

# The Pacific War

from Pearl Harbor to the Philippines

Game Manual v4.0

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## 1.0 INTRODUCTION

In **The Pacific War - From Pearl Harbor** to the Philippines (hereafter referred to as The Pacific War), two players face off in an epic struggle for control of the Pacific. From December 1941 to June 1944, the Japanese player maneuvers his forces against the Allied forces of the United States, Great Britain, Australia, and the Netherlands. With Aircraft Carriers, Battleships, Cruisers, and Land-Based Aircraft, each player plans and conducts strategies out of a limited hand of Resource Cards in order to gain Initiative, defeat his enemy's forces, and control crucial Ports and Bases across the Pacific. The Japanese are at their strongest at the start of the game, but the Allies gain power and resources each turn. Few would

debate Japan's chances of victory, but the goal of The Pacific War is to see whether the Japanese forces can achieve more than their historical counterparts, delaying its defeat. Or, can the Allies win a faster victory? It's up to the players to turn the tide of the War!

All examples are presented in **RED** text while all comments and historical notes are presented in **BLUE** text. Feel free to use these rules with previously published versions.

## 2.0 COMMUNITY

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies in our Forums:

<http://forums.lnlpublishing.com>

If any parts of this game are damaged or missing, or if you have any other support needs, please open a Support Ticket in the Support section of our website:

<http://support.lnlpublishing.com>

You can also find additional game resources, such as scenarios, counters, special rules, and other community design ideas in the Resources section of our website:

<http://resources.lnlpublishing.com>

## 3.0 GENERAL CONCEPTS

A player commands either the Japanese or Allied forces. The player in command of the Japanese forces is called the Japanese Player, while the player in command of the Allied forces is called the Allied Player.

Note: Game set-up is covered in section 14.0.

### 3.1 Map

**The Pacific War** is played on a map that covers most of the Pacific Ocean. It is divided into areas called Operation Zones (OZs). An OZ can be either a Base (in a circle), or a Port (a rectangle, with an anchor icon). All OZs are named (e.g., Singapore, or Borneo), and in some cases, have a Victory Point value.

#### OPERATIONAL ZONE: BASE



OZs are joined by dashed lines (called Sea Routes, or SRs), which allow units to move from one OZ to another.

## OPERATIONAL ZONE: PORT



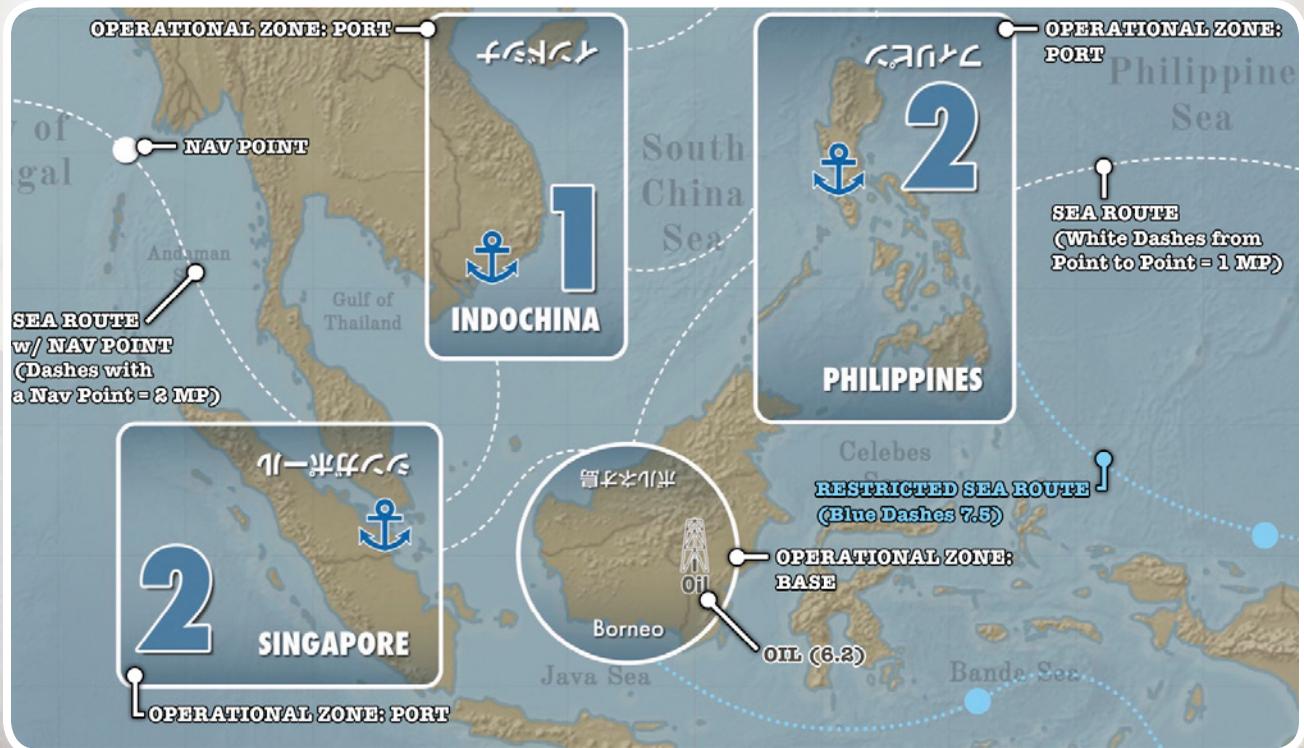
There are Nav Points that lie along SRs, which count for movement purposes as an OZ (Naval groups must spend one Movement Point to enter a Nav Point).

The following charts and tables are printed on the map:

1. **Turn Track:** The Turn marker displays the game's progress, and Reinforcement Units (6.0) are placed here, in their appropriate Turn space, for when they appear in the game. Also, damaged Naval and Land-Based Air (LBA) units are placed here, in their appropriate Turn space, for when they finish repairs.
2. **Victory Points Track:** Place the Victory Points marker to display the total difference between the Japanese player's and Allied player's Victory Points (VPs) amounts.
3. **Combat Results Chart:** Used during Combat Resolution (9.0).
4. **Game Markers and Resource Cards (RCs):** These areas are used to place Strategic Event markers as well as the Resource Card (RC) deck and any discarded cards.

### 3.2 Dice

The game comes with two six-sided dice; 1d6 indicates one die is rolled, while 2d6 indicates both dice are rolled.



## 4.0 GAME PIECES AND PLAYING CARDS

There are two types of playing pieces in the game: Combat Forces and Game Markers. In the following rules, both Naval and Air units are called “units” while any other counters in the game are called “markers.”

### 4.1 Naval and Land-Based Air Units

#### 4.1.1 Special Rules and Flavor



Some units are labeled with icons that indicate available historical commentary and/or special rules that apply to those units. If you see an icon (or icons) to the right of the unit, underneath its name, refer to the Advanced Rules section (13.0) to determine what they mean.



### LAND BASED AIR:



Airstrike Strength

Gunnery Strength

Special defense and movement rules

### NAVAL UNIT FRONT:

#### READY



Airstrike Strength

Gunnery Strength

Movement Speed

Set-up code  
Black is Standard, Red is advanced [11.0]

Capital ship symbol

Defense Strength

Naval Units Defensive Strength in black box with white number is considered Heavily Armored

### NAVAL UNIT BACK:

#### OPS COMPLETE



Gunnery Strength

Capital ship symbol

Defense Strength  
Naval Units Defensive Strength in black box with white number is considered Heavily Armored

No Movement Points (Ops Complete Naval Units cannot move any farther)

US Naval Unit



British Naval Unit



Australian Naval Unit



Allied Land Based Air

Japanese Land Based Air



Japanese Naval Units



#### 4.1.2 Capital and Non-Capital Naval Units

A Capital Ship (Aircraft Carrier or Battleship) are easily denoted by the nation's symbol printed on the background of the counter (the Rising Sun icon for Japan, the British flag for the British, and a Star icon for the Americans). If the counter does not have this symbol, it is a Non-Capital ship (either a Heavy or Light Cruiser). Capital ships that have an Airstrike Strength are considered to be Aircraft Carriers (even if a hybrid, as the Japanese historically attempted), while Capital ships with a Gunnery Strength are considered to be Battleships.

The difference between Capital and Non-Capital ships is their ability to be Supplied (10.5) in an OZ Port or OZ Base.

#### 4.1.3 Airstrike Strength

As mentioned, Naval units with an Airstrike Strength are considered to be Aircraft Carriers. Only Aircraft Carriers and LBA units have an Airstrike Strength, which is the attack value used during the Airstrike Combat Round of Combat (9.0).

#### 4.1.4 Gunnery Strength

All other Naval units (not Aircraft Carriers, nor LBA units) have a Gunnery Strength, which is the attack value used during the Surface Combat Round of Combat (9.0).

#### 4.1.5 Defense Strength

This value indicates how much damage the unit can withstand during Combat. The higher the value, the better its survival chances. If this value is displayed as a white number in a black box, the Naval unit is heavily armored, and can better withstand damage (9.2.5). Note that LBA units do not have armor.

#### 4.1.6 Movement Speed

This value indicates how far a unit can move during Movement (one of many possible actions; see 8.10 for Naval unit movement or 8.11 for LBA unit movement). A unit with a printed Movement Speed of zero (0) can only enter an OZ if no enemy units are present (Naval or LBA units), even if it is controlled by the enemy. Returning to Port (10.4) will occur regardless of a unit's Movement Speed value (8.9). Any LBA unit that moves using Redeployment (10.4) can move, regardless of its Movement Speed value.

#### 4.1.7 Set-Up Code

A unit with a letter code on its counter indicates the unit's placement on the map (Set-Up; 14.0) at the start of the game. Numbers denote the Turn number that a unit will appear in the game (as Reinforcements) and should be placed on the appropriate space on the Turn Track. Units with a red box around their Set-Up Code are used only in the Advanced Rules (13.0).

#### 4.2 Game Markers

The following types of markers are used in the game:

Fleet Train (7.3)



Turn Marker (5.0)



Victory Point Tracker (13.0)



Remaining Movement Speed Points



Port Control Allies (10.3)



Base Control Allies (10.1)



Port Control Japanese (10.3)



Base Control Japanese (10.1)



**Strategic Event**  
(4.6)



**Initiative** (7.1)



**Sea Route Closed**  
(7.3.4)



#### 4.2.1 Strategic Event

A Strategic Event is an Event that can only occur ONCE per game (8.5).

#### 4.2.2 Initiative

When determining Initiative (8.2), use this marker to indicate the player that has won the Initiative for that Turn.

#### 4.2.3 Remaining Movement

After Naval units have moved and Combat has occurred, use this marker to indicate any remaining/unused Movement available, which can be used to initiate further Combat.

#### 4.2.4 Sea Route (SR) Closed

Place this marker on a light blue Sea Route (SR) (8.8) to indicate the SR is closed, until it later becomes available for movement.

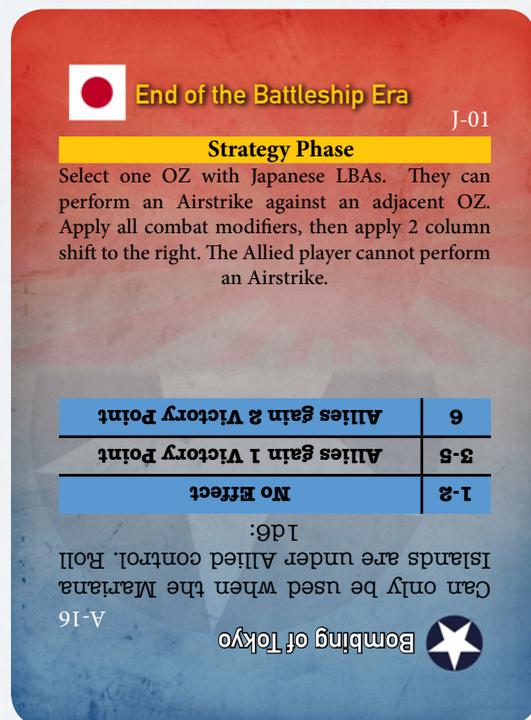
### 4.3 Resource Cards (RCs)

Resource Cards are the heart of the game and represent the logistics and resources of each side. Each RC has two ends, one for the Allied Player and one for the Japanese Player; a player may only use the end relating to their side, never the end relating to their opponent's side.

Players use these RCs for a variety of functions

during the Strategy Phase (8.0) and the Supply Phase (10.0). During either Phase, RCs can be used (during the appropriate Phase) to conduct actions (8.3), or invasions (10.2) or resupply (8.6). They can also be used as a Strategic Event (8.5), if the card has one. However, cards can only be used for one function (i.e., they cannot be used to resupply Naval units and then be used as a Strategic Event).

Discarded RCs are later reshuffled (7.4), so even if an RC with an Event is used for a purpose other than its Event, it could re-enter the game again later.



### 4.4 Resource Cards as Actions (RAs)

A Resource Action (RA) is when a player uses an RC for any purpose OTHER than the Event on the card. Some RAs can ONLY be conducted during certain Phases of a Turn, as summarized below (and in more detail in later sections). When the player uses an RC, he states how he's using it, and then once that action/function is completed, he places the card on the Discard pile on the map.

Resource Actions include:

- **(Strategy Phase):** Gain the Initiative, to move your forces on the map (8.2)

- **(Strategy Phase):** Ready Naval Units (Resupply, 8.6)
- **(Strategy Phase):** Fleet Train Deployment (Turns 4 and 5 Only, 8.7)
- **(Strategy Phase):** Open Restricted Sea Route (Allies only, 8.8)
- **(Supply Phase):** Ground Strength, Port Combat Invasion (10.2)
- **(Supply Phase):** Ready Naval Units in Port (10.5)

#### 4.5 Resource Cards as Events

As mentioned, some RCs have an Event on one or both player's ends of the Card. The player can choose to play an RC as an Event if they wish but must meet all listed requirements (if any) to use that Event. All effects (and requirements) are displayed on the RC. Note that some Events can only be played during the Strategy Phase.

#### 4.6 Strategic Events

There are six Strategic Events available in the game; four are for the Allied Player and two for the Japanese Player. A Strategic Event may only be used once in a game; after it has been played, that RC can then only be used to perform an RA (4.4).

At game start, place all Strategic Event counters in the Game Events section of the map, face-up on their unchecked side. This unchecked side shows that the Strategic Event has not yet been used and is therefore available for play. Once that Strategic Event is played, flip over the corresponding marker on the map (to its checked side) as a reminder that it has been played. Moving forward, that Strategic Event cannot be played, though the RC can be used as an RA.

Note that some RC Events can cancel or change Events on other RCs.

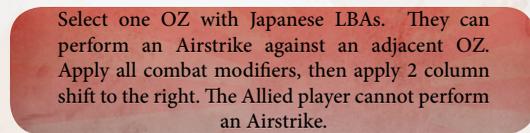
*Example: The Allied player uses their Admiral Kurita Turn Away Strategic Event. The corresponding marker on the map is flipped from its unchecked side to its checked side. That RC*

*can now, for the remainder of the game, only be used as an RA. Note that had the Japanese Player drawn this same RC, they could only use it as an RA, as this Strategic Event is not theirs to use.*

#### Event Title



#### Event Description



#### Strategic Event (4.6)



#### Strategy Phase



### 5.0 SEQUENCE OF PLAY

There is a total of six Turns in The Pacific War – one “Turn Zero” that takes place before ‘normal’ Turns are played, and five normal Turns.

Turn Zero (0) – December 1941: This Turn represents Japanese attacks that started the Pacific War. It has a special Sequence of Play, comprised of the following unique Phases.

- **Phase I** – TORA, TORA, TORA: All Japanese Aircraft Carrier units with the Set-Up Code [H] perform one round of Airstrike Combat (9.1.1) against U.S. Naval units in the Hawaiian Islands OZ, using the 31+ column on the Combat Results Chart.
- **Phase II** – Air Raid Malaysia: The Japanese LBA unit based in the Indochina OZ performs one round of Airstrike Combat against British Naval units in the Singapore OZ, using the [6-7] column on the Combat Results Chart.
- **Phase III** – A Day of Infamy: After applying all losses from both Phase I and II, all Japanese Naval units with the Set-Up Code [H] are placed in the Japan OZ, with their Ready side up.

- **Phase IV** – The Sleeping Giant Awakens: Place U.S. Naval units with the Set-Up Code [PH] in the Hawaiian Islands OZ.
- **Phase V** – Victory Fever: Turn Zero (0) is now complete, but no Victory Points are calculated this Turn.

*Note: Any Naval or LBA unit(s) that are damaged during Turn Zero (0), are placed as follows: 1 damage – Turn 2; 2 damage – Turn 3; 3 damage – Turn 4.*

Turns 1 through 5 (January 1942 – June 1944): Each of these Turns is comprised of the following Phases.

