

ADVANCED PACIFIC THEATER OF OPERATIONS

World War II in the Pacific

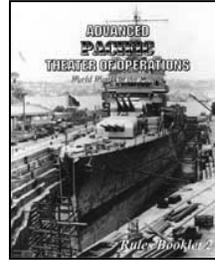
Rules Booklet 2

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Rule Booklet #1 cover: The USS Franklin (CV-13) on fire after an attack by a Japanese bomber, off of Japan (March 19th, 1945). The Franklin suffered very extensive damage, but did not sink. CV-13 was towed back to Pearl Harbor.



Rule Booklet #2 cover: The USS Portland (CA-33) under repair in Sydney, Australia (photograph is circa late-1942) after being hit by a Japanese ship-launched torpedo near the stern. CA-33 was back in action in approximately 6 months.



A Chance Vought F4U-1 Corsair on Majuro Atoll, photographed by Robert Tekulve sometime in 1944. Notice the 500 lb bomb slung underneath the fuselage; the Corsair operated quite extensively as a fighter-bomber...more than any other U.S. aircraft in the Pacific Theater (indeed, almost twice as many Corsairs were lost to Japanese anti-aircraft fire than to air combat). A comparison of the Corsair to the Fw-190 just after the war found both aircraft to be relatively equal performers: The Fw-190 demonstrated a superior climb rate at various altitudes, for example, but the Corsair proved to be more maneuverable, and could demonstrate tighter turning circles. The evaluating test-pilots deemed the Fw-190 to be an easier and more intuitive aircraft to fly, but ultimately regarded the Corsair to be the superior dogfighter of the two. Japanese pilots that encountered the Corsair considered it to be the best U.S. fighter.

[PART 5] OFFENSIVE PHASE

The Offensive Phase permits players to “Activate” (i.e., move and/or attack with) any eligible unit(s) by way of conducting “Offensives”. There are three *types* of Offensives that may be conducted during the Offensive Phase: **Air** Offensives, **Land** Offensives and **Sea** Offensives (in no particular order). Naval and Air Offensives are described under PART 3 and PART 4 respectively, although the rules governing Land Offensives are described here under PART 5. Offensives - themselves - exist quantitatively and may only be purchased or allotted during a Seasonal Turn (see [8.13]), and are individually expended when any type of Offensive is conducted during an Offensive Phase.

At the beginning of the Offensive Phase, the player that controls the Initiative (see [8.13]) may decide (and must declare) which side (i.e., Allies or Axis) will perform the *first* Offensive of the Offensive Phase. Moreover, the player controlling the Initiative *may* choose to perform the first Offensive before all other allied players, or he may confer the first Offensive to be performed to any particular allied player of his own choosing. If the player controlling the Initiative allows the enemy side to perform the first Offensive, the onus is then upon the *enemy* player that began the season with the most Offensives as to which player will perform the first Offensive.

The mechanics of the Offensive Phase is such that each side (i.e., the Allies and the Japanese) must alternate conducting Offensives until either side has declared a “pass” (i.e., declining any further Offensive actions), or until either side expends all Offensives, and has no Offensives remaining. Players may spend EPs to conduct Combined Offensives, allowing them to perform multiple Offensives simultaneously. Additionally, Joint Offensives allow players to perform two *types* of Offensives (for example, Sea and Land) simultaneously as well.

When any player declares a Land Offensive, the Activation and Command rules (see below) dictate how and what units may be “Activated”. Activated land units are eligible to move and/or attack, and may be coordinately supported by friendly air and/or naval units (if circumstances permit).

[5.0] Activation and Command Agents

To conduct or cooperate in a Land Offensive, all participating land units must be Activated via *one* of the following Command Agents:

- ★ As a single Stack (i.e., a Stack Activation).
- ★ By a General (i.e., a General Activation).
- ★ Via a Minor Nation Offensive (i.e., a Minor Nation Activation).
- ★ Via a Headquarters (i.e., an HQ Activation).

After expending the requisite Offensive(s), the owning player must first specify which land unit(s) he intends to Activate during that current Offensive (and also via which activating Command Agent). Each type of Activation is limited to a specific Activation proximity (i.e., an area within a specific vicinity of the Command Agent), although a player need not Activate any particular land unit(s) simply because they may be Activated; the Activation of any unit(s) is never automatic or mandatory. **Each** land unit may be Activated **once** per monthly game-turn only (i.e., during the Offensive Phase).

Once Activated, all participating land units may move and/or attack via that activating Offensive. Then, immediately after the

Offensive, however, all participating land units are committed for the duration of the current monthly game-turn, and thus cannot move again or conduct any other actions or movements during the same monthly game-turn. Any such unit(s) are marked with an “Active” chit to denote their activation status.

Minor partner or allied major power land units may be Activated in conjunction with a friendly allied major power’s land units (as part of that major power’s Offensive), although at least **50%** (half) of the Activated land units must be of the same nationality as the Activating major power (i.e., the same nationality as the Offensive being used to conduct the Activation). Commonwealth land units (e.g., New Zealand) are considered UK units for the purposes of determining nationality.

Activation eligibility.

Each type of Activation is also limited to a specific number of attacks (per Offensive conducted), regardless of the quantity of participating land units. An HQ Activation is typically the most efficient Activation method; A Stack Activation is the least efficient Activation method. Each type of Activation is described as follows:

Stack Activation

A player may expend a single Offensive and declare a Stack Activation, in which all of the eligible friendly land units in the same land hex (and within the same location) may be Activated to conduct a Land Offensive as a single stack. As such, all of the Activated eligible friendly land units in that hex (only) may be moved normally (within legal movement limits) and/or attack **one** legal enemy target hex. Multiple land units (Activated as a Stack Activation) may split up as they move, move together (as a component or as an entire stack), or may simply decline movement (collectively or individually). Regardless of the land unit’s (or units’) movement posture, each Stack Activation may only foment one land attack. A Stack Activation **cannot** be part of any Combined Offensive.

General’s Activation

A player may expend one Offensive and then declare a General Activation, in which all of the eligible friendly land units in the same hex (with the General game piece) **and in any adjacent hex*** (regardless of terrain) may be Activated to conduct a Land Offensive. As such, all of the eligible friendly land units in or adjacent to the General’s hex (only) may be moved normally (within legal movement limits) and/or attack **one** legal enemy target hex **per Step**. Multiple land units (Activated via a General Activation) may split up as they move, intermix, move together (as components or as stacks), or may simply decline movement (collectively or individually). Regardless of the land unit’s (or units’) movement posture, however, each attack (via a General Activation) must occur from the General’s hex or from a hex that is adjacent to the General’s hex (whether or not the General’s own stack moves and/or attacks) at the moment of the attack(s).

**Including any eligible friendly land units that are presently embarked aboard transporting naval units in an adjacent coastal hex.*

A General Activation cannot ever Activate any other Generals, although a General Activation may Activate any friendly land unit(s) in the same hex as another friendly General. In such a case, a stack of friendly land units with another General may be Activated normally by the Activating General (and may thus move and/or attack normally as part of the General Activation), although the other General cannot move, attack or otherwise participate in that same Offensive.

A General Activation may Activate land units of an ally and/or a minor partner, although at least **50%** (half) of the total land unit

chits Activated for that Offensive must be of the same nationality as the Activating General. A General Activation **cannot** be part of any Combined Offensive.

Minor Nation Activation

Each minor nation (i.e., any **non-Commonwealth** minor nation that possesses a distinct Order-of-Battle, but no EP income), if at war, automatically possesses **2 inherent** Minor Nation Offensives (but never more) per **each** monthly game-turn. Minor Nation Offensives may not, however, be saved or accumulated from turn to turn.

If a minor nation is at war, the controlling player may announce a Minor Nation Offensive (expending one of the two available Offensives), and declare a Minor Nation Activation. A Minor Nation Activation may either Activate any and/or all of the minor nation's land units *inside* of the minor nation (i.e., within the minor nation's home borders) **or one stack** of minor nation land units *outside* of the minor nation (i.e., beyond the minor nation's home borders). When Activated, the land unit(s) may attack **one** legal enemy target hex per Offensive, whether inside or outside of the minor nation. In either case, the Activated land unit(s) may move in and/or out of the minor nation (if politically legal), split up, intermix, move together (as components or as stacks), within legal movement limits, or decline movement (collectively or individually). Regardless of the minor nation's land unit's (or units') movement posture, however, each such Minor Nation Activation (whether inside or out of the minor nation) may only foment one land combat attack.

A Minor Nation Activation may Activate land units of an allied major partner, although at least **50%** (half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating minor nation. A Minor Nation Activation may **not**, however, Activate any units of another *minor* nation, even if currently allied.

A Minor Nation Activation may never be part of any Combined Offensive.

Headquarters Activation

Each HQ chit possesses a *command rating* (the leftmost printed number on the HQ chit) and a *command radius* (the rightmost printed number on the HQ chit). As such, a player may expend one Offensive and then nominate a specific HQ chit and declare a Headquarters Activation, in which any and/or all of the eligible friendly land units within the command radius* of the HQ chit may be Activated to conduct a Land Offensive. As such, all Activated eligible friendly land units within that HQ's command radius may be moved normally (within legal movement limits) and/or attack any legal enemy target hex(es). Multiple land units (Activated via an HQ Activation) may split up as they move, move together (as a component or as an entire stack), or may decline movement (collectively or individually). Regardless of the land unit(s)' movement posture, however, each Headquarters Activation may foment up to as many attacks as is equal to the HQ chit's command rating (per Step).

**An HQ's "command radius" is a radius of hexes (equal to the number printed on the HQ chit) disseminating outward from the HQ chit. An HQ command radii may disseminate across any terrain (including sea hexes), even if the HQ is presently embarked on an STP (although not aboard an ATP). Enemy units, ZOC, lines of supply and terrain have no effect upon an HQ's command radius.*

A Headquarters Activation may Activate any unactivated friendly land units within the Activating HQ's command radius*, including Generals, ally and/or minor partner land units, although at least

50% (half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating HQ.

**Including any land unit(s), if eligible, that are presently embarked aboard transporting naval units in a proximal coastal hex.*

NOTE: HQs may Activate friendly land units, then move, and then Activate *additional* friendly land units subsequently within the HQ's command radius after that HQ's movement (see [5.1] below).

Once Activated, any and/or all friendly land units Activated by an HQ chit may conduct a number of land attacks equal to the HQ chit's *command rating*, **per** each Step of that Offensive Phase (if otherwise eligible to operate and/or participate during a given Step).

EXAMPLE: Land units Activated by an HQ with a "2" command rating may conduct up to **two** land attacks per Step (i.e., per the Breakthrough, Combat and/or Exploitation Step, if eligible to participate in combat during any such Step).

[5.1] Moving HQs

HQs are not required to move before Activating units, although an HQ *may* move to encompass other eligible friendly land units within its printed command radius. Normal terrain MP costs and weather effects are not applicable to HQ movement, however all normal terrain restrictions (e.g., impassable hexsides) and all combat penalties (e.g., if a lone HQ is attacked) apply to HQs.

A lone HQ **cannot** enter an uninhibited enemy land unit's ZOC (even if contested). However, any HQ may freely move (i.e., without restriction) within any *inhibited* enemy ZOC (i.e., in any hex with a friendly fort or land unit, etc.), even from hex to hex (exempt from normal enemy ZOC effects upon adjacent hex-to-hex movement).

During an Offensive, all HQ chits possess an inherent movement rating of **3** hexes (i.e., not 5, as is normally permitted during the Movement Phase). An HQ chit may be moved up to three hexes *before* Offensive land movement (Activating any eligible friendly land units - within the HQ's command radius - as the HQ chit moves), and then again *after* Offensive land movement, up to three more hexes (Activating any additional eligible friendly land units - subsequently within the HQ's command radius - after the HQ chit has completed its additional movement), although land units activated *after* Offensive land movement obviously cannot be moved.

Lone HQs may move into and/or through unoccupied enemy-owned hexes (if not within uninhibited enemy ZOC), although a lone HQ does not ever cause any enemy-owned hex to revert ownership to the HQ's nationality. Any such hex will remain enemy-owned while it is occupied by a lone HQ, and after it has been vacated.

NOTE: Though a lone HQ does not revert ownership of any enemy-owned hex that it occupies, a lone HQ is assumed to retain a ZOC within its *own* hex. As such, normal ZOC restrictions apply within any HQs own hex.

HQ Intervals

An HQ chit may never occupy the same hex as any other HQ chit. Additionally, an HQ chit may **not** operate or function while *adjacent* to any other friendly HQ (of the same nationality), regardless of any Activation status, terrain or ZOC.

EXCEPTION: The Chinese 5th and 6th, as well as the UK Burma and India HQ chits (i.e., with a command radii of "1") **may** operate while adjacent to one another, without restriction (although, nonetheless, they may not ever stack together in the same hex).

If - at any time - two or more HQ chits (of the same nationality) move (even if temporarily) adjacent to any other compatriot HQ chit(s), the owning player must immediately eliminate one (or more) HQ chits to annul the violation. Any such eliminated HQ chit is then returned to the force pool, and is eligible to arrive in play again normally during the following Seasonal Turn.

[5.2] HQs in Combat

HQs have no printed combat strength, and hence may not ever attack (although they may *accompany* an attack). Additionally, HQs stacked with other friendly land units do **not** contribute any combat strength to the defense of that stack, **nor** may any HQ be depleted or expended to comply with any mandated step loss(es). HQs, however, will be eliminated if they are stacked with any land unit(s) that have suffered a **DE** combat result (or accompanying an attack that suffers an AE combat result).

Lone HQs (i.e., HQs that are not stacked with any other friendly land unit) that are adjacent to an enemy combat land unit may be either *bumped* or *attacked*, per the enemy (i.e., attacking) player's choice, described as follows:

[A] If an enemy combat land unit ever moves adjacent to a **lone** HQ (and also exerts a ZOC into the HQ's hex), the enemy player *may* - at any time - force the HQ to be "**bumped**". In such a case, the owning player **must** immediately move that lone HQ **one** hex (out of all enemy unit's ZOC). The owning player may always choose which hex that the HQ will move into, though **no** HQ may ever move into any other uninhibited enemy ZOC. If an HQ cannot comply with a forced bump (i.e., due to movement restrictions), it is simply eliminated instead. Any *moving* enemy combat land unit(s) may perpetually force a *lone* HQ to be bumped from each hex where any such unit(s) exert any ZOC during the enemy land unit(s) movement (until no more land unit movement is occurring, or until the HQ itself becomes eliminated). A lone HQ's movement limit is irrelevant when it is being "bumped", however.

[B] Rather than bumping an HQ, an enemy player may either ignore its presence (although it must be bumped if an enemy land unit enters its hex), or an enemy combat land unit may declare a normal land attack upon that HQ chit (either as an Armor Breakthrough, a normal land combat attack, or as an Exploitation attack, whichever is presently applicable). In that case only, a lone HQ chit is assumed to possess an inherent combat strength of 1. No General that is stacked with a lone HQ may contribute any combat strength to that HQ*. A lone HQ **may** be supported by Ground Support and/or Naval Bombardment normally, though a lone HQ's inherent defense cannot be increased beyond 2 in such a case. All land combat die roll modifiers apply normally.

*A General with a lone HQ will share the fate of that HQ, however, if it is attacked.

Eliminated HQs are never *permanently* destroyed, regardless of the circumstances. Eliminated HQs must simply be returned to the force pool, and are thus eligible to arrive again during any subsequent Seasonal Turn normally (requiring no EP cost), in accordance with the normal unit placement rules (see [8.11]).

[5.3] Combined Offensives

During an Offensive Phase, an activating player may orchestrate two (or more) HQs to coordinate a simultaneous Activation of multiple land units as part of a Combined Offensive. A Combined Offensive, however, may not include a Stack Activation, General Activation or Minor Nation Activation.

To conduct a Combined Offensive, a player must Activate each participating HQ, and expend a normal Land Offensive per **each** Activated HQ. Additionally, the Activating player must also then expend 2 EPs (from his EP Track) per each *additional* HQ being Activated (i.e., beyond the first participating HQ) as part of that Combined Offensive.

During any Wet weather monthly game-turns, the EP cost per each additional HQ is **doubled** (regardless of any HQ's location on the map). Thus, an Activating player must then expend 4 EPs per each additional HQ (Activated as part of a Combined Offensive), rather than the normal 2 EPs.

To coordinate a Combined Offensive, all participating HQs must be within **20 hexes** of every other participating and Activated HQ. Players cannot, however, use any Impromptu Offensives to Activate any HQs as part of a Combined Offensive.

NOTE: As per the normal sequence of play, whenever conducting a Combined Offensive, *all* Breakthroughs (activated by all participating HQs), if any, are resolved before the Land Combat Step. Then, *all* land combat (activated by all participating HQs), if any, is resolved before conducting the Exploitation Step. Exploitations, if any, are then resolved after that.

Air units launched as Ground Support are actuated as each land combat attack (if any) is commenced, not all at one time (i.e., not simultaneously when the specified attacks of the Combined Offensive are declared).

HQs of two allied *major* powers **may** coordinate as part of a Combined Offensive. This is - in fact - the only way that two (or more) allied major powers may ever coordinate simultaneous Offensives. In such a case, the EP cost (or any part of the EP cost) may be paid by one or any of those major power players.

[5.4] Joint Offensives

A player may expend 2 (or more) Offensives to coordinate **two** types of Offensives (either as a Joint Air-Land Offensive, a Joint Air-Sea Offensive, or as a Joint Land-Sea Offensive). A Joint Offensive may **not**, however, entail an Air-Sea- Land Offensive.

NOTE: A Joint *Land-Sea Offensive* is only permissible when involving land and naval units that conduct - or are involved in - an Amphibious Assault (e.g., naval units that will be contributing Naval Bombardment to an Amphibious Assault may also be Activated as a Joint Offensive in conjunction with that Amphibious Assault).

To conduct a Joint Offensive, a player must expend an Offensive per **each** type of Offensive to be conducted. Additionally, the Activating player must then expend 2 EPs (from his EP Track). If a Joint Offensive involves a Combined Offensive (i.e., as part of the Joint Offensive), the Activating player must also expend the requisite Offensives and EPs to Activate the other HQs that will be participating.

Joint Offensive Types

- ★ A Joint Air-Land Offensive enables the Activating player to conduct an Air Offensive simultaneously with a Land Offensive.
- ★ A Joint Air-Sea Offensive enables the Activating player to conduct an Air Offensive simultaneously with a Sea Offensive.
- ★ A Joint Land-Sea Offensive enables the Activating player to conduct a Land and Sea Offensive simultaneously (as part of a conjunctive Amphibious Assault).

NOTE: During a Joint Land-Sea Offensive, an eligible naval unit may contribute Naval Bombardment to a land combat attack, **and** also conduct a Naval Bombardment mission (of installations).

A Joint Offensive need not be conducted in any particular order (e.g., a player may conduct the Land Offensive first, and then conduct the Air Offensive, or vice versa), although each type of Offensive must adhere to all pertinent Activation stipulations, as well as the normal Sequence of Play.

[5.5] Impromptu Offensives

An Impromptu Offensive is an Offensive (of any type) that is not extant on the Offensive Track of the asserting major power, but rather is purchased outright (with EPs) during the Offensive Phase of that same monthly game-turn (usually in the event that a player has expended all or most of his remaining Offensives from the Offensive Track).

To assert the usage of an Impromptu Offensive, the Activating player must expend **double** the EP cost of a normal Offensive (as if purchased during a Seasonal Turn).

EXAMPLE: The normal cost of a Chinese *CCP* Offensive is 1 EP. Thus, a Chinese *CCP* Impromptu Offensive will cost 2 EPs.

When purchased, an Impromptu Offensive is conducted like any other normal Offensive, although an Impromptu Offensive may **not** be part of any Combined Offensive. Joint Offensives can be conducted with Impromptu Offensives, although the asserting player is required to pay the Impromptu **and** Joint Offensive EP cost.

A major power may not contribute or expend EPs to purchase an Impromptu Offensive for another nation, including allies and minor partners.

Impromptu Offensives are never considered when determining Initiative.

[5.6] Active Chits and Standby Chits

Unactivated land units exist on the map without any signifying markers, and are considered eligible to be Activated normally (within the rule's parameters). As a rule of thumb, however, land units - as they are Activated - are marked with a "Standby" chit, thereby indicating their impending movement(s) and/or attack(s) during the current Offensive. Such units are then considered to be Activated as they move and/or attack. Therefore, after the completion of the current Offensive, all of those Activated land units are then marked with an "Active" chit (i.e., by simply flipping the "Standby" chit), indicating that they had been Activated, and cannot be Activated again during that same monthly game-turn. Such chits should simply be used whenever the status of a unit

is unclear or may be forgotten. For example, "Standby" chits may also be used to mark any land units that are or will be within the command radius of an Activated HQ (but have not themselves been Activated), or may also be used to delineate the boundary of a particular Offensive, especially when several HQs are present in the same area.

All "Active" and/or "Standby" chits are always removed at the end of each monthly game-turn (see the Sequence of Play).

[5.7] Land Movement (During Offensives)

When Activated, land units may move a number of contiguous land hexes up to or equal to their own printed movement ratings. A land unit's own movement allowance may never be increased (during an Offensive), although land movement can be *reduced* by out-of-supply effects, specific terrain MP costs, inclement weather, and/or enemy ZOC, if applicable during any movement.

NOTE: Land units may always move at least one hex, regardless of accumulated movement penalties.

During a Land Offensive, an Activated land unit may be moved up to the extent of its available movement, or not at all, if preferred. However, in all cases, any attacking land unit(s) must be **adjacent** to their intended target hex to conduct (or to participate in) any such attack (i.e., at the moment of the attack). Obviously, any such attack must be presently geographically and politically legal.

[5.8] Terrain Effects (Land Units)

The following types of terrain and hex locations will impose land movement restrictions, as tabulated (alphabetical order) below:

Airbase / Dirt Airstrip Chit

Airbase and/or Dirt Airstrip chits have no effect on movement. Airbase and Dirt Airstrip chits become captured if occupied by enemy land units.

All-Sea Hex

No land unit may enter an all-sea hex via land movement.

All-Sea Hexside

No land unit may cross an all-sea hexside, unless the hexside is bridged by a "ferry" symbol to another land hex. ZOC, however, never extends across an all-sea hexside, even if bridged by a "ferry" symbol.

Border Hexside

A border hexside has no effect upon movement, although units cannot cross any neutral border hexside during a Movement Phase. ZOCs do not extend across neutral border hexsides (in either direction) until those bordering nations are at war.

Coastal Fort Chit

Coastal fort chits have no effect upon movement (or ZOC). Coastal fort chits become eliminated if occupied by enemy land units (including paratrooper units). Partisans, Generals or lone HQs may never enter a hex with an enemy coastal fort chit.

Desert Hex

All land units must expend 2 MPs to enter a desert hex. No unit may trace supply into or through any desert Hex.

Coastal Hex

The effect of a coastal hex depends on the other terrain in there.

Fortification Chit

Enemy land units may **not** enter a hex with a fortification chit, except via Advance After Combat after a land combat attack upon that fortification chit's hex. Furthermore, enemy ZOC never extends into any hex with a fortification chit. Fortification chits become eliminated as a result of any combat result that eliminates or forcibly retreats every enemy combat land unit in that fortification's hex. Partisans (or lone Generals) may not enter a hex with an enemy fortification chit

Impassable Hexside

No land unit may ever cross an impassable hexside.

INDIA Box

Western Ally land units may enter and/or leave the India Box via any of the hexes in India (hexes W 3301, W 3400, W 3401, W 3502, W 3601, W 3602, W 3703, W 3803, W 3903 and/or W 4003) during the Offensive Phase (if they are Activated) or the Movement Phase (at a cost of 1 MP in either direction). For **all** intents and purposes, the India Box is considered a single hex (albeit with an unlimited land unit stacking capacity). As such, any Western Ally HQ in the India Box may project its command radius into and/or out of the India Box, as if a normal hex. If Japan captures the India Box, Japanese land units are subject to the same aforementioned stipulations.

NOTE: If playing a Combined Game and/or a Conjoined Game, the India Box on the APTO map is considered the same exact location as the India Box on the AETO map, and the India Box on the AOI map. If playing with the "India" map (see [11.41]), the India Box is **not** in play.

Jungle Hex

All land units must expend 2 MPs to enter a jungle hex or cross any jungle hexside. No unit exerts a ZOC into a jungle hex or across any jungle hexside. Units may trace supply *into* but **not though** a jungle hex.

EXCEPTION: Any land unit(s) that enter any jungle hex containing a rail line depiction therein (e.g., W 2609) **from** an adjacent and adjoining rail line *hexside* (e.g., from W 2609 to W 2709) need only expend 1 MP to enter that jungle hex, regardless of the type of moving land unit. Any land unit(s) that enter any jungle hex across a non-rail line hexside must expend the normal MP requirement (see above), despite the presence of a rail line depiction in that hex, if any. Any completed "Burma Railway" hex(es) also qualify as rail lines normally.

Jungle-Mountain Hex

All land units must expend 3 MPs to enter a jungle-mountain hex. No unit exerts a ZOC into a jungle-mountain hex. Units may trace supply *into* but **not though** a Jungle-Mountain hex.

EXCEPTION: Any land unit(s) that enter any jungle-mountain hex containing a rail line depiction therein (e.g., W 3507) **from** an adjacent and adjoining rail line *hexside* (e.g., from W 3507 to W 3508) need only expend 1 MP to enter that jungle-mountain hex, regardless of the type of moving land unit. Any land unit(s) that enter any jungle-mountain hex across a non-rail line hexside must expend the normal MP requirement (see above), despite the presence of a rail line depiction in that hex, if any. Any completed "Burma Railway" hex(es) also qualify as rail lines normally.

Lake Hexside

Land units cannot cross any lake hexside in the Pacific Theater. ZOC never extends across a lake hexside.

Maldives (Pacific Map)

Japanese units may **not** enter the Maldives (e.g., no Japanese unit may ever conduct an Amphibious Assault upon the Maldives hex). The restriction does **not** apply if the "India" map is in play.

Mountain Hex

Cavalry, Commando, General, Infantry, Marine, Paratrooper and Siberian units must expend 2 MPs to enter a mountain hex, although artillery, armor, mechanized and motorized units must expend 3 MPs to enter a mountain hex. No unit exerts any ZOC into any mountain hex, however.

EXCEPTION: Any land unit(s) that enter any mountain hex containing a rail line depiction therein (e.g., W 5332) **from** an adjacent and adjoining rail line *hexside* (e.g., from W 5332 to W 5232) need only expend 1 MP to enter that mountain hex, regardless of the type of moving land unit. Any land unit(s) that enter any mountain hex from across a non-rail line hexside must expend the normal MP requirement (see above), in spite of the presence of a rail line depiction in that hex, if any. Any completed "Burma Railway" hex(es) also qualify as rail lines normally.

PANAMA

Japanese units may **not** enter Panama (e.g., no Japanese unit may ever conduct an Amphibious Assault upon Panama).

Permanent Fortification

Permanent Fortifications are considered to be eliminated if ever occupied by any enemy land units (in spite of the fact that the Permanent Fortification symbol remains printed on the map).

River Hexside

A river hexside has no effect upon movement (unless [11.15] is in play).

[5.9] Stacking (Land Units)

Stacking is computed in terms of land unit **steps** (i.e., each non-blank *side* of any unit is one step). The basic stacking limit of any hex [in the Pacific Theater] is 8 land unit *steps*, although the stacking limit in any city hex is 10 land unit steps.

NOTE: Because of the asymmetrical scale of hexes and units in *Advanced ETO* (as well as *Africa Orientale Italiana*) vis-à-vis *Advanced PTO* during a Combined Game and/or a Conjoined Game, **each** AETO (and AOI) combat land unit **step** that enters the Pacific Theater (i.e., entering any APTO map hex) is counted **double** when determining stacking. However, APTO combat land unit steps are unaffected when entering any other Theater (i.e., each APTO combat land unit step is always counted as a single step, regardless of which Theater it enters).

Furthermore, the stacking limit of any fortified hex (whether a coastal fort, fortification chit or a permanent fort) is **+1** land unit **step** (e.g., the basic stacking limit [in the Pacific Theater] in a fortified city hex is 11 land unit steps).

EXCEPTION: Small Islands (defined as any single-hex island without a printed airbase, city and/or port symbol) permit a stacking limit of only **four** steps.

NOTE: Soviet land units are always eligible to stack **+2** land unit steps (in addition to the basic stacking limit).

Any type of land unit marked with a "o" symbol near the center of the chit (printed between the combat strength and movement

rating) is exempt from stacking limits (regardless of the Theater it enters). However, no more than 4 "exempt" land units may be stacked within the same land hex (regardless of other friendly non-exempt land units stacked in that same hex), regardless of the Theater it enters.

NOTE: Multiple HQ chits may not be stacked together in the same hex. Multiple Generals, however, may be stacked together in the same hex, although no more than one General chit (in the same hex) may contribute its combat strength (and/or exploitation rating, if any) to any land unit(s) in the same hex.

Land units are not subject to stacking limits as they are *moving* (or if forcibly retreated), or when legally embarked aboard any naval unit(s). Accordingly, stacking limits are only enforced at the end of the actuating player's **own** friendly Step(s) during any monthly game-turn. Any unit(s) that are attacked while they are *temporarily* over-stacked (i.e., moving units subject to an Armor Reaction Attack; see [5.17], retreated units; see [5.18], or where a fully stacked hex's fortification chit has been destroyed; see [5.9]) cannot be counted when totaling the strength points of the defending units in the combat hex, though the defending player may choose which land unit(s) in that same combat hex are considered to be over-stacked (and thus excluded), even if not the moving unit(s) that caused the over-stacking. Nonetheless, the over-stacked land unit(s) are liable to the same land combat results as the legally-stacked land units in the same combat hex.

Air units, naval units, airbase chits, airstrip chits, fortification chits and supply chits never apply against *land* stacking limits. Air and naval units are governed by separate stacking restrictions (see [3.0] and [4.9]).

Partisans may never be stacked together, or stacked with any other air or land unit, or embarked aboard any air or naval unit.

Units are never required to be stacked in any particular order, unless being transported aboard an ATP, STP or CL/DD combo, in which case the transported unit(s) must be stacked directly beneath the transporting unit(s).

If any Activated unit(s) remain over-stacked at the end of the current Step, or if any unactivated unit(s) remain over-stacked at the end of the Movement Phase, the owning player must simply immediately eliminate sufficient land unit steps in that hex to become compliant with the land unit stacking limits in that hex.

[5.10] Generals

General pieces possess no combat capability unless presently stacked with at least one friendly combat land unit (of the same nationality), although a General may stack and move with other allied combat land units.

A General may only contribute its combat strength to one land unit (that is stacked with that General in the same hex) which is added to the collective total of the stack normally. In addition, a General's Exploitation capability (if any) may be applied to any eligible armor, mechanized and/or motorized unit(s) stacked with that General.

NOTE: In Advanced PTO, only General Zhukov, General Kravchenko, General Merrill and General Yamashita possess an Exploitation capability (see [5.22]).

A General may ride pick-a-back with any combat land unit(s) it is stacked with, and may switch between any other friendly land unit(s) in the same hex, even if another friendly combat land unit

simply passes through the General's hex. However, a General may only move or ride as pick-a-back within the parameters of the Offensive being used to move or collect the General (and the movement limit of the unit or units it is moving with). In such a case, the General is Activated via that Offensive normally, and cannot be voluntarily moved again after the conclusion of that activating Offensive (until the next monthly game-turn).

A General may move alone during either the Offensive Phase or the Movement Phase with an inherent movement of "5" MPs. A General cannot, however, both move alone and with a combat land unit during the same monthly game-turn (though a General may stack with a combat land unit before, during or after moving alone, in which case the General is placed beneath the land combat unit or stack in that same hex). In such a case, the General may still contribute its combat strength to any one unit it is stacked with (whether attacking or defending), although the General may not *move with* the unit(s) afterward (even to Advance After Combat). Nonetheless, a General is liable to the same land combat results of any unit(s) it is stacked with (even if it is not contributing combat strength to any unit in that hex).

NOTE: If any enemy land unit enters a lone General's hex, the General chit is simply removed from the map and then returned to the force pool (of the General's same nationality).

A lone General may move via rail, in which case the General moves like any other land unit, using any portion of its inherent "5" MP allowance to move and/or entrain normally. A lone General is moved via rail as if it was a single infantry unit.

A lone General piece may never enter any enemy land unit's uninhibited ZOC (even if contested).

A lone General may be embarked-aboard and/or debarked-from an ATP or an STP (or CL/DD) normally (without being counted against the ATP's or STP's (or CL/DD's) transport capacity), but obviously not to conduct an Amphibious Assault or a Paradrop.

[5.11] Control of Hexes

Each land hex (including any coastal hex and island hex) is either *friendly*, *enemy* or a *neutral* hex to each nation and its units at the outset of any game or scenario. Friendly hexes are defined as those belonging to the controlling nation and/or units. Neutral hexes are defined as any hex that is neither controlled by a friendly nation and/or units or an enemy nation and/or units. Enemy hexes are defined as those belonging to the controlling enemy nation and/or units.

When any combat land unit* enters any land hex, that hex immediately reverts to the control and ownership of that (and any other affiliated) unit, and hence **remains** owned by the unit's nationality (unless the unit is out-of-supply and behind a "Front"; see [5.12] below) until entered by any other enemy combat land unit. Players may use Control chits (i.e., rising suns, tri-color roundels or stars) to mark the control of any particular hex(es), as needed.

**Lone Generals and HQs are not considered combat land units.*

NOTE: The conquest of a nation, or the creation of a "Front" may affect the control and ownership of any particular hex).

A unit's Zone of Control, in and of itself, does not ever revert the control of any hex, or make any hex friendly-owned.

[5.12] Defining a Front

Throughout the ebb and flow of a campaign, an assemblage of combat land units may possibly create a "Front", whereby all of the vacant land hexes behind that "Front" are automatically considered friendly to the units forming the "Front" (i.e., even if formally enemy-owned, though not any hex actually occupied by any enemy unit). A "Front" is only ever created when all of the unoccupied enemy hexes behind that frontage cannot trace a line of supply to any valid enemy supply source.

NOTE: An Isolated supply source only functions as a supply source while it actually contains supply chits.

At anytime during the Offensive or Movement Phase, a "Front" will automatically be created **if** a player can demonstrate any contiguous line of friendly combat land units, friendly-owned hexes and/or connecting Zones of Control (but without any infiltrating enemy lines of supply intruding beyond that frontage). In such a case, all of the hexes **behind** that "Front" then become friendly to the demonstrating player and his units (i.e., if such hexes are not already friendly). Of course, any enemy unit(s) that are isolated behind a "Front" will still retain control of their own hex. Moreover, enemy combat land units behind a "Front" will still project a ZOC normally.

The Front Line

The "Front Line" itself consists of any hexes occupied by friendly land units, any hexes within friendly uncontested or uninhibited ZOC, and/or any vacant hex that was already friendly-owned (i.e., friendly land units were the last to occupy the hex). The "Front" does not extend ahead of the "Front Line" itself (i.e., hexes ahead of the "Front Line" do not *automatically* become friendly to the player demonstrating the "Front"), although ZOC and ZOC effects into such hexes apply normally.

Behind the Front

When a "Front" is demonstrated, all hexes behind that "Front" automatically become friendly to the unit's creating the "Front", with the following exceptions:

- ★ Any hex that is occupied by any enemy unit(s) remains as enemy controlled (though only while such a hex is actually occupied by an enemy unit).
- ★ Vacant hexes (behind a "Front") that are within any enemy unit's ZOC do not become friendly simply because a "Front" is created.
- ★ Enemy airbases, dirt airstrips, cities, fortifications* and resource hexes do not become friendly simply because a "Front" is created. Such hexes must be physically occupied (i.e., captured) to become friendly (or via a conquest, if the owning nation has been conquered outright).

**Any unoccupied enemy fortification hexes (if isolated behind a "Front") do become friendly (thus eliminating the fort) if there are no enemy combat land units within the printed movement range (including all applicable movement effects) up to (not necessarily into) the fort's hex. At that time, any such fortification(s) are removed from the map, and the hex(es) the fort(s) previously occupied then revert to the control and ownership of the invader (unless there are any other types of enemy installations in that fort's hex, which must be captured normally).*

If multiple enemy units are behind any "Front", they do not necessarily negate it, and they may, in fact, form a *mini-Front* behind the "Front". As such, any vacant hexes behind the *mini-*

Front are therefore **not** automatically reverted to the control or ownership of the units creating the "Front".

Units that are out-of-supply behind an enemy "Front" do not revert the control or ownership of any hex(es) that they move through (although a unit's own hex is always considered to be controlled by that unit, and owned by its nation).

EXCEPTION: Airbases and/or dirt airstrips - when occupied by any enemy unit (even if out-of-supply) - will become reverted (and remain) as an enemy controlled and owned hex, even if after all occupying enemy units vacate the airbase and/or airstrip hex.

[5.13] Zones of Control (ZOC)

All land units (**except** any type of land unit marked with a "o" symbol near the center of the chit) automatically exert a "Zone of Control" into each of the six land hexes surrounding the unit (notwithstanding ZOC Restrictions; see below). All Zones of Control automatically impose restrictions on enemy movement, supply lines and retreat eligibility, et cetera (see below).

NOTE: A land unit is **always** assumed to possess a Zone of Control in its own hex (i.e., in the hex it presently occupies), even if that unit normally does not exert ZOC, or if that hex normally prohibits ZOC therein (for example, a jungle hex).

ZOC Restrictions

Land units do not exert any ZOC in the following circumstances:

- ★ Enemy ZOC across a nation's border is always ignored during that nation's initial set-up.
- ★ No land unit's ZOC extends across any neutral border hexside.
- ★ A land unit's ZOC never extends across any all-lake or any all-sea hex or hexside, even if bridged by a ferry symbol.

EXAMPLE: A land unit in hex W 6033 (in the Soviet Union) - which is assumed to be on the west bank of the inlet - does **not** exert any ZOC across the inlet to the east bank.

- ★ Admirals, Generals, HQs and partisans do not exert any ZOC.
- ★ No land unit ever exerts any ZOC **into** any jungle or mountain hex.
- ★ Land units embarked aboard air or naval transports (including CL/DD combos) do not exert any ZOC while embarked. When debarked, such land units then exert a ZOC again normally (barring any other ZOC restrictions).
- ★ Air and naval units do not ever exert any ZOC. Air units at an airbase or airstrip do not negate enemy ZOC into their own hex, although air units will always *contest* an enemy unit's ZOC into their own hex.
- ★ A land unit's ZOC never extends into any enemy fortification hex. Coastal forts do not negate any land unit's ZOC, however.
- ★ A land unit's ZOC never extends across any impassable hexside.

★ A land unit's ZOC never extends **into** the India Box.

★ Partisan chits automatically *inhibit* enemy ZOC in any hex they presently occupy.

Contesting and Inhibiting ZOC

A Zone of Control may be either *contested* or *inhibited*:

★ A **contested** Zone of Control is any unoccupied hex that is within the ZOC of an enemy **and** a friendly land unit (i.e., that can project a ZOC). Supply lines and rail movement is not permitted into or through any contested ZOC hex.

★ An **inhibited** Zone of Control is any hex that is within an enemy land unit's ZOC, but is occupied by a friendly land unit (which is inhibiting that enemy land unit's ZOC). Friendly supply lines and rail movement **is** permitted into or through a hex within an enemy land unit's *inhibited* ZOC.

All land units (except for armor, commando, mechanized and motorized units) must immediately stop moving when entering any enemy land unit's ZOC, even if contested or inhibited, and may not move any further during that movement (except to subsequently Advance After Combat). However, a land unit that *begins* the Offensive or Movement Phase within an enemy land unit's ZOC may leave that hex, and may thus move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC). A moving unit may never, though, move from an enemy ZOC hex directly into another enemy ZOC hex.

Armor, Mechanized and Motorized ZOC Exception

Unlike other units, all armor, mechanized and motorized units may move into an enemy land unit's ZOC, and then move **one additional** hex, *even if* the additional hex is also within an enemy land unit's ZOC (whether contested, inhibited or not).

An armor, mechanized or motorized unit that begins any Step within an enemy land unit's ZOC may leave that hex, and may move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC). If an armor, mechanized or motorized unit exits all enemy land unit's ZOC, but then enters any enemy land unit's ZOC again, it may move one additional hex (as stipulated above). However, if any armor, mechanized or motorized unit moves from an enemy land unit's ZOC hex directly into another enemy land unit's ZOC hex, in that case it must immediately stop moving, and may move no further during that movement (except to subsequently Advance After Combat).

Commando ZOC Exception

Like armor, mechanized and motorized units, a commando unit may move into an enemy land unit's ZOC, and then move **one additional** hex, *even if* that additional hex is also within an enemy land unit's ZOC (whether contested, inhibited or not).

A commando unit that begins any Step within an enemy land unit's ZOC may leave that hex, and may move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC). If any commando unit exits all enemy land unit's ZOC, but then enters any enemy land unit's ZOC again, it may then move one additional hex (as stipulated above). However, if any commando unit moves from an enemy land unit's ZOC hex directly into another enemy land unit's ZOC hex, in that case it must immediately stop moving, and may move no further during that movement (except to subsequently Advance After Combat).

[5.14] Land Combat

During the Offensive Phase, a player may expend Offensives to Activate land units to conduct land combat attacks. Land combat attacks may occur from a hex (or hexes) of indicated friendly combat land units upon any *adjacent* (and connected) enemy target hex(es). Each target hex is declared and attacked as an individual land combat attack, although any or *all* of the land units that are Activated via the same Land Offensive may attack any adjacent (and connected) target hex(es). Each target hex may be coordinately attacked by any or all participating friendly land units from any different adjacent (and connected) hexes during that same land combat attack.

Land units that are not presently adjacent to a particular target hex may be Activated to first *move* adjacent to a particular target hex (within the normal movement limits), and then attack (via the same Activation), assuming the target hex is connected.

A paratrooper unit may be Activated (via a Land Offensive) and then transported aboard an ATP into a target hex to perform a Paradrop upon that target hex (either alone or in conjunction with a simultaneous land attack). Similarly, land units aboard STPs (on Standby status) may be transported to a coastal hex (although this requires a separate Sea Offensive to Activate the STPs, if during the Offensive Phase), and then disembarked via a Land Offensive into a target coastal hex (as an Amphibious Assault; see [3.25]).

The number of enemy hexes that may be attacked (per Step of the Land Offensive; see [viii]) is limited by the type of Activating Command Agent (see [5.0]).

Enemy target hexes are defined as any hexes containing enemy land units, fortifications or intrinsic garrisons. All unoccupied enemy-owned **coastal hexes** are automatically considered to possess an intrinsic garrison (of 1 combat strength point) during any Amphibious Assault (only).

Land Combat Procedure

The Combat Procedure is an agendum of numbered sequences to resolve each pending land combat attack, listed as follows:

[1] Total the combat strength point(s) of all attacking land units. Then add the combat strength point(s) of any participating General(s), Bomber(s) and/or Naval Bombardment support, if any. See [5.10], [4.22] and [3.28] respectively.

[2] Total the combat strength point(s) of all the defending land units. Then Add the combat strength point(s) of any present fortification, General, participating Bomber(s), and/or Naval Bombardment support, if any. See [5.10], [4.22] and [3.28] respectively.

[3] Divide the defender's net combat strength point total into the attacker's net strength point total, rounding any fractions down. The solution is then factored as an odds ratio (e.g., a total net attacking strength of 21 points against a total net defending strength of 6 points equates to a **3:1** combat attack odds; i.e., 6 divided into 21 is 3.5, which is rounded down to **3**).

NOTE: Calculated odd ratios greater than 5:1 are resolved as 5:1. Conversely, calculated odd ratios less than 1:3 are resolved as 1:3.

[4] The attacker rolls one **8-sided** die, applying all applicable die roll modifiers (see [5.16]), and then cross-references the modified die roll result with the calculated odds ratio on the Combat Results Table (printed on the map).

[5] Implement the indicated land combat result immediately. If the land combat result affects both the attacker and the defender, the defender always completely implements his own combat result *effects* first.

Strength Point Variations

The printed combat strength of any combat land unit is subject to possible variation(s) depending on various other contributory circumstances, conditions, and/or units, tabulated as follows:

NOTE: Each land unit's own combat strength rating may be increased to a *maximum* of **double** its own *printed* combat strength (though never more), regardless of the accumulation of any other contributing circumstances, conditions, and/or units.

EXCEPTION: A General's combat rating must always be applied *after* any halving effects (e.g., rivers), but *before* adding any bomber and/or naval gunfire combat strength points.

★ **Fortification Chits:** Each land unit step stacked with a fortification chit defends at **+1** combat strength points. An unoccupied fortification chit is assumed to possess an inherent defense strength of **"2"**.

Any [-/1] combat result (i.e., a bracketed defender step loss) against a fortification chit is automatically backfired as 1/- result instead (i.e., an attacker step loss)*.

**Except if a Japanese land combat attack during a Sneak Attack turn.*

★ **Coastal Fort Chits:** Each land unit step stacked with a coastal fort chit defends at **+1** combat strength points **if** attacked via an Amphibious Assault. Coastal fort chits have no effect when attacked from any adjacent (and connected) land hex (e.g., a coastal fort is not applicable against an attack from across a river or strait). An unoccupied coastal fort chit is assumed to possess an inherent defense strength of **"2"** (if attacked via an Amphibious Assault).

Any [-/1] combat result (i.e., a bracketed defender step loss) against a coastal fort (during an Amphibious Assault) is automatically backfired as 1/- result instead (an attacker step loss)*.

**Even if a Japanese land combat attack during a Sneak Attack turn.*

NOTE: A fortification and a coastal fort in the same hex do **not** both add a combat strength point to each land unit steps stacked therein.

★ **Rivers/Straits:** Any land unit(s) attacking across a river hexside or across a strait always attack at **half** (fractions rounded down) of their printed combat strength rating(s). When calculating an attack across any river hexside or any strait, the *collective total* combat strength of **all** attacking land units is halved (i.e., **not each** unit).

NOTE: Paratrooper units are **not** halved (nor are they calculated as part of the *halved* collective total combat strength) when conducting a Paradrop into a target hex that is across a river or across a strait. However, a paratrooper unit never negates a river's or a strait's halving-effect for any other land unit(s) participating in that same land attack.

General Chits: One General chit per hex may add its printed combat strength rating to one land unit (of the same nationality) in the same hex (i.e., stacked with the General). The General's combat strength rating must be applied *after* any halving effects (e.g., rivers), but *before* adding any bomber and/or naval gunfire combat strength points.

A General may only contribute its combat strength rating if stacked with at least one land unit of the same nationality. Moreover, no more than one General may ever contribute its combat strength to the same hex.

