attack strength is 100-149%, then the odds are "1:1."
- 4) If the attack strength is 50-99%, then the odds are "1:2."
- 5) If the attack strength is less than 50%, then the odds are " $\leq$  1:2." Consult that column of the Combat Results Table (CRT, printed on the map).

**Examples:** 25 to 12 odds become 2:1; 7 to 10 odds become 1:2.

### **12.2 Shift Determination**

After calculating the combat odds (12.1), apply any "combat shifts" (listed below). Each rightward shift then shifts the odds column one to the right (in favor of the attacker). Each leftward shift then shifts the odds column one to the left (in favor of the defender). If multiple shifts apply, use the cumulative total (subtract defender shifts from attacker shifts). This will give the final column used to resolve combat.

#### **Shifts that apply to combat**

**Headquarters:** If the attack is within support radius of a friendly HQ, then shift one column to the right (HQs do not provide a shift in the defense.)

**General Supply:** If 50% or more of attacking divisional equivalents are not in supply, then shift the odds column two to the left, cumulative with other shifts (see 14.0).

**Maximum Attack Supply:** The attacker may expend a supply unit to gain a two-column shift to the right, termed "Maximum Attack Supply" (see 14.0). This supersedes the penalty for attacking while out of supply.

**Concentric Bonus:** If attacking units are in or adjacent to all six hexes surrounding a defending unit, shift one column to the right. These must be units attacking the hex in question.

**Close Air Support:** Japanese (Close Air Support) CAS missions add a one column shift to the right. See 15.2.

**Defensive Terrain Shifts:** Defending units may benefit from the terrain in the hex they occupy, or if behind a river hexside. The terrain in hexes occupied by attacking units has no effect on combat. The CRT lists shifts for each type of terrain, if any (these are generally leftward).

*Note: Terrain shifts are not cumulative; only the single most defensive type of terrain ever applies to a defending unit.*

*Note: Any hexside shift applies only if all enemy units are attacking across that type of terrain.*

### **12.3 Deserts**

When attacking defending units in a desert hex, the combat is shifted one to the right (in favor of the attacker). However, if that attack is also across a river, the river penalty supersedes the desert bonus. If attacking enemy units in both desert and non-desert, use the non-desert defense.

### **12.4 Fortification Units**

If a fortification unit is present in a defending hex, then shift one column to the left, in addition to any terrain shifts that apply. This is a maximum of one shift, regardless of the number of forts which may be in a defense.

### **12.5 Zero Attack Factor Units**

An attacking force can include or even be entirely composed of units printed with attack factors of only zero (0). If all of the attacking units have a zero attack factor, then the combat is resolved on the leftward-most column of the CRT. Units with a zero attack factor count as divisional equivalents (10.1) for extraction of losses.

### **12.6 Combat Execution**

Once the final CRT column has been determined, roll one six-sided die and cross-reference the result with the row and odds column on the Combat Results Table to determine the combat result. Then consult the Combat Results Explanations (on the map next to the CRT; also, see 13.0). Apply the results immediately, in the order listed.

### **12.7 Diversionary Attacks**

When making a series of attacks, a player may allocate his attacking units so some attacks are made at poor odds while other attacks are made at more advantageous odds.

## **13.0 COMBAT RESULTS**

Combat results are explained on the map. Losses are generally in terms of "divisional equivalents" (10.1). The owning player selects any units to be eliminated if there is a choice. If "half" of a force is to be eliminated, round up any fractions.

### **13.1 Breaking Down for Losses**

A player may break down corps or armies into divisions to extract combat losses.

**Example:** The defending force consists of one corps. A result to the defender is "shattered." Thus, the defender breaks down the corps into three divisions, eliminates two, and then retreats the surviving division. If a corps is to be eliminated but has no breakdown units, then it is eliminated (and counts as three divisions).

### **13.2 Air & Naval Strikes**

Air and naval strikes are not affected by the results of ground combat (unless stated by a rule).

### **13.3 Retreating after Combat**

If a combat result requires units to be retreated, the player designated by the result must immediately move those units the indicated number of hexes.

*Note: Retreat is not normal movement; it's counted in terms of hexes, not MP. Units may always*

*retreat the number of hexes indicated regardless of their printed movement allowances.*

If a stack is required to retreat, those units may move together or in different directions.

Retreating is subject to the following:

- a) Units may never retreat into hexes containing enemy units.
- b) Any stack that retreats into an enemy ZOC must immediately lose one divisional equivalent. A corps or army may be broken down to extract a divisional equivalent to be eliminated. If a single division, it is eliminated.

**Note:** *A unit may not retreat into any enemy ZOC if an open retreat option is available.*

- c) Any unit that retreats into a hex where it is forbidden to enter, or off the map, is eliminated.
- d) A unit may end a retreat overstacked, but see Stacking for penalties.
- e) A unit that is unable to retreat the number of hexes required by the combat result is eliminated immediately.
- f) A unit may not retreat into the same hex more than once during the same Combat Phase, or into a hex that is equal or closer to the combat hex.
- g) If a retreating unit has no movement allowance (a printed MA of "0"), it must be eliminated automatically (but see 13.4).