- Reinforcements Phase (6.0): Both players place their Reinforcements from the Turn Track, to their indicated OZs.
- Resource Card Draw Phase (7.0): Both players now draw the appropriate number of Resource Cards (RCs).
- Strategy Execution Phase (8.0):
  - » Determine Initiative,
  - » Execute Strategy Rounds, including Combat (9.0) as needed, then
  - » Repeat until the Strategy Phase ends.
- Supply Phase (10.0):
  - » Japanese Player checks for Isolation,
  - » Allied Player checks for Isolation,
  - » Japanese Player conducts Port Invasions,
  - » Allied Player conducts Port Invasions,
  - » Japanese Player Redeployment and Return to Port,
  - » Allied Player Redeployment and Return to Port,
  - » Japanese Player Resupply of Naval Units, then
  - » Allied Player Resupply of Naval Units.
- Victory Phase (11.0):
  - » Japanese Victory Point Calculation,
  - » Allied Victory Point Calculation,

- » Adjust Victory Point Marker,
- » Determine if an Automatic Victory occurs, then
- » Advance the Turn Marker. If this is the last Turn (Turn 5), Victory is now determined.

## **6.0 Reinforcements Phase**

### **6.1 Appearance of Reinforcements**

Both players check the Turn Track to see what Reinforcement units are available to them this Turn, including any previously damaged Naval units that have finished Repairs (9.2.5).

#### **6.1.1 Japanese Reinforcements/Repaired Units**

Place these units in the Japan OZ.

#### **6.1.2 U.S. Reinforcements**

Place these in the West Coast OZ.

#### **6.1.3 U.S. Repaired Units**

Place these in the Hawaiian Islands OZ.

#### **6.1.4 British Reinforcements/Repaired Units**

Place these in the Madagascar OZ.

#### **6.1.5 Australian Reinforcements/Repaired Units**

Place these in the Australia OZ.

#### **Notes:**

- *The Allied Player may place any Allied LBA units (both Repaired or Reinforcement) in either the West Coast OZ or Madagascar OZ.*
- *ALL Reinforcement and Repaired units are placed Ready side up.*
- *Japanese units may NEVER be placed in the Madagascar OZ or West Coast OZ.*

### 6.1.6 Reinforcements and Enemy-Occupied Ports

If, at the beginning of the Reinforcements Phase, an OZ Port that has scheduled Reinforcements arriving but is under enemy control, those Reinforcements cannot enter the game this Turn. These units will appear during the Reinforcements Phase on the next Turn that the applicable OZ Port is back under friendly control.

### 6.1.7 Repaired Units and Enemy-Occupied Ports

Any Naval units scheduled to complete Repairs this Turn but are due to appear in a Port that is under enemy control, are immediately destroyed and removed from the game. All units undergoing Repair should be removed from the game at the moment they are occupied (no matter the Turn they are due to arrive), but this rule is here as a reminder.

Note that the only exception is Australia; if the Australia OZ is occupied by the Japanese and Australian Naval or LBA units are damaged in combat, repairs of Australian units are made in the West Coast OZ, at least until the Australia OZ is liberated (placed back under Allied control).

### 6.2 Check For British Naval Unit Withdrawal

The British were heavily engaged back in Europe against the German Kriegsmarine; as a result, some British Naval units are withdrawn to Europe during the game. These Naval units have a Set-Up Code with two numbers (e.g., [2-4]). The first number is the Turn the unit appears as a Reinforcement, while the second number is the Turn it must be withdrawn. If the Allied Player has any Naval units that fit this description, they must be withdrawn from the game at this time.

Note that any British ships that are damaged and will not return until after the Turn they are to withdraw, are removed from the game during the Reinforcement Phase in which their repairs are completed. A British ship that is damaged past the Turn it is withdrawn, counts as being withdrawn

for this rule; in other words, the Allied Player does not have to withdraw another similar Naval unit.

***Example:** A British ship arrives as a Reinforcement in Turn 2. It is slated to be withdrawn in Turn 4. In Turn 3, it receives two damage during a battle, which would normally place it as a Reinforcement in Turn 5; instead, since Turn 5 is past its Turn 4 withdrawal date, it is instead removed from the game.*

### 6.2.1 British Ship Sunk Before Withdrawal

If a British Naval unit is slated to be withdrawn, but is sunk before it is withdrawn, the Allied Player DOES NOT have to withdraw another similar ship in its place.

## 7.0 Drawing Resource Cards (RCs)

---

Both players now draw Resource Cards to create their hand for the Turn, as indicated below. The player with the most Victory Points from the previous Turn (11.0) draws first. If there is a tie, the Japanese Player draws first.

### 7.1 Hand Limits

Each player has a maximum number of RCs they may hold in their hand; the Japanese Player's hand limit is four (4) (exception: Optional Rule 15.2), while the Allied Player's hand limit is ten (10).

If one player's hand reaches that limit, that player MAY NOT draw any more RCs.

### 7.2 Japanese Resource Card Draw

The Japanese Player starts with four (4) RCs on Turn Zero (0) at the beginning of the game. The Japanese Player can thereafter ONLY draw two RCs if they have control (12.0) of the Borneo OZ (which gives them control of the Oil Fields there); if the Japanese Player does NOT have control of the Borneo OZ, the Japanese Player does NOT receive any RCs this Turn.

### 7.3 Allied Resource Card Draw

The Allied Player starts with no Resource Cards on Turn Zero (0) at the beginning of the game. They will thereafter draw RCs as follows:

- Turn 1: Two (2) RCs
- Turn 2: Three (3) RCs
- Turn 3: Four (4) RCs
- Turn 4: Eight (8) RCs
- Turn 5: Ten (10) RCs

### 7.4 Running Out of Resource Cards

At the moment there is only one RC left in the draw deck (even if a player is in the middle of drawing cards), gather the discarded RCs and shuffle them with the one remaining RC into a new deck.

If more cards need to be drawn by a player, they may finish doing so now, up to their hand limit.

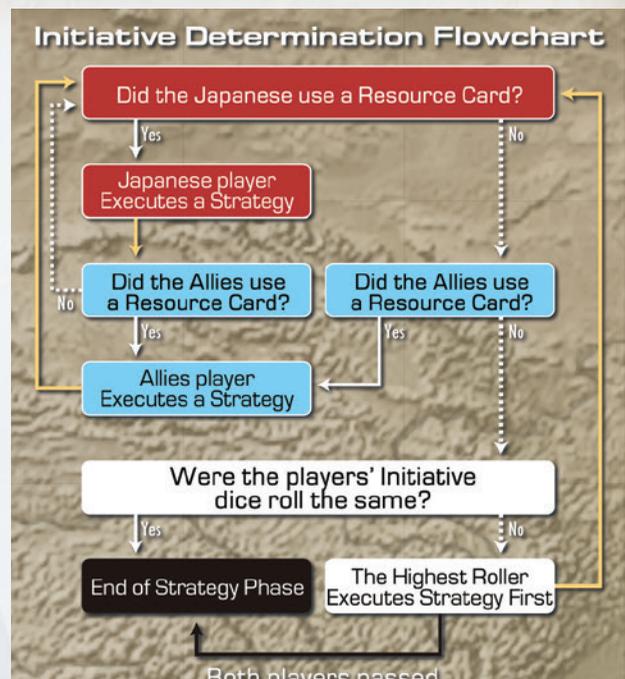
## 8.0 Strategy Phase

### 8.1 General Overview

The Strategy Phase is played in a series of Rounds, where each player is given a chance to take Initiative and perform one action. This procedure continues until a die roll ends this Phase, or both players decide to Pass.

### 8.2 Initiative and Action Overview

A Strategy Phase is made up of Initiative determination and player actions, reflected in the following four steps. A flowchart printed on the map that can help facilitate visualization of how this process works.



(1) The Japanese Player may discard one RC in their hand to gain Initiative.

- If the Japanese player does this, they take an action of their choice (8.3); when completed, proceed to step (2).
- If the Japanese Player decides NOT to discard an RC to gain Initiative, they do not take an action; proceed to step (3).

(2) The Allied Player now may discard one RC in their hand to gain Initiative.

- If the Allied Player does this, they take an action of their choice; when completed, go back to step (1).
- If the Allied Player decides NOT to discard an RC to gain Initiative, they do not take an action; go back to step (1).

(3) The Allied Player may discard one RC in their hand to gain Initiative.

- If the Allied Player does this, they take an action of their choice; when completed, go back to step (1).
- If the Allied Player decides NOT to discard an RC to gain Initiative, they do not take an action; proceed to step (4).

(4) Both players have decided to NOT discard an RC to gain Initiative. At this time, each player rolls 1d6.

- The player that gets the higher roll wins Initiative and then may take an action of their choice.
- The player with the lower roll then may then take an action of their choice. When this player finishes, proceed to step (1).

If, however, the d6 rolls are tied, the Strategy Phase immediately ends; neither player can take an action and play proceeds to the Supply Phase (10.0) to continue the game.

In this step (step 4), after the d6 rolls, a player may instead choose to Pass. If one player Passes and the other does not, the player that does not Pass plays an action of their choice; then, proceed back to step (1). If BOTH players choose to Pass during this step, however, the Strategy Phase immediately ends; proceed to the Supply Phase to continue the game.

*Note: The Non-Active Player may choose to interrupt the Active Player by playing their own RC (8.3.1).*

**Long Example of Initiative (follow along with the above steps and/or flowchart):** It is the start of Turn 1. The Japanese Player decides to discard one of his four RCs to gain Initiative, and he executes an action. The Japanese Player now has three RCs remaining in his hand.

Next, the Allied Player decides if he wants to discard an RC; he does so, taking his own action. The Allied Player had two RCs in his hand, and now only has one.

The procedure moves back to the Japanese player, whom must decide if he wants to spend another RC to gain Initiative. He decides to do so, and executes another action; he now has two RCs in his hand.

The Allied Player, with only one RC remaining, decides not to discard it for Initiative.

*The procedure goes back to the Japanese Player, whom decides to not spend either of his remaining RCs for Initiative. This moves the process to the Allied Player, whom changes his mind and decides to spend his remaining RC for Initiative and takes an action. The Allied Player now has no RCs remaining in his hand.*

*Going back to the Japanese Player, whom has two RCs, he decides to not spend one for Initiative. This moves the process to the Allied Player, whom has no more RCs and therefore cannot discard anything for Initiative.*

*Now, both players must roll 1d6 to determine Initiative. The Japanese Player rolls a three (3), while the Allied Player rolls a four (4). The Allied Player therefore wins Initiative and takes an action, followed by the Japanese Player whom also takes an action.*

*We're back to the first step in the process, with the Japanese Player. He decides to discard one of his two RCs on Initiative, and now has only one RC left. He takes his action. The Allied Player still has no RCs (of course), so he cannot discard anything.*

*This technically moves the procedure back to the Japanese Player, whom decides not to spend his last RC on Initiative. We move to the Allied Player, whom cannot spend an RC, so once again we move to both players rolling a 1d6. Both players roll a two (2), which is a tie, so this Strategy Phase ends.*

### **8.2.1 Active/Attacking Player and Non-Active/Defending Player**

The player whom wins Initiative is called the Active or Attacker player during their action. The player whom lost Initiative is called the Non-Active or Defender player during their opponent's action. These terms are used interchangeably throughout the rules.

### 8.3 Active Player Actions

The Active Player (whom won Initiative) now chooses ONE of the following actions they wish to conduct:

- Discard one of their remaining RCs as a Strategic Event (8.5)
- Discard an RC to Resupply an OZ (8.6)
- Discard an RC to Create a Fleet Train (Allied Player only) (8.7)
- Open a Restricted Sea Route (Allied Player only) (8.8)
- Move a number of Naval units from one OZ to other OZ(s) (8.9)
- Move one LBA from one friendly-controlled OZ to another friendly-controlled OZ, or an OZ with friendly Naval units present (8.9.3)

Any of the above actions, performed during the Strategy Phase, is referred to at times as “executing a Strategy Action.”

Note that only Movement (Naval or LBA units) does not require spending an RC; the other actions do, however, require an RC to be discarded. However, also note that moving Naval units and moving LBA units are considered separate actions.

#### **8.3.1 Non-Active Player Interruption**

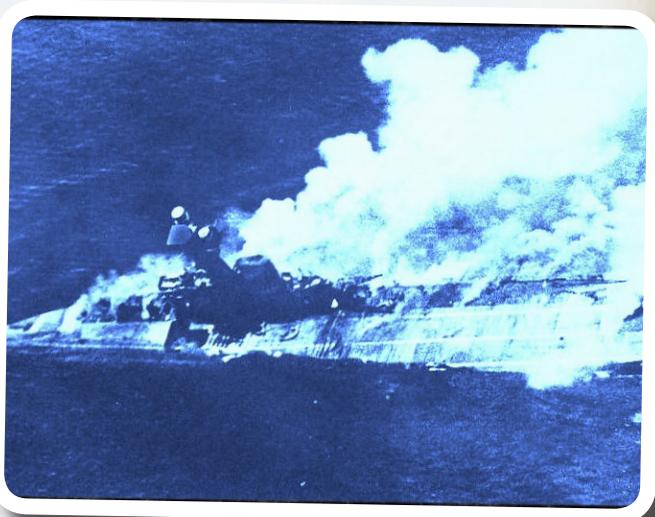
Once the Active Player takes Initiative (either through playing an RC card or winning the die roll), but BEFORE the Active Player takes an action, the Non-Active Player may decide, if they wish, to play an RC that allows them to stop the Active Player from executing the action.

If this occurs, the Non-Active Player is not considered to have Passed. Round determination once again begins with step 1 of the process (8.2).

If the Non-Active Player does not interrupt the Active Player, the round continues as normal.

***Example:** Both players have decided to not play an RC to gain Initiative, so they both roll 1d6 to determine this; the Japanese Player rolls higher*

*and wins Initiative, He is about to execute an action, but the Allied Player decides to use an RC for its Strategic Event – Admiral Kurita Turned Away. Because of this Strategic Event, the Japanese Player is now unable to execute a Strategy Action. As interrupting is not considered Passing, even if the Allied Player Passes and does not execute a Strategy Action, the Strategy Phase does not end.*



### 8.4 Using a Resource Card

A player can use a Resource Card (RC) only during the Strategy Phase or Supply Phase. All RCs that are used are then placed in the Discard area of the map.

***Exception:** On Turn 0, the Event written on the RC, including Strategic Events, can be used starting with the Supply Phase. All RCs can only be used as a Resource during the Strategy Phase of Turn 1.*

### 8.5 Using a Resource Card as a Strategic Event

A player can discard one of their RCs that has a Strategic Event listed on the card, to execute that Strategic Event. Not all RCs have Strategic Events, though, and some Strategic Events can only be played on certain Turns or only under certain conditions. These conditions or restrictions are described by the Strategic Event on the card. If any condition(s) listed are not met, the RC may NOT be played as a Strategic Event.

## **8.6 Using a Resource Card for Resupply**

A player can discard one RC to resupply all Non-Capital Naval units in an OZ (with either a Port or Base), OR both Capital and Non-Capital Naval units in a Port OZ. All eligible Naval units of the player's choice are then flipped to their Ready side. If there are both Capital and Non-Capital Naval Units at a Base (on their Ops Complete side) when Resupply occurs, only Non-Capital Naval units are flipped to their Ready side (in other words, Capital Naval units may NOT be resupplied at a Base, only at a Port).

## **8.7 Using a Resource Card to Create a Fleet Train (Allied Player Only)**

During Turns 4 and 5, the Allied Player can discard one RC to place one available Fleet Train (FT) markers on a Base that the Allied Player controls. Only one FT marker may be played in either Turn, and once it is played, it is removed from the game.

While the Base with a FT marker is considered to be a Port, it is NOT counted for Victory Point purposes as such at the end of the Turn (11.0, 12.0). It otherwise acts exactly as a Port in that OZ, for the remainder of that Turn.

An FT marker CANNOT be moved by either player once it is placed.

An FT marker remains in the OZ even if there are no Allied Naval or LBA units in that OZ, and that OZ with a Fleet Train marker is within a Japanese LBA's Air Superiority Zone (12.1) with no Allied LBA present.

If, however, at any time there is at least one Japanese Naval unit present in an OZ with an FT marker, the FT marker is then immediately removed, and the OZ becomes a Japanese Base (as long as the OZ is not within an Allied Air-Superiority Zone).

If an OZ with a Japanese-controlled Port has an Allied Base marker on it, the Allied Player MAY NOT place an FT marker in that OZ.

At the end of the Turn, the FT marker is removed,

if it has not been removed otherwise as stated in this section.