EXCEPTION: Any General with a "+" combat rating (i.e., Stilwell and the 'promoted' MacArthur General chit), can project its printed "+" combat rating to every land unit (of the same nationality) within the command radius of an HQ that General is currently stacked with. This is *in addition* to the added combat strength of any other single General that is stacked in the same hex as any such land unit(s), if any.

★ **Bombers:** Each unaborted Bomber, Fighter-Bomber and/or Naval-Air unit in the same target hex may add its printed combat strength rating to the attacking or defending land unit(s). Heavy Bombers, however, are halved (see [4.0] and [4.22]).

★ **Naval Bombardment:** Any named naval unit(s) presently occupying the same coastal hex as the target hex may contribute **1** combat strength point per *each* block of **3 naval gunnery points** within that same task force (i.e., the total gunnery value of all named naval units in the contributing task force is divided by 3, rounding all fractions down). In addition, if any CL naval unit(s) are present in the task force (regardless of how many), they can collectively contribute **1** combat strength point. Likewise, if any DD naval unit(s) are present in the task force (regardless of how many), they can also collectively contribute **1** combat strength point.

Naval units may contribute their gunnery strength points to as many land combat attacks as occur in their same coastal hex (i.e., where the naval units presently reside), whether contributing to the attacking or to the defending unit(s).

Both friendly and enemy naval units in the same coastal hex may contribute their naval gunnery combat strength points to land combat occurring in that same hex (i.e., to the attacker and the defender, respectively). Naval units that have "withdrawn" from naval combat (see [3.17]) during a preceding naval engagement (if occurring during that Phase) cannot, however, contribute naval gunnery strength points.

★ **Expeditionary Minor Partner Units:** Minor partner ally units that *are attacked* in any hex outside of their own home nation will automatically only defend at **half** of their own printed combat strength rating (round fractions up) **unless** provided at least **1** contributory combat strength point from any supporting allied major power Bomber, Fighter-Bomber, Naval-Air unit and/or naval unit. Inclement weather, ipso-facto, does **not** necessarily negate any contributory support eligibility, except in a case when air is actually grounded. Minor partner units are not halved when they are *attacking* enemy units outside of their own home nation, however.

NOTE: UK Commonwealth units (i.e., New Zealander, Equatorial, Indian, Malaysian and Australian) are never considered to be Expeditionary Minor Partner Units.

[5.15] Land Combat Restrictions

Land units are **never** required to attack, except in the case of a *failed* Armor Breakthrough Attack (see [5.21]). Additionally, not all land units that are Activated for an attack are necessarily required to attack (e.g., some land units may be Activated in place, or simply moved to an alternate location - within legal parameters - but not attack nor participate in an attack, if the owning player prefers). Furthermore, not all of the land units within the same Activated stack are ever required to attack (or ever required to attack the same target).

- ★ To conduct an attack, any and all participating land units must be currently Activated to do so. Each Activated unit (or stack of units) is only permitted to conduct one particular attack per Activation (per Offensive Phase). Previously Activated units may never participate in any subsequent Activations and/or attacks, even if they did not attack (though were Activated) hitherto.

EXCEPTION: Armor Reaction Attacks (see [5.17]).

- ★ Any infantry-type* land unit(s) that are Activated by an HQ must be within range of that activating HQ's command radius at the moment the land unit(s) conduct the attack (although the targeted hex itself need not be within that activating HQ's command radius).

**Defined as any non-artillery, non-armor, non-mechanized, non-motorized and non-cavalry land unit.*

- ★ Any attacking land unit(s) may only attack an *adjacent* (and connected) target hex, though a land unit may be Activated and then moved adjacent to any intended target hex (if within movement range), and then attack (per the normal combat sequence).
- ★ No land unit may ever attack any empty (i.e., unoccupied) enemy hex* (even if it is within enemy ZOC), any enemy air and/or naval unit (even if it is presently at a base or port, respectively), any unoccupied enemy installation (except an unoccupied fort, which possesses an inherent strength of "2"), or any lone enemy General. Any undefended enemy hex may be simply captured when occupied by any combat land unit (see [5.11]).

**Except as an Amphibious Assault (see [3.25]).*

- ★ No land unit may attack across an impassable hexside, or an all-lake or all-sea (unless across a ferry symbol) hexside (i.e., if there is no connecting land bridge from the attacking land unit or unit's hex to the target hex).

EXAMPLE: A land unit in hex W 6134 may attack an enemy land unit in hex E 0135, but **not** W 6033.

- ★ Each individual land combat attack (i.e., each die roll) is always directed at one specific target hex, and never more (regardless of the quantity of participating units). Moreover, the same target hex may not be attacked more than once during the same Step (although a target hex may possibly be attacked more than once within the same Phase and/or monthly game-turn).

EXCEPTION: No coastal hex may be attacked more than once via an Amphibious Assault during the same monthly game-turn, except per optional rule [11.47], if in play.

- ★ All defending land units in a target hex must be attacked as an aggregate group (i.e., as a net combat strength value). The attacking player may **not** only attack *some* units, but not others (in the same hex). The defending player may choose to only defend with some units in a particular target hex (e.g., if some units are out-of-supply, and others are not), although all of the defending land units in the same target hex are liable to the same combat result, even if the defending player elected to exclude some land units from contributing combat strength points to that hex's defense.
- ★ Multiple attacking land unit *chits* in the same stack may attack different target hexes from that stack (if more than one land combat attack is legal per the current Activation method; see [5.0]), although each individual target hex must be declared and identified as such before any actual land combat attacks. Individual steps or combat points of the same land unit may never be individually apportioned to attack different target hexes or different units.
- ★ Attacking land units cannot cancel any announced attack after any Paradrop has occurred in the target combat hex during the same Activation (unless the paratrooper unit had been eliminated prior to or as a result of the Paradrop). Additionally, if a *defending* US player declares the usage of a Magic chit, the Japanese player may not then cancel his announced attack upon that target hex, nor may any player cancel his announced attack after either side has declared and expended an Offensive for a Re-Roll option. Of course, no player may ever cancel his attack after actually rolling the land combat attack die roll to resolve that attack.
- ★ If any attacking land unit(s)' hex(es) are over-stacked (at the time of an attack), only as many land units as may legally stack in the attacking unit(s)' hex(es) may attack from the attacking hex(es). Furthermore, if any defending land unit(s)' target hex is over-stacked (at the time of the attack), only as many defending land units as may legally stack in the defending unit(s)' target hex may defend in such a hex. In any case, the owning player must choose and announce which land units are participatory. Nonetheless, any over-stacked land units are always liable to the same combat results as the otherwise legally-stacked land units.
- ★ Fighting Vichy units in Indochina may **not** ever conduct any land combat attack at less than a 1-1 combat odds ratio.

[5.16] Land Combat Die Roll Modifiers

After declaring each land combat attack, but before rolling the die, the players must ascertain all applicable land combat die roll modifiers, noted as follows:

NOTE: All land combat die roll modifiers are cumulative.

- ★ **Chinese Communist Combat Bonus**
Any Chinese Communist land combat attacks against any enemy units (within China or Manchukuo) are entitled to a **+1** land combat die roll bonus. Conversely, any enemy land combat attacks against Chinese Communist units (within China or Manchukuo) must suffer a **-1** land combat die roll penalty.
- ★ **Air Superiority Bonus/Penalty**
If any *unrivaled* friendly air unit(s) currently occupy the airspace (i.e., are "aloft") over a land combat hex (after all air combat, if any, has been resolved therein), the friendly

land unit(s) are entitled to a land combat die roll modifier. If *attacking* (with unrivaled air superiority), the land attack is entitled to a **+1** land combat die roll bonus. However, if *defending* (with unrivaled air superiority), the land attack must suffer a **-1** land combat die roll penalty. If rival friendly and enemy air units occupy the same airspace (i.e., are “aloft”) over the same land combat hex (after all air combat, if any, has been resolved therein), then **no** air superiority modifier may be applied to that land combat attack.

NOTE: Air superiority is only applicable if the collective unrivaled friendly air unit(s) combat strength (in the target hex) totals at least **2** combat strength points (e.g., a single 1-5/0 Naval-Air unit cannot - by itself - imbue air superiority).

★ **Sneak Attack Bonus**

If the Sneak Attack Bonus is currently in effect (see [10.2]), any Japanese land combat attacks are entitled to a **+2** land combat die roll bonus during the first Sneak Attack monthly game-turn, and then a **+1** land combat die roll bonus during the second consecutive Sneak Attack monthly game-turn.

★ **Soviet City Penalty**

Any land combat attacks against any Soviet combat land unit(s) presently in any Soviet home city (i.e., within the Soviet Union) must suffer a **-1** land combat die roll penalty.

★ **Monsoon Weather Penalty**

Any land combat attacks against defending target hexes during Monsoon weather conditions (where Wet is in effect; see [1.3] and [1.4]) must suffer a **-1** land combat die roll penalty.

★ **Concentric Attack Bonus**

Any land combat attacks from at least two diametrically opposite land hexes (i.e., from at least two opposite sides) upon the same target hex (during the same land combat attack) are entitled to a **+1** land combat die roll bonus. Dual Amphibious Assaults upon opposite sides of an island or a peninsula is **not** considered a Concentric Attack.

NOTE: Fortifications, unaccompanied Generals, non-land units, non-attacking land units and/or ZOCs do **not** - in and of themselves - ever qualify as attackers when determining attacks from diametrically opposite hexes.

★ **Mountain Terrain Penalty**

Any land combat attacks against any enemy combat land unit(s) presently in any mountain hex must suffer a **-1** land combat die roll penalty.

★ **Paradrop Bonus**

If a paratrooper unit successfully conducts a Paradrop into a target combat hex (if the paratrooper unit did not become depleted as a result of the drop) just prior to a conjunctive land combat attack, that land combat attack is entitled to a **+1** land combat die roll bonus. A paratrooper unit that conducts an attack alone (as a Paradrop) is also entitled to a **+1** land combat die roll bonus normally (but only if the lone paratrooper unit did not become depleted as a result of the Paradrop).

★ **Strait Penalty**

Any land combat attacks against any enemy land unit(s) across a strait, must suffer a **-1** land combat die roll penalty. This modifier applies in addition to the normal *halving* effect for land combat attacks across a strait (see [5.14]).

★ **1944 Soviet Armor Bonus**

Beginning in 1944 (i.e., as of the January monthly game-turn, and until the end of the war), all Soviet armor units (not mechanized or motorized units) receive a **+1** land combat die roll bonus during any land combat attacks in any clear terrain hex, **but only** if there is no enemy air superiority in the target hex. Any such attack, however, must consist of at least **50%** armor combat strength points to be eligible for this land combat die roll bonus. Conversely, any enemy land combat attack against a hex consisting of at least **50%** Soviet armor units must suffer a **-1** land combat die roll penalty (beginning in 1944), **but only** if there is no enemy air superiority in the target hex.

NOTE: Mechanized and motorized units are **not** considered “armor” for purposes of *this* rule.

★ **Jungle Terrain Penalty**

Any land combat attacks against any enemy combat land unit(s) presently in any jungle hex must suffer a **-1** land combat die roll penalty. This penalty does **not** ever apply to *Japanese* land combat attacks, however.

★ **Jungle-Mountain Terrain Penalty**

Any land combat attacks (**including** *Japanese* land combat attacks) against any enemy combat land unit(s) presently in any jungle-mountain hex must suffer a **-2** land combat die roll penalty.

★ **Supply Status Penalty/Bonus**

If any land combat attack includes any out-of-supply land unit(s) - even if not actually “marked” as out-of-supply - the land combat attack must suffer a **-2** land combat die roll penalty. Conversely, any land combat attack against any out-of-supply land unit(s) - even if not actually “marked” as out-of-supply - is entitled to a **+1** land combat die roll bonus.

If a defending hex includes some land unit(s) that are out-of-supply, but others that are not, the defending player may choose (before the combat die roll) to exclude all of the out-of-supply units from that land combat, and thereby avoid the out-of-supply die roll modifier. However, any land unit(s) excluded from land combat cannot contribute any combat strength points to that land combat. If **any** out-of-supply land unit(s) are included in any land combat, the out-of-supply die roll modifier then applies normally.

NOTE: A functional Permanent Fortification automatically provides supply for one land unit (only) in its hex. Thus, if a Permanent Fortification hex itself is out-of-supply, one land unit (of the owning player’s choice) in that hex is considered to be supplied.

★ **Amphibious Assault Penalty**

Any land unit(s) that are performing an Amphibious Assault land combat attack upon an enemy’s coastal hex (even if not occupied) must suffer a **-3** land combat die roll penalty (**-4**, if a Soviet Amphibious Assault), unless that Amphibious Assault includes at least **50%** “Marine” (if a US Amphibious Assault) or “SNLF” (if a Japanese Amphibious Assault) combat strength points. If an Amphibious Assault includes at least **50%** “Marine” or “SNLF” combat strength points, that Amphibious Assault land combat attack must only suffer a **-1** land combat die roll penalty.

An assaulting player may abrogate the Amphibious Assault penalty if the Amphibious Assault is coordinated with a normal land combat attack upon the same target coastal

hex (i.e., from any connecting land hex or hexes). The coordinating land combat attack, however, must consist of at least **50%** of the total land combat strength points attacking the target coastal hex (i.e., where the Amphibious Assault is occurring). In such a case, the Amphibious Assault penalty is nullified (and the attack is **not** considered an Amphibious Assault for re-roll purposes).

NOTE: If a coordinated land combat attack originates from across a river, the attacking, coordinating land unit(s) are halved normally, and thus is only counted as half when determining the ratio of amphibious-to-over-land land units.



[5.17] Armor Reaction Attack

Whenever - during an Offensive - any land unit(s) completely vacate a hex that is within any armor, mechanized and/or motorized unit's (or stack's) ZOC (i.e., any armor, mechanized and/or motorized unit with a **circled** movement rating), that enemy armor, mechanized and/or motorized unit (or stack) is eligible to conduct an Armor Reaction Attack *before* the vacating land unit(s) actually exit that hex. Any number of eligible enemy armor, mechanized and/or motorized units (and accompanying Generals, if any) may participate in an Armor Reaction Attack (if within stacking limits), even if from different hexes, provided that each participating armor, mechanized and/or motorized unit is adjacent to the vacating unit(s), and also projects a ZOC into the exited hex. An Armor Reaction attack does **not** require the expenditure of an **Offensive**.

Armor, mechanized and/or motorized units may conduct an Armor Reaction Attack **regardless** of their own Activation status (if otherwise eligible to do so). Moreover, an Armor Reaction Attack has no effect upon any armor, mechanized and/or motorized unit(s) pending Activation status(es), one way or the other. In addition, any land unit(s) that completely vacate a susceptible hex may be subject to an Armor Reaction Attack normally, even if merely vacating the susceptible hex during an Advance After Combat, a Breakthrough, an Exploitation and/or a Secondary Advance (or normal movement).

Terrain, weather and supply considerations do apply normally, although air units and/or naval units may **not** participate in any Armor Reaction Attack, nor may an Armor Reaction Attack ever involve any Paratroop.

Detachment Left in Contact (DLIC)

No Armor Reaction Attack is permitted if the vacating unit(s) leave at least one land unit behind (except lone Coastwatchers, HQs and/or Generals) in the exit hex. Furthermore, retreating units are never subject to any Armor Reaction Attack. As implied above, Armor Reaction Attacks are never permitted during the Movement Phase.

The combat result of any Armor Reaction Attack is always implemented immediately. If an Armor Reaction Attack combat result is a **DE**, or causes a retreat (whether voluntarily or not), the attacking armor, mechanized and/or motorized unit(s) may then Advance After Combat normally (i.e., into the adjacent vacated hex), although they are never required to do so.

[5.18] Land Combat Effects

After rolling each land combat attack die, and then consulting the Combat Results Table (printed on the map), the indicated land combat attack effects must be implemented as follows (see below):

Land Combat Results

In all cases, the defending player is required to implement his applicable combat result effects first. All land combat results are only ever applicable to land units.

- AE** = All of the attacking units are eliminated (i.e., removed from the map).
- 3/-** = The attacker loses (i.e., must eliminate) **three** land steps / The defender is unaffected.
- 2/-** = The attacker loses (i.e., must eliminate) **two** land steps / The defender is unaffected.
- 1/-** = The attacker loses (i.e., must eliminate) **one** land step / The defender is unaffected.
- [-/1]** = The attacker is unaffected / The defender loses (i.e., must eliminate) **one** land step, *unless* the defending hex contains a fortification symbol or chit (or is a Soviet home city hex; see [10.10]), in which case the *attacker* loses (i.e., must eliminate) **one** land step instead, but the defender is unaffected.

EXCEPTION: If the Japanese Sneak Attack Bonus is currently in effect, a Japanese **[-/1]** land combat attack result upon any enemy fortification chit is considered a normal **-/1** result instead (i.e., a defender step loss).

- /2●** = The attacker is unaffected / The defender loses (i.e., must eliminate) **two** land steps. If this combat result eliminated at least **1/2** (i.e., half) of the total defending land unit steps in the combat target hex, the defender is subject to a Retreat Check / **Banzai Check** (see below).
- /3●** = The attacker is unaffected / The defender loses (i.e., must eliminate) **three** land steps. If this combat result eliminated at least **1/2** (i.e., half) of the total defending land unit steps in the combat target hex, the defender is subject to a Retreat Check / **Banzai Check** (see below).
- DE** = All of the defending units are eliminated (i.e., removed from the map).

Implementing Step Losses

A step loss is implemented by flipping any one full-strength land unit (that engaged in the cognate combat), or by eliminating one land unit that was already depleted (that engaged in the cognate combat). Paratroopers, however, regardless of their size, must be eliminated (completely) if they suffer any step loss (or are selected as a step loss). If multiple step losses occur, players choose to implement the multiple step losses the same way from among any of the participating land units in any factorable, binary combination (e.g., a player that suffers three step losses may opt to eliminate one full land unit and deplete another, or deplete three full land units, assuming - in the latter case - at least three land units participated in that combat engagement).

NOTE: Players may **not** voluntarily eliminate more steps than is required by any particular land combat result.

Eliminated land units are returned to the owning player's force pool (including minor partner ally land units), unless noted as **(cbr)** in the force pool (i.e., **cannot be rebuilt**). Some infantry units that became eliminated within their home nation's borders are eligible to be placed into the [Replenishment Box](#) instead, and are thus eligible for Replenishment (see [7.14]).

Retreat Checks

On any [Combat Results Table](#) result with a "●" (dot) symbol (if the combat result eliminated at least 1/2 of the total defending land unit steps), the defender must conduct a Retreat Check. In such a case, the defending player must roll one die (8-sided) immediately following that combat result die roll. If the defender rolls a number that is **equal-to** or **greater-than** the attacker's net land combat die roll attack result (i.e., the combat result that caused the retreat check), the defender **must** then **immediately retreat** (i.e., move) **all** defending (i.e., surviving) land units (in the target combat hex) **one** hex (closer* to a friendly supply source) into any legally accessible adjacent land hex that is not occupied by any enemy chit (although the retreating unit or units can force a lone enemy HQ to be "bumped"; see [5.2]). All retreats are mandatory, even if detrimental (unless a Banzai Attack occurs instead; see below). No units may ever retreat more than one hex, however, regardless of any other present circumstances.

**When any land unit(s) are retreating closer toward a supply source, the defending player may designate any legitimate supply source as compliant per this stipulation (i.e., even if it is not necessarily the "closest" friendly supply source) unless the retreating land unit(s) are currently out-of-supply at the moment of the required retreat (even if not marked with an "Out-of-Supply" chit). Any retreating land unit(s) that are currently out-of-supply must always retreat toward the "closest" friendly supply source possible.*

EXAMPLE: An attacker result of "6" on the 2-1 odds column is a "-/2 ●" result, which requires the defender to lose two steps and check for a possible retreat (if there were not more than four - that is, more than 1/2 - land unit steps in the target combat hex). Thus, the defender must roll an 8-sided die. If the defender also rolls a "6" (or greater), the defender **must** then retreat all remaining land units in the target combat hex one hex away (toward a friendly supply source), even if the retreat would be detrimental to the retreating (or any other) unit(s).

Land units may **never** retreat into any uninhibited enemy ZOC, even if contested. Retreating land units *may* retreat into an enemy ZOC if the hex is occupied by any other friendly land unit(s) or any friendly fortification (an inhibited enemy ZOC hex).

Retreating unit(s) may **not** retreat into or across any hex that is otherwise prohibited to land movement.

Retreating unit(s) may retreat into an unoccupied enemy-owned hex (if not within any enemy unit's uninhibited ZOC), although any such hex is **not** then considered friendly to the retreating (or compatriot) unit(s). If the retreating unit(s) **remain** in the hex unto the beginning of the next monthly game-turn, however, such a hex will then become controlled by the retreating unit(s), and is considered friendly to them (and any compatriot units).

A *stack* of multiple retreating units may be split up and retreated in different directions, if desired, provided that each retreat hex is closer to a friendly supply source than the combat hex (and, of course, an eligible retreat hex, as explained above).

NOTE: If possible, any retreating unit(s) must always choose to retreat without over-stacking (if any other valid retreat hex(es) exist). If no other valid retreat hex(es) exist, retreating unit(s) may *temporarily** over-stack with other non-retreating land units (if eligible) in a retreat hex. In such a case, the owning player may **not** subsequently attack and/or defend with any units in excess of the legal stacking limits, however. Any retreating land unit(s) that are currently out-of-supply, though, must always prioritize a retreat path that is closer to a friendly supply source - even if such a hex would become over-stacked - rather than a hex that would not become over-stacked, but is further from a supply source.

**Until the end of the Movement Phase.*

If any retreating unit(s) retreat into a hex with any other friendly land unit(s), the retreating unit(s) may **not** contribute combat strength to the defense of that same hex if that hex is attacked during the same **Step** - in which the retreating unit(s) retreated - nor may any retreating unit(s) be eliminated or depleted to comply with any enemy's combat result upon that same hex. However, if an enemy's combat result causes more step losses than actually exist in that same combat hex (notwithstanding the retreated units), **then** enough of those *retreated* unit(s) must be expended to settle any excess step losses. Furthermore, any **DE** result upon any hex with any retreated land unit(s) always eliminates **all** of the units in that same combat hex (including those that had retreated therein).

Retreated units are **not** applicable when determining if "1/2" of the units in a combat hex have been eliminated (subjecting such units to a Retreat Check, if such is the case). Retreated units are, however, subject to any *additional* retreat result upon their hex, and must retreat *again* if the other unit(s) therein are required to subsequently do so.

Any unit(s) that are unable to retreat (e.g., because of terrain restrictions) are immediately eliminated instead).

Voluntarily Retreat

If at least 1/2 of the land steps in a combat hex are eliminated (requiring a Retreat Result), the owning player may *voluntarily* retreat **all** of the surviving land units, even if not required to do so. In such a case, however, the owning player must retreat every unit therein. A player may **not** voluntarily retreat only some units, but not others. Japanese land units may **never** *voluntarily* retreat, if optional rule [11.8] is in effect.

Banzai Attack Checks

If any **Japanese** (only) combat land unit (or stack) is required to retreat (i.e., as a result of a *mandatory* Retreat Result), the Japanese player must first (i.e., before conducting that required

retreat) conduct a “Banzai Attack Check”. In such a case, the Japanese player must roll another die (8-sided) immediately following that mandatory Retreat Result. If the Japanese player rolls **less than** the preceding Retreat Check die roll, then that Japanese combat land unit (or stack) must immediately conduct a mandatory Banzai Attack instead (i.e., instead of a retreat), as explained below. If the Japanese player rolls any other number, no Banzai Attack can occur, and that Japanese combat land unit (or stack) must then immediately retreat normally, per above.

To resolve a required Banzai Attack, the Japanese player must immediately conduct a normal land combat attack (upon any one adjacent enemy occupied hex of the *enemy player's choice*, provided at least one enemy combat land unit in that hex participated in the original fomenting land combat attack). Only the abovementioned mandated Japanese combat land unit(s) (and any accompanying General, if any) may participate in that Banzai Attack (if within stacking limits), regardless of their own Activation status (if otherwise eligible to do so). A Banzai Attack does not require the expenditure of any Offensive. Terrain, weather and supply considerations do apply normally, although air units and/or naval units may **not** participate in any Banzai Attack, nor may any Banzai Attack involve any Paradrop. Also, an Armor Reaction Attack is not permitted against any Banzai Attack.

The combat result of any Banzai Attack is always implemented immediately. If a Banzai Attack combat result is a **DE**, or causes a retreat (whether voluntarily or not), the attacking Japanese unit(s) may then Advance After Combat normally (i.e., into the adjacent vacated hex), though they are never required to do so.

[5.19] Advance After Combat

If a land combat result causes all of the defending units to be eliminated or retreated (i.e., vacating the hex), the attacking land unit(s) are then eligible to Advance After Combat. Only as many units as may be legally stacked in the target combat hex may be advanced therein after combat, although the attacking player may choose any combat land unit(s) - of those that had participated in the land combat attack - to Advance After Combat. Accordingly, a player may choose to advance some land units (of those that attacked), and not others, if he prefers. However, a player is never required to Advance After Combat. A land unit that is eligible to Advance After Combat may never advance into any other hex, however (i.e., other than the hex it attacked).

Advance After Combat Attrition

If the land combat die roll is a **-1**, **-2** or **-3** result (and if that result eliminated or forcibly retreated all of the enemy land units in that target combat hex), the attacking player - **if** choosing to Advance After Combat - **must eliminate one** friendly land unit **step*** (only from among those that participated in the attack), regardless of how many of the attacking land units actually Advance After Combat. However, the attacking player may simply decline to Advance After Combat altogether (and thereby avoid the required step loss). In that case, *none* of the attacking units may Advance After Combat during that monthly game-turn.

**Of the attacking player's choice, provided that the step to be eliminated had participated in that attack.*

If the attacking player chooses not to Advance After Combat, any *subsequent* move (e.g., during the Exploitation Step) into that same hex (during that same monthly game-turn) requires a step to be eliminated nonetheless (from among the unit or units subsequently entering that hex, whether or not the entering unit or units participated in the original attack).

NOTE: If a *paratrooper* unit has participated in a land combat attack (if the land combat die roll is a **-1**, **-2** or **-3** result, and if that result eliminated or forcibly retreated all of the enemy land units in that target combat hex), the attacking player may opt to **eliminate** (but not merely deplete) the paratrooper unit to comply with the requisite land unit step loss (to Advance After Combat). However, if the attacker declines to Advance After Combat - after an attack involving any paratrooper unit(s) - a paratrooper unit must still be eliminated nonetheless (it must be depleted normally after the Paradrop per [4.24], and then depleted again to comply with the requisite land unit step loss to Advance After Combat in such a case). Of course, the attacking player may elect to deplete another of the participating land unit steps (i.e., other than the paratrooper unit) to avoid eliminating the paratrooper unit (in which case the paratrooper unit then occupies the target combat hex normally, albeit as depleted normally).

If the land combat die roll is a **DE** result, the attacking land unit(s) are **never** required to eliminate any land unit step to Advance After Combat.

When any land unit(s) Advance After Combat, the advancing land unit(s) then automatically capture any installation(s) in the target hex (although any fort is automatically eliminated when captured).

If an Amphibious Assault eliminates or forcibly retreats all of the defending enemy land units in the assault hex, the assaulting land unit(s) may then occupy that assault hex as a normal Advance After Combat, and capture any installation(s) in that hex (though any fort is automatically eliminated when captured). If the combat result is a **[-1]** (if not against a fortified hex; see [5.18]), a **-2** or a **-3** result, the assaulting land unit(s) **must** then eliminate one land unit step upon their occupation of the targeted assault hex, even if the assault hex was defended by an Intrinsic Garrison. However, if the combat result is a **DE** result, the assaulting land unit(s) are simply landed in that targeted assault hex, and no mandatory step loss is incurred.

Unoccupied enemy control of a hex or enemy ZOC therein has no effect upon any Advance After Combat. Immediately after any Advance After Combat, however, enemy ZOC (if any) is projected into the combat hex normally.

Defending units never Advance After Combat.

Secondary Advance (After Combat)

Any friendly land unit(s) that did not participate in a particular attack (but were Activated for the current Offensive) are eligible to conduct a Secondary Advance (after combat). Any such land unit(s) may simply move into the hex(es) exited by the initial advancing land units (within the legal stacking limits in each such hex). Furthermore, any other friendly land unit(s)* that did not participate in the preceding attack (but were also Activated for the current Offensive) are likewise eligible to advance into the hex(es) exited by the first Secondary Advance, and so forth, until all of the Activated units' movement is completed.

**Including eligible land units disembarking from an STP or CL/DD combination.*

Additionally, a Secondary Advance may be conducted during the Exploitation Step (even if a secondary advancing unit did not conduct any attack during the Combat Step beforehand), though any eligible land unit(s) *may* conduct a Secondary Advance during the Combat *and* Exploitation Step (if Activated as part of that same Offensive), provided that the land unit(s) possess enough movement to enter each hex.

NOTE: A Secondary Advance may **not** be conducted during the Breakthrough Step.

Bounding Overwatch

Unlike Advance After Combat, a Secondary Advance **is** subject to the normal enemy ZOC effects, inasmuch as a *lone* land unit currently within an enemy ZOC may not conduct a Secondary Advance. However, a *stack* of land units may also conduct a Secondary Advance, although - to do so - the stack must leave **at least one land unit behind** in any hex it advances from. Per compliance thereto, any secondary advancing land unit(s) may then be moved from an enemy ZOC to an enemy ZOC, even if inhibited.

A Secondary Advance may be employed following a successful Armor Reaction Attack(s), normally.

[5.20] Eliminating Generals

Generals are only ever affected during an *enemy attack* that eliminates every land unit in the General's same hex (i.e., stacked with the General chit). If every land unit stacked with a General is eliminated (as a result of a *combat* elimination, but **not** due to an elimination as a result of being out-of-supply), the defending player must then immediately roll one die (6-sided): On a die roll of **1-2**, the General is eliminated (permanently) and removed from the game. The following Generals, however, are subject to a die roll modifier when checking for their elimination:

- +1 : General **MacArthur**
- 1 : General **Buckner**
- 1 : General **Wingate**
- 2 : Any **Japanese** General

Nonetheless, on a net die roll of **3-6**, the subjected General is removed from the map and returned to the force pool. Then, that General is eligible to arrive in play again as of the following Seasonal Turn normally (during the Unit Arrivals and Removals Step).

A **lone** General cannot be attacked, and thus is never subject to a combat elimination. However, if any enemy land unit enters a lone General's hex, the General chit is simply removed from the map and returned to its force pool.

[5.21] Armor Breakthroughs

Armor Breakthroughs occur before the Combat and Exploitation Steps of the Offensive Phase, which - if successful - may allow other land units to follow-up each Armor Breakthrough attack (presumably to capitalize upon a breach in the enemy's present positions). All Armor Breakthrough Movement and/or attacks must occur during the Breakthrough Step of the Offensive Phase. As implied, only armor, mechanized and/or motorized units are eligible to conduct any Armor Breakthrough (although paratrooper units may participate as an affiliated Paradrop). A General that is stacked with an armor, mechanized and/or motorized unit(s) may contribute its combat and exploitation capability during the Breakthrough Step normally. Only armor, mechanized and/or motorized units with a **circled** movement rating are eligible to perform Armor Breakthroughs.

When performing an Armor Breakthrough, only a **single stack** of armor, mechanized and/or motorized units may do so (i.e., multiple stacks of armor, mechanized and/or motorized units in different hexes may not coordinate to attack the same hex as an Armor Breakthrough). Furthermore, the armor, mechanized and/or motorized stack must begin the Step **stacked together**

(and also remain stacked together until the Armor Breakthrough attack is resolved).

All standard terrain movement costs apply normally, although Armor Breakthrough attacks are never permitted into any jungle, jungle-mountain or marsh hex.

Activation

An armor, mechanized and/or motorized stack may be Activated as a Stack Activation to conduct an Armor Breakthrough attack (i.e., at a cost of one Offensive normally).

Multiple armor, mechanized and/or motorized stacks may also be Activated via an HQ Activation to conduct multiple individual Armor Breakthrough attacks (a cost of one Offensive to Activate the HQ). As such, the HQ may Activate as many eligible armor, mechanized and/or motorized **stacks** as equal to the HQ's *command rating* (i.e., an HQ with an command rating of "2" may Activate up to two armor, mechanized and/or motorized stacks to conduct two individual Armor Breakthrough attacks).

NOTE: Multiple armor, mechanized and/or motorized units within the same hex may be Activated separately (i.e., to perform separate Armor Breakthrough attacks), provided that each such Armor Breakthrough attack is Activated and resolved upon a *different* target hex.

If multiple armor, mechanized and/or motorized stacks have been Activated to conduct separate Armor Breakthrough attacks (during the same Breakthrough Step), each Armor Breakthrough attack **and all associated movement** must first be resolved completely and concluded **sequentially**, before beginning the next pending Armor Breakthrough. In all cases, separate Armor Breakthrough attacks may **not** be directed against the same target hex during the same Breakthrough Step.

Pre-Attack Armor Breakthrough Movement

Prior to an Armor Breakthrough *attack*, an armor, mechanized and/or motorized stack may move up to **2 hexes*** (but never more), or **1** hex if moving from enemy ZOC to enemy ZOC. A General, if present, is irrelevant in this regard, but may accompany the move normally. The armor, mechanized and/or motorized stack may temporarily over-stack, if necessary (because stacking limits are not enforced until the end of the current Step), although only as many armor, mechanized and/or motorized units as may legally stack in the attacking armor, mechanized and/or motorized units' hex may attack from that attacking hex.

**If within normal movement point allowances.*

Armor Breakthrough Attacks

After performing Pre-Attack Armor Breakthrough Movement (if any), the armor, mechanized and/or motorized stack then conducts the Armor Breakthrough attack (although Pre-Attack Armor Breakthrough *movement* is not a requisite to conduct an Armor Breakthrough Attack). The attacking player may also attempt a Paradrop into the target combat hex at this time (see [4.1])*). Both the attacker and the defender may then contribute Ground Support and/or Naval Bombardment (if allowable) per the normal rules, resolving all interceptions and combat normally.

If an Armor Breakthrough attack results in an attacker step loss (either due to a failed Armor Breakthrough attack, or as an Advance After Combat Attrition, after a "●" result), an extant participating paratrooper unit (i.e., after the Paradrop) may be **eliminated (not merely depleted) to fulfill one required step loss.*

If an Armor Breakthrough attack has been successful, the armor, mechanized and/or motorized stack may then Advance After Combat normally, and is eligible to conduct Armor Breakthrough Movement.

Armor Breakthrough Movement

Immediately after any **successful** Armor Breakthrough attack (whether or not the armor, mechanized and/or motorized stack had Advanced After Combat), the armor, mechanized and/or motorized stack is entitled to perform *Armor Breakthrough Movement*. If no eligible General (i.e., with a circled exploitation rating) is stacked with the armor, mechanized and/or motorized stack, the stack may then move **1** hex (regardless of ZOC, in this case). If, however, a friendly eligible General is stacked with the armor, mechanized and/or motorized stack, the stack may then move up to the extent of that General's printed exploitation rating (per the normal movement, supply and weather rules).

NOTE: In APTO, the only Generals that are capable to extend Breakthrough Movement are the General Zhukov and General Kravchenko chits, unless playing a Combined Game (i.e., in which any AETO Generals and armor and/or mechanized units enter the Pacific Theater; see [5.21]).

After the Armor Breakthrough Movement, flip the participating General (if any) to its reverse side, indicating that the General cannot contribute any additional movement to that armor, mechanized and/or motorized stack during the remainder of that monthly game-turn. That armor, mechanized and/or motorized stack is then marked with an "Active" chit normally.

NOTE: A moving armor, mechanized and/or motorized stack may be split up as it is moving (within the aforementioned movement limits), even if any of the armor, mechanized and/or motorized units do not actually remain with the actuating General chit.

Repeated Armor Breakthrough Attacks

If any Breakthrough attack fails to extirpate the target hex (or if the Armor Breakthrough attack is canceled prior to the attack die roll), the surviving armor, mechanized and/or motorized unit(s) **must** repeat the attack again during the Combat Step. Because the repeated attack is occurring during the Combat Step (of the Offensive Phase), other friendly units are eligible to participate in that repeated attack. All units are then marked with an "Active" chit normally.

Armor Breakthrough Restrictions

- ★ An armor, mechanized and/or motorized stack that begins the Offensive Phase in a hex that is affected by Monsoon or Wet weather condition cannot conduct any Breakthrough attack. A hex affected by Monsoon or Wet weather condition cannot be attacked or entered as a Breakthrough.
- ★ An armor, mechanized and/or motorized stack conducting an Armor Breakthrough attack is not eligible to participate in the Exploitation Step of the same Offensive.
- ★ No unit may conduct a Secondary Advance after an Armor Breakthrough attack (i.e., during the Breakthrough Step).
- ★ An armor, mechanized and/or motorized stack (that had conducted an Armor Breakthrough) cannot move during the normal Land Movement Step. An armor, mechanized and/or motorized stack (that conducted a Breakthrough) **may**, however, conduct a normal land attack during the Combat Step (after which its movement is considered ended for the duration of that current monthly game-turn).

- ★ If any paratrooper unit has participated in a **failed** Armor Breakthrough attack (i.e., an attack that fails to extirpate the target hex), the paratrooper unit is automatically eliminated. If any paratrooper unit participates in a **successful** Armor Breakthrough attack (assuming it survives), the paratrooper unit must remain in the target hex (as Activated). It may defend normally (and retreat, if necessary), although it may not move or attack for the duration of the current monthly game-turn.

After concluding the **Breakthrough Step** of a Land Offensive, any *participating* General(s) are then flipped to their reverse (ineligible to exploit) sides, regardless of their contribution (or lack thereof) to any Armor Breakthrough.

[5.22] Armor Exploitations

During an Offensive Phase, Activated armor, mechanized and/or motorized units (if stacked with a General) may conduct normal movement during the Land Movement Step, and attacks during the Combat Step, **and then** additional movement and attacks during the ensuing Exploitation Step. Only armor, mechanized and/or motorized units with a **circled** printed movement rating (stacked with a General) are ever eligible to perform Exploitation Movement and/or attacks.

NOTE: In APTO, the only Generals that are capable to conduct Armor Exploitation Movement and Attacks are the General Zhukov and General Kravchenko chits, unless playing a Combined Game (i.e., in which any AETO Generals and armor and/or mechanized units enter the Pacific Theater; see [5.21]).

Exploitation Eligibility

During the Exploitation Step of the Offensive Phase (i.e., after the Combat Step), any Activated armor, mechanized and/or motorized unit(s) that are stacked with a General may perform Exploitation Movement if **all** of the following conditions apply:

- ★ If there are no adverse weather conditions (such as **Wet**) in the hex occupied by the exploiting armor, mechanized and/or motorized unit(s) and General.
- ★ If the Activated armor, mechanized and/or motorized unit(s) conducted a normal land attack, and successfully vacated the target hex, **or** conducted **no** attack(s), but remained in supply *after* normal movement during the Land Movement Step of that same Offensive Phase.
- ★ If the armor, mechanized and/or motorized unit(s) did not participate during the Breakthrough Step.
- ★ If the armor, mechanized and/or motorized unit(s) and General began the Exploitation Step stacked together (though they need not have necessarily been stacked together before then).

Exploitation Movement

When beginning any Exploitation Movement, all eligible armor, mechanized and/or motorized units (stacked with a General) may move up to the extent of the General's printed *exploitation rating**. **Unlike** Armor Breakthrough Movement, a moving stack of multiple armor, mechanized and/or motorized units may split up as it moves (within the aforementioned movement limits), even if any particular armor, mechanized and/or motorized unit does not actually remain with the actuating General chit (if any). All MP costs and movement restrictions apply normally to an Exploitation Movement, except as noted below:

*A General's exploitation rating always supersedes the printed movement rating of any armor, mechanized and/or motorized unit(s) it is stacked with (during Exploitation Movement only; this supersedence does not apply during the Breakthrough Step).

NOTE: Any armor, mechanized and/or motorized unit(s) that begin their Exploitation Movement as supplied are considered to be *in supply for the duration* of their movement (and any subsequent Exploitation attacks that they conduct). Supply considerations are only applicable to any participating armor, mechanized and/or motorized unit(s) at the beginning of that Offensive and at the end of the current Exploitation Step (see [7.10]).

Exploitation Attacks

After conducting **all** Exploitation Movement, if any (unlike Armor Breakthroughs, which are resolved sequentially), the exploiting armor, mechanized and/or motorized unit(s) **may** then conduct Exploitation attack(s), if adjacent to any eligible target hex (although Exploitation *movement* is not a requisite to conduct an Exploitation attack). Each armor, mechanized and/or motorized stack may attack a different target hex, or, several armor, mechanized and/or motorized stacks may collectively attack the same target hex, if desired. Exploitation attacks are conducted and resolved like normal land combat attacks (which may include participating paratrooper units as an affiliated Paradrop), although Exploitation attacks are **not** required to be within the command radius of any activating Command Agent. Both the attacker and the defender then contribute any Ground Support and/or Naval Bombardment (if available) per the normal rules, resolving all interceptions and combat normally.

NOTE: Any air unit(s) that had supported an armor, mechanized and/or motorized attack during the Armor Breakthrough Step and/or the Combat Step are also eligible to support an Exploitation attack (see [4.1]).

After resolving each of the Exploitation attacks, the successfully attacking armor, mechanized and/or motorized unit(s) may then Advance After Combat normally. Unlike during Breakthroughs, any land unit(s) (if not Activated during a *previously* Offensive) may conduct a Secondary Advance normally as well.

Any Exploiting armor, mechanized and/or motorized unit(s) may be commanded by any other simultaneously Activated HQ (if within that HQ's command radius), even if that activated HQ (during the Exploitation Step) is not the original HQ that initiated the Activation of the armor, mechanized and/or motorized unit(s) during the previous Combat Step. All normal international cooperation restrictions apply normally, however (see [9.26]).

Exploitations Restrictions

- ★ Only armor, mechanized and/or motorized units (with a circled movement rating) may ever perform Exploitation Movement and/or attacks.
- ★ Only armor, mechanized and/or motorized units (with a **circled** movement rating) that were Activated during the previous Command Status Step or Land Movement Step may conduct any Exploitation Movement and/or attack(s) during the Exploitation Step. Multiple participating armor, mechanized and/or motorized units may only conduct as many Exploitation attacks as is normally permitted by the Command Agent that had initiated the original Activation(s). Multiple accompanying Generals may conduct *additional* Exploitation *Movements*, but they cannot conduct attacks in excess of the original Activating Command Agent(s) normal attack limit (see [5.0]).

[PART 6] MOVEMENT PHASE

During the Movement Phase of the current monthly game-turn, any land units that had not been Activated during the Offensive Phase (of the same monthly game-turn) are eligible to move during the current Movement Phase. Additionally, land and air units in any functioning port may be disembarked during the Movement Phase (subject to all disembarkation stipulations).

NOTE: No land units may cross a neutral border (i.e., as an invasion) during the Movement Phase.

[6.0] Moving Land Units

All normal land movement rules (as are applicable during the Offensive Phase) also apply during the Movement Phase, although only unactivated land units may be moved during the Movement Phase.

Unactivated land units may move up to the extent of their own printed movement during the Movement Phase. Such land units may occupy (and capture*) enemy-owned hexes (if unoccupied by enemy land units), although no land unit may ever conduct any land attack during the Movement Phase. Unactivated HQs and/or Generals may be moved pick-a-back with any land unit(s) they are stacked with, or they may move alone (with an assumed movement rating of "5"). A General's own Exploitation Rating is irrelevant in this regard. Lone HQs and lone Generals, however, may **not** move into any uninhibited enemy ZOC (even if contested).

**Generals and HQs cannot capture any enemy hex(es).*

All terrain effects and weather effects (as determined during the Weather Phase) apply normally during the Movement Phase, although terrain and weather effects are never applicable to any moving General's and/or HQ's inherent movement rating. All ZOC effects apply normally during the Movement Phase.

NOTE: Any land unit is always eligible to move at least one adjacent land hex (if otherwise eligible), even if the current weather and the terrain in the intended land hex require more MPs (to enter) than the adjacent land unit(s) possess.

Combining Land Units

Depleted land units (of the exact same type) can be combined to form full-strength land units. Because land units exist as either one or two steps, **two** familial one-step land units (in the same hex) can be combined to form **one** two-step (i.e., full-strength) unit *of the same type*. A combination of two depleted land units does not require any movement point expenditure, but may only occur during the Movement Phase.

[6.1] Rail Movement

Any nation or colony with a map-printed RAIL CAP value (and map-printed rail line hexes) is allotted a specific Rail Capacity, which indicates the number of friendly unactivated land units that may be moved (via rail) **from** and/or **into** that nation or colony location via that Rail Capacity during the Movement Phase of each monthly game-turn (irrespective of terrain or the railed land unit's printed movement rating).

Eligible Units

Any unactivated land unit *chit* (including HQs and/or Generals) - regardless of its type, strength or size - may be moved by rail via the available Rail Capacity of an eligible nation or colony location. Each Rail Capacity *point* may be used to rail **one** land

unit *chit* (whether a one or a two step land unit), although HQs and Generals stacked with any railed unit may ride pick-a-back freely.

NOTE: Any eligible land unit that is debarked during the Movement Phase **is** eligible to be railed normally after debarkation (assuming the debarkation location is accessible to a rail line and Rail Capacity, unless that unit's location is obstructed by enemy ZOC upon its debarkation).

Rail Capacity

During the Rail Movement Step of the Movement Phase, the moving player may rail any land unit(s) **from** (i.e., from within) and/or **to** (i.e., into) a friendly-controlled nation or colony with existing Rail Capacity (and accessible rail line hexes). As such, the moving player must specify what unit(s) are being moved via rail, and what friendly-controlled nation's or colony's Rail Capacity will be utilized. That friendly-controlled nation or colony must be either the origin or the destination of the unit(s) to be railed. The moving player may not utilize the Rail Capacity of any nation or colony wherein the railing unit(s) are merely railing *through*.

Any unit(s) to be railed *from* a particular nation or colony may rail along any path or route of contiguous rail line hexes to any other friendly-controlled rail line hex(es) on the map (not in an enemy land unit's uninhibited ZOC). Conversely, any unit(s) to be railed to a particular nation or colony may rail along any path or route of contiguous rail line hexes from any friendly-controlled rail line hex(es) on the map. In either case, the path of rail movement may be of any length; there is no maximum or minimum movement requirement for any unit(s) moving by rail (e.g., a unit may rail entirely within the nation wherein it began rail movement). Of course, a unit may not rail from, into or through any nation or colony without a Rail Capacity (whether a Rail Capacity is simply absent, or reduced to zero as a result of enemy bombing; see [2.6]).

A railing unit may rail *through* any other friendly nation or colony (barring other restrictions, such as obstructing enemy ZOC) via a path or route of contiguous rail line hexes, although rail movement through any particular friendly nation or colony does not ever utilize its Rail Capacity.