#### **13.4 Defending After Retreating**

Units that retreat into a hex that is attacked later during that same Combat Phase defend normally and contribute their defense strength normally. If, however, the retreated units cause their new hex to be over-stacked, they contribute nothing to the defense of that hex in that case, although they would be subject to any combat results inflicted there and are counted as divisional equivalents for loss extraction.

#### **13.5 Fortification Exemption**

Fortifications ignore retreat results. Units in the same hex as a friendly fortification may ignore any retreat result, at the owning player's option. Additionally, units which retreat into a hex containing a friendly fortification may ignore that retreat. Units that are part of an attack or defense in which a friendly fortification is involved, but are not themselves in a fortification's hex, must retreat normally. (And remember: a unit may retreat into a friendly fortification at no penalty since they negate enemy ZOC.)

#### **13.6 Advance After Combat (Pursuit)**

Advance after combat is a special form of movement that may occur after combat. If a combat result allows a player to conduct pursuit, that player may immediately move one, some or all of the eligible units involved in the attack into any vacated hexes completely cleared of enemy units by that combat.

**Exception:** Units with attack and/or movement factor of zero (0) may not advance after combat.

**Advance after combat** doesn't expend movement points. It may be only into a hex that the pursuing units could otherwise enter.

#### **14.0 SUPPLY**

There are two types of supply:

**General Supply:** is described under 14.2.

**Offensive Supply:** is described under 14.3.

#### **14.1 Supply Radius**

Each supply unit has a supply radius number printed on it. Supply radius is traced from the unit providing the supply to the supplied unit(s). That path is counted in terms of hexes, not MP (that is, regardless of the movement cost in intervening hexes). Terrain that normally forbids movement to the units being supplied also blocks supply tracing.

**Exception:** Supply may be traced into or through rough hexes only by connected roads or railroads, or if a supply unit is in the same hex as units being supplied.

Supply may not be traced through enemy units or enemy ZOC, rough or all sea hexes, or for Soviet units into North China.

**Exception:** Supply may be traced through an enemy ZOC that is occupied by a friendly fortification.

#### **Railroad Extension**

Additionally, a supply unit located on a railroad hex can provide General Supply to **a)** all friendly units on contiguous railroad hexes; **b)** within a number of hexes of that railroad equal to its supply radius. This includes railroads in both friendly and enemy countries. Such hexes may not be blocked by enemy units or enemy ZOC.

#### **14.2 General Supply**

A supply unit can provide General Supply to all friendly units within its supply radius.

#### **Automatic General Supply**

Additionally, the following units are always in general supply:

- 1) Supply units, and friendly units in the same hex as supply units.
- 2) Fortifications and units in them. Units which use a fortification for General Supply must in that fort's hex; forts have no supply radius.
- 3) Airstrikes, naval bombardment, aircraft carriers, and naval amphibious units.

#### **14.3 Offensive Supply**

A supply unit can provide Offensive Supply to all friendly units within its supply radius (14.4); this expend the supply unit (place it in the Reinforcement pool). An Offensive Supply radius may not be extended by railroads.

#### **14.4 Supply Utilization**

Using a supply unit for General Supply does not consume that supply unit. A supply unit may perform any number of General Supply functions during the course of a phase or turn and still remain in play on the map. However, if used for Offensive Supply, a supply unit is consumed (immediately), and removed from the map. Supply status and expenditure is determined at the start of the relevant phase.

A player must declare all supply units he is expending for Offensive Supply at the start of the phase in which they are to be expended. A supply unit cannot move during the same phase it provides supply of any kind.

#### **14.5 Supply Effects**

**Reorganization (7.0):** Units which are not in General Supply may not combine (but may breakdown).

**Railroad Movement (8.10):** Units must be in General Supply to utilize railroad movement.

**2<sup>nd</sup> Phase Movement (8.0):** Units must use Offensive Supply to move during the 2<sup>nd</sup> Movement Phase (supply status has no effect on 1<sup>st</sup> Movement).



**Exception:** Supply units are never themselves, out of supply. However, a supply unit may only move during the 2<sup>nd</sup> Movement Phase if provided General Supply by another supply unit.

**Combat (12.0):** If 50% or more of attacking divisional equivalents are not In Supply, then shift the odds column two to the left, cumulative with other shift (see 12.2).

**Maximum Attack Supply (12.0):** The attacker may expend a supply unit to gain a two-column shift to the right.

*Note:* There may be situations which would require more than one supply unit to provide supply to multiple units conducting an attack; For example, if one unit was within radius of supply unit, while a second unit was not within its radius, but was within radius of another supply unit.