## **8.8 Using a Resource Card to Open a Restricted Sea Route (Allied Player Only)**

The Allied Player (only) may discard one RC to open BOTH light-blue Sea Routes (SRs) (Australia – Borneo and Rabaul – Philippines) on the map. Once these SRs are open, both the Allied and Japanese Players can use these Sea Routes normally; neither SR can be closed for the remainder of the game.

## **8.9 Move Units**

The Active Player may choose to do one of the following Movement actions with his units. Each is described in more detail in later sections. Note that moving units does NOT require a player to discard an RC.

### **8.9.1 Move Naval Units**

Naval units may partake in one of two movement types – Normal Movement or Return to Port. Refer to section 8.10 for details.

### **8.9.2 Return to Port**

Select one OZ in which the player has Naval units (on either their Ready or Ops Complete side). The player can move some or all of their Naval units to a Port under their control. Refer to section 9.4 for details.

### **8.9.3 Move LBA Units (Redeployment)**

A player's LBA may move from their current OZ to a different OZ using Redeployment (10.4). Unlike Naval units, they do not need to follow a Sea Route (SR).

The destination OZ, if a Base, can only support one LBA; an OZ that already has an LBA present cannot have another one moved there. However, if a Port, there is no limit to the number of LBA that a player may have there.

The destination OZ MUST be friendly-controlled OR have friendly Naval units present.

## Movement Type Table

	Movement (7.5)	Return to Port (9.4)
<b>Units Able to Move</b>	Naval units in an OZ on their Ready side.	Naval units in an OZ on either their Ready or Ops Complete side.
<b>Distance Able to Move</b>	Limited by their Speed	No distance limitation
<b>OZ Permitted to Enter</b>	No limitations. If they enter an OZ where enemy naval units/LBA are present, they have to end their movement and resolve combat.	Naval units are not permitted to enter OZs that enemy naval units or LBA are present or OZ under enemy control.
<b>After Movement</b>	Naval units that moved are turned to their Ops Complete side.	Naval units returning to Port do not need to be turned to their Ops Complete side.

***Example:** An LBA in the West Coast OZ can be redeployed to Madagascar without considering Sea Routes (SRs). They can be redeployed to either an OZ under the player's control, or to an OZ with friendly Naval units present. During the Strategy Phase, with one Redeployment, the player can move one LBA to an OZ of that player's choice. A maximum of one LBA can be placed on a Base, while there is no limit to the number of LBA that can be placed on a Port.*

### **8.10 Naval Movement**

There are two movement types available for Naval units; either Normal Movement or Return to Port. There is a third type of movement (Reaction Movement, 8.12).

Normal movement is covered here; Return to Port movement is a part of the Supply Phase and is therefore covered there (10.4).

#### **8.10.1 Normal Movement**

To move Naval units, the controlling player chooses an OZ where he has Naval units on their Ready side, and then forms one group. This group can have one or more Naval units (and only Naval units) in it; the player is not required to choose all his Naval units in an OZ.

***Note:** Naval units on their Ops Complete side MAY NOT conduct Normal Movement.*

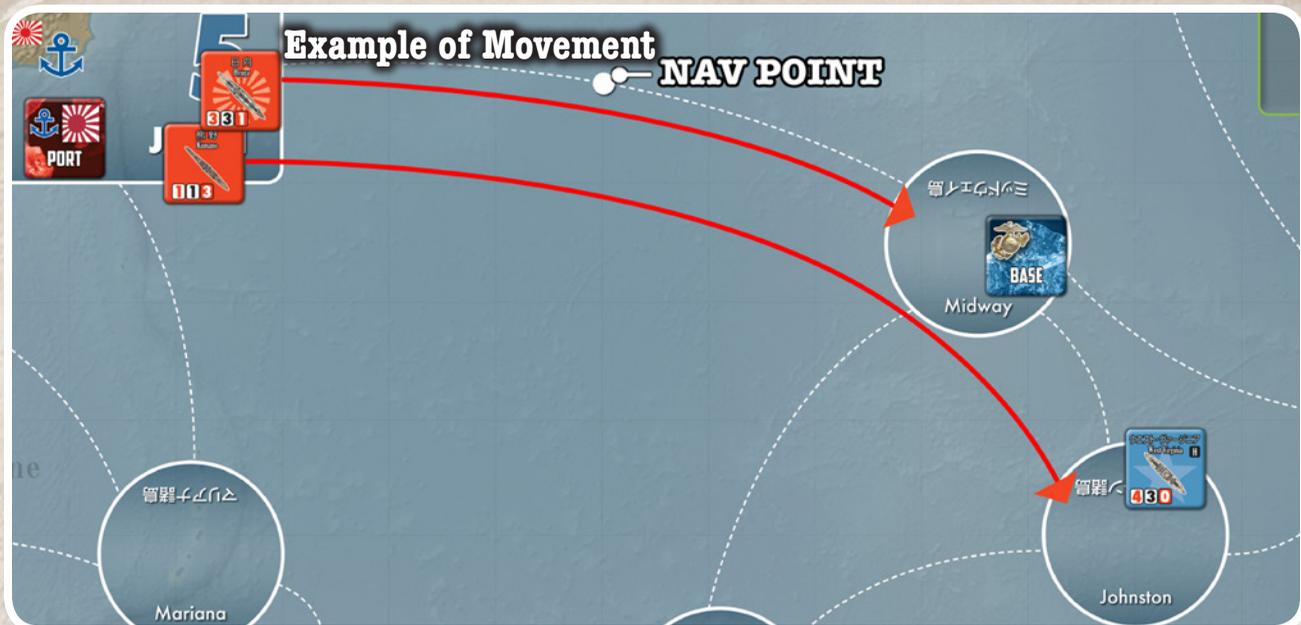
This group is then moved from OZ to OZ, spending Movement Points (see below) as it moves, to its destination OZ, along connecting Sea Routes (SRs).

When you choose Normal Movement, you can only form ONE group and have ONE destination OZ; you cannot split moving Naval units into other groups, nor can you 'drop off' Naval units along the way, so they end up in different OZs. A group sticks together from formation to the destination OZ.

Moving from one OZ to another along one SR costs one Movement Point (MP).

**Nav Points:** To properly represent the vast distances involved in the Pacific Ocean, some Sea Routes have a Nav Point (a white dot) along them. These Nav Points require the player moving a Naval group from one OZ to another OZ along an SR with a Nav Point to spend TWO Movement Points instead of one.

**Movement Points:** This is equal to the slowest Movement Speed value in the group. This number is 'spent' as the player moves his group from OZ to OZ (see above). The full amount of Movement Points does not need to be spent; however, if the player wishes to conduct combat in the destination OZ, having several 'spare' Movement Points will allow him to attack for more Combat Rounds (9.0).



**Exception:** If a group of Naval units *DOES NOT* move into an OZ where enemy units are present, regardless of the group's Movement Speed value(s), that group receive three (3) MPs. With these MPs, they can also enter an OZ that is under their opponent's control, but free of enemy units. In this manner, as long as they don't run into enemy units, you can move slower Naval units over large distances.

**Ending Movement:** Naval units must end movement when:

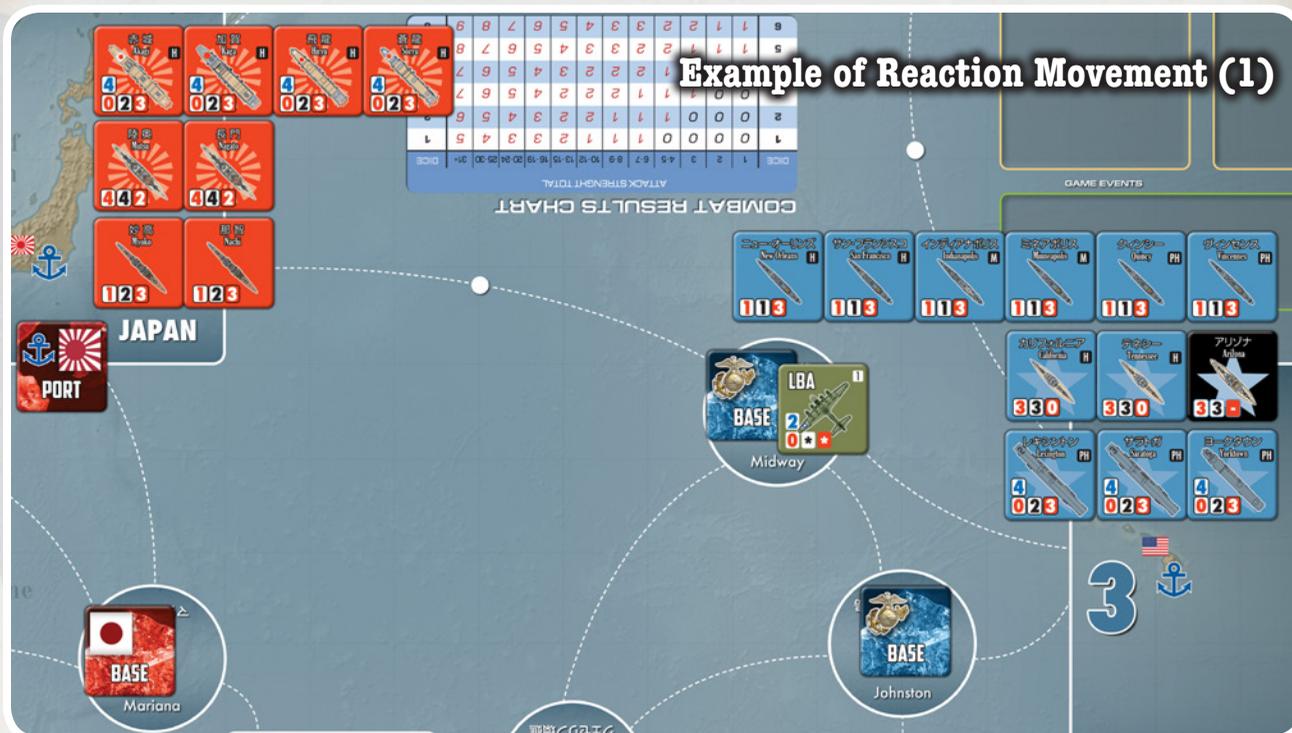
- The Movement Point allowance for the slowest ship in the group is reached, OR
- The group enters an OZ with enemy Naval and/or LBA unit(s).

Moving a group into an enemy-occupied OZ means the group must stop moving AND resolve Combat (9.0). If Naval units that were moving still have MPs left, the remaining MPs affect the length of Combat (9.1). If there are enemy Aircraft Carriers or (in the case of the Japanese Player) Allied LBA in the OZ that units are moving into, it could trigger a Reaction Movement (8.12). Naval units can move freely through OZs with an enemy Control marker on them, but has no enemy units present; in this case, leave the control marker alone.

Flip Moving Naval Units to Ops Complete Side: Once a group has completed movement, whether ending in an OZ that is empty or occupied by enemy Naval and/or LBA units, the moving Naval units are immediately flipped over to their Ops Complete side, even before Combat is resolved.

Restricted Sea Route Movement: Remember, the SR in light blue cannot be used by either player until the Allied Player uses an RC to open Restricted Sea Routes (8.8).

**Example of Movement:** The Hyuga and Kumano are moved from the Japan OZ as a group. Hyuga has a Movement Speed of 1, though if she moved into an OZ with no enemy units present, she could move with a Movement Speed of 3 instead. She can be moved to Midway using two MPs, but she cannot be moved to the Johnston Islands OZ because there are enemy Naval units present. If only the Kumano moved, which has a Movement Speed of 3, she could reach the Johnston Islands. However, the Japanese player cannot choose to move both Hyuna and Kumano, drop off Hyuga in the Midway OZ, and then move Kumano on to the Johnston Islands OZ. When moving a group of Naval units, movement is restricted to moving to ONE OZ only.



### 8.11 Land Based Air (LBA) Movement

You may Redeploy one of your LBA units (10.4). An LBA unit can move from their current OZ to a different OZ at any distance on the map; unlike naval units, they don't need to follow an SR.

*Note: LBA units may also be moved during the Supply Phase, using Redeployment.*

*Example: During the Strategy Phase, with one Redeployment, the player can move one LBA to an OZ of that player's choice. A maximum of one LBA can be placed on a Base, but there is no limit to the LBA that can be placed on a Port.*

### 8.12 Reaction Movement

When an Active Player's Naval unit(s) enter an OZ where the Non-Active Player has one or more Aircraft Carriers that are on their Ready side (NOT Ops Complete), the Non-Active Player may conduct Reaction Movement.

### Example of Reaction Movement (1)

If the Active Japanese Player moves Naval unit(s) into an OZ where the Non-Active Allied Player has at least one LBA unit present, the Allied Player may conduct Reaction Movement.

*Note: Japanese LBA may not allow the Japanese Player to perform Reaction movement; only the Allied Player's LBA units may do this.*

Reaction Movement can either be:

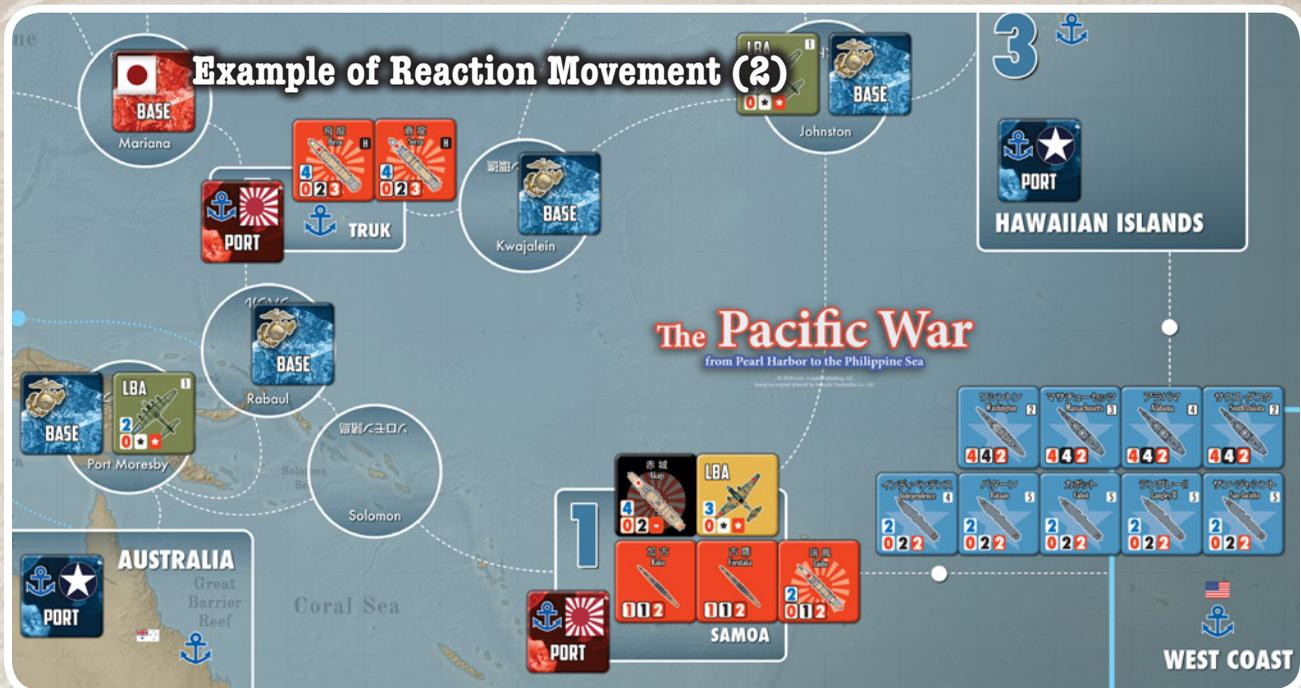
- Emergency Evacuation (8.10.1), OR
- Counterattack (8.10.2)

#### 8.10.1 Emergency Evacuation

All units belonging to the Non-Active Player in an OZ, including LBA, can immediately retreat if their owner decides to do so (9.5). If the Active Player's Naval units still have MPs available, they could then keep moving and pursue, if desired.

#### 8.10.2 Counterattack

If the Active Player moves Naval units into an OZ that is within Movement Range, minus one, of any Non-Active Player's Naval units on their Ready side, the Non-Active Player may counterattack by moving any of their Ready-side Naval units to an eligible OZ into which the Active Player moved.



*Note: Any Non-Active Player Naval units with a Movement Speed value of zero (0) may NOT partake in a Counterattack.*

All Naval units so moved by the Non-Active Player must be flipped to their Ops Complete side.

