ADVANCED
PACIFIC
THEATER OF OPERATIONS

World War II in the Pacific

Rules Booklet 1

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[ii] PREFACE

When *Advanced ETO* was published, it was not known at that time how the game's system would ultimately simulate the war in Europe. Of course, *Advanced ETO* had already undergone much playtesting beforehand, though even abundant playtesting can never thoroughly reveal every single hidden nuance and irregularity; *this*, thousands of actual game sessions by actual players **do** reveal...rather readily too (as any veteran gamer surely knows). Complex wargame designs are especially prone to such nuances and irregularities (exponentially so). In fact, experienced wargamers also know that this is 'par for the course', and without a doubt, *Advanced ETO* **is** complex (perhaps one of the most complex games of its genre). However, in spite of its complexity and obligatory nuances, AETO has demonstrated itself to be "a proven system", as 'Doc' Cummins once told me. To this point, I have been pleased to receive countless reports from various players (from all over the world) indicating how well AETO simulates the war in Europe. Though obviously no wargame is a perfect replication, AETO works very well as an accurate portrayal of armed conflict during World War Two, especially after the inevitable fine-tuning from devoted gamers.

As this pertains to the Pacific Theater, AETO's game mechanics are well suited thereto. As a matter of fact, AETO was designed with *Advanced PTO* in mind...long before any design work for *Advanced PTO* had even begun. Of course, *Advanced PTO* benefited greatly from its direct predecessor, "PTO", but coupled with AETO's mechanics, *Advanced PTO* also lauds the same level of detail as AETO. In actuality, *Advanced PTO* is even more finite and intricate because of the different operational scale of the Pacific Theater, which players will certainly notice for themselves. Indeed, because *Advanced PTO* begins in 1937 (starting with Japan's invasion of China), no other Pacific Theater game (at this scale) is quite as comprehensive and associatively detailed. Players will experience the operational *and* the strategic facets of the entire Pacific war. And more than that, in tandem with AETO (and the East African Theater expansion game), no other corps-level World War Two game presently exists that encompasses the entire decade - on all Fronts - leading up to and during the war, from 1935 to 1945.

- Eric Harvey

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[iv] FOREWORD

It must be understood, before anything else is said of the Pacific war, that Japan probably had no realistic chance whatsoever of winning the war *militarily* (notwithstanding an Allied military catastrophe of some kind in the European Theater). Interestingly, even the Japanese themselves knew that a total war against the United States could not be won, and so an old premise evolved that a short war could, indeed, be conclusive. The Japanese had every reason to believe this when considering that their naval victory over the Russian navy in 1905 singularly ended the Russo-Japanese war. This is what the Japanese came to believe; a single large naval duel could resolve a war. And hence all Japanese military thinking and planning was framed along those lines. This theoretical short war required that Japan consistently win a series of major battles against the U.S. during the first year or so of the conflict, and so - not surprisingly - the Japanese Navy had been honed to accomplish that goal. But much had changed in the world since 1905, and besides that, the United States was *not* Russia. Czarist Russia wasn't really a naval power, and thus any lessons that the Japanese divined from their victory in 1905 were almost totally inapplicable to the United States. Furthermore, whatever parallels there may have been were made totally irrelevant by the 'sneak attack' at Pearl Harbor; essentially, American indignation assured that there would not be a short war, and so - ironically - the Japanese attack on the U.S. fleet in Pearl Harbor accomplished the exact opposite of what the attack was supposed to achieve.
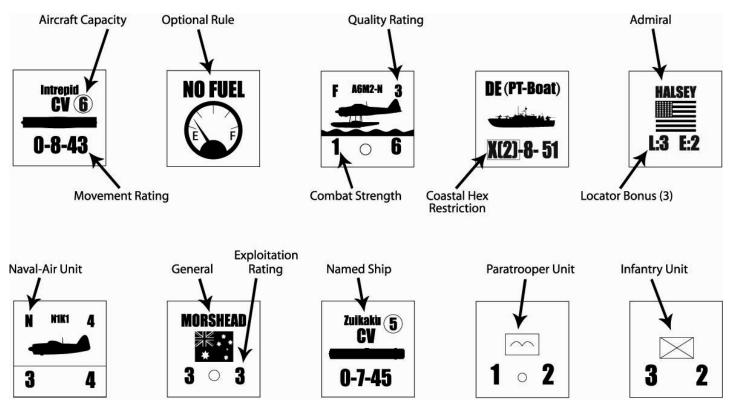
However, some historians have contended that Japan could have won the war in a quasi-political manner (depending on events in Europe)...perhaps similarly to the outcome of the Vietnam War (as it was, Vietnam never won a single major battle against U.S. forces during the entire Vietnam War). In that regard, if you define a Japanese victory as an end to the war in which Japan is 'better off' than before the war, then it could be argued that such an outcome was theoretically *possible*. The insoluble problem with such a premise is that, *by that definition*, Vietnam lost the Vietnam War...extremely so. Vietnam certainly was not 'better off' after the Vietnam War. Quite the opposite; Vietnam suffered nearly two million casualties, and received such devastation to its economy that it still hasn't recovered to this day (unlike Japan, which endured a *much* harsher blow to its economy and infrastructure, yet recovered amazingly well). Incongruently, the premise seems to suggest that Japan, like Vietnam, would have been better served to survive the war even in spite of the devastation to Japan's economy and infrastructure (and the near-starvation of the Japanese populace)...provided that Japan still retained its national sovereignty throughout it all. And yet, the only way to avoid such a detrimental outcome is an outright military victory. But, to then presume that Japan could have won an outright "military victory" thus nullifies the entire relevancy of the premise. Or to put it another way, even if Japan could have won the war quasi-politically, Japan would have nevertheless found itself worse off (its economy, territories, hegemony) in the end (not the desired outcome of a war). Thus, Japan could only truly hope to *win* militarily.