*Designer's Note:* The defender's supply situation does not impose a penalty (defensive supply penalties are built into such things like the concentric attack bonus, etc).

**Air Missions:** see 15.0

**Rally:** see 17.0.

## 15.0 AIRPOWER

Airpower involves two general types of units: airbases and airstrikes.

### 15.1 Airbases

Airbase units represent the center of operations for airfields. They are points from which airstrikes are launched. Each airbase is printed with a parenthesized number (on the left side of the unit box); this is the maximum amount of airstrikes that it can launch or rebase in a single Air Phase.

*Note:* Airbases are considered land units in all respects.

Airbases move as non-mechanized land units. An airbase cannot both move and then launch airstrikes during the ensuing Air Phase of that game turn. If an airbase has moved, flip it over to its reverse side until the end of the Air Phase.

An airbase must be in General Supply to launch airstrikes during the first Air Phase. It must be provided with offensive supply to launch airstrikes during the second Air Phase (see 14.0).

### 15.2 Airstrikes

Airstrikes represent actual aircraft sorties. Each airstrike counter is printed with a range number. The number on the front is used when flying Interception. The parenthesized number on the back is used for all other missions.

Airstrike counters are normally placed in their side's Air Available and Interception boxes (on the map). Place them on their reverse side in the Available box and their front side in the Interception box. Airstrikes are placed only on the map when flying missions. After completing a mission, they are returned to the Air Available or Interception box (unless shot down, in which case they are placed in the Reinforcement pool where they may be recruited later).

*Note:* Airstrikes may be flown twice during the same turn (the 1<sup>st</sup> Air Phase and the 2<sup>nd</sup> Air Phase) as long as supply requirements are met.

### Airstrike Range

A player can move an airstrike a number of hexes from a launching airbase up to the airstrike's printed range (the number on the front of the counter for Interception; the reverse for Offensive missions). An airstrike is moved across the map, expending one point of the airstrike's range value per hex entered, disregarding all terrain, ZOC and units upon the map. It ceases movement in its target hex.

Each side has airstrikes with different ranges. These all function in the same way, except how far they can be flown. A player can recruit an airstrike at the standard MoP cost regardless of range.

### **Airstrike Stacking**

The maximum number of airstrikes which may fly a mission over a particular hex are:

**Japanese:** four

**Soviet:** two

Additionally, friendly and enemy airstrikes may be in the same hex, leading to Air Combat (see below).

### **Airstrike Allocation**

During initial setup and reinforcement placement, place airstrikes in either the Available box (on their reverse side) or the Interception box (on their front side). During each friendly Reorganization phase, a player can switch airstrikes between boxes. An airstrike in the Available box can fly ground attack and close air support during the friendly Air Phase. Interception is flown in the enemy Air Phase.

### **Launching Offensive Air Missions**

Offensive air missions include ground attack and (Japanese only) close air support. The player selects airstrikes in his Air Available box, designates which airbases will launch them, and moves them any number of hexes up to their range value to their target hexes (containing enemy units and/or cities).

### **Launching Interception Missions**

After all attacking airstrikes have been moved to their intended target hex(es), but before any Ground attacks or Close Support are resolved, the defending player can declare Intercept missions. He selects airstrikes in his Intercept box, designates which airbases will launch them, and moves them any number of hexes up to their range value to their target hexes (containing enemy airstrikes conducting Offensive missions).

***Note:** Interception can be launched in either enemy Air Phase if supply requirements are met.*

### **Air to Air Combat**

After all offensive and interception missions have flown to target hexes, execute Air Combat. For each hex in which Air Combat occurs, each player **1)** totals the number of friendly airstrikes in the hex and uses that number to determine the column used on the Air Attack Table (see map); **2)** rolls one die; **3)** and inflicts the results called for by the table.

***Note:** There are no shifts for Air to Air Combat.*

Enemy airstrikes fire at each other simultaneously, and losses are inflicted only after both sides have rolled. Results are cross-referenced with the Air Superiority column on the Air Combat Results Explanation table.

### **Outcomes**

**Elimination:** remove the designated number of enemy airstrikes from the map and place them in the pool of units available as Reinforcements.

**Abort:** One airstrike is removed from the map. It does not complete its mission. Place it on the next turn box on the Turn Track. During that turn, it is received as a reinforcement at no cost.

**AA:** explained on the table.

A player chooses which of his airstrikes will be eliminated or aborted. Excess eliminations/aborts are ignored.

### **Ground Attack Mission**

After any Interception combat has been resolved, surviving attacking airstrikes conduct attack enemy land units or any city in that hex. This is executed during the Air Phase.