EXAMPLE: Australia's Rail Capacity is "5". Thus, the Australian player - utilizing the Australian Rail Capacity - may rail up to five Australian units within Australia via any accessible rail line hex(es) on the map (along any path or route of contiguous rail line hexes).

NOTE: A nation or colony (and its present Rail Capacity) is considered to remain owned (and utilizable) by the current owning player until it is conquered or liberated by an enemy power.

Rail Movement Procedure

During the Rail Movement Step of the Movement Phase, the railing player may rail any unactivated eligible land unit (or stack) from a friendly rail line hex (that is not within enemy uninhibited ZOC) - via rail movement - to any other linked, friendly controlled rail line hex on the map (also not within enemy uninhibited ZOC). Furthermore, any unactivated eligible friendly land unit (or stack) that is not presently in a rail line hex may be moved (via normal land movement) to a friendly rail line hex (that is not within any enemy uninhibited ZOC) and then "entrained" (costing one MP to do so). Any land units already in a rail line hex need **not** expend an MP to entrain, however, even if they had not used any rail movement during the previous monthly game-turn.

Once "entrained" (on a rail line hex), the railing player may simply move the entrained unit (or stack*) from its current rail line hex along a contiguous path or route of rail line hexes (following the course of the rail *line* itself) to a desired, friendly destination rail line hex. As it moves, a railing unit or stack may **not** "hop" non-connected rail lines in adjacent hexes, but must move from its origin hex along a linear path of any utilized rail lines to its destination hex. The path of the rail movement may be of any length; there is no maximum or minimum movement requirement for any unit (or stack) moving via rail.

**When railing a stack of multiple units, stacking limits only apply in the starting and ending rail line hexes.*

No land unit may ever rail through or into any neutral or enemy controlled, occupied or owned hex, even if the ZOC in such a hex is contested. A land unit may, however, rail into, out of or through any rail line hex that is presently occupied by another friendly land unit, even if within enemy Zone of Control.

Once in a destination rail line hex, no such railing land unit may be moved from that hex via normal movement for the duration of the current monthly game-turn. Railed land units need not be detrained, per se; they simply end their rail movement in the last rail line hex they enter.

Units previously transported via ATP or STP **are** eligible to move via rail during the same monthly game-turn, *unless* they had been Activated.

Rail Movement Restrictions

- ★ A land unit Activated during the preceding Offensive Phase cannot move by rail.
- ★ A land unit cannot move by rail if - at any time - it is within or enters an enemy land unit's *uninhibited* Zone of Control (even if contested). This restriction is not applicable if another friendly land unit occupies (i.e., inhibits) the hex wherein the enemy's ZOC extends.
- ★ A land unit moving by rail may enter friendly-controlled (or allied) hexes only.
- ★ A land unit is eligible for rail movement only if, at the instant it moves, it may trace an overland line of supply to a legal supply source.

Effects of Conquest upon Rail Movement

A conquered nation will retain an inherent Rail Capacity of **1** (useable by the conqueror), but never more (regardless of its pre-conquest Rail Capacity).

A conquered nation's original Rail Capacity is **not** restored if the nation is subsequently liberated. It remains as **1** Rail Capacity.

Domestic Rail Capacity Reduction (after an Invasion)

Any nation that loses its capital (assuming this does not result in a conquest) automatically loses **1** Rail Capacity (although only if a rail line symbol traverses through that capital city's hex). The lost Rail Capacity is regained if the capital is regained (but not if it is a liberation, which does **not** reconstitute lost Rail Capacity).

Rail Movement to/from the Front Lines

An invading power may rail friendly land units in, out of, or through a nation that is not yet conquered *if* the invader controls each utilized rail line hex therein. Each utilized rail line hex must not be within uninhibited enemy ZOC, however (even if that hex is contested).

Soviet Off-Map Rail Allowance

The Soviet player may rail any Soviet land unit(s) *off map* via hex W 5811, W 5818, W 5823, W 5824 and/or W 6028 (during any monthly game-turn), and thereby **arrive** (during the same monthly game-turn only) in either of the other four Soviet map-edge rail hexes (i.e., hex W 5811, W 5818, W 5823, W 5824 and/or W 6028), assuming that the rail hex to be entered is not presently occupied by any enemy land unit, nor is within any enemy land unit's uninhibited ZOC (even if contested).

Any Soviet land unit that rails off map, and then *arrives* in any other Soviet map-edge rail hex (i.e., hex W 5811, W 5818, W 5823, W 5824 and/or W 6028) must immediately end its rail movement there, and is not eligible to rail or move any further during the same monthly game-turn (i.e., a Soviet land unit that rails off map must end its movement upon re-entry onto the map). No unit may ever rail and remain off of a game map.

Soviet European Theater Rail Movement Allowance

If playing a Combined Game, any Soviet land unit(s) that rail to or from the European Theater must exit and/or enter the Pacific map via the Soviet map-edge rail hexes (e.g., hex W 5811). A Soviet land unit (of any type) that exits the Pacific must halt its rail movement upon entering Europe (and vice versa), but may then continue its rail movement normally as of the following monthly game-turn.

United States' Rail Deployment

Any one US land unit in the United States Box may be railed to the Panama hex (or vice versa) per each monthly game-turn. This allowance may also apply to the United States Box in the European Theater, if playing a Combined Game. In either case, no more than one US land unit may be railed to or from the Panama hex per monthly game-turn.

[PART 7] SUPPLY AND REPLENISHMENT

Supply

All units in the game must be sustained by supply while moving and/or the moment of combat to avoid adverse consequences during play. Furthermore, the supply status of all units in the game must be audited during the Supply Step of the End Phase.

Replenishment

During the Replenishment Step of a monthly game-turn's End Phase, *some* eliminated infantry units (if any) will be eligible to become automatically replenished. Some depleted air units will be eligible to be rebuilt, and some destroyed installations will be eligible to be repaired.



[7.0] Supply Sources and Creating Supply

Supply for every land and air unit automatically originates in any friendly home city/resource hex. Any unit(s) that can trace an unobstructed path of passable land hexes to a supply source (which can also be supply chits) is automatically considered to be "in supply". No other mechanics or game pieces are involved. ATPs and STPs (as well as CL/DD combinations) may possibly be used to ferry supply chits to tenable locations that are not accessible from any supply sources.

Map Supply Sources

Each friendly **home** city/resource hex in a nation automatically functions as a supply source for all of that nation's units (if such units can trace an unobstructed path of passable land hexes thereto), unless the city/resource hex is currently "isolated" (see [7.8]). A captured city/resource hex will no longer function as a supply source, until it is recaptured (at which time it again functions as a supply source normally). In addition to home city/resource hexes, applicable units of the following nations are eligible to draw supply from the locations stipulated below:

- ★ **Australia:** UK and/or US unit(s) in Australia may also draw supply from any Australian supply source(s) normally.
- ★ **China:** In addition to home city hexes, the Chinese Supply hex (W 5109) functions as a supply source for Chinese units.
- ★ **France:** French (or Vichy) units in Indochina may also draw supply from Saigon (W 2713).
- ★ **Japan:** In addition to home city/resource hexes, Mukden (W 5022) functions as a supply source for Japanese units. Japanese units in New Britain may draw supply from Rabaul (E 4229), if Rabaul is captured. Formosa (W 3621), Iwo Jima (W 3733), Okinawa (W 3825), Paramushiro (W 0327) and Truk (W 3628) themselves are never considered supply sources, but are always in supply. Japanese units in Indochina may draw supply from Saigon (W 2713) as of the Summer Seasonal Turn of 1941 (see [8.0]).
- ★ **Soviet Union:** In addition to home city/resource hexes, the Soviet Supply hexes (W 5811 and W 6028) function as supply sources for Soviet and Mongolian units. Kamchatka and Sakhalin are never considered supply sources, but are always in supply.
- ★ **UK:** UK and Australian units may draw supply from the India Box (or the supply source hexes on the "India" map, if in play; see [11.41]). Additionally, UK and Australian units in New Britain may draw supply from Rabaul (E 4229). UK and Australian units in Malaya may draw supply from Singapore (W 2112). The Maldives is never considered a supply source, but is always in supply.

NOTE: A maximum of **two** US units may also draw supply from the India Box (or any "India" map supply source, if in play) normally.

- ★ **US:** US (and Free French) and UK units may draw supply from the United States Box, while US units in Hawaii may draw supply from Pearl Harbor (E 2501). Additionally, US units in the Philippines may draw supply from Manila (W 3021). Panama itself is never considered a supply source, but is always in supply.
- ★ **Minor Nations:** In addition to home city/resource hexes, any island hex or colony city (e.g., Palembang) owned by a

minor nation is never considered a supply source, but is always in supply for any minor nation unit(s) there.

Supply Chits

Supply chits serve as portable, temporary supply sources. There are two types of supply chits; Air Supply and Sea Supply. Air Supply chits may be transported by ATPs. Sea Supply chits may be transported via STPs or CL/DD combinations.

Supply chits are not built, per se, but are merely freely created in any friendly, **supplied*** port or airbase hex that currently harbors an STP, CL/DD combination (see [3.27]), and/or ATP chit. Supply chits may not be created in any location without an STP, CL/DD combo or ATP (except in an "isolated" supply source; see [7.8]). What is more, a player may only create as many supply chits as may be legally loaded aboard whatever STP(s), CL/DD combo(s) and/or ATP(s) are in that hex. Players may **not** create excessive supply chits expressly for the purposes of stockpiling supply chits in any hex. As such, when created, all supply chits must be (and are always assumed to be) loaded aboard whatever STP(s), CL/DD combo(s) and/or ATP(s) are in that hex.

**If an unobstructed path of passable land hexes is traceable to a home Map Supply Source.*

Supply chits (either Air or Sea) may only be created during the Naval and Air Phase, although they do not cost any EPs, but are free and may simply be created in any port or base that is not currently "isolated" (and also harbors an STP, CL/DD and/or ATP). A player is free to create as many supply chits as can be loaded on whatever transporting vehicles exist in each such hex. Obviously, an STP, CL/DD combo and/or ATP cannot carry more supply chits than their own load capacity permits. Thusly, transporting vehicles with any supply chit(s) already embarked are limited to whatever load capacity remains (if any). As such, no supply chit may ever be *created* during any other Phase of the game (they may only be created during the Naval and Air Phase).

Supply Logistics

During the Naval and Air Phase, any supply chit in a hex may be expended to create another identical supply chit in *another* hex, provided that an unobstructed path of friendly controlled land hexes exists betwixt each location. For example, if the Australian player has a supply chit in Darwin, but an STP in Derby (and an unobstructed path in-between both cities), the supply chit in Darwin may be expended to create an identical supply chit in Derby (which is then assumed to be automatically embarked aboard the STP there).

[7.1] Embarking Supply Chits

ATPs must embark supply in their own starting airbase hex, although STPs and CL/DD combos *may* move to an eligible supplied functioning port, embark supply (at no additional MP cost), and then continue moving (up to the extent of their own printed movement). As delineated previously, however, Sea Supply chits may simply be embarked in their port of origin, assuming that port of origin is functional (i.e., undamaged) and not "isolated".

Any Sea Supply chit presently occupying any port that also functions as an airbase may be converted into **one** Air Supply chit (thus expending the Sea Supply Chit and creating an Air Supply chit) if a transporting ATP is presently based at that airbase. As such, the created Air Supply chit is then considered to be automatically loaded aboard that ATP immediately. A Sea Supply chit may **never** be created from any Air Supply chit, nor may multiple Air Supply chits be converted to a Sea Supply chit.

Each Sea Transport Point (i.e., one STP) or single CL/DD combo may haul exactly one Sea Supply chit. Similarly, each Air Transport Point (i.e., one ATP) may haul one Air Supply chit. A single STP (i.e., point), CL/DD combo or ATP (i.e., point) may **never** transport a supply chit *and* any unit concurrently. When embarked, an STP, CL/DD and/or ATP may then be moved normally toward and/or into any legal friendly, functioning port or airbase, respectively.

NOTE: A port or an airbase that is already presently accessible (via an over-land line of supply) to another map supply source (i.e., a city/resource hex) is not considered a legal disembarkation location.

[7.2] Transporting Air Supply Chits

During the Air Movement Step of the Naval and Air Phase, each Air Transport Point may transport one Air Supply chit from its current airbase to a functional destination airbase hex within the ATP's own printed range. Various ATPs have various printed ranges, but no ATP may transport an Air Supply chit any farther than its own printed range number (the lower right hand number on the chit). Of course, any applicable inclement weather effects apply normally (see [1.5]).

ATPs are subject to air interception and air combat normally. If air combat does occur, all air combat is thus resolved normally. Unlike Bombers, if an ATP is escorted by any friendly Fighter-type air unit(s) - or if any friendly Fighter-type air unit(s) are counter-intercepting an enemy air interception -, the ATP cannot be attacked in air combat unless every friendly present Fighter-type air unit (that is flying as a Fighter) is also concurrently being attacked during that same air combat engagement.

When a transporting ATP arrives in a destination airbase, that ATP may immediately return to its previous airbase, although it may - if the owning player prefers - remain at the airbase to where it had been flown (assuming that the airbase would not be over-stacked as a result).

Airbase Supply Capacities

One Air Supply chit may be placed in a hex for each airbase capacity there (e.g., an airbase that may base three air units may also hold up to three Air Supply chits, but not more).

An Air Supply chit cannot be debarked into any port, nor may a Sea Supply chit be debarked onto any non-port airbase or airstrip. However, Air and Sea Supply chits (in the same hex) do not otherwise interfere with each other (e.g., a city/resource Major Port is capable of retaining up to three Sea Supply chits and two Air Supply chits; see Player Aid Card "I").

[7.3] Emergency Air Supply Drops

Ordinarily, Air Supply chits (transported via ATPs) may only be unloaded into a friendly, functioning airbase hex. However, each major power is eligible to conduct an Emergency Air Supply Drop mission, in which one Air Supply chit may be "dropped" into a land hex from an *aloft* ATP - without the ATP chit being required to land in the drop hex - (during the Naval and Air Phase or Offensive Phase). In doing so, however, the dropping Air Transport Point *must* be eliminated in the intended drop hex as a result. An Air Supply Drop may only be conducted within the participating ATP's printed range. Of course, any applicable inclement weather effects apply normally (see [1.5]).

Any such ATP is subject to air interception and air combat normally while en route or in the drop hex. If air combat occurs in the intended drop hex, all air combat is resolved *before* the supply drop. If there are multiple Air Transport Points in the air

combat hex, the owning player must indicate which ATP(s) are actually carrying any Air Supply chit(s). Unlike Bombers, if a participating ATP is escorted by any friendly Fighter-type air unit(s) - or if any Fighter-type air unit(s) are counter-intercepting an enemy air interception -, the ATP cannot be attacked in air combat unless every friendly present Fighter-type air unit (that is flying as a Fighter) is also concurrently being attacked during that same air combat engagement.

Once the participating (i.e., “dropping”) ATP is in the intended drop hex (assuming it survived air combat thereto, if any), the owning player must then roll one die (6-sided) to determine the Air Supply Drop’s *accuracy*, resolved as follows:

Die roll of **1 to 3** = Successful Air Supply Drop in ATP’s present hex.

Die roll of **4 to 6** = Drop into an adjacent hex (i.e., of the closest enemy player’s choice).

The accuracy die roll may be modified, depending upon the terrain in the intended drop hex: If the intended drop hex is a coastal, jungle (or forest, in Europe), mountain or swamp hex, a **+1** die roll modifier (cumulative) is applied.

After an Air Supply Drop (whether it is successful or not), the participating ATP is then immediately eliminated.

If the Air Supply chit is “dropped” into a viable hex, one unit (per each Air Supply chit) may draw supply from that chit normally, assuming that unit can trace an unobstructed line of supply (per [7.7]) to it.

If an Air Supply chit is dropped into a hex with a replete supply capacity, it is eliminated instead. Moreover, an Air Supply chit will be automatically eliminated if it lands in any enemy, neutral, all-sea hex, or any hex where another supply chit is already present. Air Supply chits that are dropped into an all-lake hex are also automatically eliminated (although lake coastal hexes are always treated as normal coastal hexes). An unintended supply drop within any neutral nation is never considered a declaration of war.

If an Air Supply chit drops into any location that is inaccessible to any friendly units (for whatever reason), it obviously may not impart supply at that time (e.g., if an unobstructed line of supply cannot be traced thereto). In such a case, any Air Supply chit that is “dropped” will automatically be expended at the *end* of the same monthly game-turn, even if no unit ever draws supply from it.

[7.4] Debarking Sea Supply Chits

During the Naval and Air Phase (only), an STP or CL/DD combo docked in a friendly, *functioning* port (not merely in a port hex) may debark a Sea Supply chit therein. Sea Supply chits may not be debarked into any hex with a replete supply capacity, nor may a Sea Supply chit be debarked into any location that is already a Map Supply Source (see [7.0]), unless that Map Supply Source is currently “isolated” (see [7.8]).

An STP or CL/DD combo that is carrying a Sea Supply chit cannot enter any **port** that already contains its maximum capacity of supply chits (see below), even if the STP(s) or CL/DD combo(s) remain in that port hex. Of course, a player may voluntarily eliminate any Sea Supply Chit(s) in a port with a replete supply capacity to allow an otherwise ineligible STP or CL/DD combo to enter therein.

Port Supply Capacities

A Coastal City or a Minor Port may each contain a maximum of **one** Sea Supply chit. A Major Port can contain a maximum of **three** Sea Supply chits.

A Sea Supply chit can never be debarked onto any non-port airbase or airstrip, nor may an Air Supply chit be debarked into any port. However, Air and Sea Supply chits (in the same hex) do not otherwise interfere with each other (e.g., a city/resource Major Port is capable of retaining up to three Sea Supply and two Air Supply chits; see Player Aid Card “I”).

[7.5] Emergency Sea Supply Debarkation

Ordinarily, Sea Supply chits (transported via STPs) may only be debarked into a friendly, functioning port. However, each major power is eligible to “drop-off” **one** Sea Supply chit onto any non-port friendly controlled *clear* coastal hex **once** per each monthly game-turn (during the Naval and Air Phase or Offensive Phase). In doing so, however, the debarking player *must* eliminate (at any time during that same Phase) one STP presently in that debarkation coastal hex. “Emergency Sea Supply Debarkation” may never be conducted by any CL/DD combination.

This allowance is only permitted once per each monthly game-turn, although Emergency Sea Supply Debarkation may not be conducted in any hex that already contains another Sea Supply (or Air Supply) chit.

[7.6] Transporting Supply via Submarine

A full-strength (i.e., non-depleted) tactical submarine unit may be used to embark, transport and debark **one** Sea Supply chit (i.e., placing the supply chit itself *under* the submarine chit in doing so). While carrying the Sea Supply chit, however, the submarine unit is considered unarmed, and thus cannot attack any naval unit, even if it itself is intercepted and/or attacked. If a supply-laden submarine unit is sunk, both the submarine unit and the supply chit are eliminated. Moreover, if a supply-laden submarine unit becomes depleted, the supply chit is eliminated as a result.

A submarine unit embarking, transporting and debarking a Sea Supply chit does so in accordance with the exact same rules governing STPs. As such, an eligible submarine unit may “drop-off” a Sea Supply chit onto a non-port friendly *clear* coastal hex (which is considered an Emergency Sea Supply Debarkation for the monthly game-turn). In any case, however, the supply-laden submarine unit **must** be depleted (i.e., flipped to its depleted side) immediately after debarking the Sea Supply chit, even if it is debarking supply into a functioning port.

A supply-laden submarine unit may never debark supply into any hex with a replete supply capacity, nor may a Sea Supply chit be debarked into any location that is already a Map Supply Source, unless that Map Supply Source is “isolated” (see [7.9]). When the Sea Supply chit has been debarked, however (and immediately *after* the submarine unit has been depleted), the submarine unit is assumed to be rearmed automatically, and may fight in combat (albeit depleted) per [3.29] normally.

[7.7] Tracing a Line of Supply

Any unit(s) in any legal supply source location are automatically assumed to be in supply (unless “isolated”; see [7.8]). However, all combat units must be able to “trace” a “line of supply” to a valid supply source to be considered “in supply” at that moment.

A "line of supply" is defined as a contiguous path (of any length and course) of unobstructed friendly land hexes, which is **not** - at any point - within uninhibited enemy ZOC (even if contested). Friendly land units will automatically inhibit any enemy ZOC in their own hex, although *contested* ZOC (i.e., two opposing ZOCs into the same unoccupied hex) does not inhibit enemy ZOC.

A line of supply cannot enter into any desert hex or *through* any jungle or jungle-mountain hex (except via a rail line). A line of supply may also not cross any impassable hexsides, or water (except via a ferry symbol). However, a line of supply may *enter* a jungle or jungle-mountain hex normally).

EXCEPTION: Sea Island Chain Supply ([10.42]).

Drawing Supply from Supply Chits

Each Sea Supply chit can provide supply to a maximum of **four** air and/or land units per monthly game-turn, regardless of their size, strength, nationality (regardless of its port of origin) and/or type. Each Air Supply chit can provide supply to a maximum of **one** air and/or land unit per monthly game-turn, regardless of its size, strength, nationality (regardless of its port of origin) and/or type. If any eligible unit draws supply from any Sea Supply chit, that particular unit is assumed to consume its portion of the chit's supply capacity. However, if the remaining portion of a Sea Supply chit's supply capacity remains unused, it is simply lost when the chit is expended during the End Phase.

EXCEPTION: Any combat unit with a fractional (or no) combat strength rating (e.g., ½) **never consumes** supply (though any such unit must, nonetheless, *draw* supply normally, and thus is subject to all other normal supply stipulations).

Combat Posture

Depending on whether they are attacking or defending, land combat units will consume supply somewhat differently: When defending against an enemy attack, any and all units that can trace a line of supply to any supply chit (even if only one chit) are considered to be automatically in supply during any enemy's attack (unless actually "marked" as "out-of-supply"). When *attacking*, however, **each** participating land unit (i.e., that is attacking) must be able to draw supply (from whatever available supply chit's supply capacity is existent) to avoid out-of-supply penalties. For example, if there is only one available Sea Supply chit (which can supply four units) in a particular locale, then only four land units may conduct an attack without incurring out-of-supply penalties. If more than four land units participate in that attack, the attack must then suffer out-of-supply penalties.

Consumed supply chits are expended during the Supply Step of the End Phase. Any supply chit that provides supply to any air and/or land unit (regardless of its type or size, except fractionally or non-combat rated units) during that monthly game-turn must be expended (i.e., removed from the map). If any particular supply chit(s) are not utilized to supply *any* unit (or only supply units with a fractional or non-combat strength rating), they are thus not consumed.

NOTE: If a unit* *must* draw supply from a supply chit in order to remain in supply, that supply chit **must** be expended for that purpose. Players may **never** voluntarily allow any units to become out of supply for the purpose of conserving any supply chits.

**Except combat units with a fractional (or no) combat strength rating.*

Embarked Units

Any unit(s) embarked aboard any transporting ATP(s), STP(s) and/or CL/DD combo(s) are considered to be in supply, **unless** embarked as out-of-supply. The supply status of a transporting ATP or STP does **not** affect the supply status of any transported unit(s), and vice versa.

Paradrops Supply Provision

Any paratrooper units conducting a Paradrop are assumed to be in supply during that Paradrop. Furthermore, if successful (i.e., if all of the defending units were eliminated or retreated), one Air Supply chit is *automatically* landed* into the Paradrop hex with the surviving paratrooper unit (even if the Paradrop coincided with any land combat attack. If the paratrooper unit failed to capture the targeted Paradrop hex, it is immediately eliminated, and **no** Air Supply chit is landed. In either case, paratrooper units conducting a Paradrop are assumed to be in supply for the duration of that Offensive Phase.

**An Air Supply chit need not be brought along with the paratrooper unit(s). Rather, an automatic Air Supply chit is assumed to exist with a paratrooper unit, and is thus landed automatically, if its Paradrop is successful.*

Units may not be intentionally "marked" as "out-of-supply" to avoid expending any available supply chit(s), although, *if* there is insufficient supply chits to supply every unit (in a particular hex, area or region), a player may decide which unit(s) will be supplied.

Amphibious Assaults Supply Provision

Any units conducting an Amphibious Assault are assumed to be in supply during the assault. Furthermore, if successful (i.e., if all of the defending units were eliminated or retreated), one Sea Supply chit is *automatically* debarked* into the assault hex with the surviving combat land units (even if the Amphibious Assault coincided with a normal over-land attack), **in addition to** any Air Supply chit landed in that same hex as a result of a Paradrop. If the Amphibious Assault failed to capture the targeted assault hex, any surviving assaulting unit(s) are then reembarked, and **no** Sea Supply chit is debarked. In either case, units conducting an Amphibious Assault are always assumed to be in supply for the duration of that Offensive Phase.

**A Sea Supply chit need not be brought along with the assaulting unit(s). Rather, an automatic Sea Supply chit is assumed to exist with the assaulting units, and is thus debarked automatically, if the Amphibious Assault is successful.*

If the Amphibious Assault is successful, all of the surviving assaulting units *must* draw supply from the debarked Sea Supply chit during the Supply Step of the ensuing End Phase. If an Amphibious Assault is conducted against an *unoccupied* enemy hex (i.e., with only an Intrinsic Garrison) resulting in a **3/-**, **2/-** or **1/-** result, any *surviving* assaulting land units (if any) are landed in the targeted assault hex normally, but **no** automatic Sea Supply chit is landed in the assault hex. Hence, all of those surviving assault units *will* become "marked" as "out-of-supply" during the Supply Step of the End Phase normally (unless another valid line of supply to the assault hex is subsequently established before then, or unless supplied via an Emergency Air Supply Drop, or an Emergency Sea Supply Debarkation; see [7.3] and [7.5] respectively).

Units may not be intentionally "marked" as "out-of-supply" to avoid expending any available supply chit(s), although, *if* there is insufficient supply chits to supply every unit (in a particular hex or area), a player may decide which unit(s) will be supplied.

[7.8] Isolated Supply Sources

Each **home** supply source must also automatically draw supply (via an unobstructed “line of supply”) from at least one other home supply source within the same nation during each monthly game-turn. Inter-nation supply lines (to a home supply source from any other home supply source(s)) need not be managed manually, but rather is simply automatic until a particular home supply source cannot trace a line of supply to another home supply source. If, for any reason, a line of supply does not exist to a particular home supply source (during the Supply Step of the End Phase) from another home supply source, that home supply source is then considered “isolated”.

EXCEPTION: Minor nation home supply sources are never “isolated”. A supply source in any minor nation remains a supply source (for that minor nation’s unit) until it is actually captured, although minor nation units are subject to out-of-supply effects normally if unable to trace an unobstructed line of supply to a valid supply source.

Isolation Effects

If a home supply source becomes “isolated”, the owning player must roll one die (6-sided) during the Supply Step of the End Phase to determine how much supply capacity still remains in that home supply source hex. The die roll result simply equals the number of Sea Supply chits that are then placed into that home supply source hex, even if that hex is not a port (to be placed during the Supply Step, but *before* determining if any units are “out-of-supply”, thereby allowing nearby isolated units, if any, to trace a line of supply thereto during that same Supply Step). This die roll is a one time event, only occurring as of the first monthly game-turn of any home supply source’s “isolation”. For the purposes of placing the Sea Supply chits in an isolated home supply source, supply chit stacking limits are ignored. However, if any *other* supply chit(s) are landed/debarked into any isolated home supply source hex, the landed/debarked supply chit(s) must not exceed that hex’s supply capacity limit, *including* the Sea Supply chits placed there as a result of that home supply source becoming “isolated”.

Isolated home supply sources - themselves - cannot provide supply (until any line of supply is reestablished to another valid supply source), although the remaining Sea Supply chit(s) therein will function as a supply source normally (until they are expended). Each Sea Supply chit can provide supply up to a maximum of **four** air and/or land units per monthly game-turn, regardless of the unit’s size, strength and/or type. If there are insufficient supply chits to supply all of the units in the hex, area or region, the owning player may decide which unit(s) will receive supply. No units, however, may ever be intentionally “marked” as “out-of-supply” to avoid expending any available supply chit(s) in any isolated home supply source. If all of the remaining Sea Supply chits are expended (i.e., consumed), any unit(s) in the isolated hex, area or region are subject to the normal “out-of-supply” effects, unless another valid line of supply to the unit(s) is subsequently established before then, or unless supplied via an Emergency Air Supply Drop, or an Emergency Sea Supply Debarkation (see [7.3] and [7.5]).

NOTE: Home supply source *ports* cannot be “isolated” unless the port facility is entirely destroyed, or unless there is an enemy naval unit presently occupying the port hex itself (with a gunnery rating of at least “0”).

Permanent fortresses are never subject to isolation, even if a port facility there (if any) is destroyed or blockaded.

Any unit(s) that placed on the map (during the Unit Arrivals and

Removals Step of the Construction Phase) may **not** be placed in any isolated home supply source hex, even if actually scheduled to arrive in a specific hex (that is isolated). The presence of supply chit(s) does not mitigate that placement prohibition. If a particular unit is scheduled to arrive in a specific isolated home supply source hex, its arrival is therefore delayed - indefinitely, if need be - until that home supply source hex is no longer isolated (see [8.11]).

If any isolated home supply source’s line of supply becomes reestablished (at any instant during a monthly game-turn) to another valid home supply source, it is then considered to be in supply again (i.e., no longer isolated). As such, any remaining Sea Supply chits there are immediately removed. If the supply source becomes isolated again (even during the same monthly game-turn), it is subject to “isolation” once again (and then subject to another Sea Supply allocation die roll).

[7.9] Artificial Ports (Mulberry Harbors) (AETO only; this rule is not applicable in APTO)

[7.10] Out-of-Supply Units

During a monthly game-turn, each unit can be subject to two possible out-of-supply *conditions*, depending upon the type of unit and circumstances. Out-of-supply **land** units are subject to out-of-supply effects as of the instant that they become out-of-supply, and also subject to additional out-of-supply effects if they actually become “marked” as “out-of-supply” with an “Out-of-Supply” chit. Out-of-supply **air** and/or **naval** units, however, are only subject to out-of-supply effects if they actually become “marked” as “out-of-supply” with an “Out-of-Supply” chit. Players must note the substantive difference between units that are out-of-supply and those that are actually “marked” as “out-of-supply” with an “Out-of-Supply” chit (see [7.13]).

Any land unit(s) that cannot trace a line of supply during the Offensive Phase or the Movement Phase are considered out-of-supply at the instant that such a condition exists (although they are not actually marked as out-of-supply yet). If **any** unit (i.e., air, land or naval) *remains* out-of-supply unto the Supply Step of the End Phase, it is then “marked” as “out-of-supply” with an “Out-of-Supply” chit.

Multiple units in the same hex can be subject to different supply statuses, depending on the available supply capacity therein and/or thereto. If insufficient supply exists in any particular hex, area or region, the owning player may designate which unit(s) will receive the available supply. Also, the owning player may (with available supply) alternate the current supply status of different friendly units in the same hex, area or region during each monthly game-turn, thereby preventing all or some of those units from becoming subject to possible depletion.

Out-of-Supply Effects: Air Units

Out-of-Supply effects only apply to air units that are actually “marked” as “out-of-supply” with an “Out-of-Supply” chit, but not to any air units that are only momentarily out-of-supply.

If an air unit is “marked” as “out-of-supply”, it may operate (i.e., fly) over its own current base hex, or into any adjacent hex only. Furthermore, an air unit that is “marked” as “out-of-supply” may only change base to another friendly base (within twice its own printed range, notwithstanding possible weather effects) during the Offensive Phase (*but not* during the Naval and Air Phase). An air unit that is “marked” as “out-of-supply” may only change base once (i.e., perform one “hop”) to one other friendly base, until the **instant** it is no longer out-of-supply.

NOTE: Air units are not subject to out-of-supply depletion, even if marked as out-of-supply.

Out-of-Supply Effects: Land Units

Land units must - at all times - maintain an unobstructed line of supply to a valid supply source throughout a monthly game-turn (to avoid the out-of-supply effects). If any land unit(s) cannot demonstrate an unobstructed path of friendly over-land hexes (uncontested and uninhibited by enemy ZOC) to an eligible supply source (at the instant of movement or any attack), the unit(s) are immediately susceptible to the following out-of-supply movement and combat effects:

EXCEPTION: Any out-of-supply land unit(s) presently within any city hex will **not** suffer any out-of-supply effects (whether attacking or defending), unless actually "marked" as "out-of-supply" with an "Out-of-Supply" chit.

Out-of-Supply Movement Effects (Land Units)

Any land unit(s) beginning their movement as out-of-supply (whether during the Offensive Phase or the Movement Phase) will be affected by out-of-supply movement effects throughout that current Phase, even if the unit(s) reestablish a line of supply during their movement. Artillery, cavalry, commando, infantry, Marine (and SNLF) and/or paratrooper units that begin their movement as *supplied* will immediately become out-of-supply as of the instant it occurs during their movement, and are thus immediately subject to all out-of-supply effects (although a unit's movement remains as printed; i.e., it is **not** reduced if the unit began its movement as supplied). Armor, mechanized and motorized units that began their movement as *supplied* (at the start of a land Offensive) will remain supplied throughout the duration of that current Offensive (and their movement), even if they - at any moment - cannot trace a line of supply during the course of their movement. This capability only applies to armor, mechanized and motorized units during an Offensive in which they become Activated (i.e., not during the Movement Phase). All normal supply conditions apply to armor, mechanized and motorized units at the conclusion of any particular Offensive.

If **any** particular land unit (including HQs) begins its movement as out-of-supply, its movement allowance is reduced to 1 MP (which includes pre-Breakthrough, Breakthrough or Exploitation movement). A General's Exploitation rating **cannot** be utilized to ever exceed an out-of-supply movement limitation. A General's inherent movement (5 MPs) is not reduced if it is out-of-supply.

EXCEPTION: An out-of-supply commando unit's movement is **not** reduced as a result of being out-of-supply.

NOTE: Any armor, mechanized and/or motorized unit(s) that begin their Exploitation Movement as supplied are considered to be *in supply* for the duration of their movement (and any subsequent Exploitation attacks that they conduct). Supply considerations are only ever applicable to any participating armor, mechanized and/or motorized unit(s) at the beginning and at the end of the current Exploitation Step (see [7.10]).

Out-of-Supply Land Combat Effects (Land Units)

If any land unit conducts an attack while it is out-of-supply, a -2 die roll penalty is incurred (cumulative with all other land combat die roll modifiers). Commandos, however, only suffer a -1 die roll penalty when attacking as out-of-supply, unless attacking *with* any other out-of-supply (i.e., non-commando) land unit(s).

If any combat land unit(s) conducts an attack upon any enemy land unit(s) that are out of supply, a +1 die roll bonus is applied

(cumulative with all other land combat die roll modifiers). Attacks against out-of-supply enemy commando units, however, do **not** apply a +1 die roll bonus, unless that commando unit is stacked with any other out-of-supply non-commando land unit(s) at the moment of the attack (and assuming the defender chooses to include such units in the defense of that target hex).

Out-of-Supply Effects: Naval Units

If any naval unit, stack or task force is not docked in a supplied, functional port during the Supply Step of the End Phase *and* is not "refueled" at sea (via EPs; see [3.14]), it will be "marked" as "out-of-supply" with an "Out-of-Supply" chit. Naval units are not subject to out-of-supply effects during any other Phase of a monthly game-turn (unless still "marked" as "out-of-supply" from the previous monthly game-turn). Moreover, naval units that participate in Strategic Warfare (whether attacking or defending) are not subject to supply considerations while so engaged (see [3.14]).

If any naval unit is "marked" as "out-of-supply" with an "Out-of-Supply" chit, it must - at the first movement opportunity - move toward the closest (in MPs) friendly, supplied, functional port. If two (or more) friendly, supplied, functional ports are equidistant, the owning player may choose to proceed to either port. In any case, an out-of-supply naval unit may not deviate from the most direct movement route to the closest (chosen) friendly supplied port. Out-of-supply naval units must move at the fastest possible speed to reach that port, although a task force or a *stack* of naval units may move together, collectively moving equal to the printed speed of the slowest naval unit(s) with that task force or stack. If any naval unit(s) cannot reach the closest friendly, supplied, functioning port during a Phase of a monthly game-turn, the moving naval unit(s) must simply continue moving during subsequent Phases (and subsequent monthly game-turns, if need be) until reaching the port. If an out-of-supply naval unit, stack or task force is obstructed from moving to any friendly, supplied, functional port, that naval unit, stack or task force must stop and remain in the last elgibly reachable sea hex (as out-of-supply) until any friendly, supplied, functional port subsequently becomes accessible.

No out-of-supply naval unit(s) may attempt naval interceptions or perform any offensive actions while out-of-supply, though any such naval unit(s) will function and operate normally if engaged by the enemy. A Naval-Air unit aboard an out-of-supply aircraft carrier is also considered automatically out-of-supply, and thus is subject to the normal out-of-supply effects pertaining to out-of-supply air units (see above).

If the closest friendly supplied port does not possess enough Port Capacity to harbor some or all of the out-of-supply naval units, the out-of-supply naval units must, therefore, remain in the port's hex ("marked" as "out-of-supply") until sufficient Port Capacity becomes available. Any such naval unit(s) may not be moved thereafter, except to actually enter that port facility. If that port is subsequently destroyed, however, the out-of-supply naval unit(s) must then proceed immediately to the next closest friendly, supplied, functional port per the stipulations above.

NOTE: Naval units in any port hex are not considered in port unless actually *docked* in the port facility itself.

Once in a friendly, supplied, functional port, out-of-supply naval units remain "marked" as "out-of-supply" until the end of the same Phase in which they entered that port. Naval units never consume supply or use any portion of any supply chit's supply capacity; they are automatically assumed to be "in supply" if docked in any friendly, supplied, functional port.

[7.11] Restoring Supply

If any unit is currently out-of-supply, it is immediately considered back "in supply" at the **instant** it can trace an unobstructed line of supply to any valid *permanent* supply source (regardless of the Phase). A unit may only trace a line of supply to a supply *chit* if that supply chit's entire supply capacity is not maintaining other units at that moment.

If a unit ("marked" as "out-of-supply" with an "Out-of-Supply" chit) is restored to supply, but then subsequently becomes out-of-supply again (during the same monthly game-turn), it is **not** "marked" as "out-of-supply" with an "Out-of-Supply" again chit again until (if still out-of-supply) the Supply Step of the End Phase (although the unit itself is still considered to be out-of-supply normally, nonetheless).

[7.12] Destroying and Capturing Supply

Destroying Supply

A player may voluntarily destroy any supply chit(s) currently in his possession during the Supply Step of the End Phase (but never during any other Phase of the game), unless aboard a naval unit. Any Sea Supply chit(s) aboard any STP and/or CL/DD combination may be removed from those ships (i.e., dumping it overboard) at any time during any monthly game-turn, thereby immediately eliminating the Sea Supply chit(s).

Map Supply Sources cannot be destroyed, although neither may their supply copiousness ever be captured or used by any enemy units (although the latter does not apply to *liberated* Map Supply Sources).

EXCEPTION: The French supply source in Saigon (W 2713) will become a Japanese supply source.

Capturing Supply

If any friendly land unit occupies a hex with any enemy supply chit(s) therein, that unit immediately gains control of the supply chit(s), which may be then used (i.e., consumed) normally (i.e., exactly as if they were supply chits originating from a friendly Map Supply Source).

[7.13] Depleting Out-of-Supply Land Units

If any land unit remains "marked" as "out-of-supply" with an "Out-of-Supply" chit during **two or more** consecutive Supply Steps (during the End Phase), **each** out-of-supply land unit *chit* is then susceptible to possible depletion. As of the second consecutive monthly game-turn of being "marked" as "out-of-supply" (during the Supply Step of the End Phase), the owning player must roll one die (6-sided) for each land unit remaining "marked" as "out-of-supply", resolved and modified (cumulative) as follows:

- Die roll of 1 = Two land unit steps are depleted.
- Die roll of 2 to 3 = One land unit step is depleted.
- Die roll of 4 to 6 = No depletion.

- 1 : If the land unit is presently in a **jungle** or mountain hex.
- 1 : If there is more than one out-of-supply combat land unit chit (with a printed combat strength of 1 or greater) in that same hex (per chit).
- +1 : If the unit is a US land unit.
- +1 : If the unit is a Japanese land unit.
- +1 : If the unit is in a city.
- +3 : If the unit is a commando unit.

Out-of-supply depletion effects are implemented immediately. Generals and/or HQs are only affected by a depletion result if *every* land unit in their same hex is eliminated. In such a case, the eliminated General and/or HQ is returned to the force pool normally. Any land unit that is eliminated as result of out-of-supply depletion is **not** eligible for Replenishment.

Any remaining out-of-supply units in that same hex are subject to a possible depletion during *each* subsequent Supply Step (per any adjusted modifiers, if any) until supply is restored, or until every unit there is eliminated.

[7.14] Replenishment (APTO)

During the Replenishment Step of an End Phase, Replenishment allows players to automatically (i.e., without EP cost) replace a limited quantity of *specified* infantry units that had been eliminated (as a result of land combat) within their own home nation during that same monthly game-turn*. No player may replenish any units that had been eliminated outside of their home nation, including annexed and/or conquered territories (exception: India), nor after the unit's home nation had been conquered, even if liberated. Replenishment also allows nations to rebuild depleted air units (via Pilot Recovery; see [7.16]) that had been depleted (as a result of air combat) within the unit's home nation. Players may also attempt to repair installations that had been destroyed (see [7.17]).

**Players are also eligible to purchase (via EPs) additional eligibly-replenished infantry chits.*

Automatic Infantry Replenishment

Only specified **infantry** units that were eliminated (not merely depleted) as a result of land combat may ever be automatically replenished, listed as follows:

- Australia** = Up to 1 eliminated infantry chit (maximum) anywhere within Australia proper.
- China** = Up to 4 eliminated infantry chits (maximum, but not including 4-1 or 5-2 infantry chits) anywhere within China (but not Manchukuo).
- Japan** = Up to 3 eliminated infantry chits (maximum) anywhere within Japan proper (i.e., not Formosa, or any Japanese island hex more than 4 hexes from Tokyo (W 45 33)).
- UK** = Up to 1 eliminated infantry chit (maximum) anywhere within India (**not** in the India Box).
- USSR** = Up to 1 eliminated infantry chit (maximum) anywhere within the Soviet Union in the Pacific Theater.

Units that are not replenished during the Replenishment Step (of the monthly game-turn in which they became eliminated) are simply returned to the force pool. Any such unit(s) are not eligible to be replenished from the force pool subsequently.

Australia, China, Japan, UK and USSR are always entitled to the aforementioned automatic (i.e., free) infantry Replenishments (if eligible) **regardless** of their current EP tally on the EP Track (even if reduced to a zero EP income).

Purchased Infantry Replenishments

In addition to the automatic (i.e., free) infantry Replenishments, any player may also *purchase* any number of **infantry** chits (of any type) eliminated as a result of land combat (during the same monthly game-turn) with EPs currently cached on the EP Track (per the normal EP cost, as listed on the EP Costs Table). In

this case, there is no limit to the number of eliminated infantry chits that a nation may purchase (of its own nationality) from the Replenishment Box, provided that the purchased infantry chit(s) became eliminated (as a result of land combat) within their own home nation.

Eliminated infantry chits in the Replenishment Box may be purchased with cached EPs on the EP Track (whether those EPs are in Economic Reserve or not). Deficit spending is not permitted.

Placing Replenishments on the Map

Whether free or purchased, all replenished chits must be placed in any friendly, supplied *home* nation hex (or India, in the case of the UK), but **never** within any enemy unit's ZOC, even if contested or inhibited. If no legal placement is possible, then no Replenishment placement is permissible. In such a case, the eliminated chit(s) must then simply be returned to the force pool (as if eliminated normally), and are not eligible to be replenished subsequently.

Replenishment Restrictions

- ★ A replenished chit(s) cannot be placed aboard any STP or CL/DD combination, in any hex prohibited to entrance by land units, or in excess of normal stacking limits.
- ★ Any chit(s) eliminated while out-of-supply or as a result of out-of-supply depletion (see [7.13]) cannot be replenished.
- ★ Any chit(s) eliminated on any non-home island cannot be replenished. Furthermore, replenished chits cannot ever be placed on any non-home island (even if eliminated there).
- ★ Any chit(s) that had been depleted, but not actually *eliminated*, cannot be "rebuilt" during the Replenishment Step. Only eligible *eliminated* chits may be placed into the Replenishment Box. Moreover, eliminated chits must be placed into the Replenishment Box in the exact condition as they were when they became eliminated (i.e., if a depleted unit is eliminated, that unit may only be placed into the Replenishment Box as depleted, and thus may then only be replenished as a depleted unit).
- ★ Any chit(s) in the Replenishment Box that are not rebuilt during the Replenishment Step of the same monthly game-turn (in which they were eliminated) must be returned to the force pool as of the end of that monthly game-turn.
- ★ A nation is only eligible to replenish eliminated chits of its own nationality (i.e., of its nationality's color, if listed on the nation's own order-of-battle).

[7.15] "Home Guard" (APTO)

If Japan proper (which includes any island hex within 4 hexes of Tokyo) is physically invaded by *any* enemy land unit(s), Japan will automatically receive a certain number of "Home Guard" units (which are not listed in the Japanese order-of-battle, but are included in the counter-mix; see counter-sheet #5).

Japanese "Home Guard" Mobilization

If any enemy (an enemy to Japan) land unit(s) actually occupy any Japanese hex (i.e., a Japanese homeland hex) during *any* monthly game-turn, the Japanese player may roll (during the Replenishment Step of that same monthly game-turn) one die (**8-sided**) to determine the quantity of Japanese "Home Guard" infantry **steps** that will immediately arrive within Japan (per the normal Replenishment placement stipulations). An automatic +1 die roll modifier will apply, however, per *each* enemy home

city/resource hex that is currently controlled by the Japanese player. The Japanese player is entitled to roll for "Home Guard" mobilization once per *each* monthly game-turn in which any enemy land unit(s) occupy any Japanese homeland hex.

EXAMPLE: If any US land unit(s) physically invade Japan proper, the Japanese player may roll one die (8-sided) during the Replenishment Step of that same monthly game-turn. If the Japanese player rolls a "3", and also currently controls four Japanese home city/resource hexes (3 + four), a total of 7 Japanese "Home Guard" infantry **steps** will then immediately arrive in Japan proper from the counter-mix (i.e., three two-step Japanese "Home Guard" infantry units, and one half-step Japanese "Home Guard" infantry unit). If any enemy unit(s) still occupy any Japanese homeland hex during the following monthly game-turn, the Japanese player may roll for additional Japanese "Home Guard" steps, until all Japanese "Home Guard" units are presently in play (i.e., up to a maximum of twenty steps), or until there are no enemy land units remaining anywhere within Japan proper, which ever occurs first.