**Example of Reaction Movement (1):** The Japanese Player moves four Aircraft Carriers (each with a Movement Speed of 3), two Battleships (Movement Speed 2), and two Cruisers (Movement Speed 3) to the Midway OZ. There is an Allied LBA in the Midway OZ, so the Allied Player can perform Reaction Movement. The Allied Player can, as a result, either evacuate the LBA unit or perform a Counterattack. Since this is the Battle of Midway that's shaping up, the Allied player chooses a Counterattack, and moves his Naval units from the Hawaiian Islands OZ to the Midway OZ. This is comprised of three Aircraft Carriers and six Cruisers to the Midway OZ; all these Naval units are flipped to their Ops Complete side. The Arizona is on her Ops Complete side, and two other Battleships have a Movement Speed of zero (0), so none of these Naval units may move for this Counterattack.

**Example of Reaction Movement (2):** The Allied player moves his Naval units (Speed 2) from the West Coast OZ to the Samoa Islands OZ. There is a Japanese Aircraft Carrier, the Zuiho, on its Ready side on the Samoa Islands OZ, so the Japanese player can perform a Reaction Movement, but there are no eligible units nearby; Hiryu and Soryu are both in the Truk OZ, but their Movement Speed is not enough to perform a Counterattack (remember, Movement Speed is decreased by 1 for Counterattacks).

The Japanese player selects Emergency Evacuation. Since they are isolated, he flips three naval units to their Ops Complete side and, together with Zuikaku (which was already on her Ops Complete side), redeploys them to Truk, which is the closest Port under the Japanese player's control. The Japanese LBA becomes part of next turns' Reinforcements.

## 9.0 Combat

When Allied and Japanese Naval and/or LBA units are in the same OZ, Combat occurs. The Active Player is the Attacker, while the Non-Active Player is the Defender. All units in that OZ take part in combat, whether on their Ready or Ops Complete side.

### 9.0.1 Use of Resource Cards in Combat

Players may use any number of RCs from their hand during Combat, if the situation applies; however, Strategic Event RCs may NOT be used during Combat. The Japanese player (if desired) selects and plays one RC first, followed by the Allied player (if desired) selecting and playing one RC. There is no limit to the number of RCs that can be used during a Combat Round except each player can only select and play one RC at a time.

### 9.0.2 Land Based Air in Combat

LBA units can only be moved by Redeployment (10.4) from one OZ under that player's control to an OZ in which the player has Naval units. It is not possible for combat to start because an LBA unit (only) moved. Only the use of the following Resource Cards makes it possible for LBA units to start Combat.

***Example of Resource Card Event Usage during Combat (1):** At the beginning of Combat, the Japanese Player plays the Resource Card Event The Retreat From Kiska (RC #J11) from his hand. The Japanese player immediately retreats all Japanese units from the current OZ, and combat ends.*

***Example of Resource Card Strategic Event Usage in Combat (2):** The Japanese Player does not use an RC at the beginning of Combat, but the Allied Player does, selecting the RC Strategic Event Battle of Midway (RC #A04) and Event Proximity Fuse (RC #A07) from his hand. In addition, during the Japanese Player's Combat Resolution, the Allied Player plays the RC's Strategic Event Battle of the Coral Sea (RC #A03).*

*Because of this, during the Japanese Airstrike Combat, there are three shifts to the left on the Combat Results Chart. In addition to that, during the Japanese Airstrike Hit Allocation, instead of the Japanese Player allocating half of the hits (rounded up), it is done by the Allied Player consecutively. At the beginning of Surface*

*Combat, the Japanese Player plays the RC Event Redoubtable Tanaka (RC #J08), and the Allied player uses the RC Event Battle of Cape Esperance (RC #A06). As a result, the Japanese Player's Surface Combat Round is resolved first. The Combat Results Chart modifiers are shifted two columns to the left by Battle of Midway (RC #A04), and after losses are applied, the Allied Surface Combat is resolved.*

*Those Combat Results Chart modifiers are shifted two columns to the right by Battle of Midway (RC #A04) and another two to the right by Battle of Cape Esperance (RC #A06).*

***Example of Strategy Card Usage in Combat (3):** At the beginning of Combat, the Japanese Player uses the last RC Event in his hand, In the Emperor's Presence (RC #J10). The Allied Player had four RCs in his hand, one of them being the Strategic Event, Battle of Midway (RC #A04). The Allied Player has to discard them, reshuffle the discards with the drawing deck, and then draw four new RCs. The four new RCs the Allied Player draws are all Strategic Event cards. Because all four new RCs are Strategic Event cards, the Allied player cannot use the cards during Combat.*

## 9.1 Rounds of Combat

Combat is fought in a series of Rounds, the number of which depends on the Attacker's remaining Movement Points. Entering an OZ guarantees at least ONE round of combat. Further Rounds depends on the number of Movement Points (MPs) that the moving group has remaining.

After the first Combat Round, remaining MPs can be 'spent,' one at a time, to extend Combat for another Round. For example, if attacking Naval units have 1 MP remaining, one additional Round of combat can be fought (for a total of two Rounds); if the attacking Naval units have 2 MP remaining, two additional Rounds of combat can be fought (for a total of three Rounds), and so on.

Each Combat Round is divided into two parts: Airstrike Combat (9.1.1) and Surface Combat (9.1.2).

Once both of these are completed, players determine if another Combat Round is fought (9.1.3).

### **9.1.1 Airstrike Combat**

To participate in this part of the Combat Round, the Attacker must have at least one Aircraft Carrier, while the Defender must have at least one Aircraft Carrier and/or at least one LBA unit. Each such unit makes one Airstrike attack (9.2).

Each side's Airstrike Combat is simultaneous, and losses from Airstrike Combat are resolved at the same time for both players (9.2).

After resolution, either side may choose to Retreat (9.5), with the Attacking Player deciding first, followed by the Defending Player. If neither player retreats, move to Surface Combat.

Note that if neither player has Aircraft Carrier(s) or LBA unit(s), Airstrike Combat is ignored; proceed to Surface Combat (9.1.2).

### **9.1.2 Surface Combat**

The Attacker now decides if Surface Combat will be fought. If the Attacker decides to conduct it, perform Combat Resolution (9.2).

If the Attacker decides NOT to conduct Surface Combat, the Combat Round ends; determine if additional Combat Rounds occur (9.1.3). Note that the Defender must participate in Surface Combat if they decide to not retreat after the Airstrike Combat portion of the Combat Round (this is the only way the Defender can avoid Surface Combat).

Like with Airstrike Combat, Surface Combat is simultaneous, with losses from Surface Combat resolved at the same time for both players.

After resolution of Surface Combat, either side may choose to Retreat (9.5), with the Attacking Player deciding first, followed by the Defending Player. If neither player retreats, look to determine if additional Combat Rounds are conducted (9.1.3).

### **9.1.3 Continue or End Combat**

If the Attacking Player has remaining Movement Point(s), and the Defending Player chose not to Retreat, the Attacking Player may choose to spend one of their remaining Movement Point(s) to conduct another Combat Round. In this case, return to 9.1.1 to fight another Combat Round.

If, however, the Attacking Player has no remaining Movement Points, or does have remaining Movement Points but instead chooses not to have another Combat Round, the Attacking Player must Retreat from the OZ where the Combat is taking place.

## **9.2 Combat Resolution**

Combat, whether Airstrike Combat or Surface Combat, is resolved in the same manner, and is resolved simultaneously (meaning, both sides determine hits before applying the results).

### **9.2.1 Hit Determination**

Add the total attacking Strength values of all units in the Combat and locate the Column on the Combat Results Chart that reflects that total. For Airstrike Combat, add up only the Airstrike Strength of units; for Surface Combat, add up only the Gunnery Strength of units.

### **9.2.2 Airstrike Modifiers**

During Airstrike Combat, adjust the Column used as follows (there are no column shifts during Surface Combat). Note that the modifiers below are cumulative.

- Adjustments by Resource Cards (RCs): Use text on the Card.
- The enemy has more Aircraft Carriers in this Combat Round: Shift one column to the left.
- The enemy has LBA in this Combat Round: Shift one column to the left.

When adjusting the hit columns, if the adjustment shifts the column to the left of the 1 Attack Strength Column outside the chart, the attack scores no hits. If the adjustment shifts the column to the right of the 31+ Attack Strength Column, use the

31+ column to determine hits. As mentioned, if there are column shifts to both the left and right, you apply the sum of the column shifts.

***Example:** If the Allied player's Airstrike Strength is 26 and there is two shifts to the right and one shift to the left, combine these for a total one shift to the right (thereby using the 31+ column).*

### 9.2.3 Number of Hits

Roll 1d6 and cross-reference the result with the appropriate column on the Combat Results Chart to determine the number of hits made.

### 9.2.4 Hit Allocation

During combat, hits are allocated as described below.

- **Airstrike Hits:** The Attacker can select one enemy Naval or LBA unit for each hit scored. If more than one hit is scored, each targeted Naval and LBA unit must have one hit allocated to it, before additional hits can be added to other units.

***Example:** The Allied Player scores four hits on three Japanese Naval units, the Akagi, Mutsu, and Hiryu. Each Japanese unit must have one hit allocated to each of the three Naval units before the fourth hit can be allocated. As this is Airstrike Combat, the choice is on the Allied Player. He cannot choose to allocate two hits to Akagi and two to Yamato, but must instead allocate one hit to each Naval unit, and then allocate the remaining hit to whichever Naval unit he wishes.*

- **Surface Hits:** The Defender selects which one of his Naval units is hit. Just like with Airstrike Hits, each Naval unit targeted must have one hit allocated to it before a second hit can be allocated to any Naval unit.
- **Hits on LBA:** You can allocate hits to LBA units ONLY during Airstrike Combat (exception: The Bombardment RC (#J07)). Damage to LBA units is not the same as for Naval units; if one hit is scored, an LBA unit reappears the next Turn; if two hits are

scored, the LBA unit reappears in two Turns; and so on. If the reappearance Turn exceeds the last Turn of the game, the unit is removed from game. Once damage is fully allocated, apply the damage results as appropriate to the affected LBA unit(s).

### 9.2.5 Damage

The Attacker rolls 1d6 for each hit to an enemy Naval unit. If there are multiple hits on a Naval unit, the Attacker rolls that many dice and adds up the total. If this total is higher than the Naval unit's Defense Strength (DS), the unit is sunk/destroyed and is permanently removed from the game.

If the hit total is equal to or less than the unit's DS, the unit is damaged and reappears in the same amount of Turns as the result of the die roll(s) total. Place damaged units on the Turn space on the map corresponding with when they reappear. If the damage result would place it in a Turn after Turn 5, the unit is instead removed from the game.

If there are more hits to distribute than units to receive the hits, they must be allocated as uniformly as possible. Remember, during Airstrike Combat, the Attacker allocates hits, and during Surface Combat the Defender allocates hits one by one on each unit.

***Example of Hit Allocation:** During an Airstrike Combat against three enemy Naval units and one LBA unit, the Attacker scores six hits. After the Attacker applies one hit to each Naval unit (for a total of three), and one hit to the LBA unit, two hits remain to be distributed. The Attacker must apply one more hit on one of the Naval units (his choice) and one more hit to the LBA unit. As a result, the LBA unit and one of the Naval units are hit twice, and the remaining pair of Naval units are hit once. The Attacker now determines damage.*

***Example 2:** It is Turn 2. The Oklahoma, a U.S. Battleship with a Defense Value of 3, takes two damage during Combat.*

*It is removed from the map and placed in the Turn 4 space on the map, to appear as a Reinforcement. If it had taken three damage instead, it would not appear until Turn 5.*

**Example 3:** *It is Turn 4 and the Oklahoma takes two damage. This would place it in Turn 6, but as there is no Turn 6, it is instead removed from the game.*

Heavily Armored Ships: Naval units with their Defense Strength as a white number inside a black square are Armored units, and EACH hit die roll is reduced by one (-1). If the die roll is 1, it becomes zero (0), and the Naval unit is not damaged. However, if a six (6) is rolled, the Naval unit is destroyed, regardless of armor.

**Example:** *A Heavily Armored Naval unit is hit twice. Both damage rolls are a 1, so each roll is reduced by 1 to a zero (0), meaning the lucky Naval unit is not damaged at all and can continue fighting.*

LBA Unit Hits: An LBA unit can ONLY be hit during Airstrike Combat, with the exception of the Japanese Resource Card Bombardment (#J07). This RC lets you allocate hits to LBAs during Surface Combat (but ONLY when this RC is In play), so you could technically move a Naval unit group with no Aircraft Carriers to an OZ with enemy LBA without worry.

### **9.3 Combat Resolution Order**

For convenience, the Attacker resolves combat first, followed by the Defender, though results are considered to be simultaneous and losses are applied at the same time. Some RC Events can change the sequence of combat resolution, however.

### **9.4 Determining Combat Winner**

If at the end of a Combat Round, only the Attacker's units remain in the OZ, either by eliminating all Defender units, or the Defender retreating, the Attacker wins the Combat. The Attacker's units can remain in the OZ on their Ops Complete side, or they can retreat. If the Attacker decides

to retreat, ALL surviving units must retreat; the player cannot retreat only a portion of his units. (Even if the Attacking Player wins the Combat and then retreats, he still wins the Combat.)

If, however, there is at least one remaining unit for the Defender, the Attacker must decide if he will extend the Combat (9.1.3). If the Attacker has no Movement Points remaining to extend Combat, though, the Attacker must retreat, and the Defender wins the Combat.

If the Attacker is able to and decides to perform another Combat Round, the Defender can choose to retreat before that. The defender can also retreat after the Airstrike Combat resolution but before the Surface Combat Round starts.

### **9.5 Retreating**

A retreat is undertaken when one side determines that combat might go badly and wants to get out before taking damage (or more damage, if Combat is still ongoing).

#### **9.5.1 Defender Retreats**

If the Defender chooses to not participate in combat, before a Combat Round begins, he may choose to retreat from the OZ.

If the Defender participates in combat and decides to retreat at some point (9.1.1 or 9.1.2), he may choose to retreat from the OZ.

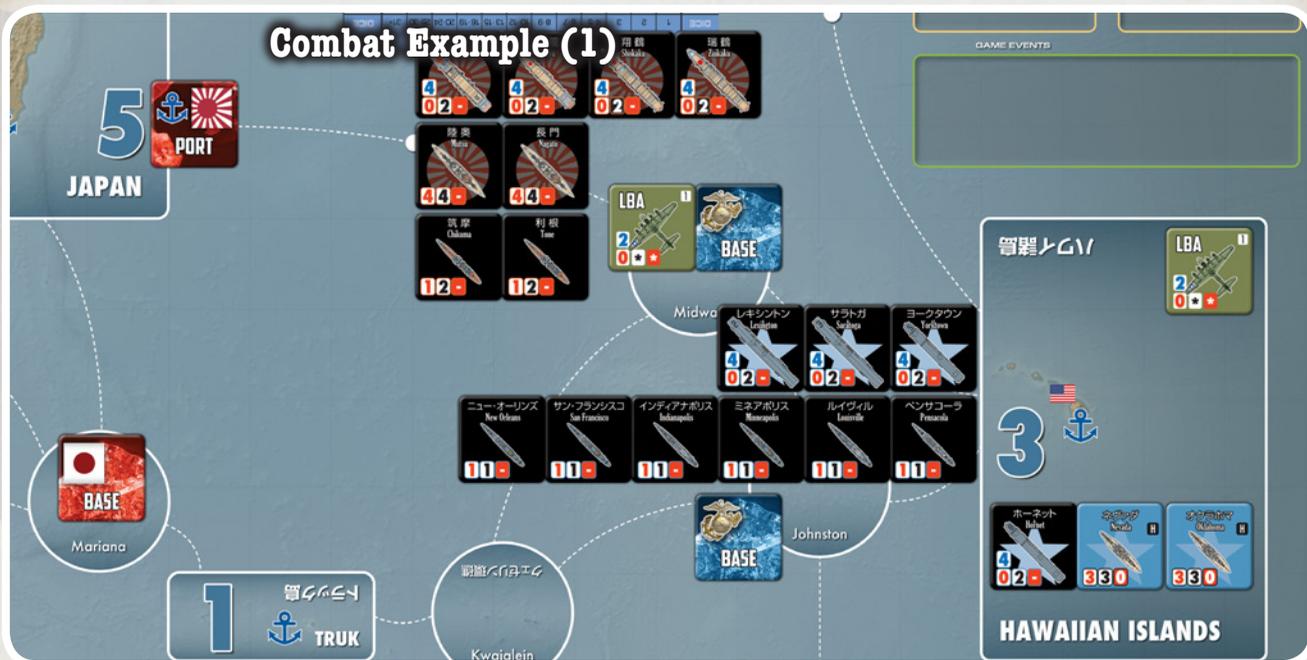
#### **9.5.2 Attacker Retreats**

If the Attacker is not able to eliminate all of the Defender's units after performing ALL Combat Rounds possible, he must retreat.