**Designer's Note:** *An airstrike can fight in air combat and conduct a ground attack because each airstrike represents both fighters and bombers.*

To resolve a ground attack: **1)** the attacking player must announce his target in that hex (either enemy land units, an enemy airbase, or an enemy city); **2)** totals the number of friendly airstrikes in the hex making the attack and uses that number to determine the column initially used on the Air Attack Table (see map); **3)** makes any adjustment (left or right) for the shifts listed under the table; **4)** rolls one die; **5)** and inflicts the results called for by the table.

**Note:** *If a player has more than one airstrike in a hex, he can concentrate them against one type of target, or divide them up against different targets.*

Results are cross-referenced with the selected target type column on the Air Combat Results table (units, airbase, or city). This gives a final outcome. If an anti-aircraft (**AA**) result occurs, one attacking airstrike is eliminated (of the owning player's choice).

### **Outcomes**

**Airbase Target:** Eliminate a number of enemy airstrikes in the enemy Air Available box as indicated by the result. This does not affect the airbase itself, nor any enemy airstrikes currently flying missions. (An airbase may be targeted as a land unit, see below.)

**City Target:** A city is disrupted (place a disrupted marker on its hex).

**Land Units Target:** A land unit is either eliminated or disrupted. If eliminated, it is removed from the map (and placed back into the Reinforcement pool). If disrupted, place a "disrupted" marker atop that unit until it is rallied (see 18.0).

**Disruption of City:** No rail movement or railroad supply is permitted out of, into or through a disrupted city by either player for the duration of the disruption. Additionally, the city does not provide its defensive modifier to defending units. Furthermore, the city may not be used as a reinforcement hex, or as a port (if it is a port city).

**Disruption of Unit:** A unit that is disrupted does not project a ZOC, cannot utilize Offensive Supply (even if currently within supply radius), suffers a single leftward column shift when it is part of a ground attack, and awards a single rightward column shift to any ground or air attacks upon it. A maximum of one such shift is applied per combat.

A disrupted supply unit cannot provide supply. A disrupted airbase cannot launch or rebase airstrikes. A disrupted headquarters loses its special abilities (see 20.0).

An already disrupted unit is not further affected by subsequent disruptions.

### **Close Air Support Mission**

Only Japanese airstrikes can perform Close Air Support (CAS). This is executed during the Combat Phase.

After any Interception combat has been resolved, surviving CAS airstrikes remain in the hex until the end of the ensuing Combat Phase. If any Japanese ground units attack that hex, the attack is shifted one additional column to the right. There is a maximum of one shift, regardless of the number of airstrikes committed to CAS in a hex.

If the ground combat results in an (**AE**) or (**AS**), one CAS airstrike is eliminated (per an **AA** result). Otherwise, CAS is not affected by the outcome of ground combat.

**Note:** *CAS attacks are not resolved on the Air Attack Table; they involve only the column shift.*

### **15.3 Returning to Base**

All airstrikes remain in their target hex until they complete their missions (unless shot down or aborted). As soon as those missions are completed, all surviving airstrikes (from both sides) fly back to a friendly airbase within range. If there is no friendly base within range, then the airstrikes are eliminated (this may happen to the defender if an airbase is eliminated by air attack). Upon reaching a friendly airbase unit, airstrikes are placed back in the Air Available or Interception box.

**Note:** *An airstrike may only return to an airbase if not in excess of that airbase's capacity. Airstrikes do not necessarily have to land on the airbases from which they launched.*

### **15.5 Japanese Aircraft Carriers**

Aircraft carriers function like airbases. They are placed on any all sea or coastal hex, and the Japanese player can move them to any other sea or coastal hex during any friendly Movement Phase. They may base only carrier ("C") aircraft. They are never affected by enemy land or airstrikes in the same hex, nor do they affect them. Carriers may not be targeted by enemy airstrikes. The Japanese player can conduct carrier airstrikes during both Air Phases without any supply required (they are always assumed to be in General and Offensive supply).

Aircraft carriers may not be used as bases for airborne landings (19.0). Also, carrier aircraft may not be based on land airbases.

### **16.0 NAVAL GUNFIRE**

Naval bombardment strikes can attack enemy units and cities on coastal hexes. This is executed in the same manner as airstrikes, but they cannot be intercepted, and are never affected by AA results. Furthermore, naval strikes can be conducted during both phases without any supply required (they are always assumed to be in supply). Naval strikes to be combined with airstrikes against ground targets.

**Note:** *Multiple air and/or naval strikes can attack different types of target in a particular hex, but all of the factors of each strike must be devoted to one target.*

### **17.0 RALLY**

During a player's Rally phase, he may remove Disrupted markers from friendly units and from cities that are occupied by friendly units. To do so, expend one supply unit and all Disrupted markers atop friendly units and friendly occupied cities within the support radius of that supply unit are removed.