Japan may not accumulate more than **20** Japanese "Home Guard" **steps** (or 10 actual Japanese "Home Guard" infantry *chits*, whichever is greater) during any one monthly game-turn. However, the Japanese player may deploy arriving Japanese "Home Guard" steps in any grouping or dispersions that he desires (e.g., he may deploy 2 Japanese "Home Guard" steps as two *one-step* units or as one *two-step* unit), keeping in mind that no more than **10 chits** may be on the map during any one monthly game-turn. When in play, Japanese "Home Guard" units cannot be voluntarily eliminated (to subsequently change their composition or placement, for example).

Japanese "Home Guard" Deployment

During the Replenishment Step, the Japanese player may deploy any arriving Japanese "Home Guard" unit(s) in any friendly, supplied land hex(es) within Japan proper, but not in any enemy-controlled or enemy ZOC hex(es). Any Japanese "Home Guard" unit(s) deployed within Japan proper **cannot** be *transported* to any other location (although the Japanese player may *deploy* any newly arriving Japanese "Home Guard" unit(s) in any legal location during the Replenishment Step, including any Japanese "Home Guard" unit(s) that had been previously deployed to another location but then subsequently eliminated).

All Japanese "Home Guard" units function exactly like normal Japanese infantry units, except that Japanese "Home Guard" units are never applied against stacking limits. Additionally, Japanese "Home Guard" units may not be deployed or moved to any hex or location that is outside of Japan proper (including colonies) for any reason.

If any enemy invasion is thoroughly repulsed (i.e., when there are no enemy land units remaining in any Japanese proper hex), all of the remaining Japanese "Home Guard" units are immediately removed from the map and returned to the counter-mix. If Japan is subsequently **reinvaded**, the Japanese player is then entitled to receive Japanese "Home Guard" units again normally.

Japanese "Home Guard" Restrictions

- ★ Japanese "Home Guard" units may not be purchased or rebuilt via EPs. If eliminated, Japanese "Home Guard" units are simply returned to the counter-mix (and are thus eligible to arrive again during a subsequent die roll).

- ★ Japanese “Home Guard” units may only arrive during the Replenishment Step.

United States “Home Guard” Mobilization

If Alaska proper (which includes any island hex within 5 hexes of Dutch Harbor) and/or if any Hawaiian island is physically invaded by *any* Japanese land unit(s), the US will automatically receive 1 (full-strength) US “Home Guard” unit (which is not listed in the US order-of-battle, but is included in the counter-mix; see counter-sheet #3) in Alaska (which includes any island hex within 5 hexes of Dutch Harbor) and/or 1 (i.e., full-strength) “Home Guard” unit on any Hawaiian Islands’ hex. The same abovementioned procedural rules apply to a US “Home Guard” Mobilization, except that the US player is not required to roll any die, but rather simply receives the (full-strength) US “Home Guard” unit(s) automatically (in the territory of the Japanese invasion; i.e., Alaska and/or the Hawaiian Islands). Additionally, no more than one full-strength US “Home Guard” unit may be on the map (in each location) during any one monthly game-turn.

All of the other aforementioned procedural stipulations (e.g., transport restriction) apply likewise to US “Home Guard” units (in their respective territory) normally.

[7.16] Pilot Recovery (APTO)

Any air unit (except an ATP) that becomes **depleted** (but not eliminated) within its home nation - if depleted over a friendly-controlled home hex (including over a friendly-controlled home coastal hex) - as a result of air combat*, a strafing attack, or collateral damage (regardless of the Phase) is eligible for Pilot Recovery during the Replenishment Step of the End Phase of that same monthly game-turn.

*Except any Kamikaze Attack (see [10.7]).

Procedure

During the Replenishment Step of any monthly game-turn (but not during any Seasonal Turn), a player may opt to “rebuild” any eligible, depleted combat air unit(s) to full-strength (via Pilot Recovery) at a cost of 4 EPs per air unit. Pilot Recovery may only be purchased with available EPs cached on the EP Track (whether these EPs are in Economic Reserve or not). No deficit spending is ever permitted.

US Submarine Pilot Recovery

Any US air unit (except an ATP) that becomes **depleted** (but not eliminated) as a result of air combat (regardless of the Phase) within 1 hex of any US submarine unit marked with a “P” (printed above the submarine’s depiction) is eligible for Pilot Recovery during the Replenishment Step of the End Phase of that same monthly game-turn, per the same abovementioned procedure.

US PBY Pilot Recovery

Any US air unit (except an ATP) that becomes **depleted** (but not eliminated) as a result of air combat (regardless of the Phase) within 4 hexes of any US 4-12 (PBY) Bomber unit marked with a “P” (printed above the bomber depiction) is eligible for Pilot Recovery during the Replenishment Step of the End Phase of that same monthly game-turn, per the procedures of [7.16] normally.

NOTE: The US “PBY” and UK “Catalina” air units that are included with AOI (Africa Orientale Italiana, i.e., the East Africa expansion game) may **not** be employed to conduct Pilot Recovery (in any Theater), and therefore are not printed with a “P”.

[7.17] Repairing Installations (Monthly Game-Turn)

During the Replenishment Step of the End Phase, a player may attempt to repair any destroyed installation(s) - that he owns - if the destroyed installation(s) to be repaired are presently in a friendly hex (whether the installation was destroyed during the current monthly game-turn or any previous monthly game-turn). Eliminated dirt airstrips cannot ever be repaired.

A destroyed installation may not be repaired if it is presently within any enemy unit’s *uncontested* ZOC. If an enemy unit’s ZOC into a particular installation hex is *contested*, a destroyed installation there may be repaired normally.

Procedure

To repair a destroyed installation (whether a chit or map-printed installation), the owning player must **first** expend 1 EP (per installation) with any available EP cached on his EP Track (whether the expended EP is in Economic Reserve or not), and then roll one die (6-sided), resolved and modified (cumulative) as follows:

Die roll of 1 to 3 = No repair.

Die roll of 4 to 6 = Successful repair.

- +1 : If the installation is presently within its *home* nation.
- 1 : If the installation is any type of fort.
- 1 : If it is currently **Monsoon** or **Wet** weather condition (in any weather zone).
- 2 : If the installation hex cannot currently trace a line of supply to any valid supply source.

If the specified installation is successfully repaired, it is thus considered repaired immediately. If the specified installation is unsuccessfully repaired, however, that installation is not eligible for another repair attempt until the Replenishment Step of an ensuing monthly game-turn, or until the ensuing Seasonal Turn (see [8.6]), whichever occurs first.

[PART 8] SEASONAL TURNS AND INCOME

During each Seasonal Turn, each of the players must manage his economy and production, attend to present political matters, and of course plan his military strategy, particularly with regard to the ensuing monthly game-turns, explained as follows:

Command Reassignments

During the Seasonal Turn, each player may opt to automatically remove any or all friendly Generals and/or HQs from the map (regardless of their current location anywhere on the map), even if currently isolated or surrounded by enemy hexes and/or units. After removing any or all friendly General(s) and/or HQ(s), the owning player may then freely re-deploy each available General and HQ chit at any time during the Seasonal Turn (ideally after all other arriving units have been placed on the map).

Any HQ chit(s) that had been eliminated in combat during any preceding monthly game-turn(s) are also now eligible to be re-deployed during a Seasonal Turn. Eliminated Generals (but only if eliminated as a result of combat), however, are permanently removed from the game when eliminated, and cannot ever be re-deployed.

[8.0] Minor Partners (APTO only)

The following political affiliations (listed alphabetically below) are assumed to be in effect.

Any minor nation will be automatically Activated, if invaded, during a monthly game-turn (see [9.1]), and thus becomes allied with the enemy of the invader.

AUSTRALIA

Australia is an automatic ally of the UK and US, and considered to be at war with any nation that is at war with the UK and the US.

BURMA

Burma is a UK colony and thus owned by the UK.

DUTCH

The Dutch are an automatic ally of the UK (and Australia) and US, and considered to be at war with any nation that is at war with the UK (and Australia) and the US.

NOTE: For differentiation purposes, the “Netherlands” references in APTO will exclusively be referred to as “Dutch”, whereas “Netherlands” references in AETO will exclusively be referred to as “Netherlands”. For all intents and purposes, the Dutch in the Pacific Theater are considered to be politically autonomous from the Netherlands in the European Theater.

INDIA

India is a UK colony and thus owned by the UK.

INDOCHINA

Indochina is a French colony and thus owned by the French. However, as of the Summer Seasonal Turn of 1941, Indochina becomes a Japanese colony, if not playing a Combined Game. If playing a Combined Game, Indochina becomes a Japanese colony if Germany establishes Vichy France (if not - or until then - Indochina remains a French colony normally).

KOREA

Korea is a Japanese colony and thus owned by Japan.

MALAYA

Malaya is a UK colony and thus owned by the UK.

MANCHUKUO

Manchukuo is a Japanese colony and thus owned by Japan.

NEW ZEALND

New Zealand is an automatic ally of the UK and considered to be at war with any nation that is at war with the UK.

PHILIPPINES

The Philippines is a US colony and thus owned by the US.

[8.1] Economy (Economic Points)

Various nations possess an individual economic income, which is assessed as Economic Points (EPs). A nation's EP income is determined during each Seasonal Turn (see Player Aid Card “Table I”), and is used to build units and installations, purchase offensive capabilities, repair and rebuild damaged installations and units, and/or to refuel ships out at sea (i.e., Keeping Naval Units at Sea).

All nations are eligible to receive an EP income, as tabulated on “Table I” of the order-of-battle Player Aid Cards, during each Seasonal Turn. The United States does not receive any EP

income until actually at war (which may occur before December of 1941, if invaded per any of the conditions specified under rule [9.1]).

A player cannot spend EPs in excess of his *currently* available EP income, for any reason. Players may not trade EPs among one another, except via the stipulations of the Economic Lend-Lease rules (see [8.3]).

Each income-receiving nation is provided with *up to* three types of EP markers (i.e., a **100**, **10** and a **1** marker), which are used to enumerate the current tally of EPs for each major power throughout the course of the game. The EP markers are printed as *negative* numbers on their reverse sides (**-100**, **-10** and **-1**) for the purposes of denoting EP deficits caused by Strategic Warfare. Some or all of the EP markers (as needed) are thus placed on the EP Track for each major power, indicating each major power's current respective EP total.

Combining Pacific and European EP Incomes

If playing a Combined Game, the US and also the Soviet EP incomes are each calculated (respectively) as a combined total of their APTO and AETO EP incomes, although Soviet, UK and US units must arrive in the Theater of their pertinent orders-of-battle, unless specified otherwise (i.e., units tabulated on the AETO order-of-battle must arrive on the AETO map, and units tabulated on the APTO order-of-battle must arrive on the APTO map). Nonetheless, US and Soviet EPs, respectively, may be shifted between either of the Theaters during the EP Income Determination Step of a Seasonal Turn (how ever the US and/or the Soviet player prefers).

NOTE: The US may **not** *spend* more than **2/3** of its total (combined) EP income in any one (i.e., either) Theater.

EPs are simply allotted to either Theater as the US and/or the Soviet player chooses. Any Offensives that are purchased for either Theater, however, can be expended in that Theater only; Offensives purchased for Europe cannot be expended in the Pacific, nor vice versa. Likewise, supplementary or spare EPs remaining on either Theater's EP Track cannot be spent in the opposite theater during any monthly game-turn (although they may be absorbed during the next Seasonal Turn's EP Income Determination Step and distributed freely thereafter).

The UK **cannot** combine its APTO and AETO EP incomes. The UK's EP income is relegated to each Theater as specified.

[8.2] Determining Economic Point Income (APTO)

When each major power's EP income for the current Seasonal Turn is determined, each major power's EP income is marked on the EP Track (after calculating all EP debits as a result of enemy conquests, if any). All EP *losses* inflicted by enemy Strategic Warfare, however, must then be subtracted from the calculated EP income. For example, if Japan has received a calculated EP income of 77 EPs, but has incurred a total -47 EP loss total as a result of enemy Strategic Warfare throughout the preceding season, the Japanese EP Track is thus marked as 30 Japanese EPs).

Colonies

After marking the adjusted calculated EP income for each major power, add **+2** EPs for **each** colony's resource hex currently controlled by that nation (if currently in supply, and not within any enemy land unit's uninhibited Zone of Control). A nation, however, **never** collects any EPs for any resource hexes within its **home** borders; such resource hexes are already represented by that nation's seasonal EP income (e.g., Australia does **not**

collect EPs for any resource hexes within Australia).

Convoy Routes

An undefined proportion of Australian, UK and US EP income is directly predicated upon various Convoy Routes. The Australian and US Convoy Routes may never be closed, though the Indian Ocean Route may be closed; see [2.12]). The Pacific Convoy Routes do not contribute any incarnate EPs to the Australian, UK or US income, however, the Convoy Routes are susceptible to Japanese Strategic Warfare, which can potentially eliminate Australian, UK and US EPs during the Strategic Warfare Phase of any particular season.

NOTE: If the UK player intends to send any lend-lease EPs to Australia, the Indian Ocean Convoy Routes must be "open". Nevertheless, the Indian Ocean Convoy Routes are only ever opened at the discretion of the UK player.

Japanese Merchant Shipping Routes

An undefined proportion of the Japanese EP income is directly predicated upon various Japanese Merchant Shipping Routes from China and the East Indies (as indicated by the colored-dashed lines from China and the East Indies to Japan). As such, the Japanese Merchant Shipping Routes may not be "closed". The Japanese Merchant Shipping Routes do not contribute any incarnate EPs to the Japanese income. However, the Japanese Merchant Shipping Routes are susceptible to some Western Ally Strategic Warfare, which can potentially eliminate Japanese EPs during the Strategic Warfare Phase of each monthly game-turn (see [2.26])

EP Income Variations

Each major power is allotted a specific EP income during each Seasonal Turn (typically changing annually). Additionally, **each** major power's EP income can also be specifically augmented via the conquest and/or the liberation of enemy resource hexes. Conversely, **each** major power's EP income can be lessened via the enemy's conquest and/or liberation of friendly resource hexes, tabulated as follows:

NOTE: See the Annual National Economic Point (EP) Incomes ("Table X").

★ JAPAN

Japan will gain **+2** EPs per each enemy resource hex captured by Japanese land units, if in supply.

Japan will gain **+15** EPs for the Palembang resource hex, if captured by Japanese land units, if in supply.

Japan will gain **+7** EPs for the Balikpapan resource hex, if captured by Japanese land units, if in supply.

Japan will gain **+6** EPs for the Brunei resource hex, if captured by Japanese land units, if in supply.

Japan will gain **+4** EPs for the Soerabaja resource hex, if captured by Japanese land units, if in supply.

Japan will gain **+2** EPs per each friendly resource hex liberated by Japanese land units, if in supply.

Japan will cede **-2** EPs per each friendly home resource hex captured by enemy land units.

Japan will cede **-4** EPs per each friendly home city and/or city/resource hex captured by enemy land units.

★ UNITED KINGDOM

The UK will gain **+2** EPs per each enemy resource hex captured by UK land units, if in supply.

The UK will gain **+2** EPs per each friendly resource hex liberated by UK land units, if in supply.

The UK will gain **+2** EPs per each friendly colony resource and/or city/resource hex in Burma, India (and the "India" map, if it is in play, see [11.41]) and/or Malaya.

★ UNITED STATES

The US will gain **+2** EPs per each enemy resource hex captured by US land units, if in supply.

The US will gain **+2** EPs for the friendly colony resource hex in the Philippines.

★ U.S.S.R.

The USSR will gain **+2** EPs per each enemy resource hex captured by Soviet land units, if in supply.

[8.3] Economic Lend-Lease (APTO)

Only the United Kingdom and/or the United States may ever send EPs to another friendly nation (known as lend-lease), which may only be allotted during the Lend-Lease Step of a Seasonal Turn. With regard to the United States, lend-lease EPs cannot be sent to the UK or to the Soviet Union until the United States is actually at war with Japan or the Axis (the pre-war lend-lease is already represented by the economic model of the game system).

Lend-lease EPs are subtracted immediately from the sending player's EP income, and then simply added immediately to the receiving nation's EP income (i.e., added onto that nation's EP Track) during the same Seasonal Turn. Any lend-lease EPs that are sent to a nation during any particular Seasonal Turn must arrive during that same Seasonal Turn. Lend-lease EPs, when sent, may **not** be saved in limbo. The methods and associated procedures for allotting lend-lease is explained as follows:

US Lend-Lease to the Soviet Union

In the Pacific Theater, the US may **automatically** send lend-lease EPs to the Soviet Union during any Seasonal Turn, known as the "Vladivostok Route" (the third route referenced in AETO), provided that the Soviet Union did not initiate war with the Axis - if playing a Combined Game -, and the US is currently at war with Germany, Italy and/or Japan.

NOTE: The Soviet Union may never receive any lend-lease if it *initiated* war with any Axis nation (including - if playing a Combined Game - Bulgaria, Hungary and/or Rumania; even if not yet an Axis minor partner).

However, the "Vladivostok Route" will be considered closed if Vladivostok (W 5128) becomes captured by Japan, "isolated" (see [7.8]), blockaded (by any enemy naval unit with a gunnery or torpedo rating of at least "0"), or if the port there is destroyed, **unless** the Soviet Union presently controls any other functional, supplied port in the Pacific Theater with an uninhibited overland line of supply to any non-isolated Soviet home city or supply source. The Soviet Union (in the Pacific Theater) cannot receive any lend-lease while the "Vladivostok Route" is *currently* closed.

NOTE: If playing a Combined Game, the Soviet Union may still receive lend-lease EPs via its other two lend-lease routes normally (if eligible).

Lend-lease EPs are subtracted immediately from the EP income of the US, and then simply added immediately to the Soviet EP Track (during the same Seasonal Turn only). Any lend-lease EPs that are sent to the Soviet Union during any particular Seasonal Turn must arrive during that same Seasonal Turn.

The quantity of EPs that the US may send to the Soviet Union via the "Vladivostok Route" may not exceed more than **1/2** (net) of the current US EP Income (in the Pacific), even if playing a Combined Game (round fractions **down**). For example, during a Combined Game, the US player cannot send more than 28 EPs to the Soviet Union during any 1942 Seasonal Turn.

Lend-Lease to Australia

The US may **automatically** send lend-lease EPs to Australia if any Western Ally nation presently controls a functional, supplied (non-isolated) port within Australia with an uninhibited overland line of supply to any Australian home city.

If the Indian Ocean Route is currently "open", the UK may send lend-lease EPs to Australia if any Western Ally nation presently controls a functional, supplied (non-isolated) port within Australia with an uninhibited overland line of supply to any Australian home city.

Lend-Lease to China

The US and/or the UK may send lend-lease to China, provided that there is path (of any terrain) of land hexes (unobstructed by enemy land units) from the India Box (or from the "India" map, if in play) to any (non-isolated) Chinese-controlled Chinese home city.

Lend-Lease to the UK

The US may automatically send lend-lease to the UK.

Western Ally Lend-Lease Limits

The UK may never send more than **1/4** of its net EP income (including the UK's AETO EP income, if playing a Combined Game) as lend-lease during a single Seasonal Turn (regardless of the lend-lease recipients), regardless of the route(s). In the Pacific Theater, the US may never send more than **1/2** of its net EP income as lend-lease during a Seasonal Turn (regardless of the lend-lease recipients), regardless of the route(s). If playing a Combined Game, the US - then - may not send more than **1/4** of its **combined** (i.e., European and Pacific) net EP incomes as lend-lease (regardless of the recipients), regardless of the route(s).

Lend-Lease Game Pieces

No player may ever confer the game's designated nationality and ownership (and associated requirements) of any game piece as lend-lease to any other nation. Lend-lease is only permitted in the form of Economic Points. The order-of-battle of certain nations includes various chits of foreign *historical* origin, though any such chit(s) are **not** pertinent to the aforementioned "lend-lease" rules, regardless of their historic origin; they are considered to be the nationality as printed in all respects.

[8.4] Economic Reserve (ER)

During the Economic Income Phase of any Seasonal Turn, a player may allot (up to 20) EPs of a major power's EP income to Economic Reserve (ER). All EP(s) allotted to Economic Reserve are immune to any Strategic Warfare effects during the ensuing **three** monthly game-turns, even if that major power's current EP tally is reduced to negative numbers. EP deficits are to be

paid during the ensuing Seasonal Turn, although any EP(s) in Economic Reserve will remain exempt from such EP deficits, thereby allowing a player to retain ER EPs for the purposes of purchasing Combined and/or Impromptu Offensives, Keeping Naval Units at Sea, Pilot Recovery, Purchasing Partisans and/or Repairing Installations during monthly game-turns, etc.

If any ER EPs remain in Economic Reserve until the subsequent Seasonal Turn, any of those EPs may be retained in ER, or expended during that Seasonal Turn normally (i.e., added to the major power's EP income). Additional EPs may also be added to ER, provided that the total EPs allotted does not exceed 20.

[8.5] The Order-of-Battle and Force Pools

Each of the game's belligerents (i.e., any nation fielding actual combat units) is assigned a unique order-of-battle, which is tabulated on the order-of-battle Player Aid Cards (Table "R" through "V"). Each of the belligerent's order-of-battle lists every endemic combat chit it can potentially field during the game, and sequences each chit's scheduled arrival or eligible construction year. During the Winter Seasonal Turn of every game-year, players must cross-reference the listed combat chits and the current year, and then retrieve those chits from the counter-mix. Such chits must then be placed into the pertinent Force Pool (and are thus eligible for construction), or as specified by the order-of-battle. Japan, the Western Allies and the US are each provided with a separate Force Pool (on the map). Any neutral nations (especially those likely to remain neutral throughout the game) need not be placed in any particular Force Pool, and may be set-up only as needed.

Chits listed under the "START" column of an order-of-battle may be set-up in any legal friendly hex(es), per the owning player's preference (per [8.11]), unless already specified to be set-up in any particular hex or location.

Chits placed into a Force Pool are eligible to be purchased by the owning player, unless specified by the order-of-battle to arrive in a particular hex or location. If any chit is eliminated as a result of combat, it is returned to its own Force Pool again (and is eligible to be repurchased normally), **unless** that chit is denoted as "(cbr)" on the order-of-battle (or unless optional rule [11.13] is in effect). Any chit denoted as "(cbr)" **cannot be rebuilt** if eliminated, and thus must be returned to the counter-mix.

Any game chit listed with a parenthesized number indicates a corresponding *note* numerated below the order-of-battle. Most notes expound specific instructions regarding the game chit's placement, status or condition, although some notes are merely historical commentaries, but not relevant to game play (which will be obvious to the reader). In the former case, all such notes must be rigidly observed.

Often, the order-of-battle of a particular belligerent may denote some chits as *free* "arrivals", indicating that those chits are **not** placed into the Force Pool, but rather arrive **free** on the game-map. Some free "arrivals" will be specified to arrive during a Seasonal Turn, while others will be specified to arrive during a specific monthly game-turn. In the latter case, the free chit(s) are assumed to arrive at the *beginning* of that specified monthly game-turn (i.e., before any Phases of that monthly game-turn commence). If a specific hex or location is denoted with any arriving free chit, that chit **must** arrive in *that* indicated hex or location, although sometimes enemy activity will prevent such a placement (in which case the unit is eliminated, unless specified otherwise).

If a purchased unit cannot be legally placed on the game-map, it is placed in the subsequent Seasonal Turn Box, and then is placed on the game-map during the Unit Arrivals and Removals Step of that Seasonal Turn, normally. This procedure will then be repeated indefinitely, if necessary, until the delayed unit can be legally placed on the game-map. However, no unit may be *purposefully* withheld from placement; if a unit can be placed on the game-map, it **must** be placed.

NOTE: The parenthetical nomenclature of each air unit chit (e.g., F4U) simply identifies the general type of air unit represented by that chit, but has no pertinence to game play.

[8.6] Construction

Construction is the procedure via which players build new units, rebuild depleted units, construct installations, repair destroyed installations, repair damaged naval units, perform specified tasks (e.g., Keeping Naval Units at Sea), and facilitate combat capabilities. Various construction and tasks are effectuated instantly, though some construction and tasks require a “delay”. Each construction and/or task requires a specified EP cost, although the EP cost of certain construction and/or tasks will occasionally vary among different nations.

Only nations specified with an EP income are eligible to perform construction and tasks. Nations that do not possess any EP income are thus ineligible to perform construction and/or tasks (nor can any minor nation receive any lend-lease to do so), although an eligible nation is permitted to perform construction and/or tasks for minor *partners*.

Combat units are eligible to be constructed from their current force pool (as allotted from the contemporary order-of-battle). Installation chits, however, are not considered force pool pieces (to be kept in a general pool), and thus are available to all players in any quantity that each constructing player desires (and can afford). Function chits (such as supply chits, control markers, etc.) are automatically used when applicable, and thus are never purchased or constructed.

EP Costs

The EP cost of each construction and/or task is tabulated on the EP Costs Table (see Player Aid Card “IV”). As such, the Japanese player must use the Axis EP Costs Table. The Soviet and Western Allied player must use the Western Allies EP Costs Table. All EP costs are immutable throughout any game.

NOTE: No deficit spending is permitted. A purchasing player must currently possess enough available EPs to purchase units, installations, or to perform any tasks.

Constructing Units

During a Seasonal Turn, each player is eligible to purchase any available units for the nation(s) that he currently officiates (via the Economic Points allotted to the nation or powers that he controls; see [8.1]). Each unit to be purchased must be selected from the owning player’s contemporary force pool and redeemed immediately (deducting the requisite EPs from the purchasing major power’s EP Track). The purchased unit is then placed on the map (see [8.9]), or on the Turn Track if it requires a specific construction “delay” (see below).

If any purchasable unit is listed with a concurrent construction “delay” (i.e., 1 season, 2 seasons, 3 seasons or 4 seasons), that unit (when purchased) must be placed in a Seasonal Turn Box ahead on the Turn Track a number of seasons (either one, two, three or four subsequent Seasonal Turns) per the indicated construction “delay”. That unit, therefore, is not eligible to arrive

in play (i.e., be placed) until that subsequent Seasonal Turn.

EXAMPLE: If the Japanese player has purchased a submarine unit during the Spring Seasonal Turn, it must be placed in the Autumn Seasonal Turn Box on the Turn Track. Accordingly, that submarine unit will arrive in play (i.e., placed on the game-map) during the Unit Arrivals and Removals Step of the Autumn Seasonal Turn.

★ Air Units

Combat air units are two-step units (i.e., two-sided chits); they may be purchased as single-step or as double-step units, although double-step combat air units are generally more potent and survivable. Some air units are, inherently, only one-step air units (i.e., one-sided chits), and may only be purchased and constructed as single-step units. Many Naval-Air units, for example, are single-step combat air units. No combat air unit is ever more than a two-step unit.

Single-step (i.e., depleted) combat air units may never be combined together during a game to form two-step air units. Any depleted combat air unit, however, may be “rebuilt” to full-strength (i.e., to a two-step air unit) during a Seasonal Turn (at the normal EP cost for one air unit step).

ATPs (Air Transport Points) exist as *points* rather than steps (although functionally similar). An ATP chit may be purchased as a **1-point** or a **2-point** ATP chit; ATP chits cannot exist as any other denomination, although a player may purchase and construct (and operate) multiple 1-point ATP chits and/or couple multiple 1-point ATP chits together as 2-point ATP chits.

★ Land Units

Combat land units are two-step units (i.e., two-sided chits); they may be purchased as single-step or double-step units, although double-step combat land units are generally more survivable. Some combat land units are, inherently, only one-step land units (i.e., one-sided chits), and may only be purchased and constructed as single-step units. No combat land unit is ever more than a two-step unit.

Single-step (i.e., depleted) land units may be combined together with other single-step land units during a game to form two-step land units during the Movement Phase (only) if they are the exact same combat land unit (the removed land unit is returned to the force pool normally, even if optional rule [11.13] is in effect). Two identical single-step combat land units may be combined to form **one** identical two-step (i.e., full-strength) combat land unit **if** they are presently occupying the same hex during the Movement Phase. The combination of two identical one-step combat land units does not require any additional MP expenditure, but cannot occur during any other Phase. Additionally, any depleted combat land unit may be “rebuilt” to full-strength (to a two-step combat land unit) during a Seasonal Turn (at the normal EP cost for one step).

★ Naval Units

Naval units are usually two-step units (i.e., two-sided chits), although naval units **cannot** be purchased as single-step units (except Japanese Destroyers, if playing with optional rule [11.48]). One-step naval units are considered to be “damaged” (if a named naval unit) or “depleted” (if an unnamed naval unit, representing fewer ships) not merely an even divisor of both sides of the chit). Accordingly, the EP cost of any naval unit is indicative of a full-strength naval unit, except per [11.48].

When constructing multiple *unnamed* combat naval units (CLs, CVEs, DDs, DEs and/or SS') of the same type, the owning player must always purchase the **slowest** (i.e., movement-rated) naval unit(s) presently available in the contemporary force pool before constructing faster naval units. However, players are **not** required to repurchase a slower naval unit that was sunk and then returned to the contemporary force pool.

Any damaged named naval units and/or depleted unnamed naval units may be "repaired" (see [8.8]) during a Seasonal Turn, but may not ever be rebuilt in the same manner as a combat land or air unit.

STPs (Sea Transport Points) exist as *points* rather than steps (although functionally similar). An STP chit may be purchased as a **1-point** or a **2-point** STP chit. STP chits cannot exist as any other denomination, although a player may purchase and construct (and operate) multiple 1-point STP chits, and/or couple multiple 1-point STP chits together as 2-point STP chits.

Rebuilding Depleted Combat Land and/or Air Units

During a Seasonal Turn, any *depleted* combat land and/or combat air unit (including currently arrived depleted combat land and/or combat air units) is eligible to be *rebuilt* to full-strength (per the normal EP cost for one step of the same exact unit), unless the depleted unit is currently marked out-of-supply or presently embarked aboard any transporting naval unit(s). Furthermore, depleted units may not be rebuilt in violation of stacking limits. When rebuilt, a depleted combat land and/or air unit is immediately flipped to its full-strength side, regardless of its current location, even if within enemy ZOC. Units in an isolated location may also be rebuilt as well, provided that the isolated location is not *currently* out-of-supply (i.e., if there is a supply chit presently extant in the isolated hex).

Constructing Installations

During a Seasonal Turn, each player is eligible to purchase any constructible installation(s) for the nation(s) he officiates (via the Economic Points allotted to the major power he controls; see [8.1]), which must be redeemed immediately (deducting the requisite EPs from the purchasing major power's EP Track). The purchased installation is then placed on the map as "under construction" (see [8.9]) in any friendly, supplied hex (but not within contested or inhibited enemy ZOC). Up to one installation chit of **each type** may be constructed in each eligible land hex (i.e., no two installation chits of the *same* type may ever occupy the same hex). For example, a player may construct up to one airbase, one fortification and one coastal fort (regardless of any map-printed installations) in the same hex, but **not** two airbases, two fortifications or two coastal forts in the same hex, et cetera.

NOTE: A dirt airstrip may **not** be constructed in any hex with another installation (including another dirt airstrip).

★ Upgrading Coastal Forts

A player may "upgrade" any friendly, supplied (and also completed) coastal fort to a regular fortification. To do so, the owning player must expend 1 EP, and place a regular fortification (as under construction) in the same hex (with a coastal fort*). The regular fortification is completed normally during the subsequent Seasonal Turn, and the coastal fort chit is then removed from the map. The coastal fort is considered to be functional normally until then.

**An "under construction" installation that subsequently becomes within an enemy land unit's uninhibited ZOC (even if contested) is eliminated and removed from the map (and returned to the counter-mix).*

NOTE: A regular fort in a coastal hex is not eligible to conduct a Sea Mine Attack, even if upgraded from a coastal fort.

★ Upgrading Small Airbases

A player may also "upgrade" any friendly, supplied (and completed) small airbase to a large airbase. To do so, the owning player must expend 1 EP, and place a large airbase (as under construction) in the same hex (with the small airbase*). The large airbase is completed normally during the subsequent Seasonal Turn, and the small airbase is then removed from the map. The small airbase is then considered to be functional normally until then.

**An "under construction" installation that subsequently becomes within an enemy land unit's uninhibited ZOC (even if contested) is eliminated and removed from the map (and returned to the counter-mix).*

NOTE: A small airbase in a jungle or mountain hex may not be upgraded to a large airbase.

Repairing Destroyed Installations

During any Seasonal Turn, a player may opt to *automatically* repair any destroyed friendly installation(s), if within a friendly, supplied hex, and **not** within any enemy land unit's *uncontested* ZOC. To do so, the owning player must expend 1 EP during the Construction and Repair Step per **each** destroyed installation (whether a chit or a map installation) that he intends to repair. The installation(s) are considered to be repaired immediately.

NOTE: A dirt airstrip is removed from the map when destroyed, and thus cannot be repaired.

[8.7] Voluntary Installation Demolition

During a Seasonal Turn, a player may voluntarily demolish any friendly, supplied installation(s) if the owning nation is presently at war with a major power, *and if* at least one enemy major power combat unit (of *any* type) has currently or has previously entered and/or attacked any hex(es) within that owning nation. However, at least one supplied friendly combat land unit **must** presently occupy the specified installation hex, regardless of the quantity of installations therein to be voluntarily demolished.

To voluntarily demolish any installation, the owning player must pay a flat, specified EP cost, listed as follows:

Dirt Airstrip	= 1 EP
Small Airbase	= 2 EPs
Large Airbase	= 3 EPs
Coastal Fort	= 1 EP
Fortification	= 2 EPs
Permanent Fort	= 6 EPs
Coastal City Port	= 3 EPs
Minor Port*	= 4 EPs
Major Port*	= 5 EPs
Burma Railway	= 2 EPs

Unlike during a bombardment or bombing mission, a voluntarily demolished major port is **not merely reduced to a minor port, but is considered to be completely destroyed, even if an enlarged harbor (see [10.43]).*

When a particular installation is demolished, place a “Destroyed Installation” chit atop that installation (though a demolished dirt airstrip is simply removed from the map). If that hex itself contains multiple installations and/or installation chits (e.g., an airbase with a fortification chit in the same hex), the owning player must designate which installation(s) will be voluntarily demolished. If all of the installations are installation *chits*, a “Destroyed Installation” chit is placed *under* the installation chit(s) that are not demolished. If the hex contains any map-printed installations (e.g., a Major Port, which also functions as a small airbase, or a large airbase if a resource symbol is printed in that same hex), the owning player must maintain an accessible record of which installation is demolished in any particular hex. Otherwise, an effective *house-rule* is to simply write “port”, “airbase” and/or “fort” on some extra “Destroyed Installation” chits from the counter-mix, and place them as needed. All players are entitled to such information.

The voluntary demolition of any particular installation has no effect upon any other installation(s) in the same hex, even if the destroyed installation also functions as another installation type (such as a port, which also functions as an airbase). If the owning player opts to destroy multiple installations in the same hex, he must pay the specified EP cost for *each* installation.

NOTE: If a resource hex airbase capacity is demolished, the resource symbol is never destroyed (nor its EP value).

Under Construction Installation Demolition

A player may opt to voluntarily remove any friendly-controlled “under-construction” installation chit, only during the Movement Phase of a monthly game-turn (in anticipation of an impending capture, for example). However, a removed “under-construction” installation is simply returned to the counter-mix. Moreover, the owning player is not credited for any of the EPs he expended to purchase the installation in such a case. Completed installations cannot be removed in this manner; they must be destroyed via Voluntary Installation Demolition (see above).

[8.8] Repairing Naval Units

Damaged named naval units and depleted unnamed naval units (including tactical submarines) that are docked in a friendly, supplied, functioning port are eligible to be “repaired” (during the Construction and Repair Step of any Seasonal Turn). To repair any *surface* naval unit (regardless of the class), the owning player must expend 2 EPs. To repair any tactical submarine unit, the owning player must expend 3 EPs.

EXCEPTION: STPs exist as individual “points” rather than steps, and thus are never damaged or depleted. Accordingly, a one-step STP chit represents a single, individual STP, not a depleted STP. As such, no single STP is ever repairable. Furthermore, one-step naval units (i.e., naval units that are blank on the reverse side of the chit) cannot be repaired.

NOTE: The *subsequent* status of a port (i.e., whether demolished, destroyed or repaired) has no effect upon any naval unit’s previously commenced repair.

After paying the EP cost to repair each eligible naval unit (but before paying the EP cost to effectuate Hastened Naval Unit Repair, if the owning player desires), the owning player must roll two dice (two 6-sided dice) to determine the extent of that naval unit’s required yard-time, resolved and modified (cumulative) as follows:

Dice roll of **2** = Naval unit repaired **immediately**
 Dice roll of **3** = Naval unit repaired **next season**
 Dice roll of **4** = Naval unit repaired in **2 seasons**
 Dice roll of **5** = Naval unit repaired in **3 seasons**
 Dice roll of **6** = Naval unit repaired in **4 seasons**
 Dice roll of **7** = Naval unit repaired in **5 seasons**
 Dice roll of **8** = Naval unit repaired in **6 seasons**
 Dice roll of **9** = Naval unit repaired in **7 seasons**
 Dice roll of **10** = Naval unit repaired in **8 seasons**
 Dice roll of **11** = Naval unit repaired in **9 seasons**
 Dice roll of **12** = Naval unit repaired in **10 seasons**

- **5** : Per the “US Naval Repair” Magic (US only)

- **5** : If a DE or SS’ naval unit.

- **4** : If a DD naval unit.

- **3** : If a CL naval unit.

- **2** : If repair is in the United States Box.

- **2** : For Hastened Naval Repair.

- **2** : If a UK CV (but not CVL or CVE)

- **1** : If a non-UK CV, CVL or CVE.

- **1** : If a US naval unit (cumulative with any ship-class modifier).

- **1** : If repair is in a Major Port.

+**1** : If a BB.

+**1** : If repair is not in a home port.

+**3** : If a Sunk in Port (salvageable) naval unit.

After determining the number of seasons required to complete a particular naval unit’s repair, the owning player then places a “Repaired” chit (with the indicated season corresponding to the season that the damaged naval unit will complete repairs) atop that naval unit (in its present port), as indicated by the net repair dice roll result (unless repaired immediately). If the repair will be occurring for more than a year, place the damaged naval unit on the Turn Track (leaving the “Repaired” chit in the port hex), and then return that damaged naval unit to that same port hex when only a year remains to complete that naval unit’s repair.

NOTE: Ships that are undergoing repair are **not** counted against a port’s capacity.

After the repair dice roll is conducted, that particular naval unit’s repair **cannot** be reneged. It must remain undergoing repair until that repair has been completed, or until its port (i.e., where the repair is occurring) is captured. In the latter case, if a naval unit’s port is ever captured by any enemy land unit, that naval unit is then immediately eliminated, and may **not** be salvaged or scrapped (by any player).

Any naval unit that is undergoing a repair is actually considered to be “in port” (where the repair is occurring) during that repair. As such, that naval unit is still subject to any licit enemy reconnaissance* and Air-Naval attack(s) normally. If any enemy Air-Naval attack(s) are conducted upon that location, that naval unit is then temporarily removed from the Turn Track (still as damaged) and presented to the attacking player (as a legitimate naval target). If attacked and sunk, that naval unit is eliminated, and may **not** be scrapped in such a case (although it may possibly be “salvaged”; see [8.9]). If that naval unit survives all declared attacks, it is then returned to the Turn Track, and no other effects are incurred.

**The owning player is always obligated to report the presence of any naval unit(s) undergoing repair in a port, as per the normal reconnaissance procedure.*

If any enemy naval unit, stack or task force successfully enters a port (see [3.15]) where a naval unit is undergoing repair, that naval unit (that is undergoing repair) is considered intercepted normally (and automatically; see [3.7]), and is subject to any licit enemy naval combat attack(s) normally. In such a case, that naval unit is temporarily removed from the Turn Track (still as damaged) and presented to the attacking player (as a legitimate naval target). If attacked and sunk, that naval unit is then eliminated, and may **not** be scrapped in such a case (although it may possibly be "salvaged"; see [8.9]). If that naval unit survives all declared attacks, it is then returned to the Turn Track, and no other effects are incurred.

When a naval unit's repair has been completed, it is returned to the game-map (i.e., returned to the same port where it had undergone repair), and thus functions normally thereafter (i.e., as repaired) in all respects.

Hastened Naval Repair

Immediately after determining the extent of a particular damaged naval unit's required yard-time, the owning player may opt to conduct "hastened naval repair". To do so, the owning player must expend 4 EPs, and then simply applies a -2 yard-time dice roll modifier (see above) to that naval unit's existing yard-time repair dice roll. A player is always permitted to see the results of a particular naval unit's yard-time repair dice roll *before* opting for a Hastened Naval Repair. A player may apply Hastened Naval Repair to any damaged naval unit(s), or to none at all, although Hastened Naval Repair may never be applied more than once per any single naval unit's repair dice roll.

NOTE: Hastened Naval Unit Repair may only occur in a friendly, supplied, functional **home** port. Alaska and the Hawaiian Islands are **not** considered home ports.

[8.9] Salvaging Ships Sunk in Port

If a *named* ship is sunk while it is **docked** in a friendly, supplied, functional port (unless sunk via a "doubles" dice roll result), it *may be* Salvageable. To determine the eligibility of a particular sunk ship to be salvaged, the owning player must immediately then roll one die (6-sided), resolved and modified as follows (cumulative):

Die roll of **1 to 3** = Not salvageable.

Die roll of **4 to 6** = Salvageable.

+1 : If sunk in a Major Port.

NOTE: Only one salvage attempt is permitted per each sunk ship (i.e., sunk in port) during a game. If a salvage attempt is unsuccessful, that sunk ship is eliminated.

A Salvageable ship is thus eligible to be repaired as of the Construction and Repair Step of any Seasonal Turn, and a "Sunk in Port" chit is then placed atop that ship (in that port). To repair any Salvageable named ship (regardless of its class), the owning player must expend 2 EPs if it is sunk in any Major Port, or 3 EPs if it is sunk in any Minor Port or any Coastal City (Limited) Port.

NOTE: Any salvageable ship that is marked as "Sunk in Port" **is** counted against a port's capacity (e.g., if there are two ships "Sunk in Port" in a Minor Port, then that Minor Port's capacity is reduced from 15 to 13).

When the owning player chooses to repair a Salvageable ship, he then pays the requisite EPs and then rolls a repair dice roll normally (see [8.8] above), although a **+3** yard-time dice roll penalty must be applied to that repair dice roll.

After determining the number of seasons required to complete a particular naval unit's repair (after being salvaged), the owning player then places that ship on the Turn Track in a Seasonal Turn Box ahead by the exact number of seasons indicated by the net repair dice roll result. The "Sunk in Port" chit may be left in the port hex itself, indicating where the naval repair is occurring. All naval repair stipulations (see [8.8]) apply normally.

NOTE: Ships that are *undergoing* repair (after being salvaged) are **not** counted against a port's capacity.

When a salvaged ship's repair is complete, it is returned to the game-map (returned to the same port where it had undergone repair), and thus functions normally thereafter (i.e., as repaired) in all respects. The "Sunk in Port" chit is then removed from the map.

NOTE: A ship that is not salvageable **may not** be "scrapped" (see [8.10] below).



[8.10] Scrapping Damaged Naval Units

If the owning player deems the repair dice roll (see [8.8]) of a particular damaged *named* ship to be particularly bad, he may opt to simply "scrap" that damaged ship instead (during the same Construction and Repair Step) if that naval unit is in a friendly, supplied, functional **home** port (if not isolated). In such a case, the owning player may choose to scrap any badly damaged named ship **before** expending any repair EPs (i.e., after seeing the results of any repair dice roll), although no naval unit that is presently sunk via a "doubles" result (even if salvageable) may ever be scrapped. When any named ship is declared to be "scrapped", the owning player then receives EPs for that ship (immediately) as follows:

BB (Battleship) chit = 7 EPs

CV (Fleet Carrier) chit = 4 EPs

CVL (Light Carrier) chit = 2 EPs

CA (Heavy Cruiser) chit = 3 EPs

After any named ship is scrapped, it is immediately removed from the game. The EPs gained for scrapping any ship are then added to the owning player's EP Track. A major power that has been conquered is never eligible to scrap any ship.

[8.11] Placement on the Map

Any game piece(s) that are eligible to arrive on the game-map (during the Unit Arrivals and Removals Step, the Construction and Repair Step, or during the Replenishment Step) must be “placed” on the map per the following stipulations:

NOTE: Before constructing and/or placing any new units, the player that *last* controlled the Initiative may, if he desires, compel the enemy player(s) to complete all construction and placements first.

Placing Land Units

Any available cavalry and/or Infantry unit(s) may be placed in any friendly, supplied mainland **home** nation land hex(es), but **not** within any enemy ZOC (even if inhibited), or in excess of legal stacking limits. Any artillery, armor, commando, marine (and SNLF), mechanized, motorized, paratrooper and/or Soviet 7-2 Siberian Transfer unit(s) must be placed in any friendly, supplied mainland **home city** and/or **home city/resource** hex(es), but not within any enemy ZOC (even if inhibited), or in excess of stacking limits.

EXCEPTION: Soviet **land** units *may* be placed in any friendly, supplied Soviet home city and/or city/resource hex, even if within enemy *inhibited* ZOC.

Any available General(s) and/or HQ(s) can be placed in **any** friendly hex(es), even if out-of-supply, but not within any enemy **uninhibited** ZOC, even if contested (i.e., a General and/or HQ may be placed within inhibited enemy ZOC). HQ chits **cannot**, however, be placed *adjacent* to any other friendly HQ chit (see [5.1]).

NOTE: Specified HQ set-up locations (as indicated on the order-of-battle Player Aid sheets) are only applicable during the **initial** game set-up (i.e., at the beginning of the game), but are not applicable during subsequent deployments. HQs listed in the order-of-battle *without* any set-up location may be set-up as stipulated above.

Placing Air Units

Any arriving air unit(s) may be placed in any friendly, supplied **home city** and/or any **home city/resource** hex(es) (i.e., with a functional base), but not in any enemy ZOC (even if inhibited), or in excess of any base(s') airbase capacity. Additionally, any available Naval-Air unit(s) may be placed directly aboard any friendly undamaged and/or undepleted aircraft carrier(s) - of the *same* nationality - if not exceeding the aircraft carrier(s') printed *aircraft capacity*, and provided that the aircraft carrier(s) are presently docked in a friendly, supplied, functional **home port**. Any available Naval-Air unit(s) may be placed in any friendly, supplied **home city** and/or any **home city/resource** hex(es) (with a functional base) normally as well.

Placing Naval Units

Any arriving naval unit(s) *must* be placed in a friendly, supplied, functioning **home port**, but not within any enemy ZOC (even if inhibited), or in excess of any port(s') port capacity.