#### **9.5.3 Retreat Results**

The retreating player must retreat ALL of their units in the OZ. They cannot retreat part of their units and leave the rest behind.

Retreating is conducted in the same way as Returning to Port (10.4), in that the player can move their units to any Port under his control, with NO range limitations. Retreating units cannot, however, move through an OZ controlled by the enemy, nor through an OZ in which enemy



units are present. If in this case, Returning to Port is not possible; Redeployment of Isolated units (10.4) occurs instead.

After winning a Combat, both the Attacker and the Defender can choose to retreat.

If the Defender retreats, his LBA units are removed from the map and become part of next turn's Reinforcements. In this case, the Attacker wins and combat ends (the Attacker still has the option to retreat after that, as per 8.4.1).

Defending units that retreat, that are on their Ready side, are NOT flipped to their Ops Complete side. The Attacker's Naval units are already flipped to their Ops Complete side, however, since they moved and are retreated.

**Combat Example (1):** Continuing from the example of Reaction Movement (1), the Japanese Player had moved to the Midway Island OZ and the Allied Player chose to Counterattack, triggering Combat. The Japanese Player does not use an RC from his hand, but the Allied Player uses Great Marianas Turkey Shoot (#12). From now on, the total Japanese Airstrike Strength is halved!

*Airstrike Combat Resolution: For the sake of simplicity, the Japanese Attacker resolves Airstrike Combat first, although losses from the Airstrike Combat Round are applied simultaneously. His total Airstrike Strength is 16, but after the Resource Card modification it becomes eight (8).*

*The Japanese Player has more Aircraft Carriers, but since the opponent has an LBA, the column on the Combat Results Chart is shifted 1 to the left and the [6-7] column is used. The Attacker rolls 1d6 and gets a 3, resulting in one hit. The Japanese player applies this hit to the Enterprise.*

*The Japanese Player now rolls one 1d6 to determine damage for the one hit and gets a 4. This exceeds the Defense Strength of Enterprise, meaning she will be sunk once the Allied Player resolves his own Airstrike Combat.*

*The Allied Airstrike Strength total is 14. The Japanese Player has more Aircraft Carriers than the Allied Player, so the column on the Combat Results Chart is shifted 1 to the left and the [10-12] column is used. The Allied Player rolls 1d6 and gets a 5, resulting in three hits! The Allied Player decides to apply these hits to Akagi, Kaga, and Soryu.*

Next, the Allied Player rolls 1d6 for each hit made, resulting in a 1, 3, and 2 respectively. The Akagi receives 1 damage, which isn't enough to sink her, but means she will be removed and will reappear in one Turn (the next Turn). The Kaga is destroyed with three hits, and the two hits to Soryu means she is damaged, not sunk, and will reappear in two Turns.

Both players now apply the damage results from the Airstrike Combat; the Allied Player removes Enterprise from the game, and the Japanese Player removes Kaga from the game. The Japanese Player also moves Akagi to the Turn space to receive it as a reinforcement in the next Turn, while Soryu is moved to two Turns henceforth.

Both players choose not to retreat. The Japanese Player, whom is the Attacker, wishes to perform Surface Combat, so this is resolved next, though results are applied simultaneously just like they were during Airstrike Combat.

The Japanese Gunnery Strength total is 10, so the [10-12] column on the Combat Results Chart is used. His 1d6 result is a 6, resulting in four hits. The Allied player chooses to apply these hits to his Cruisers, which means the Northampton, Chester, Chicago, and Portland will all be destroyed at the end of this Surface Combat.

The Allied Gunnery Strength total is 6, so the [6-7] column on the Combat Results Chart is used. The Allied Player rolls 1d6 and gets a 4, resulting in two hits. The Japanese player allocates these two hits, one each to Nagato and Mutsu; the Allied Player's damage rolls are a 4 and 5 respectively. This means Nagato would reappear after the last Turn, on Turn 6, so it will be removed from the game; Mutsu is destroyed by the five damage result.

At this point the Japanese player is left with Hiryu, Nachi, and Myoko, while the Allied player has the Yorktown, Hornet, Astoria, and Salt Lake City. The Japanese Player has no more Movement Points.

Both players remove their destroyed units; none were damaged (at least, none were damaged that could re-appear before the end of the game), so no Naval units are placed on the Turn Track.

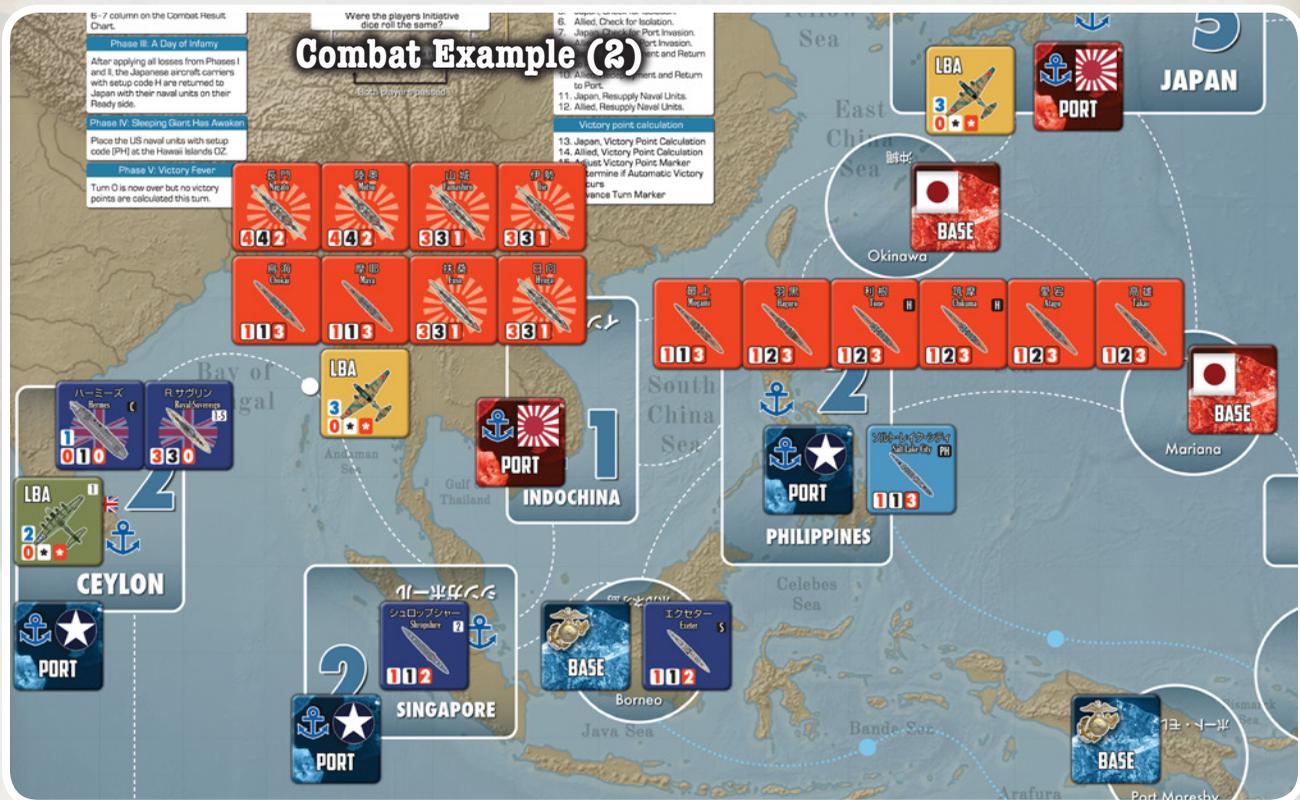
**Important Note:** Although the remaining Japanese Naval units have a Movement Speed of 3, moving to the Midway Island OZ occurred with the lower, Speed 2 limit, thus the Japanese Player cannot extend Combat and must retreat. The Allied Player is aware of this, and after the end of the Surface Combat Round, the Allied Player retreats his four Naval units to the Hawaiian Islands OZ. The Allied LBA unit becomes part of his next Turn's Reinforcements. The Japanese Player can perform one more round, but, as mentioned above, has no more MPs left, he has to retreat. The Japanese Player decodes to retreat his remaining three Naval units to the Japan OZ.

The Midway Island OZ is thusly left with no units in it, but since there is an LBA in the Hawaiian Islands OZ, it remains under Allied control.

**Combat Example (2):** It is the Strategy Execution Phase, Turn 1. The Japanese Player uses a Resource Card to gain Initiative and moves six Battleships and one Cruiser from Indochina to Singapore. He wants to prevent the Allied Player from using an RC to gain Initiative and use Return to Port to move his Reinforcements that just appeared in Madagascar, over to Singapore.

The Japanese Player wisely included a Cruiser with his force so that even if he suffers losses during Surface Combat with the Exeter, his Gunnery Strength total won't go lower than 20 (and his Ground Strength becomes 0). As a result of the Surface Combat, the Exeter is destroyed. The Japanese Player places a Japanese Base Control marker on top of the Allied Port Control marker. The Allied Player did not use an RC to gain the Initiative.

Next, the Japanese Player uses an RC to gain Initiative, leaving two Resource Cards (RCs) in his hand.



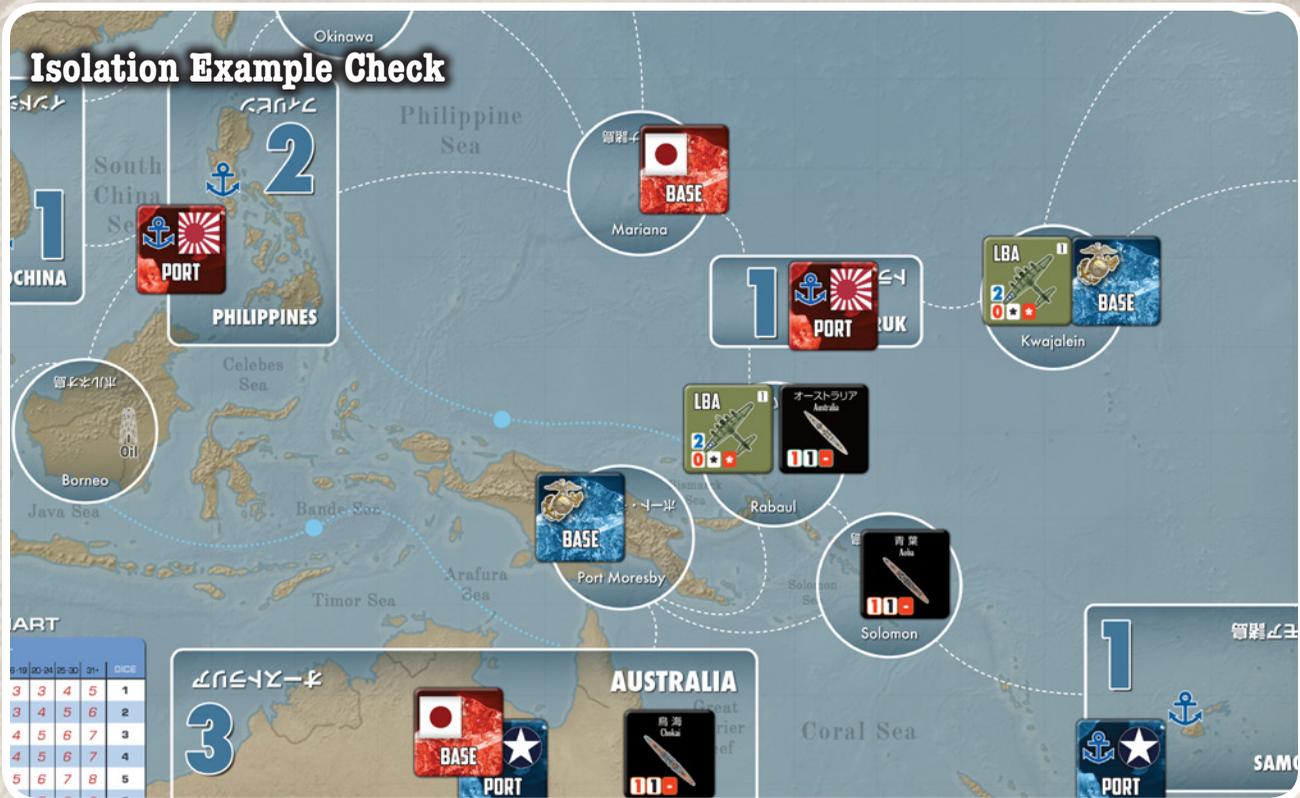
He moves Tone, Chikuma, Haguro, and Ashigara from the Okinawa OZ to the Philippines OZ. This group of Naval units has two Movement Points remaining. As both players have units present, Combat is triggered, but since neither player has Aircraft Carriers or LBA units, Airstrike Combat is skipped, and they go to Surface Combat.

The Japanese Gunnery Strength is 4. The Japanese Player rolls a 1, resulting in no hits. The Allied Gunnery Strength total is 1; he rolls a 5, which results in 1 hit. The Japanese Player allocates that hit to Chikuma. The damage roll is a 6, which sinks her. The Japanese Player has enough Movement Points to fight two more Combat Rounds, but the Allied Player decides to retreat. The Allied Player cannot use Return to Port to retreat, so he has to redeploy an Isolated unit (9.4) instead, retreating to the Ceylon OZ, the closest Port. The Allied Player flips Houston to her Ops Complete side and places her on the Ceylon OZ space. A Japanese Base Control marker is placed on the Allied Port Control marker in the Philippines OZ.

The Allied player does not use RCs to gain initiative, but the Japanese player does, leaving him with one RC remaining.

The Japanese Player moves the remaining Nachi and Myoko from the Okinawa OZ through the Philippines OZ, to the Borneo OZ. There are no Airstrikes as there are no Aircraft Carriers nor LBA units, so a Surface Combat is fought. The Gunnery Strength total of the Japanese player is 2; he rolls a 3, which is zero hits. The Allied Player fires his surface units too, but also gets no hits. The Japanese player has 1 MP left, so he extends Combat for one more Combat Round. This time he rolls a 6, which results in two hits, and the De Ruyter is destroyed. The Allied Player scores no hits. The Allied Base Control marker is flipped to the Japanese Base Control side.

The Allied player decides enough is enough and uses an RC to gain Initiative; he executes a Strategy Action on the Pacific side of the map (not visible in the figure above).



*The Japanese Player wants to use his last Resource Card to take control of Singapore, so he does not use it to gain Initiative.*

*The Allied Player chooses to not use a RC to gain Initiative. As a result, Initiative and who will execute a Strategy Action first is determined by die rolls by both players. Both players roll a 3, and since it's a tie, the Strategy Phase ends. Following the Port Invasion procedure of the Supply Phase, the Japanese Player uses his last Strategy Card to gain control of Singapore.*

*The Japanese Player removes the Japanese Base Control marker from Singapore and flips the Allied Port Control marker from the Allied to the Japanese Port Control side.*

## 10.0 Supply Phase

During the Supply Phase, each player conducts each of the following sub-phases, in order:

- Check for Isolation (9.1)
- Port Invasions (9.2)
- Return to Port (9.4)
- Supplies to Naval Units (9.5)

In each of the above sub-phases, the Japanese Player goes first, followed by the Allied Player.

### 10.1 Checking for Isolation

Each side, starting with the Japanese Player, checks to see if its Naval and LBA units that are not at a Port under friendly control are Isolated. If they are Isolated, immediately flip those units to their Ops Complete side (if not already on that side) and Redeploy them to the nearest Port under friendly control. This case differs from Returning to Port (see 10.4), as Isolated units can move through enemy units and enemy controlled OZs. In case there are Ports at an equal distance, the controlling player can choose which Port and

redeploy his units as desired between. Isolated LBA are removed from the map and become part of the next turn's Reinforcements.

Naval and LBA units that are not at a Port under friendly control are Isolated if they cannot trace a Sea Route, with no distance limitation, back to a friendly-controlled Port, WITHOUT tracing through an OZ under enemy control or an OZ with enemy units present. Naval and LBA units that are at a Port that is friendly-controlled are never Isolated.

The Japanese player checks for Isolation first and redeploys his units, and then the Allied player checks for Isolation and redeploys his units.

Units are flipped to their Ops Complete side and redeployed to the closest Port under that player's control during this sub-phase. Units already on their Ops Complete side stay as they are.

Example of Isolation: The Australia OZ has a Base that is under Japanese control but is not yet captured. The Chokai, in the Australia OZ, is therefore not in a Port under the Japanese Player's control and needs to check for Isolation. There are enemy units between the Truk (a Port under Japanese control) OZ and Australia OZ. There is no way that Chokai can trace supply back to a Port without crossing an OZ under enemy control, so the Chokai is Isolated. Chokai is then redeployed to Truk, which is the closest Port under Japanese control, flipped to its Ops Complete side. Since there are no Japanese units on Australia anymore, Australia is immediately restored as a Port under Allied control.