### **18.0 AMPHIBIOUS OPERATIONS**

All Japanese units may use amphibious movement. A unit which occupies a port hex at the beginning of a Movement Phase may be amphibiously transported to any coastal (sea) hex on the map. Place an "Amphibious" marker atop that unit to indicate it is conducting amphibious movement for that phase (the marker has no other effect besides being a mnemonic). Each amphibious marker permits the amphibious movement of one Japanese corps (or three divisional equivalents) per Movement Phase. The Japanese player must have at least one amphibious marker to conduct an operation.

**Note:** *If more than one unit is being transported during the same phase by the same amphibious marker, all of those units must move entirely together.*

A Japanese unit may be transported from a non-port coastal hex, but in such a case it must end its movement in a friendly controlled port hex. In either case, an amphibious movement consumes all the moving unit's movement for the phase. Such units may still attack any adjacent enemy unit(s) normally (after they have been landed).

**Note:** *The presence of ZOC does not affect amphibious movement.*

If an amphibious move is occurring in the 1<sup>st</sup> Movement Phase, no supply is required (the units are in

automatic General Supply). Offensive supply is required for amphibious movement occurring during the 2<sup>nd</sup> Movement Phase. Supply units may be amphibiously transported and provide supply in the landing hex.

A unit conducting amphibious movement may conduct no other movement in that phase.

### ***18.1 Amphibious Landing***

A unit that is amphibiously transported may land in an unoccupied or enemy-occupied coastal hex. It must end its movement for that phase there. If the landing hex is unoccupied, it may conduct an attack from that hex against any adjacent enemy unit during the ensuing Combat Phase. If the landing hex is enemy occupied, the attack is conducted normally into that coastal hex instead. If the result does not eliminate or forcibly retreat the enemy unit(s) occupying that coastal hex, the amphibious landing has failed and the landing unit(s) are eliminated.

Any successful amphibious landing is considered an advance after combat in that coastal hex. No further movement during that same phase is permitted, even in pursuit of a retreating enemy.

### ***18.2 Amphibious (Marine) Brigades***

Each side has marine brigades. These can conduct amphibious operations, but do not require an amphibious marker.

USSR amphibious brigades are the only Soviet units which can conduct amphibious landings. This is done in the same manner as above.

Soviet marines have an additional risk owing to the presence of the Imperial Japanese Navy. Each time a USSR marine brigade attempts an amphibious move, roll one die: on a result of 1-4, the USSR unit is eliminated; on a result of 5-6 the unit completes its movement normally.

## **19.0 AIRBORNE OPERATIONS**

Airborne type units may make special airborne moves. To do so, they must start a friendly 1<sup>st</sup> or 2<sup>nd</sup> Movement Phase in a friendly airbase. They may be moved a maximum of 12 hexes if Japanese, or six hexes if Soviet. They then must land on any hex that they could otherwise enter. Terrain and terrain costs are ignored during such a movement, as are enemy units and ZOCs. An airborne landing may not be made into an enemy occupied hex (but can land in an enemy ZOC).

***Note:** An airbase that is used to facilitate an airborne operation may not have moved during that same phase, but may be used to launch airstrikes normally. No more than one airborne operation may be conducted from any single airbase.*

If an airborne operation is occurring in the 1<sup>st</sup> Movement Phase, the unit must be in General Supply. If it is in the 2<sup>nd</sup> Movement Phase, Offensive supply would be required.

Once placed in the destination hex, the owning player must roll one six-sided die.

If a Japanese unit, it survives die roll is a 1-5; if a Soviet unit, it survives on a 1-3. Otherwise it is eliminated. Place the airborne unit in the destination hex. It may not move further in that phase. A surviving airborne unit may attack normally during the ensuing Combat Phase. It is in automatic General Supply.

## **20.0 SPECIAL UNITS**

**Headquarters:** All attacking units that begin a Combat Phase within range of a friendly HQ's printed support radius receive a one column rightward shift bonus (cumulative with other shifts).

Additionally, all friendly units that begin their 2<sup>nd</sup> Movement Phase within range of a friendly HQ's support radius may be moved without requiring the expenditure of Offensive Supply.

***Note:** An HQ's radius extends across all types of terrain and over enemy units and ZOCs (unlike a line of supply). When counting the radius, count a number of hexes from the HQ (not including the*

*HQ's hex) to the unit attacking or moving, including that unit's hex.*

**Mountain Units:** Mountain units can trace supply from and through rough hexes (as an exception to 14.1).

**Japanese Assault Engineers:** If a Japanese assault engineer is involved in an attack against a Soviet fortification, that fort does not provide the normal defensive shifts. A fort still negates enemy ZOC, and nullifies any retreat.

**German Asienkorps:** The Japanese player can mobilize the German *Asienkorps* unit. It is always considered in General Supply, regardless of its location on the map. It may utilize Offensive Supply (per 14.0). Additionally, the German Asienkorps may ignore all enemy ZOC during movement and/or retreats.