Any available Admiral **can** be placed aboard a friendly **named** naval unit (or any unnamed naval unit, if Admiral Tanaka) of the *same* nationality **if** that naval unit is presently docked in any friendly, supplied and functioning port (regardless of enemy ZOC) anywhere on the map, even if isolated (but not if isolated *and* out-of supply).

Placement Allowances

- ★ Enemy ZOC across any nation's border is always ignored during that nation's initial set-up.
- ★ If playing a Combined Game, the UK may place newly built UK STPs in Canada.

NOTE: Neither Alaska nor the Hawaiian Islands are considered US home hexes.

Placing Partisans

A partisan - whether arriving during a monthly game-turn or during a Seasonal Turn - may be placed (by the owning player) in any **enemy-owned** (but not occupied) hex **within** its own home nation (e.g., a Chinese partisan may be placed in any unoccupied enemy-owned *Chinese* homeland hex). A partisan may be placed in any terrain-type hex (except an all-sea hex), although they may never be placed within enemy ZOC, nor placed into a hex with an enemy installation (although a partisan may move there normally, if the installation hex is unoccupied). Additionally, a partisan cannot be placed adjacent to an airbase or airstrip that contains any enemy air unit(s), nor into a hex with any other friendly unit, including any other compatriot partisan.

If a partisan chit cannot arrive because of any aforementioned restriction, its current arrival eligibility is disregarded, and it is simply returned to the Force Pool. If none of the aforementioned restrictions are applicable, any arriving or purchased partisan **must** arrive (as stipulated above). The owning player **cannot** withhold the placement of arriving or purchased partisans to be placed during any subsequent turn.

Placing Installations

Purchased installation(s) can be placed in any friendly, supplied land hex(es) as “under construction” (i.e., with the crossed pick and shovel depiction facing up), except as restricted below (e.g., a large airbase cannot be placed in any jungle or mountain hex). After placement, an installation is considered under construction (i.e., incomplete and non-functional) until the ensuing Seasonal Turn. During the Unit Arrivals and Removals Step of the ensuing Seasonal turn, that installation is then considered operational (i.e., completed and functional). The installation chit is flipped to its “completed” side.

NOTE: When placing an installation on the map, any accessible (see [7.7]) unconsumed Sea Supply (not Air Supply) chit may be used as a supply source to establish a legal placement hex. That Sea Supply chit is therefore entirely consumed (during that current Seasonal Turn), and may **not** be used to supply any other installation or unit.

A purchased fortification may be placed in a friendly Permanent Fortification **hex** normally, although the fortification chit does **not** impart any combat strength if it is attacked exclusively from across that Permanent Fortification's hexside(s), *unless* that Permanent Fortification is presently destroyed.

Relocating Airbases

Any existing small airbase(s) may be “relocated” (i.e., moved) from the present hex(es) that they occupy to any other legal hex(es) at a cost of 1 EP (per each airbase). Any existing large airbase(s) may be “relocated” (i.e., moved) from the present hex(es) that they occupy to any other legal hex(es) at a cost of 2 EPs (per airbase). To do so, the existing airbase(s) must be removed from their present hex(es), and then relocated to any other legal friendly, supplied hex(es), if otherwise legal (placed as under-construction normally).

NOTE: No airbase may be relocated if doing so would cause any air unit(s) in the present hex(es) to be without an airbase or over-stacked.

A large airbase **cannot** be relocated as two small airbases. A dirt airstrip may never be relocated.

Placement Restrictions

- ★ If playing a Combined Game, US units that are listed under the European order-of-battle cannot be placed in the Pacific Theater, and vice versa (except when either US order-of-battle specifies otherwise).
- ★ When placing *units* on the map, supply *chits* may **not** be used as a supply source to establish a legal placement hex. This restriction does not apply to installations, however.
- ★ If any unit cannot be legally placed on the game-map, it is placed in the subsequent Seasonal Turn Box, and then is placed on the game-map during the next Unit Arrivals and Removals Step of that Seasonal Turn (per the normal rules). This procedure is repeated indefinitely, if necessary, until the delayed unit can be legally placed on the game-map. However, no unit may be *purposefully* withheld from placement; if any unit can be placed on the game-map, it **must** be placed.
- ★ No large airbase may be placed in any jungle or mountain hex, even if any airbase is already present in any such hex.
- ★ No unit or installation can be ever placed in any hex that is surrounded by impassable hexsides.
- ★ No installation may be placed within contested or inhibited enemy ZOC.
- ★ Communist Chinese units may only be placed north of hex row 4500 in China.

[8.12] Suez Adds Box (AETO only; this rule is not applicable in APTO)

[8.13] Offensives and Initiative (APTO)

All combat operations on land require offensive provisions, as do some naval and/or air operations. Offensive provisions must be purchased with EPs in the form of “**Offensives**” (during the Seasonal Turn), which are then recorded numerically on the respective Offensive Tracks with “OFF” chits. Each major power is provided with a unique (nationally colored) “OFF” chit, to differentiate the quantity of Offensives that are purchased by each player during a Seasonal Turn. Accordingly, Japan, the Western Allies and the US are each provided with an individual Offensive Track on the map.

Aside from the combat capabilities provided by Offensives, the *quantity* of Offensives purchased by each side (i.e., Japan or the Western Allies *and* the Soviet Union, if at war with Japan) during each Seasonal Turn will automatically determine the “**Initiative**” for the duration of the ensuing season (i.e., three monthly game-turns). Whoever purchased a preponderance of Offensives during a Seasonal Turn will therefore “control” the Initiative during the ensuing season (i.e., during the ensuing three monthly game-turns *until* the subsequent Seasonal Turn). The player controlling the Initiative is advantaged in that he may choose (or compel) - during each monthly game-turn - which side (Allies or Japan) may conduct the first operation during the Naval and Air Phase and the Offensive Phase.

Because of the importance of Initiative, players should usually purchase Offensives secretly, thus denying the enemy player(s) any foreknowledge of offensive intent, and/or the potentiality of controlling the Initiative.

Resetting the Offensives Tracks

During a Seasonal Turn, before any Offensives are purchased, all players must adjust their “OFF” chits on the Offensive Track to indicate “0” Offensives. All Offensives are reduced to zero during the Construction and Repair Step, regardless of the number of unused Offensives still remaining from the previous season. All previously unused Offensives are lost.

Purchasing Offensives

During the Purchase Offensives Step, each player must decide the quantity of Offensives that he will purchase for each major power that he officiates (to be available for usage during the ensuing three monthly game-turns). If any player intends to conduct many offensive operations, or to vie for control of the Initiative, he should purchase a liberal quantity of Offensives. Partners may discuss this decision with each other, but this information should obviously not be shared with opponents. There is no limit to the number of Offensives that a player may purchase, assuming he can afford all that he purchases.

Of course, a player may never purchase more Offensives than he can afford. No deficit spending is ever permitted, although a major power is always eligible to receive **1 free** Offensive, provided that *no* Offensives were actually purchased for that major power during that Seasonal Turn. Hence, it is nonsensical to ever only purchase one Offensive. If any player purchases two or more Offensives, however, he must pay for them all, including the first.

Japanese Army-Navy Discord

Because of the periodic uncooperativeness of the Japanese services, the Japanese player **must** purchase his Offensives in the form of “Army” and/or “Navy” Offensives. The Japanese player may purchase both types, and both types of Offensives are counted together when determining the Initiative. However, “Army” Offensives may not be used to Activate naval units, and likewise “Navy” Offensives may not be used to Activate land and/or air* units.

**Except Naval-Air units. Accordingly, Japanese “Army” Offensives may not be used to Activate Naval-Air units.*

NOTE: Japanese SNLF may be Activated by “Army” or “Navy” Offensives.

Inherent Minor Nation Offensives

Each minor nation (i.e., any non-Commonwealth minor nation that possesses a distinct Order-of-Battle, but no EP income), if at war, will always automatically receive **2 free** Offensives per **each** monthly game-turn. Minor nations may **not** purchase or receive additional Offensives from any major power, even if a current minor partner. Additionally, minor nation Offensives may not be saved or accumulated from turn to turn; if a minor nation’s Offensives are not used during any particular monthly game-turn, they are simply lost.

Costs of Offensives

Japanese (“Army” and “Navy”) and Soviet Offensives cost **2** EPs each. Western Allied Offensives cost **3** EPs each. Chinese Offensives also cost **3** EPs, although Chinese Communist (i.e., CCP) Offensives only cost **1** EP each (a separate “OFF” chit is provided for the Communist Chinese). Combined Offensives, Joint Offensives and Impromptu Offensives entail additional costs and requirements (see [5.3], [5.4] and [5.5] respectively).

The Offensives Tracks

After all of the players have (secretly) purchased their respective desired quantity of Offensives, they then simultaneously place their “OFF” chits on each of the Offensive Tracks, indicating the exact number of Offensives purchased for each major power. If a particular major power has more than 15 Offensives, place an “OFF +10” chit on the number (on the Offensive Track) to equal the total quantity of Offensives purchased plus 10 (e.g., if a player purchased 22 Offensives, his “OFF +10” chit must be placed on his “12” space on the Offensive Track).

Minor nation Offensives are **not** recorded on an Offensive Track. Each minor nation, if at war, is simply assumed to possess 2 Offensives per each monthly game-turn.

Determining Initiative

After all Offensives have been purchased during the current Seasonal Turn (and marked on the Offensive Track), the side (i.e., the Allies or Japan) with a preponderance of *purchased* Offensives controls the Initiative for the following three monthly game-turns, even if the expenditure during *that* season alters the preponderance of Offensives. For the purposes of totaling Offensives, Japan’s “Army” and “Navy” Offensives are counted together, as are the Soviet’s and Western Ally’s Offensives (if the Soviet Union is at war with Japan). If playing a Combined Game, Offensives purchased in the Pacific Theater have **no** bearing on any Offensives purchased in the European Theater (or vice versa).

If the total quantity of purchased Offensives is exactly equal for both sides (i.e., for the Allies and Japan), then an Allied player and the Japanese player must each roll a die, with the higher die roll determining control of the Initiative for the ensuing three monthly game-turns. Moreover, if two or more *allied* players have purchased an exactly equal quantity of Offensives, then each of those *allied* players must roll one die: The allied player with the highest die roll is considered to be the final arbiter if any disputes arise as to which player or side may conduct the first operation during the Naval and Air Phase and Offensive Phase.

If the US player applies an “Initiative” US Magic chit (i.e., with “Initiative” printed on the reverse side of the chit), he may (if he desires) apply that “Initiative” US Magic chit, thereby procuring control of the Initiative for the US and the Allies for the current monthly game-turn. If any disputes arise among the Allies as to which player or side may conduct the first operation during the Naval and Air Phase and Offensive Phase, the US player is the final arbiter (for that monthly game-turn) after employing an “Initiative” US Magic chit.

NOTE: The US player may wait until after Initiative is determined before applying (and before revealing) an “Initiative” US Magic chit (thus assuring that the Allies had, in fact, lost the Initiative before the “Initiative” US Magic chit is applied and revealed).

[PART 9] POLITICS AND PARTNERSHIPS

The following political rules encompass minor nations, invasions, conquests and political interactions throughout the game.

[9.0] Minor Nations

All unconquered minor nations are automatically considered to be neutral unless invaded (see [9.1]). Each minor nation will automatically ally with (i.e., becoming a minor partner of) a propitious major power or major powers (as delineated under [9.2]).

Inherent Minor Nation Offensives

Each minor nation (i.e., any non-Commonwealth minor nation that possesses a distinct Order-of-Battle, but no EP income), if at war, will always automatically receive 2 *free* Offensives per **each** monthly game-turn. Minor nations may **not** purchase or receive additional Offensives from any major power, even if a current minor partner. Additionally, minor nation Offensives may not be saved or accumulated from turn to turn; if a minor nation’s Offensives are not used during any particular monthly game-turn, they are simply lost. Minor nation Offensives are never counted when determining control of the Initiative.

Minor Nations and Minor Nation Units

When a particular minor nation becomes a minor partner, **all** of that minor nation’s starting units (if any) are then set-up on the map (in accordance with [9.2], and as specified by that minor nation’s order-of-battle), and immediately become friendly to its allying major power(s). If a minor nation is to be invaded, its units must be set-up immediately beforehand.

Minor Nation Units in Combat

Any unit(s) of a minor nation can be Activated via that minor nation’s inherent Offensive(s), or Activated as part of an allied major power’s Offensive(s) normally (see [5.0]).

Minor nation units *that are attacked* in any hex **outside** of their own home nation will automatically only defend at **1/2** of their own printed combat strength rating **unless** provided at least **1** contributory combat strength point from any allied Bomber, Fighter-Bomber and/or Naval-Air unit(s). Any Inclement weather, ipso-facto, does **not** necessarily negate contributory support eligibility, except in a case when air is actually grounded. Minor nation units are never halved when they are *attacking* any enemy units outside of their own home nation, however.

NOTE: UK Commonwealth (and Australian) units are **not** considered minor nation units.

Minor Nation Construction

Minor nations that do not possess an EP income do not list any order-of-battle force pool units (notwithstanding starting units and free scheduled arrivals). Nonetheless, if a particular minor nation’s unit becomes eliminated, it is returned to an allied major power’s force pool, and is thus eligible to be rebuilt (via EPs) by an *allied* major power normally (unless listed as “**cbr**”). The EP cost of any minor nation’s unit is usually -1 EP from the normal allied major power’s EP cost for the same type of unit. A minor nation’s unit, when placed, must arrive within that minor nation (i.e., per the normal placement rules; see [8.11]).

Minor Nation Replenishment

A maximum of one eliminated minor nation infantry chit may be replenished per the normal replenishment rules (see [7.14]).

Minor Nation Supply Sources

Each friendly home city/resource hex within each minor nation automatically functions as a supply source for that minor nation’s units (if such units can trace an unobstructed path of passable land hexes thereto).

Minor nation city/resource hexes are never subject to isolation effects (even if actually “isolated”). A minor nation’s units can never draw supply from any other foreign (or friendly-controlled) nation’s Map Supply Source, although a line of supply can be traced through any other foreign-friendly nation normally (see [7.7]).

Minor Nation EPs

Minor nations that possess no inherent EP income, but are a minor partner, automatically contribute **+2** EPs per each home

resource hex to its primary major power ally (provided that an EP-line-of-supply exists thereto; see [8.2]), except any particular minor nation's resource hex(es) that are enemy-controlled. If any enemy nation controls any minor nation's home resource hex(es), that controlling enemy nation will, instead, gain **+2** EPs per each minor nation's home resource hex that it currently controls (see [8.2]).

EXCEPTION: If ever captured by Japan, the Palembang, Balikpapan, Brunei, and Soerabaja oil field hexes (hexes W 1912 W 2019, W 2418 and W 1617) contribute extra EPs to the Japanese EP income (see [8.2]). An Allied capture of these oil field hexes thus causes Japan to lose those extra EPs. However, those oil field hexes do not contribute extra EPs to any other (i.e., capturing) nation, although a capturing nation will gain **+2** EPs for the resource symbol normally (per [8.2]).

[9.1] Definition of Invasion

Beginning in July 1937, Japan is automatically considered to be at war with China (and vice versa). However, all other nations are considered to be neutral unless formally Activated (see [8.0]), Invaded, or until initiating war with another nation. Japan may declare war on any other nation at any time during the game, unless specifically restricted otherwise (e.g., see [10.39]). The Western Allies cannot *initiate* war with Japan, although the Soviet Union may initiate war with Japan after the United States has conducted one A-Bomb Strategic Warfare Attack on Japan.

Any Invasion always instigates a war between the invading nation and the invaded nation, and automatically includes any other major power(s) and/or minor partner(s) *currently* allied with the invading and/or the invaded nation respectively. Additionally, in some cases, an Invasion will also instigate a war between *another* nation (or nations), even if neutral (see [9.2]). In any case, warring nations are considered to be interminably hostile towards each other until a conquest or a capitulation occurs. Opposing players are not necessarily prohibited from negotiating *informal* armistices, cease-fires, truces, et cetera. However, no agreement is considered to be inviolate, either legally or de rigueur.

Invasion Definition

Each of the following events - in and of itself - is considered to be an Invasion (i.e., a declaration of war), even if no actual *physical* invasion transpires or ensues:

- ★ A player verbally declares war upon another nation.
- ★ A nation's unit(s) enter another nation's hex, even if only temporarily.
- ★ A nation's unit(s) attempts Strategic Warfare upon another nation's economy.
- ★ A nation's unit(s) attack another nation's infrastructure, installation(s) and/or unit(s).
- ★ A nation's naval unit(s) *successfully* intercepted any other nation's naval unit(s), even if no naval combat occurs.
- ★ A nation's Amphibious task force(s) enter another nation's coastal hex during the Naval and Air Phase or during the Offensive Phase, even if no Amphibious Assault is or will be occurring in that coastal hex.

Invasion Restrictions

All of the following restrictions apply:

- ★ A player may never initiate a war on behalf of a nation he does not currently control.
- ★ No land units may ever cross a neutral border (i.e., as an invasion) during the Movement Phase.
- ★ Neutral *minor nations* may never autonomously initiate a war with any other nation.
- ★ Japan may not initiate a war with the Soviet Union if Japan does not control Nomonhan (W 5420); see [10.39].
- ★ The Western Allies may not initiate war with Japan.
- ★ The Soviet Union may not initiate a war with China, the UK, Australia, the Dutch, the US, or any Allied minor partner.
- ★ The Soviet Union may not initiate a war with Japan until the US has conducted at least one A-bomb Strategic Warfare Attack (see [10.30]) upon a Japanese home city and/or city/resource hex, though only if the Soviet Union controls Nomonhan (W 5420).
- ★ The US may not initiate a war with **any** nation before 1942*.

*See [9.3].

[9.2] Invading Minor Nations

If Japan intends to invade any (currently) neutral minor nation(s), the Japanese player must announce his intention to invade during the same Phase in which any invading event (see [9.1]) will occur, but always *before* any such event actually occurs.

NOTE: Previously conquered minor nations are to be disregarded (see [9.11]).

If any invasion of a neutral minor nation occurs (i.e., as of an announcement of intent to do so), an opponent (i.e., an enemy of Japan) must be designated to officiate control of that minor nation, and must then set-up the minor nation's game pieces (if any) in accordance with the order-of-battle, if stipulated, and per [8.11]. A minor nation's game pieces (again, if any) must be set up within that minor nation's home borders (defined on the map with a specific color), deployed to be strategically viable by the officiating player, but observing all stacking and base capacity limits. Furthermore, unless specified otherwise, all minor nation naval unit(s) - if any - must be set-up in any home port(s).

Each friendly home city/resource hex within any minor nation automatically functions as a supply source (i.e., for that minor nation's units, if such units can trace an unobstructed path of passable land hexes thereto).

If the Japanese player has announced his intention to invade a minor nation, war is then considered effectuated and intractable, even if no physical invasion of that minor nation ensues.

Minor Nation Invasion Effects

When Japan invades any *neutral* minor nation, that invaded minor nation's political alignment (pursuant to the circumstances of the invasion) is stipulated as listed below:

NOTE: Panama and hex W 1600 may not be invaded.

AUSTRALIA

Any invasion of Australia is considered to be an invasion of the UK and the US.

BURMA

Any invasion of Burma is considered to be an invasion of the UK (and Australia) and the US.

DUTCH

An invasion of any Dutch territory in the Pacific is considered an automatic invasion of the UK (and Australia) and the US.

NOTE: For differentiation purposes, the “Netherlands” references in APTO will exclusively be referred to as “Dutch”, whereas “Netherlands” references in AETO will exclusively be referred to as “Netherlands”. For all intents and purposes, the Dutch in the Pacific Theater are to be considered politically autonomous from the Netherlands in the European Theater.

INDIA

Any invasion of India is considered to be an invasion of the UK (and Australia) and the US.

INDOCHINA

An invasion of Indochina prior to July 1941 is considered an invasion of the UK, US and Dutch. As of the Summer Seasonal Turn of 1941, however, Indochina becomes an **automatic** and immediate Japanese conquest.

If playing a Combined Game, Indochina becomes a Vichy State per [9.2] (see “Vichy State Reaction”) and [9.12] normally, assuming the German player has established Vichy France. If the German player has *not* established Vichy France, then a Japanese occupation of Indochina is considered an invasion of a minor nation normally (and no “Vichy State Reaction” applies). Nonetheless, a Japanese invasion of Indochina prior to July 1941 is considered an invasion of the UK, US and Dutch, though Indochina does **not** become an automatic Japanese conquest thereafter (during a Combined Game) in that case.

MALAYA

Any invasion of Malaya is considered to be an invasion of the UK (and Australia) and the US.

MONGOLIA

Any invasion of Mongolia does not initiate war with any other nation, nor does Mongolia become a minor partner to any major power (see [10.34]).

NEW ZEALND

Any invasion of New Zealand is considered an invasion of the UK (and Australia) and the US.

PHILIPPINES

Any invasion of the Philippines is considered an invasion of the US, UK and Dutch.

[9.3] Invading the United States (APTO)

In the Pacific Theater, the United States will be considered at war with Japan automatically if Japan initiates a war with the UK, Australia and/or the Dutch (thus becoming a Western Ally).

NOTE: Until the US is at war, **no** US unit may ever attack, bomb(ard), intercept, move or conduct any reconnaissance attempt.

Of course, if Japan invades any US-owned territory(ies)* and/or conducts any attack upon any US unit(s), it is considered to be

an automatic declaration of war upon the United States by Japan (and by **all** current Axis nations, if playing a Combined Game. Axis nations may not renounce any declaration of war upon the United States after Japan initiates war with the United States).

**Any Japanese Strategic Warfare attack upon any Western Ally Convoy Route is considered to be an invasion of (i.e., a declaration of war upon) the United States.*

If playing a Combined Game, the US is *not* considered to be automatically at war with the Axis (in the European Theater) as of the December turn of 1941 (unless Japan initiates war with the United States then). As such, during a Combined Game, the United States is not considered at war until Japan (and/or an Axis nation) initiates war with the United States per [9.1], [9.2] and/or [9.3]. Furthermore, if the Axis (in Europe) initiate war with the US, Japan is **not** also automatically considered to be at war with the US (if Japan is not yet at war with the US).

[9.4]-[9.8] (These rules are not applicable in APTO)

[9.9] Surrender

An owning player may voluntarily declare the surrender of any major power or minor nation(s)* that he officiates (at any time during any turn). Upon surrendering, a surrendered major power and/or minor nation is considered to be immediately conquered (per the normal conquest rules). When declared, a surrender is considered to be permanent. The effects of surrender are identical to the effects of conquest (see [9.11]) in every respect.

**Only the owning player of an allied major power may voluntarily declare the surrender of any minor partner.*

[9.10] Conquest (APTO)

Conquest of a Major Power

Only Japan can be conquered, although the Soviet Union and/or the UK can possibly be “Knocked Out of the War” (see below):

★ **Japan** is considered immediately conquered when every city/resource hex within Japan proper has been captured by enemy combat land units, although the US player may enforce an automatic capitulation of Japan by inflicting sufficient Strategic Warfare EP losses upon Japan.

Notwithstanding an actual conquest of Japan (per above), Japan will automatically surrender (immediately ending the game) if Japan suffers a loss of EPs (i.e., as a result of Strategic Warfare*) equal to **-100 below** Japan’s **preceding** Seasonal Turn EP Income (disregarding any EPs saved from previous Seasonal Turns, any EPs in Economic Reserve, or any EPs acquired subsequent to the last Seasonal Turn). However, for **each** Japanese home city that is presently* occupied by any supplied **US** combat land unit, that EP surrender integer (i.e., 100) is reduced **10** EPs (e.g., a single captured Japanese home city only requires a loss of EPs equal to -90 below Japan’s preceding Seasonal Turn EP Income). In addition, the *first* US A-Bomb Strategic Warfare Attack upon any eligible Japanese home city (see [10.34]) reduces the EP surrender integer **15** EPs, and the *second* US A-Bomb Strategic Warfare attack upon another eligible Japanese home city reduces that EP surrender integer **30** more EPs. Thus, both A-bomb Strategic Warfare Attacks reduce the EP surrender integer 45 EPs (to -55 instead of -100, if no Japanese home cities have also been captured).

**During the same season (i.e., three monthly game-turns after the preceding Seasonal Turn).*

Additionally, if the Soviet Union is **currently** at war with Japan (see [9.1] and [10.39]), the abovementioned EP surrender integer is further reduced a number of EPs equal to the roll of **two** (6-sided) dice. This Soviet die roll is only ever conducted once during a game, but the Soviet player may add **+2** to that die roll for **each** resource hex in Manchukuo that is presently captured by supplied Soviet combat land units.

EXAMPLE: During the Summer Seasonal Turn of 1945, Japan's EP Income is 0 (as a result of profuse Strategic Warfare attacks during the forgoing season). Then, during the ensuing July monthly game-turn, Strategic Warfare reduces Japan's EP Income to -17 EPs, and during the August monthly game-turn, Strategic Warfare reduces Japan's EP Income -20 more (for a total of -37 during July and August). But also, the US player has conducted two A-Bomb Strategic Warfare attacks during August, and therefore the EP surrender integer is only 55 (i.e., -15 for the first A-Bomb, and -30 for the second A-Bomb = 45, minus the EP surrender integer [100] to 55). Hence, because Japan's EP income has only been reduced -37 EPs thus far, Japan does not capitulate (i.e., at least -55 is necessary). Therefore, the US player realizes that he must inflict an additional -18 Strategic Warfare EP losses upon Japan during the September monthly game-turn. Unfortunately for the Japanese player, the Soviet player has suddenly declared war on Japan. The Soviet player rolls two (6-sided) dice, per above, and rolls a "7" (further reducing the EP surrender integer from 55 to 48), which is not enough to enforce a Japanese capitulation. However, the Japanese player opts to surrender, because he realizes that Strategic Warfare during the ensuing September monthly game-turn will reduce Japan's EP income enough to enforce a Japanese capitulation.

★ Major Power Colonies

Each colony (except India, if the "India" map is in play) is considered conquered when every city, city/resource **and** resource hex within that colony territory (if any) has been captured by enemy combat land units.

Knocking Out the UK

The UK will be considered "Knocked Out of the War" if Japan conquers India (including the India Box, if the "India" map is not in play). If the UK is "Knocked Out of the War", the Effects of Conquest (see [9.11] below) apply to the UK APTO order-of-battle, and all UK hexes in the Pacific Theater (only).

NOTE: If the "India" map is in play (see [11.41]), India will be considered conquered when Bombay (I 3294) and Delhi (I 3996) are captured by any supplied Axis and/or Japanese combat land units.

Knocking Out the Soviet Union

Assuming Japan is at war with the Soviet Union, the Soviet Union (only the Far Eastern Soviet Union represented in the Pacific Theater) will be considered "Knocked Out of the War" if every Soviet home city in the Pacific Theater is captured by Japanese supplied combat land units. If the Soviet Union is "Knocked Out of the War", the Effects of Conquest (see [9.11] below) apply to the Soviet APTO order-of-battle, and the Far Eastern Soviet Union.

NOTE: If every Soviet home city in the Pacific Theater has been captured by Japan, the Soviet Union (in the Pacific Theater) is considered "Knocked Out of the War" *even if playing a Combined Game*. In such a case, **no** Soviet units from the European Theater may then ever be railed to the Pacific Theater via Soviet rail capacity.

Conquest of a Minor Nation

Unlike a major power, a minor nation is considered **immediately** conquered when at least **half** (rounded up) of that minor nation's **home city** and/or **city/resource** hexes are captured by enemy combat land units. **Additionally**, *at least* one supplied enemy combat land unit must **occupy** (or have occupied) **or** presently be **adjacent** to that minor nation's **capital** (if connected by land). Non-city resource hexes are ignored when factoring the conquest of any minor nation.

[9.11] Effects of Conquest

When any nation is conquered (or "Knocked Out of the War"), the following effects immediately occur:

- ★ All of that nation's chits are removed from the Force Pool (permanently), and returned to the counter-mix.
- ★ All of that nation's land and air units are removed from the game.

EXCEPTION: If - during a Combined Game - the UK is "Knocked Out of the War", any UK land and/or air unit(s) that still remain in supply (if tracing supply to some other non-conquered UK supply source) are **not** removed.

- ★ All of the installations and hexes within that conquered nation (including its colonies, if any) become friendly to the conqueror*.

**Although any installation(s) and/or any hex(es) that are still controlled by any other nationality in the conquered nation remain controlled by that nationality until captured, including unoccupied installations behind a demonstrated "Front" (see [5.12]).*

- ★ All of that nation's non-sunk naval units are subject to Disposal of Naval Units; see below).
- ★ A conquered nation will retain an inherent Rail Capacity of **1** (useable by the conqueror), but never more (regardless of its pre-conquest Rail Capacity). See [6.1].
- ★ The conquering nation will gain **+2** EPs per each (i.e., conquered) supplied resource hex within that conquered nation.

EXCEPTION: Japan will receive extra EPs per each oil resource hex captured (see [8.2]).

Disposal of Naval Units

When any nation is conquered, **each** *stack* of that nation's non-sunk naval units presently on the map (i.e., in play) is subject to a possible repatriation **or** scuttling.

NOTE: Any naval unit(s) of a conquered nation that are stacked *with* any unconquered *allied* nation's naval unit(s) (as of the instant that the conquest occurs) are *separately* subject to a Disposal of Naval Units dice roll, **unless** presently docked in an allied nation's port (in which case they are then automatically considered owned by that allied nation).

Roll two dice (6-sided) for each separate stack, resolved and modified (cumulative) as follows:

Dice roll of **2 to 5** = The naval unit stack allies with an enemy of the conqueror (repatriated).

Dice roll of **6 to 9** = The naval unit stack becomes eliminated (scuttled).

Dice roll of **10 to 12** = The naval unit stack allies with the conqueror (repatriated).

- +1 : If the naval unit(s) are presently docked in a port within that conquered nation.
- 1 : If the naval unit(s) are presently part of a stack or task force owned by an enemy of the conqueror.
- 2 : If the naval unit(s) are presently in a port that is controlled by an enemy of the conqueror.
- 3 : Soviet naval units.
- 3 : If no legal sea route or access to any port controlled by the conqueror exists.
- 7 : UK* naval units.

**All Commonwealth (e.g., Australian) naval units are considered UK naval units for purposes of this rule.*

If any particular naval unit(s) ally with any other nation, their change of ownership is considered to be immediate. If any naval unit(s) ally with an enemy of the conqueror, the owning nation is to decide which particular enemy nation the naval unit(s) will ally with.

In any case, any repatriated naval unit(s) are subject to all standard rules normally. The new owning player may pay EPs to refuel the repatriated naval unit(s) at sea normally (see [3.14]) as of the same monthly game-turn, if desired.

[9.12]-[9.13] (These rules are not applicable in APTO)

[9.14] Dismantling the Bataan and Singapore Fortresses

If the Bataan and/or the Singapore hex is captured, Japan then automatically receives **two free** coastal fort chits (i.e., one if Bataan is captured, and one if Singapore is captured) to be constructed in any supplied Japanese-controlled coastal hexes (representing the redeployment of large guns from the Bataan and Singapore fortresses).

Dismantlement Procedure

As of the ensuing Seasonal Turn *after* a Japanese capture of Bataan and/or Singapore, the Japanese player is then eligible to place (during the Construction Phase) **two*** (free) coastal forts (as under-construction) in any supplied and Japanese-controlled coastal hexes (to be completed normally as of the subsequent Seasonal Turn), and are then considered normal coastal forts.

**Or only one free coastal fort, if only Bataan or only Singapore has been captured.*

After dismantlement, the Bataan and the Singapore fortifications cannot ever be repaired or rebuilt. As such, the dismantlement of the Bataan and the Singapore fortifications is a one-time occurrence during any single game.

NOTE: Only Japan is eligible to dismantle the Bataan and Singapore fortresses.

[9.15]-[9.23] (These rules are not applicable in APTO)

[9.24] Liberation

A conquered nation (e.g., Australia) is considered “liberated” when **all** of *that* conquered nation’s home city/resource hexes are controlled by any enemy (or enemies) of the original conqueror. A liberation does **not** resurrect that conquered nation, but is considered akin to a second conquest, except as stipulated below:

When a conquered nation is liberated, all of the hexes within that liberated nation (**except** colonies) become friendly to the liberator (although, any installations and/or hexes still owned by any other nationality in the liberated nation remain controlled by that nationality until captured). A conquered nation’s original Rail Capacity is **not** restored, though a conquered nation (even after Liberation) does retain a Rail Capacity of **1** (per the normal conquest rules), regardless of its pre-conquest Rail Capacity.

Liberated Resource Hexes

A liberated nation never regains its former EP income, although the liberator will then gain **+2** EPs per each friendly, supplied resource hex liberated by the liberator’s units (see [8.2]).

Post-Liberation Unit Arrivals

A liberated nation will never regain its former force pool or units, although a liberated nation is entitled to receive **one free land unit*** from that nation’s contemporary counter-mix per Winter Seasonal Turn of **each** successive game-year (thus eligible to arrive in any home city/resource hex within that liberated nation (if in supply), but not within enemy ZOC, or in excess of legal stacking limits. Each arriving unit must abide by all of the normal placement stipulations (see [8.11]), and is subject to international cooperation restrictions normally, if applicable.

**Except any General, HQ or partisan.*

NOTE: If a liberated nation is subsequently **re-conquered**, any post-liberation unit(s) are removed from the game (per [9.11]) normally. If a **re-conquered** nation is subsequently **re-liberated**, the aforementioned stipulations apply again.

[9.25] Japan’s Garrison Requirements: China

As of the second Seasonal Turn after a conquest (by Japan) of China, Japan is required to garrison China so as to maintain China’s conquered status. As such, Japan must retain at least **25** combat *land* units (with a combat strength of at least 1, but discounting any Generals and/or fortifications) within China, occupying every Chinese mainland home city (excluding Hong Kong and Samah).

The Japanese Garrison Requirement remains in effect for the duration of the game, but it does not ever resurrect China if it then becomes remiss. However, the following consequences will then result:

Remiss Japanese Garrison

If the Japanese Garrison Requirement is remiss during the Supply Step of any particular monthly game-turn, any Chinese home city/resource hex that is not physically occupied by at least one Japanese combat land unit will then **not** contribute any EPs to Japan as of the ensuing Seasonal Turn (unless subsequently reoccupied before then).

Furthermore, **one** Chinese **2-1** infantry unit (drawn randomly from the Chinese counter-mix) will automatically arrive on the

map (during the Replenishment Step of that same and each ensuing monthly game-turn) in or adjacent to **each** Chinese city that is not legally garrisoned (even if within enemy ZOC). Any such 2-1 infantry unit must draw supply from (i.e., trace a line of supply to) any unoccupied Chinese Map Supply Source*, which may include the Chinese map-edge supply source (hex W 5109), unless obstructed by any foreign unit(s). China will then receive 2 free inherent Offensives, exactly as a normal minor nation (and is thus governed by the same stipulations). As such, China will receive 2 free inherent Offensives at the beginning of each monthly game-turn thereafter, until there are no Chinese units remaining in play (i.e., on the map).

**Any such Chinese Map Supply Source is exempt from becoming isolated with regard to this rule only.*

If the Japanese Garrison Requirement becomes subsequently reinstated, any extant Chinese 2-1 infantry unit(s) remain in play normally (until eliminated), and thus function per the stipulations of [9.0], but are otherwise governed by all normal rules.

[9.26] Partnerships and International Cooperation

A nation's current political status will determine the stipulations via which each nation may cooperate with any other nation(s) during the war. Aside from the following restrictions, all units within a particular partnership or alliance may operate together freely. A single Offensive may Activate land units from two different partnerships, provided that at least half of those land units are of the same nationality as the activating Offensive (except in the case of Air Offensives, which may only Activate units of the same nationality as the activating Offensive).

Political Definitions

The term "Japan" refers to Japan (and Japan's colonies) only. If playing a Combined Game, the term "Axis" can *also* refer to Germany and Italy (once at war) and any colonies and/or minor partner nation(s) allied with the Axis (including repatriated units). The term "Soviet Union" refers to the Soviet Union and any (although unlikely) minor partner nations allied with the Soviet Union. The term "Western Allies" refers to the United Kingdom (and Australia), the Dutch and occasionally the United States (once at war) and any colonies and/or minor partner nation(s) allied with the Western Allies (including repatriated units). The term China refers to China only.

NOTE: UK commonwealth units are defined as any *non-US* Western Ally unit. Free-French (or repatriated Vichy French) units are considered UK Commonwealth units in all respects.

Japanese-Axis Cooperation Restrictions

During a Combined Game, in the unlikely event that Japanese and Axis units actually operate together in the same Theater, the following Japanese-Axis Cooperation Restrictions apply:

- ★ Japanese and Axis units (including any Axis minor partner units) may **never** be Activated via the same Offensive. Japanese Offensives may not Activate Axis units, nor may any Axis Offensives Activate any Japanese units. Combined (Japanese / Axis) Offensives are permitted, however (see below).
- ★ Japanese and Axis air units may **not** share the same hex *while aloft* (although they may occupy the same large airbase. If any such airbase is subject to attack, however, only one of the Axis nationalities based there - Japanese or Axis - may be launched at any one time).

- ★ Japanese and Axis land units cannot be stacked together on land as of the end of any Step. However, Japanese land units may freely move **through** any Axis hex(es) without restriction, and vice versa.
- ★ Japanese units may not occupy any Axis homeland hex.
- ★ Japanese and the Axis may conduct a *Combined Offensive* (i.e., as a Japanese / Axis Combined Offensive), although **both** Japan and the Axis must spend 1 EP (of the 2 required) for that Combined Offensive.
- ★ Japanese air and/or land units may never draw supply from any Axis supply source in the European or the East African Theater, nor may any Axis air and/or land units draw supply from any Japanese supply source in the Pacific Theater.

Soviet-Western Ally Cooperation Restrictions

- ★ The Soviet player and the Western Ally player(s) must regard each other as neutral powers (i.e., no cooperation between them is permitted) **until** the Soviet Union is at war with the Axis.

EXCEPTION: If not playing a Combined Game, the UK and/or the US may send lend-lease to the Soviet Union as of the moment that the UK and/or US is at war with Japan and/or the Axis.

- ★ In the Pacific Theater, the UK and/or the US may then send lend-lease EPs to the Soviet Union, though not before the UK and/or the US is at war with Japan and/or the Axis. In any case, the Soviet Union, however, may **never** send lend-lease to the UK or the US.
- ★ When the Soviet Union is at war with Japan, Soviet land units may enter and also move through any *unoccupied** Western Ally-owned hexes (with the permission of the owning Western Ally player). Likewise, Western Ally land units may enter and move through any Soviet-owned hexes (with the permission of the Soviet player). In either case, however, the moving land unit(s) do not effect control of any hex(es) that they move through (though a unit is always assumed to control the hex it occupies).

**Unoccupied by any air and/or land unit (including any fortifications).*

- ★ When the Soviet Union is at war with Japan or the Axis, Western Ally units may trace an overland line of supply within or through the Soviet Union or any Soviet-controlled territory (with the Soviet player's permission). However, the Soviet Rail Capacity (for that monthly game-turn) is thus reduced by -1 per *each* Western Ally unit (i.e., chit) tracing a line of supply within or through the Soviet Union or Soviet-controlled territory. Ergo, the Soviet Union's *current* Rail Capacity is the **maximum** number of Western Ally units that may trace a line of supply within or through the Soviet Union or Soviet-controlled territory. Soviet supply sources (including supply chits originating within the Soviet Union) do not ever qualify as valid supply sources for any Western Ally units. Likewise, Western Ally supply sources never qualify as valid supply sources for Soviet units.

Soviet units may also trace an overland line of supply within or through Western Ally territory (with permission of the owning Western Ally), although Soviet units do **not** utilize any Western Allies' Rail Capacity when tracing supply through any Western Ally territory.

- ★ Soviet air units may never base at Western Ally bases. Likewise, Western Allied air units may never base at Soviet bases.
- ★ Soviet air units may **not** contribute any combat strength or air superiority die roll bonus to any land combat that is involving any Western Ally land unit(s). Likewise, Western Ally air units may also **not** contribute any combat strength or air superiority die roll bonus to any land combat that is involving any Soviet land unit(s).
- ★ Soviet and Western Ally air units may **not** share the same hex *while aloft*.
- ★ Soviet and Western Ally land units may never share the same hex, even if only temporarily (such as during movement or a retreat).
- ★ Soviet and Western Ally land unit Zone of Control **does** impede the other's movement, exactly as if moving in an enemy ZOC (except in the case of retreats; a retreating Soviet land unit *may* enter a Western Ally ZOC during that retreat, and vice versa).
- ★ Soviet land units may never enter any airbase or airstrip hex that is occupied by a Western Ally air unit, and vice versa.

NOTE: Western Ally land units may occupy any hex with an **unoccupied** Soviet installation (with permission of the Soviet player), although the Soviet installation is still considered *owned* by the Soviet Union, and must be vacated immediately upon demand of the Soviet player. Likewise, Soviet land units may occupy any hex with an **unoccupied** Western Ally installation (with permission of the owning Western Ally player) although the Western Ally installation is still considered *owned* by the owning Western Ally, and must be vacated immediately upon demand of the owning Western Ally player.

- ★ Soviet and Western Ally units may **not** be Activated via the same Offensive. Soviet Offensives cannot Activate Western Ally units, nor may Western Ally Offensives Activate Soviet units. Moreover, Soviet and Western Ally units may not be Activated together as a Combined Offensive.
- ★ In the Pacific Theater, Soviet naval units may **not** dock in any Western Ally port(s), nor may Western Ally naval units dock in any Soviet port(s).
- ★ Soviet naval units may not be "refueled" (i.e., Keeping Naval Units at Sea; see [3.14]) via the expenditure of any Western Ally EPs, nor may any Western Ally naval units be "refueled" via the expenditure of any Soviet EPs.
- ★ Soviet and Western Ally units may never engage in combat or *capture* either's hexes or territory.

[9.27] Victory (Winning the Game)

The Allied players will collectively be considered the victors of the game if Japan becomes conquered **before** the end of the **August 1945** monthly game-turn. However, if Japan remains unconquered **after August 1945**, but **before** the end of the **December 1945** monthly game-turn, then the game is to be considered to be a draw. If Japan remains unconquered **after December 1945**, then the Japanese player is to be considered the victor of the game.

NOTE: If utilizing the *End of the Game: Extension* optional rule (see [11.5]), any Allied player(s) may opt to extend the above timeframes in which to conquer Japan.

Nevertheless, even if Japan has not been conquered before the end of the aforementioned turns, Japan will only achieve a **draw** result if the Dutch "oil" hexes (Palembang, Balikpapan, Brunei and Soerabaja) have not been captured by Japan **before the end of 1942**.

[PART 10] SPECIAL RULES

[10.0] Commando Units

A commando unit functions like a normal infantry unit (although a commando unit is never applied toward land stacking limits). Additionally, commando units possess the following capabilities:

Movement

A commando unit may move from one enemy ZOC directly to another ZOC (exactly like an armor or a mechanized unit; see [5.13]), although a commando unit moves like a normal infantry unit in all other respects (e.g., a commando unit's movement is reduced to **1** MP during Wet weather condition).

EXCEPTION: An out-of-supply commando unit's movement is **not** reduced as a result of being out-of-supply.

Capabilities

An Activated commando unit, if occupying any installation hex, is eligible to automatically destroy any **one** installation* in any one hex during the Offensive Phase - at no MP cost - (even if the commando unit is merely moving *through* that hex). No EP cost is required to do so, and neither the commando unit nor the installation is required to be in supply.

**Except a Permanent Fortification.*

NOTE: A commando unit cannot automatically destroy any installation during an Advanced After Combat, but is eligible to automatically destroy an installation during any Secondary Advance (see [5.19]).

If out-of-supply (whether "marked" as "out-of-supply" or not), a commando unit only suffer a **-1** land combat die roll penalty when conducting any land combat attack (rather than the normal **-2** penalty) **unless** attacking *with* any other out-of-supply (non-commando) land unit(s). Additionally, any enemy land combat attack(s) upon an out-of-supply commando unit does **not** gain the standard **+1** out-of-supply land combat attack die roll bonus, unless that commando unit is presently stacked *with* any *other* out-of-supply (non-commando) land unit(s) if the defending player opts to defend with the other unit(s).

A commando unit is subject to out-of-supply depletion effects normally, although an out-of-supply commando unit is entitled to a **+3** depletion check die roll bonus (see [7.13]).

Transporting Commandos by Submarine

A full-strength (i.e., non-depleted) tactical submarine unit may be used to embark, transport and debark **one** commando unit of the same nationality (i.e., placing the commando unit itself *under* the submarine chit in doing so), regardless of the strength of the commando unit. While transporting the commando unit, however, the submarine unit is considered unarmed, and thus cannot ever attack any naval unit, even if it is intercepted and/or

attacked. Obviously, if a commando-transporting submarine unit is sunk, both the submarine unit and the commando unit are eliminated. Moreover, if a commando-transporting submarine unit becomes depleted, the commando unit is eliminated as a result.

A submarine unit embarking, transporting and/or debarking a commando unit does so in accordance with the same rules governing STPs. As such, a commando unit may debark or even conduct an Amphibious Assault (see [3.25]) normally, although per the normal rules, a submarine may not stack (at sea) in the same hex as any other naval unit (see [3.29]). In any case, however, the commando-transporting submarine unit **must** be depleted (i.e., flipped to its depleted side) immediately after disembarking any commando unit, even if it is debarking the commando unit into a functioning port.

When the commando unit has been debarked, however (and immediately *after* the submarine unit has been depleted), the submarine unit is assumed to be rearmed automatically, and may fight in combat (albeit depleted) per [3.29] normally.

[10.1] (This rule is not applicable in APTO)

[10.2] Japanese Sneak Attack Bonus

The *first* and the *second* monthly game-turns of a physical Japanese invasion of any **neutral** nation are considered to be Sneak Attack Turns, and thereby afford a Sneak Attack Bonus to specified Japanese units, explained as follows:

EXCEPTION: The Soviet Union is **not** subject to the Japanese Sneak Attack Bonus, even if neutral.

NOTE: Until a *physical* Japanese invasion of a neutral nation occurs, the Japanese Sneak Attack Bonus is not considered to be in effect, even if Japanese units attack any enemy units outside of their home nation. A physical Japanese invasion is defined as the moment when any Japanese combat unit enters any home, colony and/or “annexed” (not merely “captured”) territory hex that is currently owned by that invaded neutral nation, **if** during the Naval and Air Phase and/or the Offensive Phase. However, the Japanese player *may* declare that any forays by Japanese air (only) units into a neutral nation to **not** initiate the Sneak Attack Bonus, if he prefers (e.g., if any such forays are occurring during a monthly game-turn *before* the intended Sneak Attack Turn).

All nations (except China) are considered neutral, even if at war with the Axis in Europe (except the US, which is **not** considered neutral if already at war with the Axis in Europe).