The Aoba, in the Solomon Islands, is also Isolated and therefore redeployed to Truk. The Solomon Islands then becomes an Allied-controlled Base.

The Allied player now checks for Isolation. As the Aoba is gone, the HMAS Australia can now trace supply back to both the Australia and Samoa Islands OZs and is therefore not Isolated.

Since Australia was restored to a Port under Allied control during the Isolation Check Phase, the Allied Player gains the Australia Victory Points.

## **10.2 Port Combat Invasion**

A player with Naval units in the same OZ as a Port controlled by the enemy, can attempt to capture the enemy Port. The player attempting to capture the Port must add the total Airstrike and Gunnery Strengths of all his units present in the OZ; for every 20 such points in that OZ, the player gains one Ground Strength Point. Ground Strength Points are only pertinent when attempting to take control of the OZ.

A player can also discard RCs to gain Ground Strength; for every RC discarded, they gain one Ground Strength Point.

*Example: 1-19 points = 0 Ground Strength; 20-39 points = 1 Ground Strength; 40-59 points = 2 Ground Strength; and so on.*

*The player must have a number of Strength Points equal to or greater than the Victory Point value of that OZ to capture the Port. If the Victory Point value is equaled or exceeded, place a Control marker for the player's side on that Port. If the player does not have enough Ground Strength, the Port is not captured.*

### **10.2.1 Requirements to Capture a Port**

The capturing player MUST have Naval units present in the OZ of the Port they want to capture; a Port cannot be captured with only LBA units and/or RCs.

Example: Japan controls the Philippines OZ and the Allied Player sends Naval units to recapture it. The Allied Player's total Attack Strength of 40 equals 2 Ground Strength points. Before the Allied Player attempts to capture it, though, the Japanese Player plays the Battle of Iwo Jima (RC #J16) Resource Card and selects the Philippines OZ. Because of this, the Allied Player needs one more Ground Strength point to capture the Philippines OZ. If the Allied Player does not or cannot use a Resource Card to make up that extra Ground Strength point, the Allied Player cannot recapture the Philippines OZ this Turn.

### 10.3 How Major Ports Function

A Major Port differs from 'normal' Ports in their importance, significance, or overall existence within the framework of the War. Some Ports, such as Pearl Harbor, were central to carrying out campaigns and as central staging areas. In the game, there are three Major Ports; For the Japanese Player, this is in the Japan OZ, and for the Allied Player, this is In the Hawaiian Islands OZ and in the Australia OZ. While these Major Ports are treated just like regular Ports in the game, there are special circumstances that affect them as well, as follows.

#### 10.3.1 Captured Major Ports

If at the beginning of a Reinforcements Phase, a Major Port is not under control of the owning player, the following occurs.

- If the Japanese Player does not have a Port under Japanese control in the Japan OZ, any Japanese Reinforcement units are delayed until Japan does have a Port within the Japan OZ under its control. Any Japanese units undergoing repairs are immediately destroyed and removed from the game, the moment there are no Ports available in the Japan OZ.
- IF the Allied player does not have a Port under Allied control in the Hawaiian Islands OZ or in the Australia OZ, Reinforcements and units undergoing Repair cannot appear as scheduled. Repaired units are destroyed, and Reinforcements arrive in the U.S. West Coast OZ instead.

### 10.4 Redeployment and Return to Port

Redeployment: Players can move their LBA units on the map to an OZ under their control or to an OZ where there are friendly Naval units. You do not need to trace through connecting SRs. There is no limit to the number of LBA units that can be placed on a Port OZ, but there is a limit of one per Base. During the Strategy Phase, each time you redeploy an LBA unit, you can move only one LBA unit; however, during the Redeployment

sub-phase of the Supply Phase, you can move all your LBA units on the map.

Return to Port: Naval units that are on either their Ready or Ops Complete side, can move to a Port under that player's control, without any distance limitations.

However, you cannot move them through an OZ under your opponent's control or through an OZ where enemy ships are located. In addition, you cannot use the Return to Port action to move your Naval units to a Base.

Naval units that are so moved do NOT flip sides; units on their Ready side remain on their Ready side, and units on their Ops Complete side remain on that side, when they are Returning to Port. During the Strategy Phase, each time you Return to Port, you can only move a group of Naval units from one OZ to another OZ; however, during the Return to Port sub-phase of the Supply Phase, you can move all your Naval units on the map to any Ports you control.

LBA that redeploy do not need to use a Sea Route; they can move from any OZ to any OZ that is friendly-controlled, or any OZ that has friendly Naval units present (e.g., an LBA at the West Coast OZ can be moved to Australia or Ceylon).

Returning to Port is a player's choice and Is NOT mandatory. Capital ships that moved to a Base and were Ops Complete can stay at the Base at their current status. They don't have to be returned to a Port, but if you want to flip them again to their Ready side, they must be returned to a Port.

When deciding which Port to which your Naval units can return, you need to consider Readying Naval Units in Port (10.5).

*Example: Let's look at Japanese Naval units; if they return to Port in Japan, they do not have to use RCs in order to be flipped to their Ready side. Naval units already on their Ready side are not flipped to their Ops Complete side if they Return to Port. Thus, considering the next Turn, it is advantageous to have them Return to Port or to capture a Port.*

## **10.5 Readying Naval Units in Port**

All Japanese Naval units in the Japan OZ, U.S. Naval units in the Hawaiian Islands OZ or the US West Coast OZ, British Naval units in the Ceylon OZ or Madagascar OZ, and Australian Naval units in the Australia OZ, that are on their Ops Complete side, are immediately flipped to their Ready side. These Ports are easily identified by the flag printed on them.

In any other Ports other than the ones mentioned above, you can discard one Resource Card to flip all Naval units in that OZ from their Ops Complete side to their Ready side.

***Example:** The Allied Player has several Naval units in Australia. During this part of the Supply Phase, these Naval units do not automatically flip over to their Ready side, as they are not in the West Coast nor Hawaiian Island OZs. Instead, it would cost the Allied Player an RC card to supply his Naval units there in the Australia OZ.*

In Bases, you can discard one Resource Card to flip all Non-Capital Ships on their Ops Complete side in that OZ to their Ready side. There is no need to have control of the Base. Capital ships can only be turned to their Ready sides at a Port.

Note that LBA units do not have an Ops Complete side.

## **10.6 Calculate Victory Points**

Both players now calculate their Victory Points and the Victory Point marker is adjusted accordingly, based on Control (12.0). If this is the end of Turns 1, 2, or 3, the next Turn begins.

If this is the end of the Turn 4, check for Victory Conditions (11.0), and if the game does not end, proceed to Turn 5.

If this is the end of Turn 5, the winner of the game is decided.

## **11.0 Victory Phase**

At the end of each Turn, during this Phase, each player totals the Victory Points (VPs) for the Ports

their side controls. Subtract the lower VP amount from the higher VP amount and place the Victory Point marker on the Victory Point Track on the map, on the side of the Track favoring the player with more Victory Points. If the VP amounts are tied, the marker is placed on the zero (0) space.

***Comments:** You can have units in a Port but not have enough Ground Strength to take control of it. In that case, you place a Base marker.*

***Example:** The Japanese may defeat the single US ship in the Philippines, but not have the two Ground Force points (1 for every 20 surface and air factors) needed to take control, or the Resource Card necessary to flip the Port marker. Assuming that there are only Japanese forces in the Philippines OZ, the Port remains Allied, but a Japanese Base marker would be placed there.*

The side with the most Base markers gets 1 VP in addition to the actual VPs of the Ports under their control.

Players compare the number of Bases they control. Ports that are NOT captured by a player are also counted as Bases they control. The player with the most Bases gains one additional VP toward that player's side of the Track, which is recorded now. Neither player gains a VP in a case of a tie.

***Example:** At the end of Turn 1, the Japanese control the following Ports and Bases, which are worth the indicated number of VPs: Japan [5], Philippines [2], Indonesia [1], Singapore [2], Truk [1], Okinawa, Mariana Islands, Kwajalein Atoll, and Borneo Island. The Allied player controls the Hawaiian Islands [3], Samoa Islands [1], Australia [3], Ceylon Island [2], Dutch Harbor, Midway Island, Johnston Island, and Port Moresby.*

The sum of the Japanese Player's VPs is 11, while the Allied player's is 9. The Victory Point marker is moved to the 2 space on the Japanese side of the track.

At the end of Turn 2, the number of Ports under each player's control remained the same, while the Allied Player gained control of the Solomon Islands.

First, the Victory Points marker is moved 2 boxes towards the Japanese side of the track (onto the 4 space of the Japanese side of the Victory Points Track). The number of Bases the Japanese player controls became 4, while that of the Allied player 5. Because of that, the Victory Points marker is moved 1 box toward the Allied side of the track (to the 3 space on the Japanese side of the Victory Points Track).

In addition to the above, both players can gain Victory Points through the use of Event Cards.

### **11.1 Automatic Victory**

#### **11.1.1 Capturing Japan**

At the moment the Allied Player captures Japan), the game ends with an Allied Victory.

#### **11.1.2 End of Turn 4, 1943**

- If the Japanese Player has 5 or more VPs at this time, the Japanese have managed to stymie the Allied advance across the Pacific, inflicting major losses on the West. The game ends with a Japanese Victory.
- If, however, the Allied player has 1 or more VPs at this time, the Allies have managed to hold back the Japanese tide, and the game ends with an Allied Victory.
- If the Victory Points marker is between 0 and 4 points on the Japanese side at this time, the war in the Pacific is still in the balance; the game continues to Turn 5.

#### **11.1.3 End of Turn 5, 1944**

- If the Allies have 5 or more Victory Points at this time, the Allied Player has dominated the Pacific, ousting the Japanese from nearly every one of their strongholds; the Allied Player wins the game.
- If the Allies have 4 or less VPs at this time, war weariness sets in with the West; the Japanese Player wins the game.

## **12.0 Control**

Each OZ on the map can be controlled by the Japanese Player, the Allied Player, or neither player. Port and Base Control markers (4.2) are used to show which player controls which OZs; Bases that neither player controls are left without a Control marker. There is a difference in control of an OZ as a Base and a Port; read the below sections carefully.



## Definition of Control Table

A	B	C	D
<p><b>Japanese -controlled Port</b></p> 	<p><b>Japanese Port controlled as a Base by the Allies</b></p>  	<p><b>Japanese Port controlled by neither side</b></p>  	<p><b>Allied-controlled Port</b></p> 
	<ol style="list-style-type: none"> <li>1. There is an Allied LBA on it, or</li> <li>2. There are Allied naval units on it and it doesn't fall under the Japanese Air Superiority Zone, or</li> <li>3. It falls only under the Allied Air Superiority Zone.*</li> </ol>	<p>There is an Allied naval unit on it, but it falls under the Japanese Air Superiority Zone</p>	<p>The Allies captured the Japanese Port after (2)b or (3) were satisfied.</p> <p>If before capturing either (2) or (3) states stopped being satisfied any more, the Port immediately returns to state (1).</p>
<p><b><i>*This can only happen if the Port was previously at state (2)b or (3), because a Port controlled by your opponent can never fall under your Air Superiority Zone.</i></b></p>			

Control of an OZ is checked at the end of each Strategy Execution Phase (8.0) and again at the end of the Supply Phase.

### 12.1 Air Superiority Zones

A player's LBA unit(s) represent significant land-based air assets, including air superiority, bombing (tactical and strategic), recon, and other specialty units. These forces combine to project power into adjacent OZs, in what is called 'Air Superiority Zones.' 'Adjacent' is defined as connected by one open Sea Route to another OZ.

These Air Superiority Zones can, depending on circumstances, exert control over adjacent Base OZs, or turn enemy-controlled Ports that are adjacent into a friendly-controlled Base.

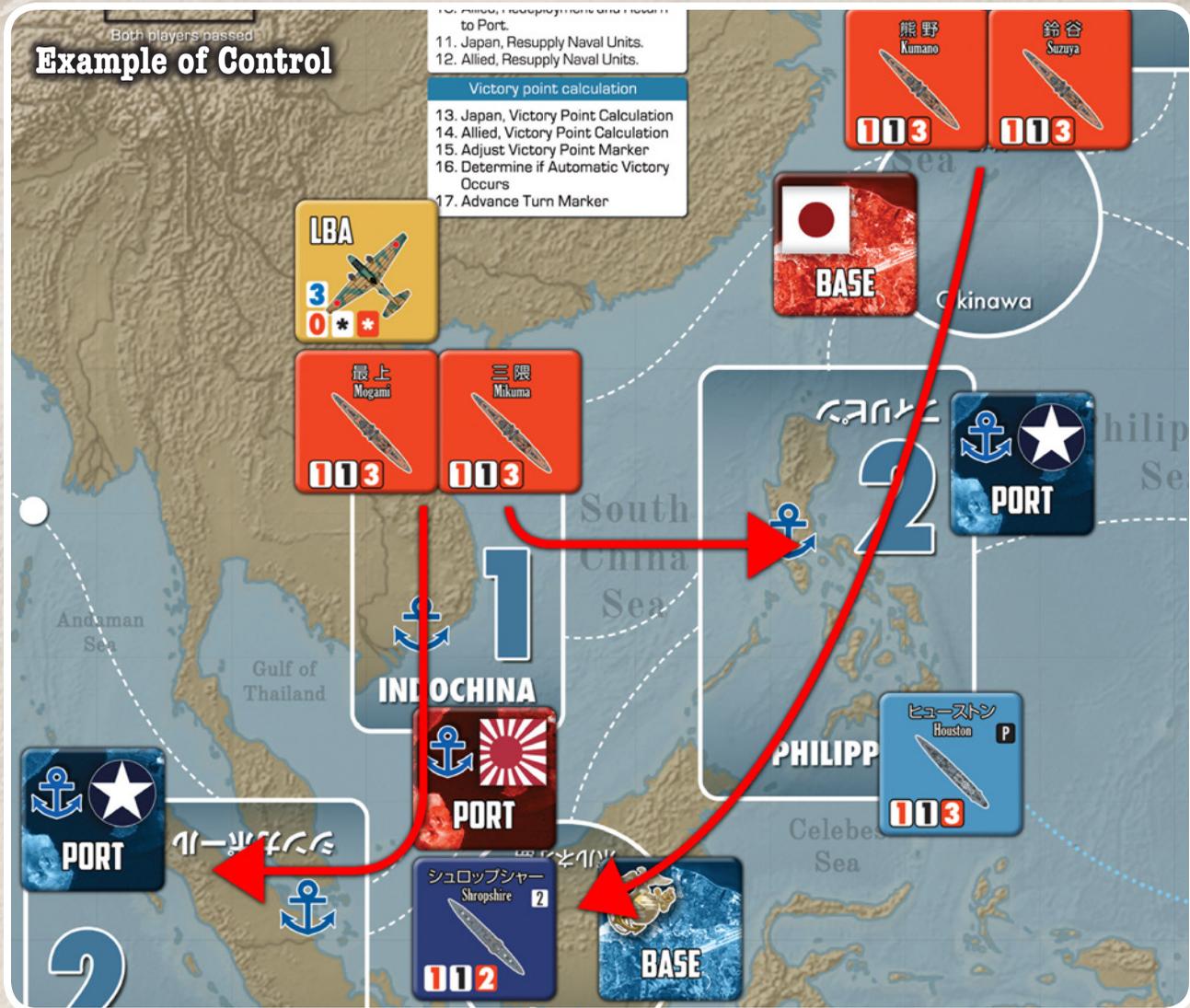
Bases that lie within two OZs, regardless of distance to Ports under their opponent's control, do not fall under the Air Superiority Zone. Two OZs mean two different OZs that one within

one OZ and not two MPs. Bases that fall within a player's Air Superiority Zone come under their control.

An Air Superiority Zone may NOT extend over a Sea Route that has a Nav Point (8.10); the distance is simply too great to effectively project air power into the neighboring (but distant) OZ.

### 12.2 Base Controlled by Naval Units

A Base where only one player has Naval unit(s) present comes under that player's control. However, this control is 'canceled out' if that OZ falls under an opponent's Air Superiority Zone, in which case neither player controls that OZ.



**Example:** The Japanese Player has Naval units in the Indochina OZ, but no LBA units. The Allied Player has LBA units in the Philippines OZ. Therefore, the Indochina OZ is NOT under either player's control (the Allied air power in the Philippines projects power to all adjacent OZs; the Japanese Player would need at least one LBA unit in the Indochina OZ in order to cancel the Allied Player's LBA Air Superiority projection).