**Riverine Flotillas:** Riverines are considered land units, except that they may only move via contiguous river hexes (including retreat and advance after combat). All riverine movement is 1 MP per hex, regardless of the terrain. Riverine units have ZOCs. They attack and defend normally, etc. Riverines may be mobilized only on city hexes connected to a river.

#### **Fortification Units (Forts)**

These negate enemy ZOC and friendly retreats. Also, units located in forts are in automatic General Supply.

#### **Soviet Shock Armies/Artillery Corps:**

These particular Soviet units may only be mobilized as of October 1941 and later.

#### 21.0 FOG OF WAR

You may not normally examine enemy stacks. However, during each combat, you may examine all units on both sides.

#### **21.1 Aerial Reconnaissance**

You may, during your own player turn, examine enemy units with reconnaissance range of all friendly airbases. Reconnaissance range is a number of hexes radiating out from the airbase in all directions equal to its support factor. A disrupted airbase has no reconnaissance range.

#### **21.2 Headquarters Intelligence Staff**

You may examine all enemy units within the support radius of a friendly headquarters unit.

#### 22.0 WEATHER

If winter turn is in effect (see the Turn Track), each player may use *no more* than half of his air strike units. This is calculated as the airstrike strength at the start of the Air Phase. Round up any fractions.

**Note:** *Naval strikes are not affected by weather.*

Additionally, the radius of all HQs are reduced to one hex from the HQ unit itself (the six hexes surrounding that HQ's hex).

**Optional Attrition:** Any unit that is currently out of General Supply during a winter turn is subject to an attrition check die roll immediately: on a roll of 1-5, there is no effect, but on a roll of 6, that unit is eliminated. You can break down a corps or army into divisions prior to checking.

**Exception:** *Out of supply units in non-disrupted cities, towns or fortifications are not subject to an attrition die roll.*

#### 23.0 JAPANESE HOME ISLANDS

The Japanese Home Islands box on the map represents Japanese bases off the map. The Japanese

player may move units to and from the Home Islands box via amphibious movement. Airborne units may also move to and from the Home Islands via airborne movement if they land on another airbase within ten hexes of the east map edge.

Only Japanese units may enter the Home Islands. Soviet units may never move or attack into it.

The Home Islands box counts as a friendly port.

Units in the Home Islands box are always in General Supply.

For Japanese units in the Home Islands to use 2<sup>nd</sup> Movement Phase moves, one supply unit in the Home Islands must be expended.

The Home Islands count as an airbase with an unlimited capacity. Airstrikes may launch from and land in the Home Islands. Their range is halved when moving to or from the Home Islands. They may not conduct Interception missions.

#### 24.0 VICTORY CONDITIONS

Victory is determined at the end of the game. Count up victory points (VP) acquired by both players. Then subtract the lower amount from the higher amount. The VP are calculated as follows.

Total mobilization points remaining (for each player);

+ (plus)

##### **VP value if occupied (by Japanese units):**

Irkutsk (20 VP)

Vladivostok (20 VP)

All other USSR and Inner Mongolian cities (10 VP each)

All USSR towns (1 VP each)

##### **VP value if occupied (by Soviet units):**

Irkutsk (10 VP)

Vladivostok (10 VP)

All other USSR and Inner Mongolian cities (5 VP each)

Manchukuoan, Outer Mongolian and Korean cities (5 VP each)

All Manchukuoan and Korean towns (1 VP each)

***Designer's Note:** The Japanese will have to take the offensive to win.*

#### **24.1 Calculating Victory Points**

Once all of the victory points have been tallied, victory (and the level of victory) is determined as follows.

**0-25 VP** Draw (the fighting will drag on for years).

**26-50 VP** Tactical Victory (you have gained military ascendancy, but long years of fighting are ahead of you).

**51-75 VP** Operational Victory (you dominate East Asia).

**≥76 VP** Strategic Victory (your side wins World War II, so thorough was your victory and its effects).

#### **24.2 Automatic Victory**

During the Victory Check Phase of each game turn, players check to see if one of them has won a sudden death strategic victory, ending the game immediately. A sudden death victory is achieved in

two ways:

**Japan:** If Japanese units occupy all cities in Manchukuo, Mengjiang, Outer Mongolia and the USSR.

**Soviet:** If Soviet units occupy all cities in the USSR and Outer Mongolia, and at least five more cities in Manchukuo, Mengjiang, and/or Korea.

## 25.0 STRIKE NORTH SCENARIOS

### ***25.1 The Anti-Comintern War (Scenario 1)***

This scenario assumes that Japan has begun hostilities at the same time that the Germans have launched Operation Barbarossa.

**Game Length:** June to November of 1941.

### ***25.2 Soviet Order of Battle (Deploy First)***

#### **Far Eastern Front:**

Deploy in USSR, east of Rokhlovo (inclusive):

**USSR units:** 1 x mechanized corps, 4 x infantry corps, 1 x armored division, 1 x mechanized division, 1 x cavalry division, 1 x mountain division, 1 x airborne brigade, 1 x amphibious brigade, 1 x NKVD division, 11 x fortification units, 2 x airbases, 3 x supply units.