Other historians hypothesize that Japan could have inflicted such a high cost (i.e., battle casualties) to the United States that the American public would have eventually preferred an armistice (even one favorable to Japan) rather than an unconditional Japanese surrender at the expense of any more American lives. But this hypothesis underestimates the determination of the American public after December 7th, and it also requires - by its own definition - a bevy of total Japanese victories that repeatedly and thoroughly defeat U.S. military forces at every encounter, and almost without exception. In view of U.S. industrial superiority, and various Japanese military deficiencies (for example, Japan's vulnerable merchant marine), such a succession of unchecked Japanese victories was extremely unlikely...perhaps even impossible. Consider, as one example, that U.S. submarines were eventually sinking Japanese merchant ships faster than Japan could replace them. Moreover, American shipyards were building submarines faster than Japanese shipyards could build destroyers to parry them. These examples alone were enough to ensure Japan's inevitable defeat. And beyond any of that, there were, of course, the atom bombs.

Fortunately, Japanese players in *Advanced PTO* aren't vexed with the imponderable of winning a war that can't be won (although, in tandem with AETO, it is theoretically possible for the collective Axis to win the war, though this possibility depends much more on events in Europe than events in the Pacific). In any case, the Japanese player is only required to survive the war per the victory conditions to win the game. With a proper strategy, and some luck, the Japanese player in *Advanced PTO* has as much of a chance to win the game, roughly, as do the Allied player(s). Regardless of any debates about Japan's ability to have historically won the war in the military sense, the Pacific war does present some interesting questions: For example, what would have been the result of a Japanese victory at Midway? (Or Burma, or Nomonhan?) What if Japan had invaded Australia? What if Japan had decisively won the Battle of the Coral Sea, or the battle for Guadalcanal, or the Battle of Santa Cruz, or the Battle of Leyte Gulf? What if the Japan itself was invaded? There is no way to know. But, In *Advanced PTO*, you just may find out for yourself.

- Eric Harvey

[v] COUNTER SAMPLES

Aircraft Capacity — Intrepid CV ⑥ — 0-8-43 — **Movement Rating**

Optional Rule — NO FUEL

Quality Rating — F A6M2-N 3 — 1 ○ 6 — **Combat Strength**

DE (PT-Boat) — X(2)-8-51 — **Coastal Hex Restriction**

Admiral — HALSEY — L:3 E:2 — **Locator Bonus (3)**

Naval-Air Unit — N N1K1 4 — 3 4

General — MORSHEAD — 3 ○ 3 — **Exploitation Rating**

Named Ship — Zuikaku ⑤ CV — 0-7-45

Paratrooper Unit — 1 ○ 2

Infantry Unit — 3 2

[vi] INTRODUCTION

Advanced Pacific Theater of Operations is a dynamic simulation of the political, economic and military aspects of the Second World War, with a particular emphasis on historical accuracy. Advanced PTO (APTO) features a comprehensive order-of-battle, an authentic map of the Pacific, and a detailed set of game pieces, representing virtually every major air, land and naval unit of World War Two in the Pacific Theater. What is more, the game pieces themselves have been meticulously and thoroughly researched, and accurately represent the units, vessels and weapons of the Second World War. In short, APTO is both a game and a simulation, representing the tactical, operational and strategic challenges of warfare in the Pacific Theater from 1937 to 1945.

The Game Components
This game is complete if it includes: 2 map sheets, 6 counter sheets, 2 rules booklets, scenarios, player aid sheets, orders-of-battle sheets, storage bags, response card and 3 dice.