Sneak Attack Bonus (Land Combat Attacks)

During the **first** monthly game-turn of a *physical* Japanese invasion of any **neutral** nation (except the Soviet Union), all Japanese (only) land units are entitled to a **+2** land combat attack die roll bonus when conducting **any** land combat attack(s) against any of that nation's land units (even if not presently in their home nation when attacked).

During the **second** *consecutive* monthly game-turn of a physical Japanese invasion of the same enemy nation, all Japanese (only) land units are entitled to a **+1** land combat attack die roll bonus when conducting any land combat attack(s) against any of that nation's same land units (even if not presently in their home nation when attacked).

Sneak Attack Bonus (Land Combat Attacks)

Considerations

- ★ A Sneak Attack Bonus die roll modifier **is** cumulative with any other applicable land combat die roll modifier(s).
- ★ A land combat result of [-/1] upon a fortified hex is **not** backfired *if* the Sneak Attack Bonus is applicable, and is thus considered to be a normal -/1 result instead (i.e., a defender step loss).

Sneak Attack Bonus (Air Combat Attacks)

If any Japanese Fighter-type air unit engages in air combat during the **first** monthly game-turn (but not the second monthly game-turn) of a Japanese invasion of a neutral nation (**except** the Soviet Union) when the Sneak Attack Bonus is in effect, that Japanese Fighter-type air unit will automatically receive a **-1** air combat die roll bonus to its own air combat attack die rolls during *both* air combat rounds.

A nation's air units may **not** evacuate while that nation is subject to the Sneak Attack Bonus (see [4.14]).

Sneak Attack Bonus (Air-Naval Attacks)

Japanese Naval-Air units are entitled to a **+1** Air-Naval attack die roll bonus (in addition to other applicable die roll modifiers, if any) when conducting any Air-Naval attack(s) during the **first** Sneak Attack Naval and Air Phase (only; i.e., never the second).

Sneak Attack Bonus (Paradrops)

Any Japanese paratrooper unit is entitled to a **+1** Paradrop modifier (in addition to all other applicable die roll modifiers, if any) when conducting any Paradrop(s) during the **first** Sneak Attack Turn (only; i.e., never the second).

Sneak Attack Restrictions

- ★ The Sneak Attack Bonus is never applicable against any Soviet units (regardless of their location on the map).
- ★ The Sneak Attack Bonus is never applicable during the Strategic Warfare Phase or to any Strategic Warfare attacks.
- ★ The Japanese player may not withhold application of the Sneak Attack Bonus for use during a later monthly game-turn. The Sneak Attack Bonus is only applicable during a valid Sneak Attack Turn, as stipulated above.
- ★ The Sneak Attack Bonus applies for the duration of both Sneak Attack Turns (unless stipulated to be applicable during the first Sneak Attack Turn or Naval and Air Phase only), but is never reinstated again (upon that same nation) thereafter during the same game.

[10.3] US Naval Evasion (The Miracle at Midway rule)

As of the Winter Seasonal Turn of 1942, the US player receives an allotment of “Evasion” chits, which may be applied to specified US naval units, stacks or task forces to automatically “evade” successful enemy interceptions.

Allotment

During the Force Pool Additions Step of the Winter Seasonal Turn of 1942 (only), the US player must roll one die (6-sided) to determine the quantity of “Evasion” chits that the US will receive, resolved as follows:

Die roll of **1** = 2 allotted "Evasion" chits

Die roll of **2-4** = 3 allotted "Evasion" chits

Die roll of **5-6** = 4 allotted "Evasion" chits

When the US player has received the prescribed allotment of "Evasion" chits, he is entitled to apply each chit (as stipulated below) once during *any* monthly game-turn (and at any time throughout the game), except as restricted below:

Application

After any *successful* enemy air search or naval interception upon any particular individual **US** naval unit, stack or task force*, the US player may simply declare the application of one "Evasion" chit, which therefore prohibits **any** enemy air attacks and/or naval interception attempts upon that naval unit, stack or task force (throughout the duration of that current Phase), except as restricted below. As such, the US player must then immediately place an applied "Evasion" chit atop the designated naval unit, stack or task force (i.e., on the map). That "Evasion" chit will thus remain with that US naval unit, stack or task force throughout the duration of the current Phase (only), even as it is moved.

**For purposes of this rule, a US stack or task force is defined as any stack or task force comprising at least 50% (i.e., half) US naval gunnery points. If that stack or task force includes any US aircraft carrier(s), any such carrier's Naval-Air unit's combat strength is applicable in such a case.*

Only one "Evasion" chit may be applied to any individual US naval unit, stack or task force. Accordingly, if an *evading* US naval stack or task force splits off into multiple naval units, stacks and/or task forces, that "Evasion" chit is therefore only applicable to **one** of them. Thus, the US player must immediately (i.e., before the naval stack or task force actually splits off) designate and declare which individual US naval unit, stack or task force is retaining application of that "Evasion" chit. The designated naval unit, stack or task force therefore remains immune to any enemy air attacks and/or naval interceptions normally for the duration of the current Phase, although the *other* naval unit(s), stack(s) or task force(s) are not thereafter benefited by that "Evasion" chit. If available, however, the US player may subsequently declare the application of any other "Evasion" chit(s) as needed, if he desires.

At the end of the current Phase (in which any "Evasion" chit is applied), the applied "Evasion" chit(s) are removed from the map (permanently), and returned to the counter-mix. They are never eligible to be procured again during that same game.

Evasion Restrictions

- ★ "Evasion" chits are never applicable in any large sea area.
- ★ "Evasion" chits are never applicable within one hex of any Japanese home coastal hex. If an *evading* US naval unit, stack or task force subsequently moves within one hex of a Japanese proper home coastal hex, that "Evasion" chit's effects are then immediately abrogated, and that "Evasion" chit is removed from the map (permanently).
- ★ "Evasion" chits may not be applied to submarine units.
- ★ US "Evasion" chits may not be applied in the European or the East African Theater. For purposes of this restriction, the "India" map (if in play) is considered the Pacific Theater.

[10.4] Tropical Disease Effects

After Japan is at war with the US, the Japanese player and the Western Allied player is each individually subject to one separate **mandatory** die roll (6-sided) during the Replenishment Step of **every** Fair weather monthly game-turn to determine the effect of tropical diseases upon the Japanese and Western Allied forces in the Pacific Theater, resolved as follows:

Die roll of **1** = That side must deplete **2** air units.

Die roll of **2** = That side must deplete **4** infantry units.

Die roll of **3** = That side must deplete **1** air unit.

Die roll of **4** = That side must deplete **3** infantry units.

Die roll of **5** = That side must deplete **2** infantry units.

Die roll of **6** = That side must deplete **1** infantry unit.

The rolling player may choose any particular unit(s) of the type (air or land) specified by the die roll, although any such unit(s) **must** be presently within a jungle or jungle-mountain hex during the occurring Replenishment Step. The rolling player **cannot** deplete any coastwatchers, commando, marine (and SNLF) or paratrooper unit in lieu of an infantry unit, although the rolling player **is** permitted to deplete a cavalry unit in lieu of an infantry unit.

If there are no units presently occupying a jungle or jungle-mountain hex, or if the die roll result specifies more depletions than are currently present in jungle or jungle-mountain hexes, the result is ignored beyond what that player can implement.

[10.5] (This rule is not applicable in APTO)

[10.6] Partisans (APTO)

Specific nations are subject to possible partisan activity if invaded by any enemy power (but not before; except India). Partisan activity is interminable, even after the invaded nation has been conquered. Partisans are represented by specific chits, which (if eligible) will arrive on the map (in their own invaded nation) during the Replenishment Step of the End Phase. An invaded nation that is eligible for partisan activity is subject to a specified partisan *limit*, indicating the maximum number of partisan chits that may exist in that nation at any one time. Furthermore, the partisan limit is increased in any nation (except India) that is entered by any Japanese land unit, unless a Japanese General is also currently present there. Nations that are eligible for partisan activity (and associated partisan limits) are listed as follows:

AUSTRALIA = 2 Partisans : *Australian partisans may not arrive in any Australian desert hex.*

CHINA = 2 Partisans : *Chinese partisans may enter Manchukuo, as well.*

INDOCHINA = 1 Partisan : *The Vietnamese partisan may enter Thailand, as well, if Japan invades Thailand.*

PHILIPPINES = 1 Partisan : *The Philippine partisan cannot arrive on any island without at least one city thereupon.*

SOVIET UNION = 1 Partisan : *The Siberian partisan may enter Mongolia, as well.*

INDIA = 1 Partisan : *The Japanese player may purchase and deploy 1 Indian partisan, but it may not arrive in the India Box.*

Partisan Arrival

During the Replenishment Step of each monthly game-turn, the pertinent player(s) must roll (once) for any possible Partisan Arrival per each eligible nation (as listed above, except India) that has been invaded (or conquered) until the partisan(s) equal the partisan limit in any such nation(s). As such, the pertinent player(s) must roll one die (6-sided), resolved and modified (cumulative) as follows:

- Die roll of 1 to 4 = No partisan arrival.
 - Die roll of 5 = 1 partisan arrives.
 - Die roll of 6 = 2 partisans arrive.
- +2 : China.
+1 : Philippines.
+1 : Per each EP spent by an abetting major power.
+1 : If an Atrocity has occurred.

Seasonal Limits

During each season, the arrival of partisans is somewhat limited, depending upon the current game-year. Before 1942, regardless of the maximum partisan limits, no more than 1 partisan may arrive in any eligible nation per season. During 1942, regardless of the maximum partisan limits, no more than 2 partisans may arrive in any eligible nation per season. As of 1943 (and after), no more than 3 partisans may arrive in any eligible nation per season. Seasonal Limits are automatically abrogated in any nation where an Atrocity occurs.

The Japanese and Atrocities

An Atrocity will automatically occur in any nation that is invaded (or conquered) by Japan **if there is no Japanese General currently present within that nation**. Any Japanese unit will cause an Atrocity in any nation (if *invaded* by Japan) that enter via normal movement, even if no actual combat occurs therein, or if only temporarily entering therein, and then immediately exiting.

If an Atrocity occurs in any particular eligible nation, place an "Atrocity" chit somewhere within that nation to indicate the Atrocity status there. When an Atrocity occurs in a particular nation, it remains in effect for the duration of the game, and cannot ever be abrogated, although subsequent absences of a Japanese General have no further effect.

An Atrocity has the effect of negating partisan Seasonal Limits, doubling maximum partisan limits, and automatically applying a +1 die roll modifier to each monthly Partisan Arrival die roll in that nation.

Atrocity effects never apply outside of the nation wherein they occur.

Purchasing Partisans

In addition to the partisan(s) that may possibly arrive during each monthly game-turn (within any eligible invaded nation), partisans may be also purchased by any unconquered abetting major power* during a Seasonal Turn. An abetting major power may purchase any number of partisans for any eligible invaded nation (even if conquered) up to the maximum partisan limit (but including any presently extant partisans within any such nation).

**An invaded nation may be an abetting major power for its own partisans.*

The cost to purchase (i.e., construct) each partisan chit is 2 EPs, regardless of the partisan's nationality. When purchased (during a Seasonal Turn) the partisan(s) must be placed on the map (see below) during that same Seasonal Turn, although the placement of any partisan(s) must occur *after* the placement of all other normal units (i.e., all purchased partisans are always placed on the map last).

Partisans may not be purchased during any *monthly game-turn*, although a pertinent player may spend EPs to modify a Partisan Arrival die roll (see above).

Placing Partisans

A partisan - whether arriving during a monthly game-turn or during a Seasonal Turn - may be placed (by the owning player) in any **enemy-owned** (but not occupied) hex **within** its own home nation (e.g., a Chinese partisan may be placed in any unoccupied enemy-owned *Chinese* homeland hex). A partisan may be placed in any terrain-type hex (except an all-lake or all-sea hex), although they may never be placed within enemy ZOC, nor ever placed into a hex with any enemy installation (although a partisan may move there normally, if the installation hex is unoccupied). Furthermore, a partisan cannot be placed adjacent to any airbase or airstrip that contains any enemy air unit(s), nor into a hex with any other friendly unit, including any other compatriot partisan.

If any partisan cannot arrive because of any aforementioned restriction, its current arrival eligibility is disregarded, and it is simply returned to the Force Pool. If none of the aforementioned restrictions are applicable, any arriving or purchased partisan **must** arrive (as stipulated above). The owning player **cannot** withhold the placement of arriving or purchased partisans to be placed during any subsequent turn.

Partisan Movement

Each partisan may move a maximum of **one** hex per monthly game-turn (during the Movement Phase only). A partisan may not ever be moved during the Offensive Phase under any circumstances. Furthermore, a partisan may not ever move beyond its own home nation*, enter any all water hex, cross any strait, or cross any impassable hexside. Additionally, a partisan may not move via rail movement, or be transported via any ATP, STP or CL/DD combination. A partisan, however, may always ignore supply considerations, terrain MP costs, weather effects, and any enemy ZOC when moving.

**Except Chinese, Vietnamese and Siberian partisans, which may enter Manchukuo, Thailand, and Mongolia respectively.*

If a partisan enters any hex that is occupied by any friendly land and/or air unit (or vice versa), that partisan is then immediately eliminated. The owning player *may* do so purposefully (e.g., to eliminate a particular partisan so that it may potentially arrive in a different location during a subsequent turn).

A partisan may not enter a hex containing any fortification or land unit (including any lone HQ or General), though a partisan may enter any other type of unoccupied (i.e., unoccupied by any enemy land unit) enemy non-fortification installation hex (which includes any enemy airbase or airstrip presently basing any enemy air unit or units; see below).

Partisan Effects

★ A partisan causes any hex it *presently* occupies to become friendly to itself and any allied power. Additionally, a partisan will inhibit enemy ZOC into its own hex exactly as if it is a normal land unit.

- ★ A partisan will not ever reduce or affect any nation's Rail Capacity, although no enemy unit(s) may ever rail into or through any rail line hex presently occupied by a partisan.
- ★ No enemy line of supply may ever be traced into or through any hex presently occupied by an enemy partisan.
- ★ An intrinsic garrison is considered automatically negated if that hex is occupied by an enemy partisan. However, an intrinsic garrison is only negated while occupied by that partisan. If that partisan exits that intrinsic garrison hex, the intrinsic garrison is then automatically (and immediately) extant therein again.
- ★ Partisans have no combat ability (as signified by the "X" combat rating on all partisan chits), nor may they be Activated during any Offensive (or ever moved during the Offensive Phase). However, if a partisan enters an enemy airbase or airstrip hex with any enemy air unit(s) only (i.e., but not with any enemy land units), the enemy air unit(s) presently based there must *immediately* be transferred (up to 1 "hop") to any other valid base(s) within air transfer range (see [4.7]). Such a transfer is not subject to enemy air interception, although, if no alternate base is available (or if inclement weather prevents the transfer), then the displaced air unit(s) are simply eliminated.
- ★ A partisan never affects any enemy (or friendly) airbase or port it occupies, although a partisan may (if the owning player desires) automatically destroy any enemy *airstrip* (i.e., dirt airstrip) it occupies (returning it to the counter-mix).

Eliminating Partisans

Any enemy land combat attack (during the Offensive Phase) upon any partisan will *automatically* eliminate it (with no loss to the attacker). No land combat attack die roll is ever required when conducting a land combat attack upon any partisan.

Any enemy combat land unit's movement (during the Movement Phase) into any partisan's hex will automatically eliminate it. To do so, however, the moving enemy combat land unit must enter the partisan's hex, **and** expend an additional **+1 MP** therein to eliminate that partisan. As such, the moving enemy combat land unit must possess enough Movement Points to both enter the partisan's hex and pay the additional +1 MP to eliminate it. All normal movement rules and restrictions apply.

A partisan will be automatically eliminated **if** its home nation is "liberated" (see [9.24]) **and** if there are presently no enemy land units, air units or installations existing within that partisan's home nation (proper). Any liberated nation will be eligible for partisan activity normally, however, if subsequently reinvaded.

[10.6] Partisans (AETO; Addendum)

AETO Partisan Supplement

An additional partisan is added for inclusion during an AETO game (whether played alone or as part of a "Combined Game"); the Soviet player (only) may purchase a single "Communist" Rumanian partisan to be placed anywhere in Rumania, listed as follows:

RUMANIA = 1 Partisan : *If Rumania is a German minor partner, a pro-Soviet partisan is eligible to arrive in Rumania.*

[10.7] Kamikazes (The "Divine Wind" Rule)

As of 1944, the Japanese player may opt to conduct Kamikaze Missions against any Western Allied naval unit(s) that move within an unknown (i.e., unknown to the Allied player) hex range of Japan proper, requiring a secret (Japanese) dice roll (during any single monthly game-turn of the Japanese player's choice, during 1944), explained as follows:

At any time during any monthly game-turn of 1944 or 1945, the Japanese player may declare a "Kamikaze Check" (only ever once per game), and roll **three** (6-sided) dice, secretly.

The dice roll result indicates the quantity (i.e., range) of hexes *from* Japan proper that becomes the 'tripwire' hex instigating the allowance of the Japanese player to conduct Kamikaze Missions (throughout the remainder of the current game). As such, if any Western Allied surface (non-submarine) naval unit subsequently moves into or within that range of hexes (from any Japanese home hex to any equal number of hexes to the same distance of that 'tripwire' hex), any and all Japanese air units (except ATPs) are immediately (and thereafter) eligible to conduct Kamikaze Missions (though they are not required to do so), but only within that range of hexes (of Japan proper), but regardless of where they are presently based.

Kamikaze Attack Procedure

If any Western Allied surface naval unit, stack or task force enters within the 'tripwire' range of hexes (known only to the Japanese player) permitting Kamikaze Missions (during any Naval and Air Phase and/or Offensive Phase), the Japanese player may launch any Japanese air unit(s) - if possessing a sufficient printed range - as designated Kamikazes (which may include Fighter-type air units, but never ATPs, nor any air units with an "Elite Pilots" chit) to conduct Air-Naval attacks upon that Western Allied naval unit, stack or task force (assuming that naval unit, stack or task force was successfully reconnoitered; see [4.10]). But before launching the designated Japanese air unit(s), the Japanese player must declare that he is conducting a Kamikaze Mission, and then reveal his "Kamikaze Check" dice roll result to the Western Allied player.

Any convoked air interception(s) will then occur normally (if any), although any Japanese air unit(s) that have been launched to conduct a Kamikaze Mission are not eligible to conduct any air combat attack (even if intercepted). However, any Japanese air unit(s) that have been launched to conduct a Kamikaze Mission are **immune** to any air combat abort result. Accordingly, the Japanese player may also **not** voluntarily abort any Japanese air unit that is designated to be conducting a Kamikaze Mission.

If any participating Japanese air unit(s) enters a hex containing the targeted Western Allied naval unit, stack or task force, the Japanese player may then conduct normal Air-Naval attacks, except that all of the standard Air-Naval attack modifiers are disregarded. Instead, a flat **+2** Air-Naval attack dice roll bonus is automatically applied to each Kamikaze Air-Naval attack's roll (regardless of the target type, or the type of air unit). However, before **each** such Air-Naval *attack* dice roll occurs, the targeted Western Allied player must roll one (6-sided) die to determine which naval unit (if multiple naval units are present) may be attacked by that Air-Naval attack dice roll, as follows:

Die roll of **1** to **5** = Allied player's target choice.

Die roll of **6** = Japanese player's target choice.

+1 : The first Phase that any Kamikaze Missions are conducted.

If the target die roll indicates the Allied player's target-choice, that Allied player may select the targeted naval unit that **must** be attacked by that Kamikaze Air-Naval attack dice roll. If the target die roll indicates the Japanese player's target-choice, the Japanese player may select the target naval unit that shall be attacked by that Kamikaze Air-Naval attack dice roll. **Each** Air-Naval attack dice roll is subject to a separate target-choice die roll, even if from the same attacking air unit.

NOTE: The Japanese player cannot conduct both a Kamikaze Mission attack *and* any normal Air-Naval attack within the same targeted hex (during the same Phase). If any Japanese air unit conducts a Kamikaze Mission attack in a target hex, *all* Japanese air units therein must also conduct a Kamikaze Mission attack (if during the same Phase).

A Japanese Fighter-type air unit (including any Fighter-Bomber) may conduct a number of Air-Naval attacks equal to its own current printed combat strength number (e.g., a full-strength 4-5/3 Fighter is eligible to conduct four Air-Naval attacks). A Japanese Bomber-type air unit may also conduct a number of Air-Naval attack rolls equal to its own current printed combat strength number, but always **disregarding** any underscore (if any) attack limit (e.g., a full-strength 2-6 Bomber is eligible to conduct two Air-Naval attacks, not 1).

Naval Anti-Aircraft

Unlike normal Air-Naval attacks, Kamikaze Mission attacks are susceptible to anti-aircraft results **immediately** (i.e., *before* conducting any additional Air-Naval attacks; see [4.21]). As such, if any attacking Japanese air unit (specifically conducting a Kamikaze Mission attack) suffers an anti-aircraft "hit", it is depleted immediately (i.e., its efficacy becomes immediately diminished, if relevant, as a result).

Kamikaze Fate

After any Japanese air unit has concluded its eligible Air-Naval attack(s) as a Kamikaze Mission, regardless of the results, it is then eliminated automatically (even if a full-strength air unit).

NOTE: Any Japanese air unit that conducts a Kamikaze Attack is **not** eligible for Pilot Recovery.

"Betties and Bakas"

A Japanese 2-1/5 "Ohka" (MXY7) Bomber unit may only ever be employed to conduct a Kamikaze Mission type of attack. A 2-1/5 (MXY7) Bomber only possesses a printed range of 1, but is unique among Bomber units inasmuch as it **must** be launched with and thus carried along with (and then launched from) an *aloff* 3-16 "C" (G4M) Bomber air unit to conduct a Kamikaze Mission attack. Accordingly, the targeted naval unit, stack or task force must be no farther than one hex from that launching 3-16 Bomber. Once launched, however, a 2-1/5 Bomber unit is considered a normal Bomber (except that it may only conduct a Kamikaze Mission type of attack). As such, it may be intercepted normally (but is immune to any abort result), and is also subject to naval anti-aircraft results normally, as well as Kamikaze fate after conducting a Kamikaze Mission attack.

Until launched, however, a 2-1/5 Bomber is considered to be the **same** air unit as its carrying 3-16 Bomber (and is therefore depleted or eliminated if its carrying 3-16 Bomber is depleted or eliminated). Furthermore, while at any airbase, a 2-1/5 Bomber is assumed to possess a quality rating of "0" (i.e., not 5).

NOTE: A 2-1/5 Bomber unit may never be launched except to conduct a Kamikaze Mission attack. However, a 2-1/5 Bomber may be transported with any 3-16 "C" (G4M) Bomber air unit during any normal Change Base

mission. Likewise, a 2-1/5 Bomber unit is eligible to be transported aboard (although **never** launched from) a Japanese aircraft carrier, per [4.6] normally.

U.S. 'Kamikazes' (The Battle of the Philippines Sea)

During one (only) game-turn (anywhere on the Pacific Theater map, **only**), any supplied US Naval-Air unit(s) presently based within the same hex location (regardless of the bases(s) and/or aircraft carrier(s) launched from) may - when launched - each exceed their own printed range by **+1 hex** (though never more), regardless of the mission type. However, the US player cannot do so until the quantity of extant *undamaged* US aircraft carriers (CVs and/or CVLs only) outnumbers the quantity of *undamaged* extant Japanese aircraft carriers (CVs or CVLs only) present anywhere on the Pacific Theater map.

NOTE: If necessary, the Japanese player must declare the current quantity (accurately) of undamaged extant Japanese aircraft carriers presently anywhere on the Pacific Theater map (although he is not required to reveal their actual location(s), nor even identify them).

Any US Naval-Air unit that exceeds its own printed range (i.e., +1 hex) is not returned to base when its mission is concluded, but rather is automatically eliminated instead (though eligible to be rebuilt normally). However, any such eliminated US Naval-Air unit is eligible for Pilot Recovery normally (see [7.16]).

[10.8] Soviet Armor Advantages

As of January 1944 (and every monthly game-turn thereafter), Soviet armor units receive a **+1** land combat die roll bonus when conducting any land combat attack in any **clear** terrain hex, **unless** Japan possesses "air superiority" (see [5.16]) in that target hex. Any such attack, however, must consist of at least **50% Soviet armor combat strength points** of the total attacking Soviet *land* combat strength points (discounting any Generals) to qualify for this bonus. Conversely, any Japanese land combat attack upon a defending Soviet stack (in a **clear** terrain hex) consisting of at least **50% Soviet armor combat strength points** will suffer a -1 land combat die roll penalty, **unless** Japan possesses "air superiority" (see [5.16]) in that target hex. The '44 Soviet Armor Advantage modifier is cumulative with all other appropriate land combat die roll modifiers (if any). Soviet mechanized and motorized units are **not** considered armor units with regard to this rule.



[10.9] (This rule is not applicable in APTO)

[10.10] Japanese City Defender Bonus

Any land combat attack upon any Japanese land unit(s) that are presently occupying a Japanese **home** city hex automatically suffer a **-1** land combat die roll penalty. In addition, a **[-1]** land combat result against any Japanese land unit(s) occupying a Japanese home city hex is automatically backfired as a **1/-** result instead (i.e., an attacker step loss). The Japanese City Defender Bonus modifier is cumulative with all other appropriate land combat die roll modifiers (if any).

[10.11]-[10.12] (These rules are not applicable in APTO)

[10.13] Japanese Free Fortifications (The Cave Complex rule)

As of 1944, the Japanese player is eligible to begin receiving an allotment of *free* fortification chits, which may be constructed in any supplied Japanese-controlled hexes normally (i.e., without EP cost).

Acquirement Procedure

During each Seasonal Turn, as of 1944, the Japanese player is eligible to roll one die (6-sided) to determine the quantity of **free** fortifications* that may be placed (as “under construction”) on the map by the Japanese player in any Japanese-controlled, supplied hex(es) (i.e., exactly per the normal installation and construction rules). Each placed fortification chit is completed normally as of the following Seasonal Turn. The Japanese player may also purchase (per the standard EP cost) and construct fortifications normally as well (see [8.6]).

**And/or coastal forts.*

The Japanese player will continue to receive free fortification chits until he rolls an acquirement die roll of **6** (although always excluding the *first* die roll), **or** until 1945, whichever occurs first.

[10.14] General Blamey, MacArthur & Stilwell

The Australian General Blamey, the US General MacArthur, and the Chinese General Stilwell chits are unique among General chits inasmuch as they each lack a standard combat strength rating and an exploitation rating. However, the General Blamey, MacArthur and Stilwell chits each possess a special **+1** combat strength rating (MacArthur a **+2**), which is applicable to attacking and defending Australian, US and Chinese combat land units, respectively, within the command radius of their adjutant HQ, explained as follows:

NOTE: Neither General Blamey, MacArthur nor Stilwell may participate in any breakthrough or exploitation.

If the General Blamey, MacArthur and Stilwell chit, respectively, is presently stacked with any Australian, US and Chinese HQ chit, respectively, their **+1** (**+2** if MacArthur) combat strength rating is automatically projected to every *stack* of Australian, US and Chinese land units, respectively, that is within the printed command radius of their adjutant HQ chit (including any land units that are stacked with the HQ and the General chit itself). Accordingly, each **stack** of Australian, US and Chinese land units, respectively, within *that* HQ’s command radius receives a **+1** (**+2** if MacArthur) combat strength bonus (i.e., per stack, not per unit), **whether defending or attacking** (even if not actually Activated by that HQ). Any Australian, US and Chinese land unit stack, respectively, (even if only a single land unit*) *within* the command radius of their adjutant HQ will receive a **+1** (**+2** if

MacArthur) combat strength bonus (*in addition to* the added combat strength rating of any other single General chit that is stacked in the same hex).

**General Blamey’s, MacArthur’s and Stilwell’s combat strength rating is not to be considered when calculating combat strength doubling limits (see [5.14]).*

NOTE: Supply status(es) do **not** effect the application of General Blamey’s, MacArthur’s and Stilwell’s combat strength rating.

General Blamey’s, MacArthur’s and Stilwell’s combat strength rating **cannot** be applied to any unoccupied fortifications, lone HQs, intrinsic garrisons, partisans or non-Australian, non-US and non-Chinese units, respectively.

NOTE: General Blamey’s, MacArthur’s and Stilwell’s combat strength rating is applied after decreasing or increasing any particular land unit stack’s combat strength as a result of other strength point variations (e.g., forts, rivers, et cetera). See [5.14].

[10.15] (This rule is not applicable in APTO)

[10.16] Japanese Manchukuo Mandatory Border Garrison (The “Khalkin Gol” rule)

The Japanese player **must** maintain a land unit border garrison along the Manchukuo-Soviet border prior to a war with the Soviet Union **if** Japan does not *currently* control Nomonhan (W 5420). As such, at least ten Japanese 3-1 infantry units **must** garrison (i.e., occupy) any ten Manchukuo-Soviet border hexes (from hex W 5719 to hex W 5227) *until* Japan is at war with the Soviet Union. Prior to a war with the Soviet Union, up to two of the 3-1 garrisoning Japanese infantry units *may* be moved from their garrison hex(es) to enter Mongolia (when legal to do so; see [10.39]) if desired, although any such unit(s) may then not exit Mongolia until Japan is at war with the Soviet Union (*except* to reoccupy the former garrison hex(es) along the Manchukuo-Soviet border). If any Japanese infantry unit(s) enter Mongolia, they may then stack or deploy freely therein (i.e., they are not required to maintain a border garrison within Mongolia).

NOTE: Any combat (land and/or air combat) that occurs anywhere within Mongolia does **not** initiate war among the combating nations (see [10.39]). As such, combat occurring among Japanese and Soviet units **in** Mongolia does not qualify as a war for purposes of abrogating the Japanese Manchukuo Mandatory Border Garrison.

The Japanese Mandatory Border Garrison is abrogated if Japan **currently** controls Nomonhan (W 5420), or as of the instant that Japan is at war with the Soviet Union (regardless of which nation initiated the war), disregarding any combat occurring within Mongolia, as explained above.

NOTE: As of the December monthly game-turn of 1941, the Japanese player may replace any garrisoning 3-1 infantry unit(s) with any other Japanese infantry units.

[10.17]-[10.24] (These rules are not applicable in APTO)

[10.25] Midget Submarines and SS-238

Japan will receive (as an arrival in Winter 1941 and 1942) a special submarine chit (Midget). Similarly, the US receives (as an arrival in Autumn 1941) a special submarine chit (SS-238). Each such special submarine chit imbues a submarine harbor infiltration bonus, and a special submarine attack capability to one specified tactical submarine chit, explained as follows:

Midget Submarines

If any Japanese tactical submarine unit attempts to infiltrate an enemy port, the Japanese player may then declare the usage of each "Midget" chit (once per game). As such, that Japanese submarine unit (attempting to infiltrate the enemy port) is then entitled to a -2 die roll bonus to its *submarine harbor infiltration* attempt (i.e., that submarine unit's *submarine harbor infiltration* attempt die roll of **1-3** permits the infiltrating Japanese submarine unit to enter that enemy port, immune to the port's screen).

If successful, the Japanese submarine unit is then considered to be in that enemy port. Accordingly, the enemy player must then disclose the exact quantity, types and names (if any) of every naval unit presently in that port, whereupon that Japanese submarine unit may then conduct two *special* submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any *two* enemy naval units) in that same port, immune to **any** enemy screening attacks. The Japanese player may always observe the result of his first special submarine naval combat attack before choosing and attacking the same or another target.

Special Submarine Attacks

The submarine unit (employing the "Midget" chit) is entitled to automatically **double** each of its naval combat attack dice rolls (and add the submarine unit's gunnery rating normally). For example, if the Japanese player rolled a "7" (plus the submarine unit's gunnery rating of "2"), that submarine unit's final combat result is 16 (i.e., $7 \times 2 + 2 = 16$). Per the normal rule, if the submarine's net attack result is equal to or greater than the targeted naval unit's printed armor rating, the target naval unit is considered to be "hit" (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine chit is considered to be outside of the port location (although still in the port hex), and cannot be pursued for the remainder of that same Phase.

After the submarine unit's attacks (regardless of the results), the "Midget" chit is then removed from the game (permanently) and thus cannot be rebuilt or employed thereafter.

SS-238

Similarly, if a US tactical submarine unit attempts to infiltrate a **non-large** enemy port, the US player may declare the usage of the "SS-238" chit (once per game). As such, that US submarine unit (attempting to infiltrate the enemy port) is entitled to a -3 die roll bonus to its *submarine harbor infiltration* attempt (i.e., that submarine unit's *submarine harbor infiltration* attempt die roll of **1-4** permits the infiltrating US submarine unit to enter that enemy port, immune to the port's screen).

If successful, the US submarine unit is then considered to be in that enemy port. Additionally, the enemy player must then disclose the exact quantity, types and names (if any) of every naval unit presently in that port, whereupon that US submarine unit may then conduct two *special* submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any *two* enemy naval units) in that same port, immune to **any** enemy screening attacks. The US player may observe the result of his first special submarine naval combat

attack before choosing and attacking the same or another target.

Special Submarine Attacks

The submarine unit (employing the "SS-238" chit) is entitled to automatically **double** each its naval combat attack dice rolls (and add the submarine unit's gunnery rating normally). For example, if the US player rolled a "9" (plus the submarine unit's gunnery rating of "2"), that submarine unit's final combat result is 20 ($9 \times 2 + 2 = 20$). Per the normal rule, if the submarine's net attack result is equal to or greater than the targeted naval unit's printed armor rating, the target naval unit is considered to be "hit" (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine chit is considered to be outside of the port location (although still in the port hex), and cannot be pursued for the remainder of that same Phase.

After the submarine unit's attacks (regardless of the results), the "SS-238" chit is then removed from the game (permanently), and thus cannot be rebuilt or employed thereafter.

[10.26]-[10.29] (These rules are not applicable in APTO)

[10.30] Fate

"Fate" applies to specific chits and/or units that, historically, became damaged, depleted or eliminated as a result of non-combat events, occurrences and/or circumstances, such that the pertinent chit's/unit's damage, depletion or elimination was at least *as-likely* or *more-likely* to occur as a result of factors other than combat (e.g., the Japanese battleship "Mutsu" was crippled as a result of an accidental explosion).

Any chit and/or unit that is subject to Fate (as indicated by a red "F" printed upon each such chit) is simply automatically subject to a single six-sided die roll during the Replenishment Step of each (and every) monthly game-turn after its arrival on the map (per each such specified chit), resolved as follows:

- Die roll of **1 to 5** = No effect; the unit continues to function normally.
- Die roll of **6** = The unit is immediately damaged / depleted (and eliminated if already damaged or depleted).

A unit that is subject to Fate must undergo a Fate die roll every monthly-game turn throughout the game until it is damaged or depleted, even if it had been repaired or rebuilt repeatedly during the game.

[10.31]-[10.32] (These rules are not applicable in APTO)

[10.33] General Merrill, Wingate & Yamashita

The Merrill, Wingate and Yamashita General chits are normal Generals in most respects, although they are unique among Generals in that they are each eligible to conduct Exploitation Movement and/or attacks (only) during the Exploitation Step while stacked with infantry units. As such, the General Merrill, Wingate and Yamashita chits are each printed with parenthetical Exploitation ratings.

EXCEPTION: The Merrill General chit does not possess any Exploitation capability unless stacked with the US "5307th" commando unit. Likewise, the Wingate General chit does not possess any Exploitation capability unless

stacked with the UK “Chindits” commando unit (while in the Pacific Theater).

As per the normal Exploitation rules, an activated (eligible) unit (with General Merrill, Wingate and Yamashita, respectively) may conduct normal movement and land attacks during the Land Movement Step and the Combat Step of the Offensive Phase, *and then* Exploitation Movement and/or attacks during the ensuing Exploitation Step.

Exploitation Eligibility

During the Exploitation Step of the Offensive Phase (after the Combat Step), an Activated (eligible) unit with General Merrill, Wingate and Yamashita, respectively, may perform Exploitation Movement if **all** of the following conditions apply:

- ★ If there are no adverse weather conditions (W or M) in the hex occupied by the unit and General.
- ★ If the Activated unit conducted a normal land attack, and successfully vacated the target hex, **or** conducted **no** attack, but remained in supply *after* normal land movement during the Land Movement Step.
- ★ If the unit and General began the Exploitation Step stacked together (although they need not have necessarily been stacked together before then).

Exploitation Movement

When beginning Exploitation Movement, the unit (stacked with General Merrill, Wingate or Yamashita, respectively) may move up to the extent of that General’s printed *exploitation rating*. The moving unit may split off as it moves (within the aforementioned movement limits), even if it does not actually remain with the actuating General chit. All MP costs and movement restrictions apply normally to Exploitation Movement.

NOTE: The unit that began its Exploitation Movement as supplied is considered to be *in supply* for the duration of its movement (and any subsequent Exploitation attack that it conducts). Supply considerations are only applicable to the unit at the beginning and end of the current Exploitation Step (per [7.10]).

Exploitation Attacks

After conducting Exploitation Movement, the exploiting unit **may** then conduct an Exploitation attack, if adjacent to an eligible target hex (although Exploitation *movement* is not a requisite to conduct an eligible Exploitation attack). The Exploitation attack is conducted and resolved like a normal land combat attack (which may include any participating paratrooper unit(s) as an affiliated Paratrooper), although the Exploitation attack is **not** required to be within the command radius of any activating Command Agent. Both the attacker and the defender may then contribute Ground Support and/or Naval Bombardment (if available) per the normal rules, resolving all interceptions and combat normally.

After resolving the Exploitation attack, the successfully attacking unit may then Advance After Combat normally. Any land unit(s) (if not Activated during a *previous* Offensive) may conduct a Secondary Advance normally as well (see [5.19]).

The Exploiting combat unit may be commanded by any other simultaneously Activated HQ (if within that HQ’s command radius), even if that activated HQ (during the Exploitation Step) is not the original HQ that initiated the Activation of the unit.

[10.34] Atomic Bombs

The US order-of-battle features two “A-Bomb” chits, which arrive during the Summer Seasonal Turn of 1945 in the **US Box**. Each of these A-bomb chits may be transported (free) by *any* non-submarine US naval unit normally, but must be transported to any supplied, functional US-controlled airbase (if that airbase is also a functioning port hex) to be employed during a Strategic Bombing attack.

A US A-Bomb chit may only ever be employed to conduct a Strategic Bombing attack (per [2.2]). An A-Bomb chit does not possess any range, and therefore **must** be launched with and then carried along with a US 20-20[4] (B-29) bomber air unit to be employed as an “A-Bomb Strategic Warfare Attack”. Hence, the carrying 20-20[4] Bomber and A-Bomb unit(s) must be aloft in the same hex as the intended Strategic Target to conduct an A-Bomb Strategic Warfare Attack there. An A-Bomb chit itself cannot ever be intercepted, and nor is it ever subject to any anti-aircraft results.

Until an A-Bomb Strategic Warfare Attack has been conducted, however, a carried A-Bomb chit is considered to be the same unit as its carrying 20-20[4] Bomber (and is therefore eliminated if its carrying 20-20[4] Bomber is eliminated, only). While at any airbase, however, an A-bomb chit is invulnerable, unless that airbase is actually captured by any enemy land unit (in which case, that A-Bomb chit is eliminated permanently).

NOTE: An A-Bomb chit may never be employed except to conduct an A-Bomb Strategic Warfare Attack, though an A-Bomb chit may be transported (free) by *any* non-submarine US (only) naval unit. If the transporting naval unit is sunk (not merely damaged or depleted) while transporting any A-Bomb chit(s), the transported A-Bomb chit(s) are then eliminated immediately, and may not be rebuilt.

A-Bomb Strategic Warfare Attack

An A-Bomb Strategic Warfare Attack does **not** supersede a normal Strategic Bombing attack by that carrying US 20-20[4] Bomber unit, but - rather - is *in addition* to it. Hence, when the US player conducts an A-Bomb Strategic Warfare Attack, he may also conduct a normal Strategic Bombing attack (with that carrying 20-20[4] Bomber unit, as well as any other present friendly Bomber units). In any case, each A-Bomb Strategic Warfare Attack is resolved as a separate Strategic Bombing attack on the **120+** column of the Bombing Table (which is not ever column shifted, though only one A-Bomb Strategic Warfare Attack may be conducted upon any single Strategic Target). Regardless of the A-Bomb attack dice roll, an A-Bomb Strategic Warfare Attack is always considered successful (per victory determination; see [9.10]).

In addition to an A-Bomb’s Strategic Bombing attack, every non-aloft unit in that attacked hex is automatically damaged or is depleted (or eliminated if already damaged or depleted), though any unit(s) that enter that hex subsequently are not effected. If playing with optional rule [11.43], a Strategic Target that has been attacked by an A-Bomb unit is **not** eligible to be “Fire Bombed” thereafter, and vice versa.

A-Bomb Usage in Europe

If playing a Combined Game, the US player may conduct an A-Bomb Strategic Warfare Attack against any German (not Italian) home city, per the aforementioned rules normally. However, aside from the direct effects of the attack’s dice roll result on the Bombing Table, an A-Bomb Strategic Warfare Attack does **not** facilitate a German surrender as with Japan per [9.10].

[10.35] The Burma Railway

The Japanese player is eligible to construct railway installations exactly as if any other normal installation (requiring the standard one-season delay to complete; see [8.6] and [8.11]), known as the "Burma Railway". Each Burma Railway installation, when complete, functions exactly like a normal rail line hex (see [6.1]), assuming it is connected to another rail line. Additionally, each functional Burma Railway installation that is constructed in a jungle or jungle-mountain hex will nullify the supply prohibition through therein (see [7.7]). Furthermore, any land unit(s) that enter any jungle or jungle-mountain hex containing a Burma Railway installation therein **from** an adjacent and adjoining rail line *hexside* (whether a map printed rail line, or another Burma Railway installation) need only expend **1** MP to enter that jungle or jungle-mountain hex, regardless of the type of moving land unit. In any case, though, a Burma Railway installation does not modify the terrain of the hex where it is built, and thus does not change any combat occurring therein, if any.

Each Burma Railway installation is constructed exactly like a Small Airbase (at a cost of **2** EPs), although each constructed Burma Railway installation must be built in a *supplied* hex that is either adjacent to an existing rail line (whether a map printed rail line, or another Burma Railway installation), or in any city.

NOTE: Constructed Burma Railway installations do **not** generate any Rail Capacity anywhere they are built.

No Burma Railway installation is required to be built exclusively within Burma proper, although the Japanese player is limited to constructing a maximum of six Burma Railway installations per game, regardless of where they are constructed. Furthermore, a constructed Burma Railway installation chit must be constructed adjacent to an existing friendly rail line hex (not within contested or uninhibited enemy ZOC), or another Burma Railway chit (not within contested or uninhibited enemy ZOC). In any case, only one Burma Railway installation may be built in the same hex, even if any previously built Burma Railway installation there is currently destroyed.

All Burma Railway installations are destroyed and also repaired exactly identically to an airbase. If destroyed, a Burma Railway installation ceases to function as a rail line (until it is repaired) in every respect.

[10.36] Coastwatchers

The Australian order-of-battle features two Coastwatchers units, which (upon their arrival) may be placed on (and removed from) the map during any Seasonal Turn, exactly like an HQ (see PART 8, "Command Reassignments"). A Coastwatchers unit functions exactly like an HQ (in combat) per [5.2], except that Coastwatchers units *may* stack with and/or move adjacent to any HQ unit without restriction.

Of course, Coastwatchers units have no command ability, and possess a set movement rating of "**3**" (i.e., Coastwatchers units do not move like HQs). Coastwatchers units are subject to all normal land movement stipulations, per [6.0], exactly as if an infantry unit.

Capabilities

A Coastwatchers unit is unique among land units insofar as it may conduct a reconnaissance attempt upon any enemy naval unit, stack or task force, exactly like an air unit (see [4.10]) with an assumed range of "**0**" (i.e., only **in** that Coastwatchers unit's same hex), thereby requiring a Flotilla Sighting Report normally (see Player Aid Card "I"), using the "**1**" range column. Eliminated Coastwatchers units are not *permanently* destroyed,

regardless of the circumstances of their elimination. Eliminated Coastwatchers units must simply be returned to the force pool, and are eligible to arrive again during any subsequent Seasonal Turn normally (at no EP cost), in accordance with the normal unit placement rules (see [8.11]).

[10.37] Defective US Torpedoes

Prior to the July monthly game-turn of 1943, any *successful* US (only) submarine and/or "PT-Boat" DE naval combat attack upon any enemy naval unit (in any Theater, even if playing a Combined Game) is subject to a "Dud Check" dice roll (before implementing the results of that naval combat attack).

To conduct a "Dud Check", the US player must roll two (6-sided) dice; if that "Dud Check" dice roll result is a **2-7**, the preceding successful submarine or "PT-Boat" DE naval combat attack roll is considered *unsuccessful* instead (and therefore has no effect upon the targeted enemy naval unit whatsoever). However, if that "Dud Check" dice roll is 8-12, no adverse effect is incurred, and the preceding successful submarine naval combat attack remains successful.

As of the July monthly game-turn of 1943, this rule is abrogated permanently, and never reinstated.

[10.38] The "Doolittle Raid"

The "Doolittle Raid" is a special Strategic Bombing Attack that is conducted normally, except that it can only ever be conducted once (by the US player only) during the game (during 1942). Furthermore, only one particular US Bomber unit, the X-7/0 (B-25) Bomber unit, is ever eligible to conduct the "Doolittle Raid" (signified with a red "D" printed on the X-7/0 Bomber chit).

The X-7/0 (B-25) Bomber unit is unique insofar as it is the only Bomber unit that may ever be based aboard (and launched from) a CV naval unit (signified with a red printed "B" identifier). The X-7/0 Bomber unit specifically arrives aboard the US CV "Hornet" (or any other US CV if the CV "Hornet" had been sunk hitherto) during any monthly or Seasonal game-turn (of the US player's choice) during 1942. The CV "Hornet" (or other) must presently be "in port" in the US Box, however.

NOTE: While the X-7/0 Bomber unit is based aboard the CV "Hornet", the CV "Hornet" may also base any single US Naval-Air unit normally (though the Hornet's *aircraft capacity* is assumed to be replete). However, the CV "Hornet" may not ever launch a Naval-Air unit while the X-7/0 Bomber is also currently aboard. If necessary, the US player may voluntarily eliminate the X-7/0 Bomber unit at any time during any turn (for example, to allow a Naval-Air unit to be launched), though the X-7/0 Bomber unit is considered eliminated permanently in that case.

As mentioned, the X-7/0 (B-25) Bomber unit may be based aboard (and launched from) a US CV, but it cannot ever land (i.e., return to base) aboard any CV (once launched). As such, the X-7/0 is the only Bomber unit that is not required to be returned to base after it has been launched (from a CV). In fact, after conducting the "Doolittle Raid", the X-7/0 Bomber unit may not be returned to any base, and is *automatically eliminated* immediately thereafter.