#### **Trans-Baikal Front:**

Deploy in USSR, west of Rokhlovo (exclusive):

**USSR units:** 1 x mechanized corps, 1 x infantry corps, 1 x fortification unit, 1 x airbase, 1 x supply unit.

#### **Either with the Trans-Baikal Front or in Outer Mongolia:**

**USSR units:** 2 x mechanized divisions.

#### **Outer Mongolia:**

**Outer Mongolia units:** 2 x cavalry corps, 1 fortification unit.

#### **Soviet Air Available/Intercept Boxes:**

4 x airstrikes (front range = "2").

#### **Soviet Reinforcement Pool:**

All remaining Soviet units.

### ***25.3 Japanese Empire Order of Battle (Deploy Second)***

#### **Manchukuo:**

**Japanese units:** 6 x infantry corps, 2 x mechanized (armored) divisions, 2 x airbases, 5 x fortification units, 5 x supply units.

Manchukuoan units: 2 x infantry corps, 5 x fortification units.

#### **Inner Mongolia:**

**Japanese units:** 1 x infantry division, 1 x cavalry division.

**Inner Mongolian units:** 2 x cavalry corps, 1 x fortification unit.

#### **Korea:**

**Japanese units:** 2 x infantry divisions, 1 x fortification unit.

#### **Anywhere within Manchukuo and/or Korea:**

**Japanese units:** 2 x Fortifications, 1 x supply.



**Japanese Air Available/Intercept Boxes:**

7 x airstrikes (front range = 3 x "4", 4 x "3")

**Reinforcement Pool:**

All other Japanese units.

**25.4 Special Rules****1) Japanese Supply**

**On Turn 1:** all Japanese units are automatically in General Supply throughout both Japanese impulses. Also, Japanese units need only be in General Supply to move during the 2<sup>nd</sup> Movement Phase.

**2) Japanese Ground Combat**

**On Turn 1:** All Japanese ground unit attacks are shifted one column to the right, cumulative with other applicable shifts.

**3) Air Combat**

**On Turn 1:** All Japanese Air-Ground and Air Combat attacks are shifted one column to the right on the Air Attack Table. Also, Japanese airbases need only be in General Supply to launch airstrikes during the 2<sup>nd</sup> Movement Phase.

**4) Imperial Japanese Navy**

**On Turn 1:** the Japanese may not use Naval bombardment strikes nor carrier airstrikes. Also, the Japanese cannot conduct amphibious landings to or from hexes of the USSR.

**Designer's Note:** *The IJN (Imperial Japanese Navy) is attacking and destroying Soviet naval forces in the Far East.*

**5) Mobilization Points**

Both players use the Scenario 1 Mobilization Points on the Turn Record Chart.

**Note:** *Japan's Mobilization phase is before the Soviet's. This will give the Japanese a considerable edge on the first turn, as the Japanese player can recruit before the Soviets. This is an intentional mechanism, representing the surprise of the Japanese attack.*

**25.5 Kantokuen Operation (Scenario 2)**

The Japanese conduct their attack after the **Kantokuen** maneuvers in Manchuria are completed in July 1941. The Soviets have withdrawn some of their forces to fight the German invasion, and this puts the Japanese in a better position to launch their own invasion of the Soviet Union, although time is short.

**Game Length:** August to November of 1941.

**25.6 Soviet Order of Battle (Deploy First)****Far Eastern Front:**

Deploy in USSR, east of Rokhlovo (inclusive):

**USSR units:** 1 x mechanized corps, 3 x infantry corps, 1 x cavalry division, 1 x mountain division, 1 x amphibious brigade, 1 x NKVD division, 11 x fortification units, 2 x airbases, 2 x supply units.

**Trans-Baikal Front:**

Deploy in USSR, west of Rokhlovo (exclusive):

**USSR units:** 1 x armored division, 1 x mechanized division, 1 x infantry corps, 1 x NKVD division, 1 x fortification unit, 2 x airbases, 1 x supply unit.

**Either Trans-Baikal Front or in Outer Mongolia:**

**USSR units:** 2 x mechanized divisions.

**Outer Mongolia:**

**Outer Mongolia units:** 2 x cavalry corps, 1 x fortification unit.

**Soviet Air Available/Intercept Boxes:**

3 x airstrikes (front range = 2).

**Reinforcement Pool:**

All remaining Soviet units.

**25.7 Japanese Empire Order of Battle (Deploy Second)**

**Manchukuo:**

**Japanese units:** 8 x infantry corps, 4 x mechanized (armored) divisions, 1 x engineer brigade, 3 x airbases, 5 x fortification units, 6 x supply units.