### 12.2 Bases Controlled by LBA and Air Superiority Zones

LBA unit(s) can control adjacent OZs if certain conditions are met. A player controls an adjacent Base OZ when It:

A. Physically contains that player's LBA unit(s),  
 OR

B. Contains that player's Naval units and is NOT adjacent to an OZ containing an opponent's LBA unit(s), OR

C. Is adjacent to an OZ that (1) contains the player's LBA unit(s), (2) does not contain their opponent's Naval units, and (3) is not adjacent to an OZ containing an opponent's LBA unit(s).

A Port controlled by your opponent is treated as a Base under your control if either (A) or (B) above are satisfied. Neither player can use it as a Port for any purpose in these cases (e.g. collection of VPs or Capital Ship resupply). To capture a Port, refer to 10.3, below.

## **12.3 Port Control and Capture**

A Port can NEVER be captured solely by an Air Superiority Zone; however, It CAN become a Base if 12.2 is satisfied. In this case, place one of your Base Control markers on top of the Port Control marker in that OZ to show this. An OZ like this is considered in all aspects as a Base and neither player may gain Victory Points from it.

*Note: Projecting an Air Superiority Zone Into an enemy-controlled Port like this is an easy way to deny Victory Points to your enemy.*

### **12.3.1 Ports with Base Control Markers**

Note that when your opponent's Port that has a Base under your control, and it falls within an Air Superiority Zone from your opponent from another adjacent OZ, AND you have no LBA of your own within that OZ, rule 12.2 and (B) applies, and you lose control of that Base; remove your Base Control marker from that OZ. If you still have Naval units in that OZ, place them on top of your opponent's Port Control marker. Neither player has control at that point. If you don't have Naval units at that Port, then 12.3.3 below applies and the Port immediately returns to your opponent's control.

### **12.3.2 Naval Units in an Opponent's Port**

During the Port Invasion sub-phase of the Supply Phase, if your Naval units are located at your opponent's Port, then the Port can be captured by you (10.2). Turn the Port Control marker over to your side and remove any Base Control markers, if present.

### **12.3.3 Removal of a Base Control Marker**

If, due to rules 10.1 or 10.2, your Base Control marker is removed from above your opponent's Port Control marker, or if the Base Control marker is changed to your opponent's side, or if your units leave this OZ, then the Port immediately returns to your opponent's control.

*Example of Control: This example is the result following the execution of a player's Strategy Action. After the Airstrike Combat of Turn 0 (Phase II), British Naval units were annihilated in the Singapore OZ, but the Port remains under Allied control.*

Mogami ends its movement in the Singapore OZ, thus 10.2 (B) is met. A Japanese Base Control marker is placed on top of the Allied Port Control marker in the Singapore OZ.

Mikuma moves to the Philippines OZ and engages the Houston in Surface Combat. If both ships are eliminated in Surface Combat, the Allied Port Control remains in Allied hands. Remember that enemy-controlled Ports NEVER fall under your Air Superiority Zone but can have a Base placed there.

Suzuya and Kumano move through the Philippines OZ to the Borneo OZ to engage HNLMS De Ruyter and destroy the Dutch ship. The Allied Base Control marker on Borneo is flipped to the Japanese Control side.

If the game enters the Supply Phase in the current state, the Japanese player can capture the Singapore Port.

If the game enters Turn 2 without the Japanese Player capturing the Singapore OZ, the Allied Player can move British Naval units to Singapore, eliminate Mogami, and, if at least one Allied Naval unit survived, the Japanese Base Control marker is removed from the Singapore OZ. Because of that, Singapore immediately reverts to a Port under Allied control.

If afterwards the Allied player redeploys an LBA to the Singapore OZ, the Borneo Base OZ will fall under an Allied Air Superiority Zone. This triggers 12.2 (B), and the Japanese Base Control marker is removed from Borneo; Borneo is not controlled by either player. If, after that, the Japanese player redeploys one of his LBA to Borneo, it becomes again a Base under Japanese control.

## 13.0 ADVANCED RULES

If both players agree, the following advanced rules can be adopted, used in whole or only in part.

### 13.1 Aircraft Carrier Battleships Ise and Hyuga



If at the beginning of Turn 2, the Japanese Navy has lost one or more Aircraft Carriers, remove the Battleships Ise and Hyuga from the game, even if one or more of them are damaged. In their place, on Turn 5, the Japanese Player receives as Reinforcements the Ise and Hyuga Aircraft Carrier Battleships, denoted by their set-up code in a red box.

If at the beginning of Turn 2, the Japanese Navy hasn't lost a single Aircraft Carrier, the conversion of these two Battleships to Aircraft Carrier Battleships does NOT occur.

If at the beginning of Turn 2, the Ise and/or Hyuga are destroyed, the destroyed ship cannot be converted to an Aircraft Carrier Battleship.

Although Aircraft Carrier Battleships have an Airstrike Strength of zero (0), when they are Ready side up, they are treated as Aircraft Carriers. Thus, they can trigger Reaction Movement (7.6).

**Historical Note:** *There were plans to equip these ships with catapult capable D4Y "Judy" dive bombers, but because it would have been too difficult to determine the effectiveness of this system, they were instead evaluated with E16A "Paul" seaplanes. In the game, during Turns 2, 3, and 4, the firepower of these two Battleships is lost as they are sent back to the Navy Yards for conversion, which is a disadvantage for the Japanese Navy.*

### 13.2 Torpedo Cruisers Ōi and Kitakami



At the beginning of the game, the Japanese Navy receives the Torpedo Cruisers Ōi and

Kitakami, denoted by their set-up code in a red box.

If a Torpedo Cruiser takes part in Surface Combat, roll 1d6 to determine its Gunnery Strength (Torpedo Attack Strength). Deduct 1 (-1) from the die roll result and use that value as their Gunnery Strength for that Surface Combat Round.

These two Torpedo Cruisers have a zero (0) Defense Strength; if they are allocated a hit, there is no need to roll to determine damage as they are immediately destroyed. If hits are scored by the Allied Player during Surface Combat, the Japanese Player must allocate these hits first to his Torpedo Cruisers.

Torpedo Cruisers DO NOT add their Gunnery Strength during Port Invasions.

**Historical Note:** *These so-called Torpedo Cruisers did not historically take part in any major naval battles. However, their in-game variable strength gives the Japanese Player a slight advantage.*

### 13.3 Battleship Shinano



If at the beginning of Turn 2, the Japanese Navy hasn't lost a single Aircraft Carrier, remove Shinano (scheduled to appear on Turn 5).

Set up the Shinano Naval unit, with the red set-up code, on the Turn 4 space on the game board.

**Historical Note:** This represents the Shinano being converted to an aircraft carrier. Historically, the Shinano made no impact whatsoever on the War; In-game, since her Defense Strength is higher as a Battleship, it is much more favorable for the Japanese player if she remains as such.

### 13.4 Aircraft Carriers *Kasagi* and *Ibuki*



If between Turns 1 and 3, there is a Turn in which the Japanese Navy doesn't lose a single

Naval unit, add either the *Kasagi* or *Ibuki* (Japanese Player's choice) as a Turn 5 Reinforcement. If the Japanese player is lucky enough to endure two such turns, add the other Naval unit as a Turn 5 reinforcement.

*Comments: Both Naval units were almost complete by the end of the war, but because materials were being diverted to repair damaged ships, their construction was delayed. In the game, similarly as Shinano, they are expected to be used as shields to protect the mainland.*

### 13.5 British Aircraft Carrier *HMS Victorious*

#### Victorious



If at any point the Allied Player loses three or more Aircraft Carriers, the Allied Player adds the British Aircraft Carrier *HMS Victorious* as an Allied Reinforcement, arriving on the Turn following the Turn that the third Allied Aircraft Carrier was lost. For game purposes, this Aircraft Carrier is treated as a U.S. Naval unit for all purposes; it starts in the West Coast OZ. It is removed from game at the beginning of Turn 4.

*Historical Note: HMS Victorious was assigned to the Pacific Theater in order to assist the U.S. Navy, which lacked Aircraft Carriers, arriving at Pearl Harbor in March 1943. After that, she took part in the landings on the Solomon Islands.*

### 13.6 Australian Divisions



During the Reinforcement Phase of Turn 2, the Allied player receives Australian Divisions, which have been removed from the North African Theater to assist in the defense of Australia. The Allied Player can place

these Reinforcements on a Port or a Base of his choice that is under his control.

During the Reinforcement Phase of subsequent Turns, the Allied Player can redeploy them to a Base or Port under his control. There is no cost for the redeployment.

Australian Divisions are considered to be a marker instead of a unit. As a result, they don't interfere with Japanese Navy movement. In addition, Japanese Naval units cannot attack them during regular Combat.

#### 13.6.1 Australian Divisions Deployed on a Base

An Allied-controlled Base with an Australian Divisions marker on it CANNOT be captured unless the Japanese Player conducts a Port Invasion (during that sub-phase of the Supply Phase). If there is one or more Ground Strength points on that Base, i.e., if the sum of the Airstrike Strength and the Gunnery Strength of Japanese Naval and LBA units is 20 or more, or by the use of a Resource Card, the Australian Divisions can be removed.

#### 13.6.2 Australian Divisions Deployed on a Port

If the Australian Divisions marker is placed on a Port under Allied control, they are considered to be integrated with the Port. If this Port is a Base under Japanese control, when the Japanese Player tries to capture that Port, the Japanese Player needs one additional Ground Strength point.

*Example: If the Australian Divisions marker is placed on Ceylon, an OZ worth two Victory Points, the Japanese Player must have a total of 3 Ground Strength points to capture that Port.*

#### 13.6.3 Removal of Australian Divisions

Australian Divisions are permanently removed from the game once the Port on which they were placed is captured.

*Comments: Although Australian Divisions were deployed to New Guinea in order to strengthen Allied defenses during the war, it is better if they are deployed to Ceylon if during the game the Japanese player goes for the western front first strategy. This rule gives a moderate advantage to the Allies.*

### 13.7 Seabees / MAGIC / Fleet Train Markers



Starting with Turn 2, the Allied Player can use one Seabees or MAGIC marker every Turn. The Allied Player can only use the effect of either Seabees or MAGIC once per Turn, and cannot use BOTH markers in the same Turn.

**Seabees Effect:** When the Allied Player moves his Naval units, and if that move results in combat, after it is resolved, the Allied Player can immediately redeploy one of the Allied LBA units to the Base in which the Allied Player ended the Naval units' movement.

**MAGIC Effect:** When Initiative is determined by a die roll (NOT RC card play), and both players roll a tie, the Strategy Phase normally ends. The Allied Player can, however, instead choose to invoke this effect and execute one last Strategy Action; afterwards the Strategy Phase ends.

**USN Fleet Train (FT):** The Allied player can place his FT marker during the Reinforcements Phase on any Base he controls, without having to spend an RC. The Allied Player does not place it during the Reinforcements Phase but instead keeps the FT marker in his hand and places it following the regular rules during the Strategy Phase.

*Comments: Seabees were an engineering unit of the US Navy that were in charge of repairing the infrastructure of captured islands. MAGIC was a project of the Allies that was in charge of breaking the Japanese signal codes, which gave the Allies*

*a strategic advantage. This rule is to reflect that advantage. This rule gives an advantage to the Allied Player.*

### 13.8 Battle Marker and Battle Card



Sometimes the map might get crowded with counters and markers due to space constraints, especially when laying units out to have a battle; thus, there is a Battle marker and Battle Card provided.

At the start of the game, place your Battle marker in the Game Events box on the map. Once Combat is instigated, the Attacking Player takes the Battle marker from the Game Events box and places it, attacking side's color up, in the OZ where the combat is taking place.

Take the Battle Card and place all LBA and Naval units onto their respective sides, and conduct Combat as normal. Once Combat is over, return any surviving unit(s) to the OZ where the Battle marker is placed, then remove the Battle marker from the OZ and place it back in the Game Events box on the map.



### 13.9 HNLMS De Ruyter



HNLMS De Ruyter is the only Dutch naval unit in the game. It has no special rules and is marked with the Dutch flag only for historical flavor.

**Historical Note:** *The De Ruyter was damaged in an air attack in the Battle of Bali Sea on February 4th, 1942 and fought in the Battle of Badung Strait on February 18th, 1942. The De Ruyter was sunk during the Battle of the Java Sea, off the north coast off Java on the evening of the February 27th, 1942, by the Japanese heavy cruisers Nachi and Haguro.*

## 14.0 Game Set-Up

The Japanese player should sit on the north side of the map, and the Allied player, on the south side. Each player takes his units and sorts them according to their Set-Up Code. Shuffle the Resource Cards into a deck and place that deck face down on their respective position on the map.

### 14.1 Allied Set-Up

Follow the Set-Up Code and place Allied units on their Ready side in the following OZs:

Set-up Code	Point
H	Hawaiian Islands
M	Midway
F	Samoa Islands
A	Australia
P	Philippines
B	Borneo
S	Singapore
C	Ceylon
LAC	Place either at Australia, Samoa Islands or Port Moresby. Decide individually for each unit.
PH	Place according to rule 5.1

The Allied Player draws no RCs at the start of the game.

### 14.2 Japanese Set-Up

Follow the Set-Up Code and place Japanese units on their Ready side in the following OZs:

Set-up Code	Point
H	Hawaiian Islands (Pearl Harbor attack group)
No code	Place either at Japan, Indochina, Okinawa, Truk, Mariana Islands or Kwajalein Atoll. Decide individually for each unit. Capital ships can only be placed at Ports.
LBA	Place one each at Japan, Indochina and Truk.

After placing his units as described above, the Japanese Player then draws four RCs from the top of the deck and creates his hand. Each player's hand is secret. Units that were not set up by both players, e.g., units with Set-Up Code 1–5, are set aside. Units with a Set-Up Code in red are used with the Advanced Rules for the game (13.0).

### 14.3 Markers

Place the Turn marker on the December 1941 box of the Turn Track and the Victory Points marker on the zero (0) box of the Victory Points Track.

Place an Imperial Japanese Navy Control marker on the Japan, Indochina, and Truk OZs, and an Allied Control marker on every other Port OZ on the map. After both players are finished setting up their units, place the respective Base Control markers following rule 10.2. Store the rest of the markers for later use.

**Example:** *Even when the Japanese Player does not place a Naval unit on the Kwajalein Atoll, since there is LBA set up on Truk Island, a Japanese Base Control marker is placed on Kwajalein Atoll, per 10.2.*

*If the Allied player does not place an LBA in the Port Moresby OZ, because there is a Japanese LBA set up in the Truk OZ, a Japanese Base Control marker will be placed on the Rabaul OZ. If the Allied player decides to place an LBA unit on Port Moresby, as per 10.2, neither player places a Base Control marker is placed on Rabaul.*

### 14.3.1 Base Control Marker Placement

Regardless of the initial placement of either players, place a Base Control marker as follows.

Japan:

- Okinawa
- Mariana Islands
- Kwajalein Atoll

Allies:

- Midway Island
- Borneo Island

Uncontrolled by Either Player:

- Attu Island
- Dutch Harbor

## 15.0 Optional Rules

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All optional rules require both the Allied and Japanese player agree to use the rule, before the game starts. Players can play with one or all of the optional rules.

### 15.1 Yamamoto's Original Plan

Yamamoto's Pearl Harbor plan called for three air strike waves at Pearl Harbor but Admiral Nagumo, concerned for the safety of his carriers, decided not to launch the third air strike. This optional rule assumes Admiral Nagumo listened to arguments to dissuade him from turning back before the third strike was launched. At the end of Turn 0, Phase I: Tora Tora Tora, the Japanese player rolls 1d6; on a result of a 5-6, the Japanese player can follow through on Yamamoto's original attack plan and execute another attack on Pearl Harbor. The Japanese player then rolls another 1d6 to determine the Column they use for this attack:

- 1: Use the [3] Column
- 2-3: Use the [6-7] Column
- 4-5: Use the [10-12] Column
- 6: Use the [16-19] Column

### 15.2 Japan Stocks Additional Oil Reserves

This rule assumes the Japanese anticipated war further in advance and stocked additional oil supplies for the coming conflict with the West. It will give the Japanese player a moderate advantage.

The Japanese Player will receive one RC on Turn 1. On Turns 2 and 3, the Japanese Player rolls 1d6, and on any result other than 1, the Japanese Player receives one more RC regardless if they control the Borneo Oil fields.

If the Japanese player DOES control the Borneo Oil fields, they receive two additional RCs, for a total of three. This is an exception to rule 6.2.2.

### 15.3 Allies Additionally Weakened

The initial Japanese offensive against the Allies is considered to have been more effective than it was historically, causing the Allied response to be slower. To show this, the Allied player starts with no Resource Cards (RCs) on Turn 0 at the beginning of the game. The Allied player draws one RC on Turn 1, two on Turn 2, three RCs on Turn 3, six cards on turn 4, and eight RCs on Turn 5. This overrides the standard rule 6.2.3.