Procedure

To conduct the "Doolittle Raid" Strategic Bombing Attack, the US player - during any **Strategic Warfare Phase** - simply launches the X-7/0 Bomber unit (i.e., from the CV it is currently based aboard) towards *any* Japanese **home** city target hex (currently within range), which thus requires that basing US CV

naval unit to be 7 hexes (7 being the X-7/0's range) or closer to the intended Japanese home city target hex. Once launched, the X-7/0 Bomber unit (only) is automatically immune to any air interception, though the "Doolittle Raid" - when the X-7/0 Bomber unit is aloft in a Japanese home city target hex - is not resolved as a normal Strategic Warfare attack. Instead, the "Doolittle Raid" effectuates the following unique and specific effects:

Effects

As of the instant the X-7/0 Bomber unit is aloft in any Japanese home city target hex (during the Strategic Warfare Phase), the following effects immediately occur:

- ★ The "Japanese Home Fighter Command Deployment" rule must be enacted (only if playing with optional rule [11.21]).
- ★ The US player receives two additional (to be randomly drawn) "Magic" chits (only if playing with optional rule [11.22]).
- ★ The US player may roll 2 dice (6-sided), and thus receive an immediate EP recompense equal to that dice roll (to be added to the US EP Track immediately).
- ★ The Japanese player must eliminate one current Japanese Offensive, if any, from the Japanese Offensive Track (if no present Japanese Offensives remain, this is disregarded).
- ★ The US immediately receives two additional free Offensives on the US Offensive Track.
- ★ During *that* same Season, the US controls the Initiative.

Restrictions

- ★ The X-7/0 Bomber unit cannot ever be used to conduct any air reconnaissance, nor be launched to attack any naval unit, attack any installation, or contribute air superiority to any land combat.
- ★ When eliminated, the X-7/0 Bomber unit is not eligible to be rebuilt, and thus is listed as "cbr" (cannot be rebuilt) on the US order-of-battle.
- ★ If the CV "Hornet" is damaged or sunk before the X-7/0 Bomber unit has been launched, the X-7/0 is eliminated.
- ★ During the "Doolittle Raid", the X-7/0 Bomber unit may not be escorted by any friendly air unit.
- ★ The "Doolittle Raid" has no effect whatsoever upon the targeted Japanese home city, nor any units or installations therein.

[10.39] The "Nomonhan Incident" (The Battle of Khalkin Gol rule)

Unlike the normal rules pertaining to invasion (i.e., initiating war), if Japanese and Soviet units (of any type) participate in combat against each other anywhere within **Mongolia** (regardless of which nation initiated combat, or the results thereof), **neither** player may ever regard any such combat (within Mongolia only) as an invasion or declaration of war by the other (regardless of the game year).

Nomonhan

To represent the influence of the "Nomonhan Incident" (otherwise known as "The battle of Khalkin Gol") upon the Japanese Army (i.e., Japanese grand-strategy, in particular), the Mongolian city

of Nomonhan (W 5420) is significant inasmuch as its ownership (by either Japan or the Soviet Union) will dictate if Japan may initiate war with the Soviet Union, and vice versa.

NOTE: The Soviet Union may never initiate war upon Japan before the US has conducted at least one A-Bomb Strategic Warfare Attack upon a Japanese home Strategic Target (assuming the Soviet Union controls Nomonhan).

As of the September monthly game-turn of 1939 (and thereafter), if Nomonhan is currently owned by the Soviet Union, Japan may **not** initiate war with the Soviet Union. Moreover, Soviet ownership of Nomonhan permits the Soviet Union to initiate war with Japan **after** the US has conducted an A-Bomb Strategic Warfare Attack upon any Japanese (home) Strategic Target.

However, as of the September monthly game-turn of 1939 (and thereafter), if Nomonhan is currently controlled by Japan, then Japan is permitted to initiate war with the Soviet Union (without restrictions) at any time during the game thereafter, per [9.1] normally. Furthermore, so long as Japan controls Nomonhan, the Soviet Union may **not** initiate war with Japan (i.e., *even after* the US has conducted an A-Bomb Strategic Warfare Attack upon Japan).

NOTE: Nomonhan's current ownership will dictate whether Japan and the Soviet Union may initiate war upon one another or not, although Mongolia itself is always an exception. In other words, Japanese and Soviet units may engage in combat within Mongolia regardless of any invasion restrictions, regardless of the current game year, and regardless of Nomonhan's current ownership. Accordingly, any combat occurring within Mongolia never initiates war, and also cannot be regarded by either Japan or the Soviet Union as an initiation of war. As such, the abovementioned war prohibition (by a nation that does not own Nomonhan) does **not** apply *within Mongolia* (e.g., even if the Soviet Union owns Nomonhan after August of 1939, thus prohibiting Japan from initiating war with the Soviet Union, Japanese units are permitted to initiate combat with any Soviet units within Mongolia, without restriction or political consequences).

Aside from the political effects of owning Nomonhan, Nomonhan is a resource hex, and thus bestows 2 EPs to the owning nation, per [8.2] normally.

[10.40] Reinforcement Unit (The "Tokyo Express" rule)

If the Admiral **Tanaka** chit is currently aboard any Japanese DD naval unit chit, *that* Japanese DD naval unit may function exactly like an STP in every respect. Any such DD naval unit is hereafter known as the "Tokyo Express".

EXCEPTION: The "Tokyo Express" DD naval unit is **not** automatically depleted when conducting an Emergency Sea Supply Debarkation (see [7.5]), although only one Emergency Sea Supply Debarkation is permitted per each monthly game-turn nonetheless.

A full-strength "Tokyo Express" DD naval unit is equivalent to a 2-point STP (i.e., two Sea Transport Points), whereas a depleted "Tokyo Express" DD naval unit is equivalent to a 1-point STP (i.e., one Sea Transport Point). A "Tokyo Express" DD naval unit may still participate in naval combat normally, though any cargo it is currently carrying is also eliminated if that "Tokyo Express" DD naval unit is sunk. If a full-strength "Tokyo Express" DD

naval unit is depleted, any excess cargo (i.e., beyond what can be carried by one Sea Transport Point) must be eliminated as well.

If the "Tokyo Express" DD naval unit is eliminated, any other Japanese DD naval unit in that same hex (i.e., also stacked with the Admiral Tanaka chit) may immediately be nominated as a "Tokyo Express" DD (assuming Admiral Tanaka was not also eliminated), although any newly nominated "Tokyo Express" DD naval unit may **not** recover any cargo previously sunk along with the original "Tokyo Express".

[10.41] Riverine Naval Units

Any unnamed naval unit printed with a red "R" is unique among naval units insofar as it may move onto any *non-mountain land* hex that is printed with a hexside river symbol*. Any such river MP movement, regardless of the terrain (except mountain hexes, which are prohibited) must be multiplied by **five** per each such hexagon entered (e.g., entering three hexes would require a Riverine naval unit to expend 15 MPs). A Riverine naval unit is considered to occupy any such land hex it enters like any normal land unit, though ostensibly present on the river depiction itself.

**Except into any hex within any enemy combat land unit's uninhibited ZOC.*

River Movement Procedure

When moving along a river, the moving player may move* the Riverine naval unit from its current river hex along a contiguous path or route of river hexes (following the course of the river *line* itself) to any desired, friendly destination river line hex. As it moves, a Riverine naval unit may **not** "hop" non-connected river lines in adjacent hexes, but must move from its origin hex along a linear path of any utilized river lines to its destination hex. The path of river movement may be up to the extent of the Riverine naval unit's movement allowance, requiring an expenditure of 5 MPs per hex entered.

**Ignoring all stacking limits.*

No Riverine naval unit may ever move within any enemy land unit's uninhibited ZOC, occupied or owned hex (although a Riverine naval unit may enter a hex that is within contested ZOC). A Riverine naval unit may, however, move into, out of or through any river line hex that is presently occupied by another friendly land unit, even if within enemy Zone of Control.

Combat

A Riverine naval unit never has any offensive combat capability whatsoever, although it can be attacked exactly like a normal land by any adjacent eligible enemy land unit(s) (whether that Riverine naval unit is alone or stacked in the same hex as any other friendly land units). In such a case, a Riverine naval unit's armor rating is to be calculated as its combat strength normally (and accordingly eligible to be modified normally, per [5.14]).

Any Riverine naval unit can be attacked by any eligible enemy bomber-type air unit(s) normally.

[10.42] Supply on Island Chains

To represent the variety of barges, sampans, pirogues and numerous other types of small craft that were commonplace among the various islands and atolls in the Pacific Theater, land and air units may draw supply across *connected coastal* hexes, explained as follows:

While present on any island in any island* (only) hex, any unit is eligible to trace a line of supply (of any length) from its present hex to any other friendly island* hex (i.e., even if not physically connected by any land depiction), but only via a continuous link of non-interrupted and connecting **coastal** (light blue) hexes.

**An island is defined (for purposes of this rule) as any singular island depiction that is enclosed by a coastal hex or hexes, but never encompassing more than 3 total hexes (as one island). For example, per this rule, Halmahara is considered an island, but Java is not.*

NOTE: A line of supply may not ever be traced into or through any sea (dark blue) hex or sea depiction.

Interrupted Coastal Hexes

An island line of supply may be traced via any adjoining friendly (or unoccupied, if not friendly) island coastal (light blue) hexes, but **never** into or through any hex that is presently occupied by any supplied enemy air (non-aloft), land and/or naval unit with a printed combat strength number (even if only fractional) and/or a torpedo rating (but excluding General and/or Admiral chits).

EXAMPLE: An unsupplied Japanese 2-1 land unit presently occupies hex E 4725 on Guadalcanal, adjacent to a US 4-2 land unit in hex E 4624, and a US STP in hex E 4625. During the Supply Step, the Japanese player announces that his 2-1 Infantry unit will trace a line of supply to a Japanese Sea Supply chit in hex E 4527. The Japanese player cannot trace a line of supply into or through coastal hex E 4624 because of the US 4-2 Marine there, but he can trace a line of supply into and then through hex E 4625 (because the US STP there is not printed with any combat strength), and then into hex E 4526 (hex E 4526 is presently occupied by an Australian Coastwatcher land unit, although that Coastwatcher does not interrupt the Japanese line of supply because it is not printed with any combat strength number), and finally into hex E 4527 where a Japanese Sea Supply chit is currently located.



[10.43] Harbor Enlargement

At any time during the game, the Japanese and the US player may each enlarge an existing port location he currently controls into a Major Port, explained as follows:

If the Japanese or US player (only) currently controls a Minor Port or a Coastal City port location anywhere on the map (if that port is currently functional and presently in supply), he may then construct a single Major Port in that location, known as a Harbor Enlargement.

NOTE: An existing Major Port cannot be enlarged. Any port location that is enlarged does **not** add its existing port capacity to the Harbor Enlargement. That location, when enlarged, simply *becomes* a single Major Port.

However, the Japanese player is only ever permitted to enlarge one port at any time during the entire game, and the US player is only ever permitted to enlarge two ports throughout the game, and only ever in the Pacific Theater (including the "India" map, if in play; see [11.41]).

To do, the enlarging player must simply spend **5 EPs** during the Construction Step of any Seasonal Turn, and place a "Harbor Enlargement" chit in an existing, friendly and supplied port hex (as under construction), which will be completed per a single die roll (6-sided): The number rolled on that die is the number of Seasonal Turns that will be required to complete construction of that Harbor Enlargement, modified as follows:

- +1 = before 1943
- +1 = Japanese Harbor Enlargements
- +1 = Coastal City port locations

If a player's die roll result is a "6", then **no** Harbor Enlargement is possible in that particular hex (by either side) for the duration of the current game. In the case of a "6" result (only), the rolling player will be refunded his 5 EPs. That player is eligible, though, to attempt another Harbor Enlargement in any other location, per the same stipulations above.

Once completed, a Harbor Enlargement permanently converts that port location into a Major Port, and it thus remains a Major Port for all intents and purposes per [3.15] normally (although it can still be reduced per AETO [11.2], if in play). If destroyed, it is repaired as a Major Port normally.

If a port where a Harbor Enlargement construction *is occurring* is captured or destroyed, the Harbor Enlargement construction there is immediately ended (i.e., remove the under construction Harbor Enlargement chit from the map) and cannot be resumed (although a player may begin a *new* Harbor Enlargement there again, but he must begin the aforementioned procedure anew, including the requisite EPs, and the die roll).

If supply to that port location becomes interrupted before that Harbor Enlargement construction is complete, the construction simply stops until that location is in supply again (whereby that Harbor Enlargement construction will resume, but as delayed by one Seasonal Turn for each season wherein any monthly game-turn during a season that the port location was not in supply).

[PART 11] OPTIONAL RULES

Each of the following rules is "optional" and is only applicable to any APTO game per the agreement (per individual rule) of **all** of the designated players *before* the game begins. The designated players may collectively decide to institute *some* of the following optional rules, *all* of the following optional rules, or *none* at all.

Most of the following optional rules were designed and are solely intended to add more historical realism to the game, although their application *may* potentially offset the game's play-balance somewhat. Some of the optional rules, however, are specifically intended to add more play-balance to the game, though their application may not impart any particular historical factuality. Furthermore, various optional rules neither add nor detract from the game's overall play-balance significantly, but exist merely to preserve historical homogeneity. In any case, players should consider their relative experience and proficiency as a relevant consideration when determining which optional rule(s) to employ.

[11.0] (This rule is not applicable in APTO)

[11.1] Convoy STP Losses (APTO) (Recommended)

At the conclusion of the Strategic Warfare Phase, the Japanese player may voluntarily eliminate any Japanese Sea Transport Point(s) - of those presently in play - in lieu of Economic Points eliminated as a result of Strategic Warfare in any Japanese Merchant Shipping Route, explained as follows:

Procedure

During the Strategic Warfare Phase, the Japanese player may, at his discretion, voluntarily remove **1 STP** (i.e., point) **per 2 EPs** eliminated as a result of Strategic Warfare inflicted upon any colored Japanese Merchant Shipping Route(s) during that Strategic Warfare Phase. Any voluntarily removed STP(s) may be removed from anywhere on the map (in the Pacific Theater), although any such removed STP(s) must be presently empty (i.e., not carrying any cargo).

Any removed STP(s) are immediately returned to the Japanese Force Pool, but may be repurchased normally during any future Seasonal Turn(s) at the standard cost of 4 EPs each (although, as of 1943, each Japanese STP costs 6 EPs, not 4).

[11.2] (Combined Game only; this rule is not applicable in APTO alone)

[11.3] Dummy Task Forces (APTO)

In the Pacific Theater (only), the UK and the US (only) may *each* secretly designate up to **three** particular task force chits as "dummy" task forces (i.e., containing no actual naval units) at any time. No more than three task forces may be designated as a "dummies" at any one time by the UK, and by the US, although there is no limit to the frequency of instances that any new unassigned task force chit may be designated as a "dummy", except as mentioned below.

A "dummy task force" may be placed and moved wherever and in whatever manner desired by the owning player (if in and/or to a normally legal map location), and may be removed at any time by the owning player. If a "dummy task force" chit is *successfully* reconnoitered or intercepted by any enemy unit, the owning player **must** then reveal that task force to be a "dummy" to the enemy player(s) and then immediately remove it from the map.

The owning player may not designate another task force chit (of the same nationality) as a “dummy” during that same Phase.

NOTE: No Flotilla Sighting Report upon a *legitimate* task force may ever be reported as a “dummy”.

A “dummy task force” has no capability or tangible presence during a game, and thus is never considered an actual task force. However, a successful reconnaissance or interception of a “dummy task force” is considered a legitimate reconnaissance or interception attempt respectively, for purposes of determining subsequent eligibilities.

[11.4] (This rule is not applicable in APTO)

[11.5] End of the Game: Extension (APTO)

In the Pacific Theater, an Allied victory is achieved if Japan is conquered **before** the end of the **August 1945** monthly game-turn. However, the US player may opt to pay EPs to “extend” the war and the timeframe in which to conquer Japan.

During the **Summer 1945** Seasonal Turn, the US must assess the strategic situation, and decide whether to “extend” the war (and for how long), or not. If the US player believes that Japan cannot be conquered before the end of the **August 1945** monthly game-turn, the US player may pay EPs to “extend” the war. However, the US player must decide whether to “extend” the war, or not, during the **Summer 1945** Seasonal Turn; never before or after.

If the US player opts to “extend” the war, he must decide - during the Summer Seasonal Turn - the total intended duration of the war’s Extension (and noting the requisite EP cost). The US player may opt to extend the war *one* to *three* monthly game-turns (but never more), tabulated as follows:

- 1 monthly game-turn Extension = **20** EPs
- 2 monthly game-turn Extension = **40** EPs
- 3 monthly game-turn Extension = **60** EPs

NOTE: A player cannot ever spend EPs in excess of his *currently* available EPs to extend the war.

Assuming that the requisite EP cost is paid, the war (i.e., the timeframe in which to defeat Japan) is then extended for the intended duration, and the normal victory conditions are then assessed at that end of *that* (extended) monthly game-turn. If Japan remains unconquered at the end of that monthly game-turn, the war cannot be extended again, and Japan will be considered the victor.

NOTE: If a victory is not achieved within the extension timeframe, a draw result occurs normally (until the last turn of 1945, after which is a Japanese victory).

If playing a Combined Game, any EPs paid to extend the war in the Pacific Theater are considered expended permanently, even if Japan is defeated before the last extended monthly game-turn. No such EPs are ever refunded, nor may be transferred to the European Theater.

[11.6] Free Unit Entitlements

If not playing a Combined Game, the Japanese and the US player are each eligible to receive an allotment of *free* units (per each specified Seasonal Turn) from his contemporary force pool during the game (allotted as tabulated on Player Aid Card “IV”), to be constructed (by the owning player) without any EP cost

(though free units are subject to all normal delay and placement stipulations; see [8.6]). A free unit may only be selected from the force pool of the nation for which it is allotted.

NOTE: Any eliminated units listed in the order-of-battle as “(cbr)” **cannot** be rebuilt per the normal prohibition.

Free units may never be Offensives, installations, Activations, or anything that is not otherwise legally purchasable. Additionally, free unit entitlements may never be shared or consigned to any other nations or players, nor may free units ever be accrued, borrowed or saved from season to season, nor exchanged for EPs. If any free unit entitlement is not used during the Seasonal Turn when it is allotted (see Player Aid Card “IV”), it is simply lost.

A free unit is always considered a complete unit, whether it is full-strength or depleted. A player is free to select a depleted or single-step unit as a free unit, although that unit is **not** counted as only a half of a free unit entitlement. Moreover, any chit selected as a free unit must arrive in play as it presently exists in the force pool. A depleted unit presently on the map may never be “rebuilt” to full-strength via any free unit entitlement.

An ATP and/or STP chit may be selected as a free unit, although a free unit entitlement only accords one ATP or STP “point” per selection (e.g., a **1** STP chit may be selected as a free unit, **not** a 2 STP chit).

NOTE: If playing a Combined Game, the US player may use his free unit entitlements in the Pacific and/or the European Theater (although the US player must abide by Unit Dissimilarities nonetheless; see below). The US player is **not** allotted any *additional* free unit entitlements during a Combined Game, although the US player may use any or all of his eligible free unit entitlements in the European Theater. However, the UK player and the Soviet player may never use any allotted free unit entitlements in the Pacific Theater.

Unit Dissimilarities

If the Japanese or the US player is eligible to select two or more free units during the same Seasonal Turn, each unit must be a different category (i.e., air, land or naval).

EXAMPLE: During the Winter 1944 Seasonal Turn, the United States is allotted three free units. However, one free unit must be an air unit (of any type), one free unit must be a land unit (of any type) and one free unit must be a naval unit (of any class). The US player may **not** select two air units and one naval unit for free, et cetera.

Abrogating Free Unit Entitlements

If any major power’s net EP income is reduced to a single-digit numeral (i.e., when tallied during the EP Income Determination Step of the current Seasonal Turn) as a result of excessive EP losses (e.g., caused by Strategic Warfare), that nation is **not** eligible to receive any free unit entitlements (during that Seasonal Turn). The abrogation remains in effect until that major power’s EP income is at least 10.

NOTE: Lend-Lease EPs, or EPs acquired as a result of scrapping and/or scrounging are not considered to be “income” when calculating a nation’s EP income.

EXAMPLE: Enemy Strategic Warfare and conquests have reduced Japan’s EP income to 8 EPs (net). Thus, during the ensuing Construction Phase, Japan is not eligible to receive *any* free unit entitlements. If

Japan's net EP income is increased to at least 10 (i.e., a two-digit numeral), Japan will then be eligible to receive its allotment of free units normally, although all previously abrogated free unit entitlements are **not** regained.

[11.7] (This rule is not applicable in APTO)

[11.8] Japanese Retreat Restrictions (The Bushido Code rule)

Japanese land units may **not** ever *voluntarily* retreat after successfully passing a Retreat Check (see [5.18]), even if no Banzai Attack occurs.

[11.9] Hidden Production (Recommended)

Any player(s) may place *national control* chits atop any friendly unit(s) that are presently on the Turn Track for the purpose of concealing the unit(s) from the opponent(s)' view. Additionally, any player(s) may also use (hidden) counter trays to store their own force pool chits (instead of maintaining them on-map in a Force Pool Box).

[11.10] Imperial Headquarters Dismissals of Japanese Generals

As of each **July** monthly game-turn, starting in 1942 (and every game year thereafter), a **single** Japanese General *presently deployed on the map* (regardless of location) is susceptible to a possible "dismissal" by the Japanese High Command.

As such, during the Weather Phase of each July monthly game-turn (but not before 1942), the Japanese player **must** select a presently deployed Japanese General (to be removed) that is closest to any supplied enemy combat **land** unit (disregarding Chinese units). If there are multiple Japanese Generals equally close to any enemy combat land units, the Japanese player may select whichever General he prefers to dismiss. Once a General is selected, the Japanese player then rolls one (6-sided) die, resolved as follows:

1-4 Japanese General is "Dismissed" (permanently)

5-6 Japanese General remains deployed on the map

NOTE: Although the Japanese player may mitigate the consequences of this rule by purposefully deploying the lesser-quality Generals up to the front lines during the preceding Summer Seasonal Turn, the intended effect of this rule will not actually be thwarted; it is certainly appropriate that the less-effectual Generals be relieved of duty before the competent Generals, even if this wasn't always the case historically (which it wasn't).

[11.11] (This rule is not applicable in APTO)

[11.12] Naval Fuel Limits

No naval unit, stack or task force may be refueled at sea (see [3.14]) during the Second Naval Movement Step of the **last** monthly game-turn before any Seasonal Turn (i.e., *March, June, September* or *December*). If any naval unit, stack, or task force remains at sea beyond the End Phase of the last monthly game-turn before a Seasonal Turn, it is immediately "marked" as "out-of-supply", and is then subject to all normal out-of-supply effects and rules (see [7.10]).

[11.13] Non-recyclable Force Pools

The *standard* construction rules specify certain units as "**(cbr)**", indicating that such units "**cannot be rebuilt**" if eliminated (i.e., they are removed from the game permanently), while all other units are eligible to be "recycled" back into play (repurchased) normally if and when eliminated.

In that regard, this optional rule thus stipulates that **no** combat unit that has been eliminated from play (i.e., removed from the map) may be rebuilt (except the units listed below), although eligible infantry units may be replenished normally (see [7.14]). Therefore, when any combat unit is eliminated, it is considered eliminated **permanently**. Accordingly, all purchased units must be procured from the order-of-battle units presently available in the contemporary force pools.

Procedure

When any combat unit becomes eliminated from the map for any reason (e.g., including as a result of out-of-supply depletion), it is removed from the current game permanently, and returned to the counter-mix. It is **not** returned to the force pool, and thus is not eligible to be repurchased or rebuilt.

NOTE: Units that have been "depleted" (though not eliminated) are eligible to be rebuilt normally.

Restrictions

The following units are exceptions, and are thus eligible to be repurchased normally:

- ★ Minor nation combat land and/or air units, regardless of their nationality (i.e., any minor nation that features a separate order-of-battle).
- ★ Naval-Air units, regardless of their nationality.
- ★ HQs, regardless of their nationality.
- ★ ATPs and/or STPs, regardless of their nationality.
- ★ Installations.
- ★ Soviet 4-2 infantry, 5-2 infantry units, and Soviet 7-2 Siberian units.
- ★ Any unit eligibly placed into the Replenishment Box and then replenished.
- ★ Japanese "Kaiten" and 2-1/5 (MXY7) Bomber units.

[11.14] Re-Roll Option

Before a land combat attack (**before** the die roll), the attacking and/or the defending major power is eligible to enact a *Re-Roll Option* to impose a re-roll of that land attack die roll (i.e., in anticipation of an unsatisfactory land combat attack die roll). The attacking and/or defending player must each **declare** his intention to, or not to, enact a Re-Roll Option just *before* any particular land combat attack, although each major power is limited to only **one** Re-Roll Option per monthly game-turn. A minor nation is never eligible to enact a Re-Roll Option.

NOTE: Though Australia is a minor nation, the UK player may enact a Re-Roll involving any Australian land unit(s) as if they were UK units, normally.

To enact a Re-Roll Option, the intending player must announce his intention to do so before the **initial** land combat attack die roll, and then expend **one** (non-impromptu) Offensive from his

Offensive Track (to pay for that Re-Roll Option). The enacting player may be the attacker **and/or** defender. If both the attacker *and* the defender enact a Re-Roll Option pursuant to the same land combat attack, then each player is entitled to one separate die re-roll if the preceding roll is unsatisfactory to either player.

After either (or both) intending player(s) expend an Offensive to enact a Re-Roll Option, the enacting player(s) are then entitled to impose a re-roll to the preceding initial land attack die (re)roll **if** the preceding die (re)roll is unsatisfactory. However, **no** player is ever *required* to impose a re-roll if the preceding land attack die (re)roll is actually satisfactory; Re-Roll Options are entirely optional. If *both* the attacker and the defender had enacted a Re-Roll Option pursuant to the same land combat attack, the attacker must always decide to, or not to, impose a re-roll before the defender decides, thereby allowing the defender to assess the net result before committing to impose a re-roll himself. If the attacker decides not to impose a re-roll, he may then still do so **if** the defender subsequently imposes his licit re-roll, but not if the defender had subsequently forfeit his licit re-roll.

If either player opts to impose a re-roll, he **must** then abide by the re-roll result, even if it is unsatisfactory or worse than any preceding land combat attack die roll.

Both the attacker and defender may declare an intent to enact a Re-Roll Option (each expending an Offensive to do so) pursuant to the same land combat attack, although both the attacking and defending player must each declare his intention immediately **before** the *initial* land combat attack die roll. In such a case, either the attacking player or the defending player may accept the *initial* land combat attack die roll *or* opt to impose a re-roll. The *other* player, likewise, may accept either die roll result, or then impose a re-roll.

Each major power is limited to **one** Re-Roll Option **per** monthly game-turn, even if a particular player did not actually impose a re-roll after enacting his Re-Roll Option.

Any Offensive paid to enact any Re-Roll Option is expended, regardless of the re-roll result.

Re-Roll Option Restrictions

- ★ Re-Roll Options are only permitted when conducting a land combat attack (i.e., resolved on the Combat Results Table).
- ★ Re-Roll Options are never permitted when conducting *or* if defending against an Amphibious Assault.
- ★ Re-Roll Options are not permitted if the participating unit(s) are currently out-of-supply.
- ★ Re-Roll Options may never be enacted by any nation or unit(s) that are subject to the Sneak Attack Bonus during any Sneak Attack Turn.
- ★ Re-Roll Options are not permitted when conducting a land combat attack to which a US Magic is applied (even if the Re-Roll option was declared first).
- ★ Minor Nation Offensives are not eligible to pay for Re-Roll Options. A major power is eligible to enact a Re-Roll Option pursuant to a land combat attack involving minor **partner** unit(s), though that major power is not then eligible to enact another Re-Roll Option during the same monthly game-turn.
- ★ An attacking player cannot cancel an intended land combat attack after the defending player has declared his intent to enact a Re-Roll Option.

[11.15] River Zone of Control and Movement Limits (The No Bridges rule)

A Zone of Control is **not** exerted across any river into any hex (i.e., across that river) that is presently occupied by any enemy combat land unit (i.e., **not** a lone General, HQ, partisan, nor solely ZOC) or fortification. A Zone of Control is still exerted normally across a river into any hex not presently occupied by any enemy combat land unit or installation.

In addition, all land units (regardless of type) must expend **1 MP** to cross any river hexside if this rule is in effect.

[11.16] (This rule is not applicable in APTO)

[11.17] (Combined Game only; this rule is not applicable in APTO alone)

[11.18] Sea Mines

All coastal forts*, in addition to their inherent defense strength, are also assumed to represent a variety of sea mines, coastal guns and other man-made underwater obstacles. As such, a coastal fort's defense strength **also** is automatically eligible to conduct a *Sea Mine Attack* whenever any enemy naval unit(s) enter that coastal fort's coastal hex.

**If completed (i.e., if not presently under construction, and if not presently "destroyed").*

When any naval unit, stack or task force enters a coastal hex that is occupied by a functioning enemy coastal fort (per each encroachment, **not** per each chit), a Sea Mine Attack is then immediately resolved upon that naval unit, stack or task force (before any further activity). In such a case, the owning player (i.e., the player owning the coastal fort) must roll one die (6-sided), resolved (cumulative) as follows:

Die roll of **1 to 2** = Successful Naval Mine Attack

Die roll of **3 to 6** = Unsuccessful Naval Mine Attack

- +1** : If any DD(s) and/or DE(s) are present (regardless of the actual quantity).
- +1** : If the entering naval unit, stack or task force comprises at least 50% US naval units.
- +1** : If the current game-year is 1943 or later.
- 1** : If the entering naval unit, stack or task force comprises *any* Japanese naval units.
- 1** : If more than 10 naval units are entering a naval mine hex during the same naval unit movement option (per each increment of 10 beyond the first). Each STP chit (i.e., not point) is considered to be a single naval unit for purposes of this modifier.

If a successful Sea Mine Attack die roll is a **net** result of "1" (or less), the owning player (i.e., the player owning the coastal fort) is to choose which (**single**) enemy naval unit chit (in that coastal hex) is "hit" by that Sea Mine Attack. If a successful Sea Mine Attack die roll is a **net** result of "2", the enemy player (i.e., the player owning the naval unit, stack or task force) is to choose which (**single**) enemy naval unit (in that coastal hex) is "hit" by that Sea Mine Attack. In either case, the naval unit that is "hit" is immediately depleted/damaged normally (or sunk if it is already depleted or damaged). All normal effects then apply immediately thereafter.

If any naval unit, stack or task force repeatedly exits and enters an eligible enemy coastal fort's coastal hex (even if in the same hex), a Sea Mine Attack is to be resolved normally upon each encroachment.

Sea Mine Restrictions

- ★ Friendly or neutral naval units, stacks or task forces are never susceptible to a Sea Mine Attack.
- ★ A Sea Mine Attack has no effect upon naval movement (except as a result of a Sea Mine Attack "hit" that has reduced a particular naval unit chit's printed speed).
- ★ An "under-construction" or destroyed coastal fort is **never** eligible to conduct any Sea Mine Attack.
- ★ A Sea Mine Attack only ever occurs when a naval unit, stack or task force is **entering** any eligible enemy coastal fort's coastal hex; never when exiting.

[11.19] (This rule is not applicable in APTO)

[11.20] (Combined Game only; this optional rule is not applicable in APTO)

[11.21] Japanese Home Fighter Command Deployment (Recommended)

If the US player has conducted the "Doolittle Raid" (see [10.38]), as of the following monthly game-turn, the Japanese player **must** deploy (i.e., retain) at least **one full-strength** Japanese Fighter unit **within** Japan proper. That Japanese Fighter unit must possess a quality rating of at least "3", but cannot be a Naval-Air unit. Any air interception or movement *beyond* any Japanese border coastal hex is considered to be a violation of the deployment requirement **unless another** eligible Japanese Fighter unit is concurrently deployed within Japan proper (thus complying with the Japanese Fighter deployment requirement).

If the deployed Japanese Fighter unit is depleted or eliminated in violation of the Japanese Fighter deployment requirement (i.e., assuming that there is no *other* eligible Japanese Fighter presently deployed in Japan proper), that Japanese Fighter unit must be rebuilt, **or** another Japanese Fighter unit must be purchased for construction *before* any other type of Japanese **air** unit may be rebuilt or purchased, so as to comply with the deployment requirement.

NOTE: The Japanese Fighter deployment requirement is automatically abrogated if Midway (E 2112) and Wake (E 2720) are **current** Japanese conquests (but is reinstated if either becomes US-controlled again).

[11.22] Magic Intelligence (Recommended)

US Magic

The counter-mix includes a total of eighteen "US Magic" chits, which collectively will become available to the US player as of the **Winter** Seasonal Turn of **1942**, and must be randomly set aside from the Western Ally Force Pool, out of view (ideally, in a small cup). Each US Magic chit is denoted with a specific capability, indicative of a specific combat application (i.e., a "context"), and a die (or dice) roll modifier.

Drawing US Magic Chits

The US player is eligible to draw a US Magic chit seasonally **and** annually, stipulated as follows:

★ Seasonal US Magic

As of the **Winter** Seasonal Turn of **1942** (and each Seasonal Turn thereafter) the US player is eligible to draw **one** US Magic chit from his (i.e., set-aside) US Magic counter-mix during the Initiative Step (of **each** Seasonal Turn). The US player must draw *randomly* from *all eighteen* US Magic chits. The US player may not choose any specific US Magic chit.

When a Seasonal US Magic chit has been drawn, the US player may then inspect the reverse side of that chit to see what specific capability it possesses. The US player should **never** reveal his drawn US Magic chit's capability to the Japanese player (or even to any other Allied player, if he desires), but should simply place that US Magic chit (with the denoted capability face-down) on the Turn Track (in the current Seasonal Turn Box) to indicate that the US player may apply that US Magic chit (one time) during any single monthly game-turn within the ensuing season.

★ Yearly US Magic

As of the **Winter** Seasonal Turn of **1942** (and each Winter Seasonal Turn thereafter), the US player is eligible to draw an *additional* US Magic chit from his (i.e., set-aside) US Magic counter-mix during the Initiative Step (of **each** Winter Seasonal Turn). The US player must draw *randomly* from *all remaining* US Magic chits (i.e., except the Seasonal US Magic chit). The US player may never choose any specific US Magic chit.

As above, when a Yearly US Magic chit has been drawn, the US player may then inspect the reverse side of that chit to see what specific capability it possesses, and places it on the Turn Track (in the Winter Seasonal Turn Box) to indicate that the US player may apply that US Magic chit (one time) during any single monthly game-turn within the ensuing game-year.

NOTE: A Seasonal and Yearly US Magic chit (of the same context) may be applied as a combined modifier, if otherwise eligible.

Magic Capabilities

Eleven of the US Magic chits possess a positive and a negative number, and a parenthetical context. The printed numbers are singular die (or dice) roll modifiers that may be applied (by the US player) to one specific combat die (or dice) roll during a monthly game-turn within the current season (or current year, if it is a Yearly US Magic chit) such that it behooves the US units presently engaged. The parenthetical context will indicate the permissible combat application (i.e., the type of combat to which the modifier may be applied). Each US Magic chit type is defined as follows:

★ (AIR) US Magic

Any US Magic chit with an "Air" context may be applied to any air combat engagement*, regardless of the current Phase. After resolving any pertinent air interception(s), the US player, if intending to apply his "Air" US Magic, **must** announce his intention to use his "Air" US Magic chit to modify **one** particular air combat die roll *before* the air combat roll (and then reveal the "Air" US Magic chit to the Japanese player). The US player may *either* enforce a (+) die roll penalty upon an enemy's air combat die roll, **or** apply a (-) die roll bonus to his own air combat die roll (but never both). However, the US player must decide which air combat engagement and which air unit will derive the die roll modifier *before* the intended combat die roll is resolved.

**The US player is eligible to apply his "Air" US Magic chit during any single air combat engagement involving US and/or UK (and Australian, as well as Commonwealth) air units (only).*

The US player may apply his "Air" US Magic chit during either round of air combat, provided that he announces his intention to do so *before* the die roll (to be modified) is rolled. An "Air" US Magic chit **may** be applied to a Heavy Bomber's "return fire" as well (see [4.19]), if so desired.

The US player may apply his "Air" US Magic chit to modify* an enemy or friendly *bombing* of an installation, an enemy or friendly Air-Naval *attack* upon a naval unit (including any submarine unit), **or** an enemy or friendly air *reconnaissance* search roll. After declaring the pertinent bombing attack or reconnaissance, the US player must announce his intention to use his "Air" US Magic chit to modify one (only) particular bombing, Air-Naval attack, or air reconnaissance search roll *before* that bombing, attack or reconnaissance roll (and then reveal the "Air" US Magic chit to the Japanese player). The US player may *either* enforce a (-) die roll penalty upon an enemy's bombing, Air-Naval attack or reconnaissance search die roll, **or** apply a (+) die roll bonus to his own bombing, Air-Naval attack or reconnaissance search die roll.

**The US player is eligible to apply his "Air" US Magic chit during a bombing, Air-Naval attack or during a reconnaissance die roll involving US and/or UK (and Australia, as well as Commonwealth) air units (only).*

In all cases, an "Air" US Magic is cumulative with any other applicable modifiers normally.

★ (LAND) US Magic

The US Magic chit with a "Land" context may be applied to any land combat attack*. The US player, if intending to apply his "Land" US Magic, **must** announce his intention to apply his "Land" Magic chit to modify **one** particular land combat die roll *before* the land attack begins (and then reveal the "Land" US Magic chit to the Japanese player). The US player may *either* enforce a (-) die roll penalty upon an enemy's land combat attack die roll, **or** apply a (+) die roll bonus to a friendly land combat attack die roll (but never both). However, the US player must decide which land combat attack will derive the die roll modifier *before* the intended land combat die roll is resolved.

**The US player is eligible to apply his "Land" US Magic chit during any single land combat attack involving US and/or UK (and Australia, as well as Commonwealth) land units.*

A "Land" US Magic is cumulative with any other applicable land combat modifiers normally.

The Japanese player may **never** cancel any land combat attack to which a "Land" US Magic had been applied.

NOTE: If any "Land" US Magic chit is applied to a particular land combat attack, neither player is eligible for a Re-Roll option (even if the Re-Roll option was declared first).

★ (NAVAL) US Magic

Any US Magic chit with a "Naval" context may be applied to a friendly naval engagement, naval interception, Naval Mine or Sea Mine Attack die roll*, regardless of the current Phase. During any naval engagement, naval interception or Sea Mine Attack die roll, the US player, if intending to apply his "Naval" US Magic, **must** announce his intention to apply

his "Naval" US Magic chit to modify **one** particular Allied naval combat, naval interception or Sea Mine Attack die (or dice) roll immediately *before* the naval combat, interception or attack roll (and then reveal the "Naval" US Magic chit to the Japanese player). The US player may apply a (+) die or dice roll bonus (only) to his *own* naval combat, interception or Sea Mine Attack roll. A "Naval" US Magic cannot ever be applied to modify any Axis roll.

**The US player is eligible to apply his "Naval" US Magic chit during any single naval combat, naval interception, Naval Mine or Sea Mine Attack die or dice roll involving US and/or UK (and Australia, including Commonwealth).*

In all cases, a "Naval" US Magic is cumulative with all other applicable modifiers normally.

★ (MARU) / INITIATIVE US Magic

Two of the US Magic chits are denoted as "Maru"/"Initiative" contexts, which may be applied to *all* of the US submarine Strategic Warfare Interdiction Effects along **one** Japanese Merchant Shipping Route (of the US player's choice) during the Strategic Warfare Phase, **or** to immediately procure the Initiative for the current monthly game-turn, explained as follows:

NOTE: A "Maru"/"Initiative" Magic chit may **not** be applied to submarine attacks *and* to procure the Initiative during the same monthly game-turn.

[A] (MARU)

A US Magic chit with a "Maru" context may be applied to **all** US submarine Interdiction Effects along **one** (only) designated Japanese Merchant Shipping Route during any designated monthly game-turn. During the Strategic Warfare Phase, the US player, if intending to apply his "Maru" US Magic, **must** first announce his intention to apply his "Maru" US Magic chit to modify *each* US submarine's Interdiction Effect roll along the **same** Japanese Merchant Shipping Route (i.e., as denoted on the map) and then reveal the "Maru" US Magic chit to the Japanese player). That "Maru" US Magic chit automatically enforces a +1 Interdiction EP loss to the Japanese EP income per *each* US sub along that same Japanese Merchant Shipping Route. A "Maru" US Magic chit can only be applied to **one** specific Japanese Merchant Shipping Route per draw.

NOTE: A "Maru" US Magic chit can only be applied to US submarine Interdiction Effects. Bombers and/or surface naval units are not affected by any "Maru" US Magic chit, even if they are conducting Strategic Warfare in the same Japanese Merchant Shipping Route.

[B] INITIATIVE

If Japan currently controls the Initiative (for the current season), any US Magic chit with an "Initiative" context may be applied to automatically procure the Initiative of **one** specified monthly game-turn (only). As such, the US player, if intending to apply his "Initiative" US Magic, **must** first announce his intention (during the Weather Phase, after determining weather effects) to apply his "Initiative" US Magic chit to procure the Initiative for *that* monthly game-turn (and then reveal the "Initiative" US Magic chit to the Japanese player). Therefore, the "Initiative" US Magic chit automatically procures control of the Initiative for the Allies for the duration of that current monthly game-turn (only). The US player is the final arbiter with regard to priority.

★ (YAMAMOTO SHOT DOWN) US Magic

If the current game year is 1943 (only), any US Magic chit with a “Yamamoto Shot Down” context may be played by the US player during any monthly game-turn (regardless of the current Phase) to *immediately* effectuate a deduction of precisely **two** Japanese Offensives* from the Japanese Offensive Track during that same monthly game-turn. In addition, **one** US Offensive is then *immediately* added to the Western Ally Offensive Track.

*The Japanese player may choose “Army” and/or “Navy” Offensives.

After the “Yamamoto Shot Down” Magic chit is played, it may never be played again. If subsequently redrawn again during a following season or year, it cannot be played, and the US player is **not** eligible to replace it with another Magic chit.

★ (US NAVAL REPAIR) US Magic

Any US Magic chit with a “US Naval Repair” context may be applied to one US naval repair dice roll, adding a -5 yard-time dice roll bonus to that declared naval repair. To do so, the US player simply declares that he is playing that Magic chit during a Seasonal Turn (during the “Construction and Repair Step”), and rolls one intended repair dice roll normally, but with an automatic -5 dice roll bonus modifier. Once played, however, the US player may not retract his declared application of that “US Naval Repair” Magic chit, regardless of the actual naval repair dice roll to which it was applied.

Combining Magic Chits

The US player may combine a Seasonal and Yearly US Magic chit for the purpose of compounding the Magic die (or dice) roll modifier. In such a case, the combined Seasonal and Yearly US Magic chits must be the same context, and applied accordingly.

Magic Restrictions

- ★ US Magic chits may never be applied in the European Theater, or to/upon any Axis unit or action.
- ★ US Magic chits may never be applied to any circumstances involving Soviet units.
- ★ US Magic chits **may** also be applied to any circumstances involving UK units without restriction, although any such application is entirely at the discretion of the US player.
- ★ If any Magic chit is not applied during the season or year for which it was drawn, it is simply lost and then returned to the Magic counter-mix.
- ★ Each Magic chit may only ever affect one die (or dice) roll. Thereafter, that Magic chit must be immediately returned to the appropriate Magic counter-mix.

Japanese “JN-25” Code Changes

The counter mix includes two “Change JN-25” chits, which will become available to the Japanese player as of **1943**. During the Initiative Step of any Seasonal Turn(s), the Japanese player may declare the application of a “Change JN-25” chit, which thus prohibits the application of **any** US Magic chits as of the **subsequent** Seasonal Turn (after its application), explained as follows:

NOTE: When a “Change JN-25” chit is placed, it cannot be retracted.

When the Japanese player has declared the application of a “Change JN-25” chit, that “Change JN-25” chit is placed in the subsequent Seasonal Turn Box on the Turn Track (i.e., not in the current Seasonal Turn Box). Accordingly, that “Change JN-25” chit will then be “in effect” as of that subsequent Seasonal Turn (but ineffectual until then), and will prohibit the application of any US Magic chits for the duration of **three consecutive** monthly game-turns (i.e., until the succeeding Seasonal Turn thereafter). As such, the US player is not eligible to draw any Seasonal US Magic chits during that subsequent Seasonal Turn, nor apply any Yearly US Magic chit during the prohibited three monthly game-turns.

As of the succeeding Seasonal Turn, the applied “Change JN-25” chit is then removed from play (permanently). That “Change JN-25” chit may not be reacquired thereafter during the game.

[11.23]-[11.24] (These rules are not applicable in APTO)

[11.25] Warship Stations (Pre-War)

Rather than permitting all Japanese naval units to be deployed freely before 1942 (as the Japanese player may do from 1937 to 1941), the Japanese player must set-up a specific allotment of particular naval units in specified ports and locations as of the December monthly game-turn of 1941 (i.e., representing actual Japanese naval positions prior to the attack on Pearl Harbor). Hence, the following *historic* deployments are effectuated:

NOTE: The Japanese player may deploy any type of DD and CL chits, but those types must be listed on the Japanese order-of-battle prior to 1942.

Japanese Naval Starting Locations

Amori (E 4933):	1 x DD, 1 x CL (depleted).
Etorufo (W 0731):	1 x DD, Hiei, Kirishima, Tone, Chikuma (if built), Akagi, Kaga, Shokaku, Zuikaku (if built) (each with a 3-6/3 Naval-Air unit, if built), Hiryu, Soryu (both with a 2-6/3 Naval-Air unit, if built).
Kwajalein (E 3420):	1 x CL.
Iwo Jima (W 3832):	1 x DD, Aoba, Kinugasa, Kako, Furutaka (if built).
Kure (W 4428):	1 x DD, Hyuga, Fuso, Ise, Yamashiro, CVE (if built, with a 1-6/3 Naval-Air unit, if built), Zuiho (if built), Ryujo (both with a 2-6/3 Naval-Air unit, if built), Nagato (damaged), Mutsu (damaged).
Hex (E 2111):	1 x DD (depleted).
Canton (W 3716):	1 x CL (depleted).
Pescadores (W 3620):	Ashigara, Kongo, Haruna, Maya, Haguro, Myoko, Nachi.
Takao (W 3621):	1 x CL, 1 x DD (depleted).

NOTE: If Takao (W 3621) is **not** a Japanese-controlled city, then these naval units must be set-up in a Japanese home port instead.