The Rules
These rules are organized into two separate booklets (booklet 1 and booklet 2), and encompass everything needed to play *Advanced Pacific Theater of Operations*, except the EP income tabulations, the order-of-battle tabulations (which are provided as separate Player Aid sheets), and the tables printed on the maps. In addition, the scenarios are provided as a separate dossier.

★ **Rule Questions:**
   If you have any specific rule questions, please e-mail:

   EricRHarvey@aol.com (Re: APTO Questions and Answers)

   Or write Decision Games at:

   APTO Question and Answers
   Decision Games
   P.O. BOX 21598
   Bakersfield, CA. 93390

   Please be sure to identify each rule question by category and case number whenever possible, and phrase each question so that it may be answered succinctly.

   For additional on-line support, visit the AETO/APTO discussion folder at www.consimworld.com.

Rule Book Parlance
The rule books use a specific vernacular intended to maintain a literary uniformity. Specific hexes are always parenthetically listed with a map denotation and a hex number (and a name, if any), such as: Tokyo (W 4533). Areas, charts, regions, tables or zones *physically* on the map are underlined, such as: <u>Pacific Severe Zone</u>. Game terms and specific references will begin with capital letters, such as: Economic Reserve. Terms in quotation marks, such as "out-of-supply" refer to unit *conditions* and/or game *status*. Italicized words or phrases are those that are intended to be read literally, and not as a mere expression or figure-of-speech, such as: *immediately*.

★ **Bullet Types**

[1] Bold **number**-bullets indicate procedural steps, executed and/or resolved in numerical order.

[A] Bold **letter**-bullets indicate optional conditions, statuses or steps exclusive of other cognate conditions, statuses or steps.

Crossover Rules
Because *Advanced PTO* uses the same basic mechanics as AETO, most of APTO's rules are identical to the same rules in AETO (in many cases, verbatim). However, other rules - while still very similar to the same rules in AETO - are necessarily modified to conform to the Pacific Theater. For veteran AETO players, these subtle changes (which are only applicable in *Advanced PTO*, unless specified otherwise) are highlighted so that they may be identified (at a glance) as a simple change or modification of the *original* AETO rule. Highlighted words, lines and paragraphs may also denote amendments and/or changes from the same original AETO rule, which AETO players should note (even if not playing APTO); amendments to existing AETO rules will generally be obvious, though changes that are specifically applicable to APTO will be mentioned accordingly, or will be self-explanatory. Additionally, if an original rule is **substantially** modified, the rule header will be denoted with "(APTO)", indicating that much or most of the rule is significantly different from the original AETO rule. In these ways, veteran AETO players need not read and learn the entire APTO rules set (most of which will be a redundancy of the AETO rules set), but rather need merely to update themselves with the highlighted sections.

The Game Pieces
Most of the game pieces represent the primary combat forces of World War Two, such as infantry units, armor units, naval units, aircraft types, Generals (representing prominent Generals and their staffs), Admirals, HQs, installations and so forth. In addition to the combat pieces, the game also includes various types of informational chits that represent other events and/or occurrences during the game, such as weather effects, supply conditions, combat damage, military control, et cetera. In addition, most game pieces are printed on both sides, with the back typically representing a different condition or status than the front (e.g., depleted).

Game Piece Errata

★ Aside from units that are printed with movement ratings or ranges specific to Advanced PTO's scale, any particular game pieces included in APTO that are also included in AETO (e.g., the CV "Eagle") supersede the AETO pieces' combat values, if conflicting.

The Maps
The maps are classified as "Western" and "Eastern" (generally abbreviated as "W" and "E" respectively), and conjointly represents the Pacific Theater of Operations during World War Two. The scale is approximately one hundred miles per hexagon, and accurately includes the geographical and geopolitical features as was extant prior to and during the war in the Pacific. Typically, the geographical and geopolitical features have been conformed to match the hexagonal gridlines.

The hexagonal gridlines apportion the maps into specific hexagons (colloquially known as hexes), which are used to regulate the placement and employment of game pieces, as well as the implementation and/or performance of various game functions. When a specific hex is mentioned within the rules, it is listed as a four-digit numeral proceeded by a W or E, indicating either the Western or Eastern map (e.g., Tokyo is hex W 4533; Pearl Harbor is hex E 2501).

Map Clarifications
Some map anomalies may create uncertainty or confusion among players, and are clarified as follows:

★ **Colonies**
The territorial possession(s) of each Pacific nation is listed as follows:

CHINA	**=** Hainan.
FRANCE	**=** Indochina (until the Summer Seasonal Turn of 1941), New Hebrides Is.
JAPAN	**=** Bonin Is., Caroline Is., Formosa, Karafuto, Korea, Kurile Is., Manchukuo, Marshall Is., Mariana Is., Nanpo Is., Ryuko Is, Indochina (as of the Summer Seasonal Turn of 1941).
NETHERLANDS	**=** Borneo, Celebes, Dutch New Guinea, Halmahara, Java, Sumatra.
SOVIET UNION	**=** Kamchatka, Sakhalin.
UK	**=** Australia, Bismarck Is., Burma, Ellice Is., Gilbert Is., India, Lower Cook Is., Maldives, Malaya, Papua New Guinea, Sarawak, Solomon Is., Tokelau Is.
US	**=** Aleutian Is., Hawaiian Is., Panama, Phoenix Is., Philippines.