**Manchukuoan units:** 2 x infantry corps, 1 x cavalry corps, 5 x fortification units.

**Inner Mongolia:**

**Japanese units:** 1 x infantry division, 1 x cavalry division.

**Inner Mongolian units:** 2 x cavalry corps, 1 x fortification unit.

**Korea:**

**Japanese units:** 1 x infantry corps, 1 x infantry division, 1 x fortification unit.

**Anywhere within Manchukuo and/or Korea:**

**Japanese units:** 2 x Fortification divisions, 2 x supply.

**Any ports within Korea, Manchukuo or North China, or in Japanese Home Islands:**

**Japanese units:** 1 x airborne brigade, 1 x marine brigade.

**Japanese Air Available/Intercept Boxes:**

9 x airstrikes (front range 4 x "4", 5 x "3"), 2 x carrier airstrikes (front range = "2"), 1 x aircraft carrier, 1 x naval bombardment, 1 x amphibious naval marker.

**Reinforcement Pool:**

All remaining Japanese units.

**25.8 Special Rules**

1) – 4) Same as Scenario 1.

**5) Japanese Initial Mobilization**

**On Turn 1:** Japanese reinforcements can be placed in any cities or towns in Manchukuo, in addition to normal placement.

**6) Mobilization Points**

Both players use the Scenario 2 Mobilization Points on the Turn Record Chart.

**25.9 The Nomonhan – Khalkin Gol War (Scenario 3)**

This scenario starts with the historical border clash between the Japanese and Soviet forces at the Khalkin Gol River, near the village of Nomonhan. It shows what might have happened had the fighting turned into a full-scale war for the Far East.

**Game Length:** May through October 1939.

***25.10 Japanese Empire Order of Battle (Deploy First)***

**Manchukuo**

**Japanese units:** 4 x infantry corps, 1 x armored (mechanized) division, 5 x fortification units, 1 x airbase, 3 x supply units.

**Manchukuoan units:** 1 x infantry corps, 5 x fortification units.

**Inner Mongolia:**

**Japanese units:** 1 x infantry division, 1 x cavalry division.

**Inner Mongolian units:** 2 x cavalry corps, 1 x fortification unit.

**Korea**

**Japanese units:** 2 x infantry divisions, 1 x fortification unit.

**North China**

Japanese units: 1 x infantry corps, 1 x airbase.

**Anywhere in Manchukuo and/or Korea**

Japanese units: 1 x fortification unit.

**Japanese Home Islands**

Japanese: 1 x infantry corps.

**Japanese Air Available/Intercept Boxes**

5 x airstrikes (front range = 3 x "4", 2 x = "2").

**Reinforcement Pool**

All other Japanese Empire units.

***25.11 Soviet Order of Battle (Deploy Second)***

**Far Eastern Front**

Deploy in USSR, east of Rokhlovo (inclusive):

**USSR units:** 6 x infantry corps, 2 x armored divisions, 1 x cavalry division, 1 x NKVD division, 9 x fortification units, 2 x airbases, 2 x supply units.

**Trans-Baikal Front**

Deploy in USSR, west of Rokhlovo (exclusive):

**USSR units:** 1 x cavalry corps, 1 x infantry corps, 1 x armored division, 1 x fortification units, 1 x airbase, 1 x supply unit.

**Either with Trans-Baikal Front or in Outer Mongolia**

**USSR units:** 1 x armored division, 2 x mechanized divisions.

**Outer Mongolia**

**Outer Mongolia units:** 2 x cavalry corps, 1 x fortification unit.

**Soviet Air Available/Intercept Boxes**

3 x airstrikes (front range = "2").

**Soviet Reinforcement Pool**

All other Soviet units.

***25.12 Special Rules***

**1) Both Players: Scenario Special rules**

Use the Scenario 3 Mobilization Points on the Turn Record Chart.

**2) Both Players: Reorganization**

The Japanese may have a maximum of one mechanized corps on the map at any one time. The Soviets may have a maximum of one mechanized corps on the map at any one time. Soviet shock corps may not be organized. (This is due to various doctrinal issues for both the Red Army and IJA in 1939.)

**3) Japanese VP**

Total: 1) current Mobilization Points, plus 2) the VP value of Japanese occupied:

Irkutsk, Vladivostok: 20 each

All other USSR and Inner Mongolian major cities: 10 each

Manchukuoan, Outer Mongolian and Korean major cities: 3 each.

**4) Soviet VP:**

Total: 1) current Mobilization Points, plus 2) the VP value of Soviet occupied:

Irkutsk, Vladivostok: 10 each

All other USSR and Inner Mongolian major cities: 5 each

Manchukuoan, Outer Mongolian and Korean major cities: 5 each.

***Designer's Note:** The Japanese gain extra VP for holding their territories owing to the different political-military situation in 1939.*

***Historical Note:** The site of the 1939 Khalkin-Gol/Nomonhan battle was two hexes south of Hailar.*