## 16.0 DESIGNER'S NOTES

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By Yasushi Nakaguro

I am grateful to everyone who sent me valuable comments on The Pacific War. I have read them and clarified or revised several of the rules thanks to this player feedback.

## Units

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The speed of Naval units represents their strategic capacities. Thus, obsolete Battleships have a Movement Speed of zero [0], which means that they can be deployed only in Sea Areas where sea and air control is already achieved.

Although its common sense that obsolete Japanese Navy Battleships should have a Movement Speed of zero [0], in order to reflect the way Nishimura's "Southern Force" was used in the Battle of Surigao Strait, they are given a Movement Speed of one [1].

The British Battleship's speed is low, too, because during the period of the game, they were mostly relegated to defensive duties. Japanese Aircraft Carriers that appear during the second half of the War also have a reduced speed, in order to account for the lack of experienced crews and fuel, which greatly reduced their strategic capacities.

The ratings of the same class ships are the same. Chokai and Maya had not yet been modernized when the War started, so I reduced their Defense Strength by 1, although Maya was modernized during repairs.

## Resource Cards

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The available strategic options and combat performance via the Resource Cards are based on the actual military achievements made by both sides during the War.

The Pacific War was the first time in history that Task Forces of Aircraft Carriers clashed with each other, and the first time all three branches of the military took part in joint operations; thus, it's not improbable that different results could have been achieved. This is reflected with the card events.

For Japan, the most important war aim was to gain control of southern Asia's rich resource fields. Because of the American-imposed embargo, the

fuel stockpiled in the country was adequate to perform major operations for only half a year at best; in fact, the stockpiled fuel was between seven to eight million tons, while the domestic consumption at the time of the war was a bit less than four million tons.

On February 14th, 1942, Palembang, on the island of Sumatra, was captured by the Japanese. The Palembang oilfield's crude oil production in a year greatly exceeded the Japanese oil consumption in one year at the time, making it an incredibly valuable resource.

In the game, Japanese Resource Cards are tied to Japan controlling the Borneo Oil fields. This is based on the historical fact that the Balikpapan port on the east coast of Borneo was an important fuel source for the Japanese Navy. If we compare the Sumatra and Borneo production yields, we get 9.85 million kiloliters for the former and 2.65 million kiloliters for the latter.

If the game was to extend to the second half of 1944, even if Borneo was controlled, the Japanese navy would not gain Resource Cards. This is because from autumn 1943 onwards, the U.S. Navy started a full-scale submarine offensive against Japanese merchant shipping (approximately 100 submarines were deployed by the Allies for this purpose).

The Japanese Navy estimated before the war that they would lose 800,000 tons of merchant shipping per year. By 1942, however, this estimation was proven to be woefully small. In November 1943, 300,000 tons were lost that month, and in February 1942, 500,000 tons were lost. In contrast, the production of ships at the beginning of the War did not exceed 600,000 tons per year.

Note: These numbers come from the Mining Bureau of Ministry of International Trade and Industry.

## Japanese Set-Up

Before the war, Guam, in the Mariana Islands, was planned to be a stronghold for the U.S. Navy, but only a small garrison was stationed there; it took only one day for the Imperial Japanese Army's 55th Division to overwhelm the island's defenses. This is the reason for the Japanese initial setup.

## Victory Conditions

To set the Victory Conditions for a Pacific War campaign game is not a difficult task. For example, it's inconceivable that Japan could land on the West Coast and occupy the US mainland. If "reconciliations with more favorable provisions" could be achieved, one may call that victory.

Although the title of the book by James B. Wood, *Japanese Military Strategy in the Pacific War: Was Defeat Inevitable*, is a bit suggestive, there is a quote in it stating, "there was a possibility for Japan to achieve victory." What is called victory here is, if the war dragged on until 1946 before a cease-fire was achieved. This is something with which I do not personally agree, but I do agree with the suggestion that from mid-1942 onwards, the second stage of the Japanese strategy should have started. In detail:

1. Dismiss the victory sickness.
2. Construct an efficient and deep national defensive perimeter.
3. Guard the Japanese merchant fleet.
4. Block the enemy's strategic bombing.
5. Continue submarine attacks on enemy supply routes.
6. Don't let the enemy achieve air control.
7. Retain a fleet in being.
8. Force the enemy in more Okinawa type combat.

9. Suspend and delay the plan for a concentrated attack on the US forces.

10. Drag the grand finale of the Pacific War to 1946 or even 1947.

Unfortunately, though, many points of this strategy were not part of the Japanese military strategic doctrine at the time.

For example, submarines were considered the weapons to help achieve final victory and were used to attack enemy capital ships; there was no intent to use them to interdict merchant shipping. For this, there was no conscious thought around protecting their own country's merchant fleet, whereas in the game, players themselves have learned from history and understand the significance of sea lanes. There is also very little chance of a Japanese player contracting "victory sickness."

From the strategies mentioned above, numbers 2, 4, 6, and 7 are integrated in the game system and establish the Victory Conditions of this game.

## The U.S. West Coast and Madagascar

On May 5th, 1942, under Operation Ironclad, the British Army landed on Vichy French Madagascar. Germany asked Japan for assistance, which complied by sending three submarines to attack targets in Diego Suarez Bay. During this attack, they sunk an oiler and damaged the Battleship HMS Ramillies.

However, Madagascar was not of strategic importance to the Japanese military, and they did not attack it again.

## Acquisition of Cards

The limit to the Japanese player's hand size of four cards, is to reflect the limitations of Japanese oil production and consumption (refer to the chart below). Even though the Japanese acquired rich oil conquests, it still wasn't nearly enough to fuel

a war machine to take on the entire Pacific basin.

## Strategy Phase

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The actions taken during the Strategy Phase are the most important part of the game. The players have to decide, after making their plans, if they are going to use Resource Cards to make sure they take the Initiative or leave it up to the will of the dice, to determine if they are going to perform a Strategy Action.

The flowchart explaining the procedure in order to gain Initiative is printed on the game map, to help players visualize how it works.

The cost of making sure you are going to be able to execute your Strategy Action is equal to using RCs. In order to perform large-scale operations, a considerable amount of RCs must be consumed.

In the game, RCs not only represent resources, but the amount of time available.

The Japanese player has the option to choose if he will gain Initiative, and that's because the Japanese Navy, until the Battle of Leyte Gulf in 1944, regardless of the results, had the offensive initiative on their side.

If both players don't use RCs to gain Initiative, dice are rolled to determine who is going to execute his Strategy Action first, but if they roll the same number, the Strategy Phase ends immediately. As a result, without using RCs, one is expected to execute a Strategy Action approximately three times in a turn.

### Japanese Oil Consumption Chart

Year	Army	Navy	Civilians	Total
1941	509	1,460	2,128	4,097
1942	855	4,875	2,484	8,214
1943	811	4,283	1,525	6,619
1944	674	3,175	837	4,686
1945	146	569	133	848

**Units: 1000 kiloliters**

(Crude / heavy oil in 1000 tons)

*Based on the data from the Senshi Shosho, Japanese Imperial Navy War Preparations.*

When a tie is rolled, the Strategy Phase ends instantly. That is to simulate the game's unpredictable circumstances such as weather, domestic problems, the situation in Europe, etc. If you want to make sure you are going to execute your Strategy Action, then thorough preparations – use of RCs – are needed.

## Fleet Train (FT)

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A Fleet Train represents large-scale supply units of the U.S. Navy. It included oilers, supply ships, engineering ships, floating docks, repairs units, etc. Because of the existence of this FT, large ships in the U.S. Navy's armada, such as Aircraft Carriers and Battleships, were able to receive provisions and undergo repairs while in the front line. In contrast, the Japanese Navy did not have similar units, and even if it had, it would have been restricted, and was unable to do major repairs anywhere else other than the mainland.

To express this difference, from Turn 4 on, the US Navy (Allied) player can use a FT marker and can place it as one of his Strategy Executions on a Base under his control. Be aware that if you use RCs to gain initiative and place the FT marker, you need to use a total of two RCs - one card to gain Initiative and one more to place the FT marker.

## Change of Tactics

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There were two opinions among the Allies regarding the strategy of their counterstrike. Nimitz's plan was to advance in the Marshall Islands, to the Mariana Islands, and then to Iwo Jima and Okinawa; MacArthur instead wanted to advance through New Guinea to Mindanao Island, the Philippines, and then Taiwan. In the game, the same as it was historically, Nimitz's plan is adopted (following the Truk Island to Marianas route).

## Chart of Locations of Japanese Imperial Navy Oil Tanks (1942)

Region	Capacity	
	Crude/heavy oil	Gasoline
Yokosuka	906	7
Kure	2,976	
Sasebo	666	410
Maizuru	282	
Ominato	117	
Zhenhai	140	
Ryojun	14	
Mako	101	
Tokuyama	1,584	
Yokkaichi	60	
Total	6,846	417

Units: 1000 kiloliters

(Crude / heavy oil in 1000 tons)

*Based on the data from the Senshi Shosho, Japanese Imperial Navy War Preparations (1)*

The Rabaul to Philippines route in the game is just Rabaul, but it included North New Guinea too, which was MacArthur's plan, coinciding with the Australia to Borneo route that the Japanese were expecting (The Imperial Headquarters Strategic Guidelines, September 30, 1943).

Until the Allied player opens this Sea Route, the Japanese player cannot use it. After it is open, both navies can use it.

### Reaction Movement

This rule reflects the role of the Allied land-based planes. Allied land-based planes were fundamentally responsible for the gradual decrease in the ability of Japanese forces to perform operations. I have taken into consideration the active role of U.S. land-based planes during the battles of Midway and Guadalcanal, and in the game I have focused more on their patrolling capabilities rather than striking power.

During the first half of the war the U.S. Navy attacked Japanese bases where they could, one of the objectives of which was to increase the skill of the U.S. carrier-based aircraft pilots. Ian W. Toll, in his book *Pacific Crucible*, writes in detail about this fact.

There was no Japanese land-based plane capable of effectively covering the massive Pacific front line, which resulted in dispersion of Japanese Aircraft Carrier power. The concept of concentrated Aircraft Carrier air power of Minoru Genda, which was embodied by the Task Force of six aircraft carriers, was marvelously proven correct in all wars up to that time.

In this game too, if you manage to deploy six fleet carriers together, you can deliver a catastrophic blow to the Allied forces. However, if you prepare for the Allied counterattack, making plans for a Reaction Movement, it's guaranteed that you will have to deploy your Aircraft Carriers in split groups. Their striking power will decrease, and you might be forced to fight a harsh battle just as your historical counterparts did.

On the other hand, the Allied player must place land-based planes on the points he expects the Japanese player's offensive operations to happen and be prepared to respond to them with his task forces.

### Combat

The combat system of this game is greatly simplified, mainly in order to reduce playing time. During Airstrike Combat, for example, the defender's anti-aircraft strength is not taken into consideration. This is because aircraft anti-ship tactics and anti-aircraft defense strength improved alongside each other, while combat experience increased dramatically for both; thus, I decided there is no relatively big difference between them.

On the Combat Results Chart, one hit is equivalent to a hit that can sink a ship. The revealed classified survey report document

Summary of War Damage to U.S. BBs, CVs, CAs, and DDs (including DEs) regarding damages on U.S. Naval units, is a detailed list of those that were sunk or damaged during the Second World War. This included the causes and is extremely useful; anyone can freely browse it on the internet.

If the Japanese Aircraft Carriers that were lost during the Battle of Midway survived, would they still be able to be an effective striking force? Hints regarding this question can be found on the General Support Web site under the documents section in the article "Imperial Japanese Navy Carrier Based Plane Pilot Survey." The Japanese Navy reduced the number of carrier-based planes a ship carried on Aircraft Carriers that were commissioned after the war started. On Zuikaku, for example, the planned 72 regular plus 9 reserve full complement was reduced to 54 plus 9 aircraft, and by the time of the Battle of Coral Sea, only 45 aircraft were actually on board her. In addition, it is widely believed that during the Battle of Midway the Japanese Navy lost a large number of experienced pilots, but in reality the U.S. navy lost more pilots. It has come to surface that the crews that came back alive from the Battle of Midway, from mid-1942 on, provided the crews for the 5th Carrier Division comprised by Shokaku and Zuikaku.

In other words, even if the Japanese Navy's six fleet carriers lasted till the end, and together with Taiho and the improved Hiryu class formed a large squadron, their striking power would not be proportional to the number of Aircraft Carriers. The initial Aircraft Carriers would rather lose striking strength equal to the amount of lost experienced pilots. Because it's not easy to simulate this with simple rules, I also decided to use the best Airstrike Strength value for the initial Yorktown-class Aircraft Carriers.

## Amphibious Landings

During the course of the Pacific War, the Allies performed amphibious landings 78 times (excluding the China-Burma-India [CBI] front). It is far too cumbersome to simulate all of them in

this game; as such, amphibious landings are only represented in a very abstract way.

As a substitute, in order to completely seize control of a Port, the Invasion Procedure is required, which uses up a proportional number of RCs. Although Japanese forces had limits in their logistics development ability, if they were properly concentrated, like in the case of the 25th Army in the beginning of the war, in which case they would have been able to operate more effectively. However, because the front line expanded in an unpredictable way, and the divisions were unable to keep up with the pace, by mid-1942 it was impossible to capture enemy strongholds represented as Ports in this game.

Of those 78 amphibious landings, 33 occurred up to June 1944, while in the remaining year until the end of the war there were more than 40.

## Allied Amphibious Landings

Period Performed	Number of Amphibious Landings
1942	2
up to June 1943	5
up to December 1943	12
up to June 1944	14
up to December 1943	15
1945	30

In order to simplify the rules of The Pacific War, large-scale land operations are represented by the consumption of RCs. Bases need one or two Divisions, while two to three Divisions are needed per Port point, alongside the firepower support of five Battleships and or Aircraft Carriers that make capturing Ports possible.

The historical military strength and the range of operations of both armies' land forces is the basis for calculating the RCs needed by both armies in order to capture a Port in an OZ.

Additional RCs are needed in order to gain more strength than the historical military strength (by sacrificing Events, cards a player could use to perform his Strategy).

As a point of reference, below are listed the front-line divisions used per month by both the Allied and the Japanese Army, during the period covered by the game.

Up to the landings on Guadalcanal in August 1942, the Japanese Army had more Divisions, but beyond that point, the Allied numbers began to be felt, and by the second half of 1943, the number of Divisions they possessed was 1.5 to 2 times higher. As far as the game goes, it's easy to understand that beyond Turn 2, it is very difficult for the Japanese Army to perform a Port Invasion.

	Japanese Army	Allied Army
1942, August	4	2
September	4	5
October	4	6
November	4	6
December	4	6
1943, January	8	8
February	8	8
March	9	9
April	9	11
May	9	12
June	9	12
July	9	12
August	9	13
September	10	14
October	11	15
November	11	16
December	13	20
1944, January	11	22
February	12	22
March	12	23
April	18	28
May	17	28
June	20	29

## Regarding Game Balance

This game incorporates many unique concepts, and if you do not understand my thoughts on the design, the game will of course be more difficult to understand. These Designer Notes were written to correct this and better explain my ideas behind the game system.

Many say that the Japanese player cannot win, but in games between players that have a good understanding of the game system, Japan seems to have an advantage. It is true that in the endgame the Allies possess an immense military strength, but if the Japanese fight properly, in order to regain lost Victory Points, and use their RCs for resupplying their ships and not just to gain Initiative, they then have the opportunity to leave it up to dice to determine initiative—at which time it can go either way. And when the Strategy Phase ends abruptly, letting him down, he usually says: “If I could only execute a Strategy one more time...”

For these reasons, I added a few Advanced Rules. For Japan, they mostly have no meaning, and even if they do, it is to satisfy the interest in different weapons, while for the Allies, they have an operational/strategic meaning. When you incorporate them to the standard rules, you start getting the feeling that the strength of one nation has its limits also.



## Credits

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### **WHY WE DO WHAT WE DO**

We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.

**NAVAL UNIT FRONT:**

**READY**

Airstrike Strength



Gunnery Strength

Defense Strength

Naval Units Defensive Strength in black box with white number is considered Heavily Armored

Movement Speed

Set-up code  
Black is Standard, Red is advanced [11.0]

Capital ship symbol

**NAVAL UNIT BACK:**

**OPS COMPLETE**

Capital ship symbol



Gunnery Strength

Defense Strength  
Naval Units Defensive Strength in black box with white number is considered Heavily Armored

No Movement Points  
(Ops Complete Naval Units cannot move any farther)

**LAND BASED AIR:**

Airstrike Strength



Gunnery Strength

Special defense and movement rules