Truk (E 3628): 1 x CL. (if built)

Samah (W 3515): Atago, Chokai, Kumano, Takao, Mikuma, Mogami, Suzuya

Anywhere in the Sea of Japan (at sea): 1 x DD

[11.26]-[11.36] (These rules are not applicable in APTO)

[11.37] Naval Night Movement

Naval Night Movement may occur during naval unit movement (only), regardless of the year, month, Phase and/or Step (i.e., whenever normal naval movement is permitted and occurring), and regardless of the weather, the Theater, the sea area, the type of naval unit, stack or task force, nationality, or any other facets of normal naval movement. Naval Night Movement can occur during any naval movement in which any naval MPs are expended.

Night Naval Movement simply represents approximately 8 hours of *dark* nighttime within each 24-hour cycle, which occurs during approximately three weeks of every month (when there is no significant ambient moonlight). Therefore, to represent possible encounters that may occur during nighttime, a player that is currently moving an actuated friendly naval unit, stack or task force may simply **declare possible** "Night" *if* (i.e., only "if") that friendly naval unit, stack or task force has been *successfully* reconnoitered by *any* reconnaissance attempt, or *successfully* intercepted by any enemy naval unit, stack or task force (i.e., during the current Naval Movement Option or Sea Offensive).

EXCEPTION: Night Naval Movement never abrogates any "automatic" reconnaissance or interception (see [3.7] and [4.10]).

Thus, whenever any eligible player declares "Night", he must then roll 1 die (6-sided): If that die roll is **1-2**, it is currently considered "Night" (in that hex or large sea area) during the current Naval Movement Option or Sea Offensive until the end of that Step, or until that friendly naval unit, stack or task force exits that hex or large sea area, whichever occurs first.

EXCEPTION: Any US "PT-Boat" DE unit, **if moving alone** (i.e., not as part of any stack or task force, or with any other naval unit, including any other PT-Boat) is entitled to a **-2** "Night" declaration die roll modifier, but only if presently in a **coastal** hex.

Night Effects

If the actual die roll is a "1", then it is currently considered to be a *moonless* night in that hex or large sea area, and hence the instigating successful reconnaissance attempt and/or successful naval interception is considered abrogated (no reconnaissance or interception may occur in that hex or large sea area for the remainder of the present Step, **or** until the targeted naval unit, stack or task force exits that hex or large sea area).

NOTE: Any abrogated successful reconnaissance or naval interception is still considered a "successful attempt" for "eligibility" purposes (see [3.6] and [4.10], respectively) by *that* reconnoitering or intercepting enemy unit (for the duration of the current Step). If the reconnoitered task force is a "Dummy", the owning player must acknowledge it as such, and that location is **not** considered to be "Night".

If, however, the actual die roll is a "2", then it is considered to be a *moonlit* night, and the reconnoitering and/or intercepting player **may** then attempt a normal air attack and/or a naval engagement (although at reduced effectiveness). In the event that the rolling player's actual die roll is a "2", the successfully reconnoitering and/or intercepting player may conduct an air attack and/or naval engagement, although **all** combat dice rolls (including all of the *defender's* combat dice rolls, if any) during that air attack and/or that naval engagement suffer a mandatory **-1** dice roll penalty.

EXCEPTION: All Japanese *naval units* (only) instead receive a **+1** dice roll bonus during night engagements **until 1943** (at which time the Japanese bonus ends). Contrarily, as of 1943 (and later), all UK and US *naval units* (only) instead receive a **+1** dice roll bonus during night engagements (representing improved radar).

Moreover, Naval Anti-Aircraft Effects (see [4.21]) only occur if an Air-Naval attack dice roll is **less-than** (i.e., *not* equal-to) the target naval unit's, stack's or task force's current "anti-aircraft value" (during a *moonlit* night).

NOTE: Night Effects have **no** applicable impact on any air unit(s) launching from or returning to base, including any Naval-Air unit(s) launching from an aircraft carrier, or returning thereto.

The "Surigao Strait" Rule

During the Winter Seasonal Turn of each new year, **if** Japan is at war with the US, the Japanese player and the US player may each receive an allotment of "Night" chits, each of which may be **automatically** placed (as needed) by the Japanese and the US player, respectively, normally to specified naval units, stacks or task forces to automatically designate any particular hex or large sea area a *moonless* "Night" (during the Naval and/Air Phase, Offensive Phase and/or End Phase) to abrogate any successful enemy air reconnaissance and/or naval interception (except "automatic" reconnaissance or interception, per [3.7]). Thus, no die roll (per above) is required when declaring "Night" (when placing an allotted "Night" chit). To determine the quantity of allotted "Night" chits, the Japanese and the US player must each roll one (6-sided) die*, each player applying a **-1** per **each** of his own Admiral chits, if any, that have been eliminated (the US player must include any Western Allied Admirals eliminated in any Theater); the die roll result is the amount of "Night" chits received by that player (for that entire year), though, any "Night" chits that are not used during that year are returned to the counter-mix

If both players agree, each die roll should be rolled **secretly, such that neither side will know exactly how many "Night" chits the other side possesses each year.*

The US player may opt to share any of his allotted "Night" chits with any other Western Ally player(s) (e.g., Australia), but the other Western Allies are never entitled to separate allotment of "Night" chits.

Night Set-up

Occasionally, some units listed on the orders-of-battle or the scenarios are specified to be set-up with a "Night" chit. In such a case, the "Night Effect" is to be considered "moonless".

[11.38] (This rule is not applicable in APTO)

[11.39] US Fire Bombing of Japanese Cities

As of 1944 (or thereafter), the US player (only) is eligible to conduct Strategic Bombing “Fire Bombing” attacks upon each Japanese home city (once). The US player is never permitted to firebomb each Japanese home city more than once during any single game, and each “Fire Bombing” attack must occur during a separate monthly game-turn (e.g., one during January, and another during February, et cetera). Furthermore, a “Fire Bombing” attack cannot be conducted upon any Japanese home city that has already been subjected to an A-Bomb attack (see [10.34]).

To conduct a “Fire Bombing” attack, the US player must perform a normal Strategic Bombing Attack, which must include at least one full-strength **20-20[4]** (B-29) Bomber unit. Additionally, the Strategic Target of a “Fire Bombing” attack must be a Japanese *home city*, although the US player is not required to announce his intention to conduct any “Fire Bombing” attack until that bombing B-29 Bomber unit is in the intended target city hex, and actually conducting the designated Strategic Bombing Attack.

Air interception and air combat can occur normally (if otherwise eligible) during the Strategic Bombing “Fire Bombing” attack.

Procedure

A “Fire Bombing” attack is conducted and performed exactly like a normal Strategic Bombing Attack in all respects, *except* that the bombing B-29 Bomber unit’s attack roll is automatically resolved on the **120+** column of the Bombing Table, regardless of how many Bomber units (or how many strength points) are participating in that raid, and regardless of any Redundant Strategic Bombing penalties (i.e., Redundant Strategic Bombing does not apply to “Fire Bombing” attacks. Moreover, Redundant Strategic Bombing does **not** apply to any subsequent normal Strategic Bombing upon that same Strategic Target hex (after a “Fire Bombing” attack only).

After any Japanese home city has been firebombed, place one “Firebombed” chit in that city’s hex, to indicate the firebombing of that Japanese home city (and its ineligibility to be firebombed again during that game).

“Fire Bombing” Restrictions

- ★ Only the US may ever conduct a “Fire Bombing” attack on Japan, which is limited to one “Fire Bombing” attack (maximum) per game, per Japanese home city.
- ★ Only a Japanese home city may be subjected to any “Fire Bombing” attack (i.e., not a lone resource hex).
- ★ “Fire Bombing” attacks never have any effect upon Japan’s Rail Capacity.
- ★ A Japanese home city target can only be subjected to one “Fire Bombing” attack per game. A subsequent “Fire Bombing” attack must be conducted upon a separate home city (within Japan proper).

[11.40] (This rule is not applicable in APTO)

[11.41] India

For players that also own the AOI (*Africa Orientale Italiana*) expansion game, the “India” map included with AOI may be added to an APTO (Pacific) game (whether in conjunction with the East African Theater or not); players *may* opt to incorporate the “India” map...thereby extending the Pacific “West” map into the Indian subcontinent. The addition of the “India” map will

provide the UK player with seven additional colony resource hexes to count towards the UK’s total Pacific* EP income, but only if *garrisoned* during the foregoing season, explained as follows:

**Indian resource hexes may never contribute any EPs to the UK’s European or East African Theater EP income.*

Indian Unrest

To receive any EP income from any resource hex(es) on the “India” map (but **not** including the portion of India that is featured on the APTO “West” map, which does not require any garrison), the UK is obliged to garrison each such resource hex in India **so as to receive** the normal EP allotment (2 EPs) therefrom. As such, the UK must retain at least **1** UK combat *land* unit (of any type, but discounting any General and/or fortification) per each such resource hex.

The UK garrison obligation must be in effect for the duration of the entire preceding season (three monthly game-turns) before the Seasonal Turn in which EP income is garnered, whether or not that hex contributed any EPs during a prior Seasonal Turn. The garrison status of any particular resource hex in India has no effect upon any other resource hex’s status; each resource hex contributes individual EPs (2 EPs per resource hex on the “India” map) per its garrison obligation fulfillment.

NOTE: Resource hexes in India must be in supply, and not within any enemy land unit’s uninhibited Zone of Control to contribute EPs per the normal rules (see [8.2]).

Remiss U.K. Garrison

If the UK garrison requirement in any resource hex is remiss during any Phase and/or Step of any particular monthly game-turn, each non-garrisoned resource hex will then **not** contribute any EPs to the UK as of the ensuing Seasonal Turn (even if subsequently reoccupied before then).

If the UK garrison obligation becomes subsequently reinstated and remains present for three *consecutive* monthly game-turns (i.e., immediately prior to a subsequent Seasonal Turn), each such resource hex will then again contribute EPs to the UK’s Pacific (only) EP income normally.

Japanese-allied Indian Units

If incorporating the “India” map, the Japanese player is eligible to possibly receive free additional Japanese units (representing Indian collaborative units), explained as follows:

If any supplied Japanese combat *land* unit (with a combat strength of at least “2”) captures any Indian city* on the “India” map (but **not** including the portion of India that is featured on the APTO “West” map), the Japanese player is eligible to immediately roll one (6-sided) die: The number rolled on that die is the quantity of additional Japanese *depleted* 2-1 infantry units that may automatically arrive in any unoccupied hex **anywhere** on the “India” map (not within any enemy land unit’s Zone of Control), even if such a hex is currently out of supply.

**Not Addu Atoll, Diego Garcia or Katmandu.*

All arriving Japanese-allied Indian units are considered to be Japanese units in all respects, and thus cannot be replenished within India if eliminated there, although they may be rebuilt to full (2) strength normally, *if* currently in supply.

[11.42] Japanese Fuel Oil Shortages

If, during any Seasonal Turn, Japan's net EP income is reduced to a single-digit numeral or less (i.e., when tallied during the EP Income Determination Step of the current Seasonal Turn) as a result of excessive EP losses (caused by Strategic Warfare), Japan is subject to "Fuel Oil Shortages", which disallows the movement of some types of Japanese capital ships.

During that same EP Income Determination Step of the current Seasonal Turn, the Japanese player randomly draws **three** "Fuel Oil Depleted" chits, and places each drawn chit (randomly) on each of the three ensuing monthly game-turn Boxes on the Turn Track, without revealing the variant effect of each chit to any other player (though, once placed, the *Japanese* player is permitted to view and know the effect of each placed "Fuel Oil Depleted" chit).

As of the beginning of each following monthly game-turn (i.e., during that ensuing season), the Japanese player must note the directive printed on the reverse side of the "Fuel Oil Depleted" chit, indicating what types of naval unit(s) may not be moved* during that current monthly-game turn. Accordingly, that type of Japanese naval unit (either all Japanese BBs, or all Japanese CVs and CVLs, or all Japanese named ships) may not be moved during the Naval and Air Phase, nor may be moved during the Offensive Phase of that monthly game-turn (although Japanese Fuel Oil Shortages effects never prohibit **any** naval movement during any End Phase). If a "Fuel Oil Depleted" chit is printed as "No Effect", all Japanese naval units may operate normally without restriction during that monthly game-turn.

**Defined as entering any new hex from a present hex, i.e., the expenditure of any MP.*

EXCEPTION: Any prohibited type of Japanese naval unit that was kept at sea during the *preceding* End Phase is **never** prohibited from moving (such ships are assumed to have been fueled up, i.e., "topped off", before the oil shortages occurred). Furthermore, any prohibited type of naval unit is always permitted to exit any port it is currently residing in, though only into that port's same coastal hex.

At the end of any Japanese Fuel Oil Shortages monthly game-turn, during the End Phase, the Japanese player is obligated to reveal the effect of the contemporary "Fuel Oil Depleted" chit to the Allied player(s), although the succeeding "Fuel Oil Depleted" chits must remain undisclosed (only to the Allied players). That contemporary "Fuel Oil Depleted" chit is then removed from the Turn Track, and returned to the "Fuel Oil Depleted" counter-mix (from where it may be redrawn during a subsequent Seasonal Turn, if Japan's EP income is reduced to a single-digit numeral or less again).

Japan is subject to Fuel Oil Shortages during every season that Japan's EP income is reduced to a single-digit numeral or less.

Oil Resource Hex Exemption

Any type of Japanese capital ship(s), if currently prohibited by Fuel Oil Shortages, is automatically and completely **exempt** from the effects of this rule if any such Japanese capital ship(s) began the current monthly game-turn docked in the Balikpapan (W 2019), Brunei (W 2418), Palembang (W 1912) and/or Soerabaja (W 1617) port(s), provided that each such port is functional when the current monthly game-turn **began**.

Oil Embargo of Japan

In addition to the Fuel Oil Shortages as a result of excessive Strategic Warfare, Japan is automatically subject to Fuel Oil

Shortages as of the Winter Seasonal Turn of 1942 (and every Seasonal Turn thereafter) **unless** Japan controls **at least one** Oil Resource hex (either Balikpapan, Brunei, Palembang or Soerabaja) with a functional port.

[11.43] The USS Ranger (Recommended)

If not playing a Combined Game (only), the US player is eligible to possibly receive the CV "Ranger" naval unit as an automatic arrival (in the Panama hex) if *more* US CVs have been sunk (not merely damaged) than Japanese CVs, CVLs and/or CVEs, explained as follows:

If, as of any Seasonal Turn, the US has lost (as sunk, even if salvageable) more fleet carrier naval units than has Japan, the US player may roll one (6-sided) die to determine the possible arrival of the CV "Ranger". If that arrival die roll is a 1-3, the CV "Ranger" will automatically arrive (in port) in the Panama hex (with a 3-4/2 Naval-Air unit) during the *following* Seasonal Turn. The US player may add -1 to that arrival die roll (cumulative) per **each additional** US CV sunk in excess of the total quantity of sunk Japanese CV, CVL and/or CVE naval units (beyond the first), though a die roll of "6" is always considered an automatic unsuccessful arrival die roll, regardless of the other accumulated modifiers (i.e., representing the presumed sinking of the USS Ranger in the European Theater beforehand).

The US player may choose (if eligible) to roll for the arrival of the CV "Ranger" during any Seasonal Turn (only) of 1942 (but never before or thereafter), although he is never required to do so. Nonetheless, the US player is only permitted to roll for the arrival of the fleet carrier "Ranger" once per game, regardless of the result.

[11.44] Naval Mines

Naval mines differ from Sea Mines (see optional rule [11.18]) inasmuch as they can be deployed as actual chits (on the map) by various specified naval and/or Bomber units in any coastal hexes occupied by the deploying naval and/or Bomber units (hereafter to be known as "sewing naval mines"), explained as follows:

Eligibility

Any (full-strength) Auxiliary Cruiser, DE, submarine or Bomber unit (with a combat strength rating of at least **8**, whether it is underscored or not) is eligible to "sew naval mines" in any **coastal** hex (in any Theater) in which it physically resides. However, naval mines may only be sewn during the Offensive Phase, and therefore require the sewing unit to be Activated normally (thus, naval mines can only ever be sewn via the expenditure of an Offensive - either an Air or a Sea Offensive, respectively - that Activates the sewing unit). If combat occurs in that intended coastal hex (where the naval mines are to be sewn), that combat is always resolved before the naval mines are sewn there. If the sewing unit then becomes depleted or eliminated beforehand, it may not then sew any naval mines.

NOTE: Japanese naval mines may **not** be sewn via any "Army" Offensive.

Procedure

An eligible unit is merely required to enter a coastal hex to sew naval mines therein. A sewing Bomber unit requires no extra movement or die roll to do so (and is thus returned to its airbase normally afterward, during the "Return to Base and Commitment Step" of that Offensive Phase). However, a sewing naval unit (i.e., an Auxiliary Cruiser, DE or submarine unit) must expend **half** of its printed movement therein to do so (though no die roll is required). In either case, a sewing player is never required to

announce that he intends to sew naval mines (before entering the coastal hex to be sewn).

Once in an intended coastal hex (after combat, if any, and after the sewing naval unit, if any, has expended half of its printed movement therein), the sewing player then simply places a single "Area Mined" chit (of any printed number) in that same coastal hex (i.e., during that Offensive), and that "Area Mined" chit is then considered to be immediately primed (i.e., eligible to conduct *Naval Mine Attacks* immediately). No more than one "Area Mined" chit may ever occupy the same coastal hex at any one time, regardless of the quantity and/or the subsequent entrance of other eligible units therein).

NOTE: Unlike Sea Mines, an "Area Mined" chit - once sewn - is potentially hazardous to **any** naval unit(s) that enters the coastal hex where it is sewn (i.e., including naval units of the nationality that sewed the naval mines there).

Naval Mine Attack

Whenever any naval unit(s) (even the naval unit that sewed the naval mines) **enters** a coastal hex with an extant (i.e., already sewn) "Area Mined" chit, that enemy player is automatically eligible to conduct a Naval Mine Attack.

When any naval unit, stack or task force enters a coastal hex that is presently occupied by an "Area Mined" chit (per each encroachment, **not** per each naval unit chit), a Naval Mine Attack is then immediately resolved upon that naval unit, stack or task force (i.e., before any further activity). In such a case, the enemy player (i.e., the enemy of the entering naval unit, stack or task force) must then roll one die (6-sided), resolved (cumulative) as follows:

Die roll of **1 to 2** = Successful Naval Mine Attack

Die roll of **3 to 6** = Unsuccessful Naval Mine Attack

- +1** : If any DD(s) and/or DE(s) are present (regardless of the actual quantity).
- +1** : If the entering naval unit, stack or task force comprises at least 50% US naval units.
- +1** : If the current game-year is 1943 or later.
- 1** : If the entering naval unit, stack or task force comprises *any* Japanese naval units.
- 1** : If more than 10 naval units are entering a naval mine hex during the same naval unit movement option (per each increment of 10 beyond the first). Each STP chit (i.e., not point) is considered to be a single naval unit for purposes of this modifier.
- 1** : If it is a "W" (Wet) weather turn (in any weather zone).
- 2** : If it is a "M" (Monsoon) weather turn (in any weather zone).

If a successful Naval Mine Attack die roll is a **net** result of "1" (or less), the enemy player (i.e., the enemy of the entering naval unit, stack or task force) is to choose which (**single**) enemy naval unit chit (in that "Area Mined" coastal hex) is "hit" by that Naval Mine Attack. If a successful Naval Mine Attack die roll is a **net** result of "2", the entering player (i.e., the player owning the naval unit, stack or task force) is to choose which (**single**) enemy naval unit (in that "Area Mined" coastal hex) is "hit" by that Naval Mine Attack. In either case, the "hit" naval unit is immediately depleted/damaged normally (and sunk if already depleted/damaged). All other normal effects apply immediately thereafter.

If any naval unit, stack or task force repeatedly exits and enters any "Area Mined" coastal hex (even if in the same hex), a Naval Mine Attack is resolved normally upon each encroachment.

Naval Mine Restrictions

- ★ If the Sea Mines optional rule (see [11.18]) is in effect, an "Area Mined" chit has no effect in any coastal hex that is also occupied by a **friendly** functional coastal fort.
- ★ A Naval Mine Attack has no effect upon naval movement (except as a result of a Naval Mine Attack "hit" that has reduced a particular naval unit chit's printed speed).
- ★ A Naval Mine Attack only occurs when a naval unit, stack or task force is **entering** an "Area Mined" coastal hex, never when exiting.
- ★ An "Area Mined" chit has no effect upon any Convoy Route, nor may it ever be used to conduct any Strategic Warfare Attack.

Sweeping Naval Mines

During the Offensive Phase, any **DE** (only) naval unit(s) may be Activated normally and then moved toward and into (unless already presently therein) any "Area Mined" hex to attempt to "sweep" (i.e., remove) that "Area Mined" chit from that coastal hex. Any such DE naval unit(s) that enter an "Area Mined" hex are subject to a Naval Mine Attack normally (per above), but once therein (if not sunk as a result of a successful Naval Mine Attack) are eligible to attempt to "sweep" that coastal hex. To do so, the entering player rolls one (6-sided) die (regardless of the quantity of DE units present in that "Area Mined" coastal hex); if the die roll is a "6", that "Area Mined" chit is swept, and removed from the map. Any other die roll result has no effect, although a **+2** die roll bonus is automatically applied in any coastal hex that also contains a friendly **port** (i.e., friendly to the sweeping DE).

A player may attempt to sweep as many "Area Mined" hex(es) as he has available DEs (that are Activated) to do so, requiring at least one DE per "Area Mined" hex. Multiple DEs in the same "Area Mined" hex have no additional sweeping effect, but may modify the chances of a Naval Mine Attack upon an entering stack or task force (see above).

Automatic Deactivation

To represent the inevitable entropy of lingering naval mines at sea (from various causes), any "Area Mined" chit(s) are subject to possible "Deactivation" (i.e., removal) from the map.

During each Seasonal Turn (i.e., during the "Units Arrivals and Removals Step"), the Japanese and the US player **must** each simultaneously roll one **8-sided** die (even if one side had not sewn any Naval Mines). If any Naval Mine chit(s) are printed with the same red number (printed upon a yellow mine symbol) as the number(s) rolled on the dice, that/those Naval Mine chit(s), if any, must be immediately removed from the map (and returned to the counter-mix) regardless of which nation has sewn the Naval Mine chit(s) to be removed. That coastal hex, therefore, is not considered to be mined (although any eligible player may sew naval mines in that same coastal hex again normally, per above).

NOTE: If both die rolls are identical, only the Naval Mine chit(s) with that same red number must be removed.

Any removed Naval Mine is eligible to be sewn (and possibly deactivated) again normally, per above.

EXAMPLE: During the course of several game turns, the Japanese, British and US players have each sewn several Naval Mine chits during their respective Offensive Phases. Hence, during the “Units Arrivals and Removals Step” of a Seasonal Turn, the Japanese side and the Allied side each roll one single 8-sided die, resulting in a Japanese roll of “8”, and an Allied roll of “5”. Both players then examine the game map to see if any Naval Mine chits are present on the map with a red printed “8” and/or “5” (i.e., corresponding to the die rolls). In this example, there happens to be two Naval Mine chits on the map with a printed “5”, and one with a printed “8” (all of which were sewn by the Japanese player, incidentally), and so all three of those Naval Mine chits are therefore immediately removed from the map (much to the chagrin of the Japanese player). All other Naval Mine chits remain on the map (until such time that they are swept or deactivated, if ever).

NOTE: Players are not limited to the availability of Naval Mines chits provided in the game. If any player intends to sew more naval mines than exists as provided chits, he is free to construct additional homemade chits himself for use during game play (although any additional homemade Naval Mine chits must be constructed in numerical and sequential batches of eight chits, which are eligible to be sewn by any player normally).

[11.45] Carrier Coordination

Unlike airbases (which comprise numerous runways, ample hangars, equipment, workspace, etc) aircraft carriers are often beset by everything from rough seas to logistical complications. As such, excessive multiples of aircraft carriers (CVs, CVLs, BBCVs and/or CVEs) that are presently stacked together in the same hex may or may not be eligible to launch all of the present Naval-Air units aboard them, collectively speaking, explained as follows:

Regardless of the Phase or designated mission type, if a stack of friendly aircraft carriers (regardless of their nationality) reside in the **same hex** (disregarding any aircraft carriers that are currently *in port*) at any instance whereby the owning player intends to launch multiple Naval-Air units (i.e., during the same Phase) from within that same hex, a “Carrier Coordination Check” is required to determine how many of those Naval-Air units can actually be launched during that same Phase.

To conduct a Carrier Coordination Check, the owning player must roll **two** (6-sided) dice. If that roll is greater than the quantity of friendly, undamaged/undepleted aircraft carrier chits (with a Naval-Air unit aboard) currently present in that same hex, then every friendly Naval-Air unit (that is presently aboard an undamaged/undepleted aircraft carrier chit) therein is eligible to be launched normally. However, if that roll is **equal to or less than** the quantity of those aircraft carriers, then each aircraft carrier in that same hex is subject to a mandatory “Launch Check” die roll.

Launch Check

To conduct a Launch Check die roll, the owning player must roll **one** (6-sided) die per each aircraft carrier (immediately after a failed Carrier Coordination Check). If that die roll (i.e., per each aircraft carrier in that same hex) is **equal to or greater than** that aircraft carrier’s Aircraft capacity rating (see [4.4]), then that particular aircraft carrier is **not** permitted to launch any Naval-Air unit(s) it is currently carrying (during that same Phase only).

NOTE: If any Admiral (except Admiral Tanaka) chit is currently present in that same hex, a **-1** die roll bonus automatically applies to *each* aircraft carrier’s Launch die roll (non-cumulative, even if multiple Admirals are present in that same hex).

If any particular aircraft carrier’s Launch Check is unsuccessful, its Naval-Air unit(s) **cannot** be considered aloft, and thus is assumed to remain aboard that aircraft carrier throughout that current Step (as if “Currently Committed”).

EXAMPLE: The Japanese player is moving a task force comprising seven Japanese aircraft carriers and the Admiral Nagumo chit. During the Naval and Air Phase, the Japanese task force is successfully reconnoitered and then intercepted by five US 3-4/3 Naval-Air units. The Japanese player immediately conducts a Carrier Coordination Check dice roll to determine how many of his present Naval-Air units he will be eligible to launch to intercept those US Naval-Air units. Not surprisingly, he rolls a rather common result of “7”; Hence, because his Carrier Coordination Check dice roll is not greater than the quantity of his present aircraft carriers in that hex, **each** of his aircraft carriers is then immediately subject to a Launch Check die roll. In this example, most of the Japanese player’s aircraft carriers’ Launch Check rolls are successful. Unfortunately, one aircraft carrier (the “Shoho”) has an Aircraft capacity rating of only “2”, but a Launch Check die roll of “3”. However, because of Admiral Nagumo in the same hex, a -1 die roll bonus applies, modifying the Shoho’s Launch Check die roll of “3” to a “2” (i.e., successful). Therefore, in spite of the fact that the Japanese player failed his Carrier Coordination Check dice roll, he luckily rolled successful Launch Checks for all of his present carriers, allowing every Naval-Air unit aboard them to launch.

A Carrier Coordination Check cannot ever be modified by a US Magic chit, nor may a Launch Check be modified by Magic.

[11.46] Elite Aircrews (The Pearl Harbor rule)

Prior to 1942 (only), Japan will annually receive numerous “Elite Pilots” chits (10 in all), which may be assigned by the Japanese player to extant Japanese air units (of any type - except ATPs - of the Japanese player’s choice). During any Seasonal Turn (before Japan is at war with the United States) the Japanese player may assign any of his allotted “Elite Pilots” chits to any supplied Japanese combat air units (a maximum of **one** “Elite Pilots” chit **per** each air unit). The Japanese player may assign his “Elite Pilots” chits to any Fighter(s), Fighter-Bomber(s), Bomber(s) and/or Naval Unit(s) as he deems sensible (even if depleted). However, once any air unit has been assigned an “Elite Pilots” chit, that “Elite Pilots” chit must remain with *that* particular air unit permanently. If that particular air unit becomes eliminated (by any means), its “Elite Pilots” chit is eliminated (permanently) and removed.

NOTE: Eliminated air units that had been assigned “Elite Pilots” chits may be rebuilt normally, if otherwise eligible, but without the removed “Elite Pilots” chit (which is required to be eliminated permanently when its assigned air unit was initially eliminated).

Elite Pilots Advantages

Regardless of the type of Japanese air unit that is assigned an “Elite Pilots” chit, that air unit’s printed combat strength is simply increased +1 (even if it is depleted or becomes depleted). For

example, a Japanese 3-5/3 Naval-Air unit is considered to be a 4-5/3 Naval-Air unit; if that Naval-Air unit becomes depleted to 2-5/3, it is considered to be a 3-5/3 with an "Elite Pilots" chit.

If an assigned Japanese air unit is a Fighter-Bomber or Bomber unit with an underscored combat rating (e.g., the 3-7/2 Ki-45), that air unit is **not** considered to be underscored (so long as it retains an "Elite Pilots" chit).

Training Difficulties

If any "Elite Pilots" air unit becomes depleted (or is already depleted when assigned an "Elite Pilots" chit), it will lose its "Elite Pilots" chit permanently if that air unit is rebuilt to full-strength. As mentioned, if that particular air unit then becomes eliminated, its "Elite Pilots" chit is thus eliminated permanently. In either case, the "Elite Pilots" chit is removed from the game, and may never be reassigned to any other air unit.

Pearl Harbor Target Requirements

The Pearl Harbor target requirements are intended to simulate the docking arrangement of ships at Pearl Harbor on December 7th, 1941, but are only applicable as a corollary to the Japanese Elite Aircrews rule, representing various nuances that existed in Pearl Harbor (e.g., "Battleship Row"). Thus, to warrant usage of "Elite Pilots" chits, the Japanese player **must** devote some of his eligible Air-Naval attacks to the following US targets when conducting the first Japanese attack at Pearl Harbor (whether or not any of the attacking Japanese Naval-Air units are assigned "Elite Pilots" chits):

- ★ At least one Japanese Naval-Air unit must attack a US air unit based at Pearl Harbor (E 2601).
- ★ At least two Naval-Air attacks must be conducted upon the BB "Maryland". Furthermore, all Air-Naval attacks against the BB "Maryland" while at Pearl Harbor incur an automatic -2 dice roll modifier penalty. If the "Maryland" is sunk as a result of the first Air-Naval attack (i.e., an initial Air-Naval attack roll of doubles), no second attack upon the "Maryland" is required. However, the second attack must instead be conducted upon any US non-named ship in port at Pearl Harbor (no dice roll penalty applies to Air-Naval attacks against any non-named ship).
- ★ At least two Naval-Air attacks must be conducted upon the BB "Tennessee". Furthermore, all Air-Naval attacks against the BB "Tennessee" while at Pearl Harbor also incur an automatic -2 dice roll modifier penalty. If the BB "Tennessee" is sunk as a result of the first Air-Naval attack (i.e., an initial Air-Naval attack roll of doubles), no second attack on the "Tennessee" is required. However, the second attack must instead be conducted upon any US non-named ship in port at Pearl Harbor (no dice roll penalty applies to Air-Naval attacks against any non-named ship).
- ★ At least two Naval-Air attacks must be conducted upon the US BB "Utah". **No** dice roll penalty applies to Naval-Air attacks against the BB "Utah", however. If the "Utah" is sunk as a result of the first Air-Naval attack, no second attack upon the "Utah" is required. However, the second attack must instead be conducted upon any US CA (either the CA "San Francisco" or the CA "New Orleans") in port at Pearl Harbor (no dice roll penalty applies to Air-Naval attacks against any CA).

Restrictions

- ★ Any "Elite Pilots" chit(s) may be assigned by the Japanese player during any Seasonal Turn(s) that he chooses, but only if **before 1942**. As of 1942, no "Elite Pilots" chit may

ever be assigned to any air unit. If any "Elite Pilot" chit is still unassigned as of 1942, it is removed from play and returned to the counter-mix permanently.

- ★ No air unit assigned with an "Elite Pilots" chit may ever conduct a Kamikaze Mission.

[11.47] Pinned on the Beach

To better portray amphibious assaults, the following rules are intended to *supplement* the "Unsuccessful Amphibious Assault" section of the Amphibious Assault rules (see [3.25]):

Unsuccessful Amphibious Assault

If the die roll result is a 3/-, 2/- or 1/- result, or a [-/1] result that did *not* forcibly retreat all of the defending enemy land units (see [5.14]), the Amphibious Assault is thus **unsuccessful**, and the assaulting land unit(s) must suffer the requisite step loss(es), if any (either a 1/-, 2/- or 3/- attacker step loss result, depending on the die roll result). If any surviving land unit(s) remain (i.e., are not eliminated by the combat die roll result), the assaulting player may reembark the surviving unit(s) normally (per [3.25], as specified under "Unsuccessful Amphibious Assault"). If the assaulting player opts to reembark his surviving unit(s), **all** the surviving units must be reembarked (the assaulting player may **not** reembark some of the units but not others). Of course, if the combat result is an **AE** result (see [5.14]), all of the assaulting land units are simply eliminated, and that attempted Amphibious Assault is then immediately considered to be over (no units may be considered "Pinned on the Beach").

EXCEPTION: An Amphibious Assault conducted against an *unoccupied* enemy hex (i.e., with only an Intrinsic Garrison) does **not** fail, even if the die roll result is a 3/-, 2/- or 1/-, unless *all* of the assaulting land units were eliminated by that die roll result. Hence, after a 3/-, 2/- or 1/- result, any *surviving* land units (if any) are landed in the targeted assault hex normally (and thus cannot ever be considered "Pinned on the Beach"). However, in this case, no automatic Sea Supply chit is landed in the assault hex. Furthermore, any surviving armor, mechanized and/or motorized units (if any) are **not** eligible to exploit.

Pinned on the Beach

Rather than reembark the surviving unit(s), the assaulting player may declare that **all** of his surviving unit(s) are "Pinned on the Beach", indicating that the surviving unit(s) are not reembarked, and instead remain in the hex where the amphibious assault occurred (placed beneath a "Pinned on the Beach" chit). In such a case, the following conditions are considered immediately in effect:

- ★ All surviving land units (i.e., "Pinned on the Beach") are immediately marked with an "Active" chit. A paratrooper unit that had been landed in the assault hex (if any) is automatically eliminated.
- ★ Surviving armor, mechanized and/or motorized units (if any) are **not** eligible to exploit.
- ★ No automatic Sea Supply chit is landed in the assault hex.
- ★ The surviving land unit(s), though they are considered to be present in the hex, do not occupy that hex by any definition of the rules (and thus do not even project any ZOC) whatsoever. They are simply assumed to occupy a separate location within that hex.

★ The surviving unit(s) retain their normal combat strength (including any General there, and contributory Bombers and/or Naval Bombardment), but are considered to be unsupplied. Additionally, no friendly supply may ever be debarked there (unless that hex subsequently becomes captured, if ever).

★ During any subsequent enemy Offensive, any unit(s) “Pinned on the Beach” can be attacked normally (as if occupying a normal *clear* terrain hex). In such a case, all normal combat modifiers apply (e.g., out-of-supply), although any retreat result causes all units that are “Pinned on the Beach” to be eliminated immediately*.

**The attacking enemy unit or stack is not eligible to Advanced After Combat, however.*

Second Wave

Whilst any surviving unit(s) are currently “Pinned on the Beach”, any subsequent friendly Amphibious Assault upon that same hex is **not** subject to any Amphibious Assault die roll penalty. However, only as many units as can legally stack in the targeted hex (which must also include the units “Pinned on the Beach”) are eligible to conduct a subsequent Amphibious Assault upon that hex.

Evacuation Prohibition

Any unit(s) “Pinned on the Beach” cannot be evacuated.

[11.48] Japanese Destroyer Breakdowns

Unlike other nationalities, the Japanese player may purchase and construct Japanese DD units (only) as individual *steps*, and thus increase the quantity of actual DD chits present on the map during a game. The EP cost of each Japanese DD step is 4 EPs (i.e., half the cost of a normal full-strength DD unit), although the construction delay remains the same (i.e., 2 Seasons).

NOTE: For each Japanese DD chit that is purchased and constructed as an individual step, an identical full-strength Japanese DD chit (if still in the Force Pool) must then be depleted (and thus **must** be constructed as *depleted*, if purchased). In doing so, the Japanese player is **not** eligible to repair any DD chit that had been purchased as a one-step unit.

Also, the Japanese player is eligible to “breakdown” any extant full-strength Destroyer unit to form two identically-rated DD chits (depleting a full-strength DD chit, and adding a one-step DD chit of the exact same type and ratings). A breakdown may occur in any legal hex where the Destroyer unit is currently present, and during any eligible naval movement normally; the Destroyer unit simply becomes a stack (requiring no additional MP expenditure) and is immediately considered two separate naval units. Thus, all normal naval movement stipulations regarding “Moving Naval Stacks” (see [3.4]) apply. Both DD chits are assumed to have expended the exact same quantity of MPs up to that time, if any.

At any time, the Japanese player may combine two identically-rated Japanese DD chits to form one two-step (i.e., full-strength) Destroyer unit (which may occur immediately during any naval movement option, provided that both Japanese DD chits are in the same hex). No MP cost is required; the one-step DD chit is then simply returned to the force pool, and the full-strength DD unit then functions normally thereafter.

A depleted or one-step DD chit functions exactly like any normal Destroyer unit in all respects, except that it will become sunk if depleted during any combat engagement. In such a case, that

sunk DD chit is immediately returned to the force pool normally (unless playing with optional rule [11.13]).

[11.49] Japanese Submarine Convoy Route Interdiction

Japanese submarines may be employed to interdict any Convoy Route sea area(s) per [2.11], [2.12] and [2.23]. As such, each Japanese submarine that is present in any Convoy Route sea area (in the Pacific Theater only) inflicts 1 EP loss as stipulated per [2.25], whether it is full-strength or depleted. Any Japanese submarine that conducts Strategic Warfare is eligible to engage in naval combat normally (while in that same Convoy Route sea area), but requires no EPs to be kept at sea after conducting Strategic Warfare (see [3.14]).



[PART 12] COMBINED GAME RULES

A Combined Game, by definition, is APTO and AETO campaign games played simultaneously, beginning in July 1937 in the Pacific Theater, and September 1939 in the European Theater. If playing AOI with AETO (known as a “Conjoined Game”), an AETO campaign game will begin in July 1935 with the Italian invasion of Ethiopia (actually starting in the Autumn Seasonal Turn of 1935), followed by the Spanish Civil War in July 1936.

NOTE: During any Combined Game, Indochina does not become an automatic Japanese colony during the Summer Seasonal Turn of 1941. Indochina becomes a Japanese colony **only** if (and when) Germany has established Vichy France (see AETO [9.12]).

Because of the differing starting turns, each Theater (that is in play) is to begin per its normal campaign start-date, but remains completely idle until then. For example, if playing a Combined-Conjoined Game (hereafter known as a Global War Campaign), the game will begin in 1935 in the East African Theater. Thus, the European Theater will remain completely idle until July of 1936 (when the Spanish Civil War begins). In the meantime, the Pacific Theater will also remain completely idle until July of 1937 (when the Sino-Japanese war begins).

Basically, an idle Theater permits no activity beyond events that are stipulated by the orders-of-battle and any special rules (e.g., the Spanish Civil War). Players may not transact whatsoever in any area, hex or space within an idle Theater, even with active units from another Theater.

[12.0] Unit Conversions

If playing a Combined Game, there are no imposed restrictions preventing any units from APTO entering the AETO map (and/or the AOI map, if playing a Conjoined Game), or vice versa. However, because of the differing scales of the two Theaters (as well as the differing scales of each Theater’s units vis-à-vis the opposite Theater), any units that enter the opposite Theater automatically become adjusted, as follows:

EXCEPTION: Naval units require **no** conversion. The map-printed sea areas in each Theater are scaled to all naval units’ movement ratings, and thus no naval adjustment is ever necessary.

Land and air units from APTO that enter the AETO (and/or AOI) map(s) are assumed to have a printed range/movement **double** of its *printed* range/movement. As such, when any such unit’s range/movement is reduced as a result of inclement weather, it is thus reduced from its doubled range (i.e., when in AETO and/or AOI), **not** its *printed* range. Additionally, the Theater wherein any unit is present determines the applicable weather effects per that Theater’s rules set.

NOTE: The “India” map, if in play, is considered to be part of the Pacific Theater (i.e., APTO map).

Land and air units from AETO (and/or AOI) that enter the APTO map(s) are assumed to have a printed range/movement **halved** (rounding any fractions down) of its *printed* range/movement. As such, when any such unit’s range/movement is reduced as a result of inclement weather, it is thus reduced from its halved range (i.e., when in APTO), **not** its *printed* range. Additionally, the Theater wherein any such unit is present determines the applicable weather effects per that Theater’s rules set.

NOTE: Admiral, General and HQ movement remains the same per [3.19], [5.1] and [5.10], regardless of which Theater an Admiral, General and/or HQ enters.

APTO is provided with markers to denote inter-Theater units and stacks deployed in the opposite respective Theater (i.e., Europe and East Africa vis-à-vis the Pacific), which merely function to remind players of the mandatory rating conversions. They have no mechanical purpose beyond indicating such units in cases of trans-Theater deployments. Players may feel free to use them as needed, or not.

Stacking Conversion

In addition to the unit conversions, any land units (but not air units) from AETO (and/or AOI) that enter any APTO map (and the “India” map, if in play) are counted double when determining stacking (i.e., an AETO or AOI land unit step must be counted as two steps when entering an APTO or India map). However, because of the increased stacking limits of hexes on the APTO and India maps, AETO land units that enter any APTO or Indian hex do so exactly as if entering any normal AETO hex (i.e., there is no actual functional conversion required). Any APTO land unit step that enters any AETO or AOI map is counted as a single step, nonetheless.

[12.1] Refits

When playing a Combined Game, an undamaged or undepleted Western Ally naval unit (of any type, except STPs) that enters the opposite Theater (i.e., opposite of the Theater* where it began the game, or was built) is subject to possible damage, representing the inevitable wear on equipment and especially engines...most particularly after combat patrols / engagements and/or extended deployments.

**Disregarding the East African Theater, if in play (i.e., entering the East African Theater does not require a Refit Check).*

NOTE: The “India” map, if in play, is considered to be part of the Pacific Theater (i.e., APTO map).

Whenever any Western Ally naval unit (from APTO) physically enters the AETO map, and vice versa (regardless of the Phase), it must undergo an immediate “Refit Check”, whereby the owning player simply rolls one (6-sided) die: If that Refit Check die roll is a “6”, that naval unit is then immediately flipped to its damaged/depleted side, and is considered damaged/depleted per the normal rules (which represents anything from excessive barrel wear to mere ammunition depletion).

NOTE: Damaged, depleted and one-step naval units are **never** subject to any Refit Check, regardless of the when or how any such naval unit had been or became damaged/depleted.

If a naval unit is damaged/depleted as a result of a Refit Check, it may be repaired normally (see [8.8]), though it is not subject to any other requirements or stipulations whatsoever.

[12.2] Trans-Theater Supply Line Limits

No European Axis unit(s) may trace supply from any European supply source into any Pacific Theater map. Likewise, no Pacific Axis (Japan) unit(s) may trace supply from any Pacific supply source into any European (or East African) Theater map.

NOTE: The “India” map is considered a Pacific Theater map, if in play.

Any Axis unit(s) may, though, draw supply from any supply chit that is brought into any other Theater's map, and may even draw supply from any supply chits created in that other Theater. In such a case, the supplied unit must abide by the supply rules in the Theater of the supply chit's origin (e.g., Italian Supply Chit Inadequacies), but is also subject to the supply rules pertinent to that unit's Theater of origin (e.g., units with a fractional combat strength, which do not consume supply; see [7.7]), et cetera. Axis naval units may freely transition between Theaters (as well as dock in any eligible ports in any Theaters) normally, without restriction.

[12.3] Winning a Combined Game

When playing a Combined Game (i.e., both APTO and AETO*), the Axis (defined as Germany, Italy and Japan) are considered to be the *collective* victors (in both Theaters) if even one of the Axis nations remains unconquered beyond the September 1945 monthly game-turn. In other words, if any single Axis nation has not been conquered before the end of the September monthly game-turn of 1945, all Allied nations are considered defeated.

*With or without AOI (Africa Orientale Italiana) included.

NOTE: When playing a Combined Game, these victory conditions supersede other victory conditions specific to either individual Theater. Furthermore, no *collective* "draw" result is possible, though individual nations can achieve a draw, as explained below.

However, each Axis nation is assessed a specific victory level in accordance to its conquest, if any: Any Axis nation that remains unconquered after September of 1945 achieves a victory, but any Axis nation that had been conquered before the Autumn Seasonal Turn of 1945 (i.e., before the end of the September monthly game-turn) achieves a draw (i.e., that Axis nation - and player - is not considered among the victors when assessing the victory conditions).

EXAMPLE: As of the end of September 1945, Japan and Italy have been conquered, although Germany has not been conquered. The Allied nations are thus collectively defeated, and Germany (i.e., the German player) is the victor of the game. The Italian and the Japanese players each achieve a draw result.

Furthermore, though the Allied nations are considered to be collectively defeated if any Axis nation(s) remain unconquered beyond September of 1945, each Allied nation is assessed a specific defeat level in accordance to its conquests: Any Allied nation that captured the capital city of any Axis nation (Berlin, Rome and/or Tokyo) - assuming that Axis nation is conquered - achieves a draw.

EXCEPTION: If the United States has reduced the Japanese EP Income to -100, per [9.10], Japan will be considered conquered (by the U.S.), even if Tokyo has not been captured.

If one particular Allied nation captures multiple Axis capital cities (e.g., if the United States captures Rome and Tokyo*), then that Allied nation achieves a "Cold War Advantage" result, explained as follows:

*Or reduced the Japanese EP income to -100.

Cold War Advantage

An Allied nation that achieves a "Cold War Advantage" achieves a result that is to be regarded *better* than a draw result (though still a defeat if any Axis nation remains unconquered beyond the

September 1945 monthly game-turn). As such, an Allied player that achieves a Cold War Advantage attains a superior outcome to the Axis player(s) that achieved a draw. Thus, it is possible for a particular Allied player to be considered defeated (if any Axis nation remains unconquered), yet achieve a defeat level that is superior to any *other* player's draw result.

EXAMPLE: As of the end of September 1945, Italy and Japan have been conquered, although Germany has not been conquered. The Allies are considered to be collectively defeated, but Italy and Japan have each achieved a draw. However, the U.S. captured Rome and Tokyo, therefore achieving a Cold War Advantage. As such, the German player has achieved the highest level, the U.S. player has achieved the second level, and the Italian and Japanese player have achieved the third level. All other players are considered defeated.

All minor partners (e.g., Hungary) are ignored when determining conquest and/or victory. Furthermore, all UK Commonwealth units (including Australian units) are considered UK units for purposes of determining conquest and/or victory.

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