★ **Non-connected Hexes**
Cartographic inexactitudes occasionally obscure the geographical connections of some hexes on the map. As a rule of thumb, it should be assumed that adjacent hexagons are always connected, unless a prevalent and obvious terrain feature *completely*

obstructs a disparate terrain feature (e.g., the two separate land depictions - separated by the sea depiction - in hex W 6033 are not connected). The following **exceptions** apply (listed in numerical order):

Hex E 4632 is **not** connected - by land - to hex E 4732   Hex W 4733 is **not** connected - by land - to hex W 4832

The two separated land depictions in hex W 2210 are **not** considered connected.
The two separated land depictions in hex W 2523 are **not** considered connected.
The two separated land depictions in hex W 1821 are **not** considered connected.

★ **Non-Coastal Hexes**
The following hexes are **not** considered to be coastal hexes (listed in numerical order):

Hex W 2018 is **not** a coastal hex.   Hex W 5021 is **not** a coastal hex

★ **Non-Islands**
The following hexes are **not** considered to be island hexes (listed in numerical order):

Hex W 0718 is **not** an island hex.	Hex W 1532 is **not** an island hex.	Hex W 1822 is **not** an island hex.
Hex W 2022 is **not** an island hex.	Hex E 4431 is **not** an island hex.	Hex E 4630 is **not** an island hex.
Hex W 5032 is **not** an island hex.	Hex E 5232 is **not** an island hex.	Hex W 5433 is **not** an island hex.

★ **Peninsula Coastal Hexes**
A peninsula that is completely contained within a hex does **not** divide the coastal sea into two separate coastal sea locations, even if the peninsula's depiction actually bisects the hex entirely. However, if a peninsula actually protrudes from a hex into an adjacent hex (for example, W 4731), the bisecting peninsula does divide the coastal sea into two separate coastal sea locations. Accordingly, players must be mindful which side of a bisecting peninsula that any naval unit(s), stack(s) and/or task force(s) in that hex occupy.

Map Boxes, Charts, Tables and Terminology
The maps include the following boxes, charts, tables and terminology:

★ Bombing Table; The *bombing table* is used to determine the success or failure of all bombing (and bombardment) attacks and *economic point* losses (if any) as a result of *strategic warfare* attacks from eligible enemy Bombers and A-Bombs.

★ Convoy Route Sea Areas; The *convoy route sea areas* are used to indicate the location of the various Pacific sea areas that are susceptible to Axis *strategic warfare*. Each *convoy route sea area* features a merchant ship silhouette. The nationality flag of each printed merchant ship silhouette indicates which nation, if that convoy route is interdicted, must suffer the EP loss(es) during the Strategic Warfare Phase.

★ Combat Results Table; The *combat results table* (CRT) is used to determine the results of all land combat.

★ Force Pool Boxes; The *force pool boxes* are used by each side to hold all of its chits and units that are in the current game, but are not yet eligible to enter the hexagonal map area.

> **NOTE:** If all players agree, the contents of each *force pool* may be kept hidden from the opponents' view, allowing more uncertainty regarding another player's strategy, intent and/or strategic direction.

★ Nation Boxes; The *nation boxes* are used to indicate the off-map location of nations that are not depicted incarnate on the map's hexagonal grid. In APTO, these locations are: India (if the "India" map is not in play) and the United States (West Coast).

★ Rail Capacity; The *rail capacity* of each nation or colony is printed on the map as: RAIL CAP =, followed by a number which indicates the maximum *rail capacity* of that particular nation or colony.

★ Replenishment Boxes; The *replenishment boxes* are used to set aside any units that are eligible to be *replenished*.

★ Record Tracks; The *record tracks* are used to indicate the current tally of *economic points* (EPs), *economic reserve* (ER), current *offensive* tally, and *strategic warfare losses* for each eligible nation throughout the game.

★ Strategic Bombing Boxes; The *strategic bombing boxes* are used to indicate which Japanese city hex(es) have been targeted for *strategic warfare bombing raids* during the current season.

★ Turn Track; The *turn track* is used to indicate the current *season*, *month* and *year* of the game as the game progresses.

Player Aid Cards
The Player Aid sheets are provided for utilization during game play, and include EP income tabulations, order-of-battle tabulations, as well as Quick Reference Charts. These include:

Three double-sided order-of-battle sheets (Tables R through Y)
Two double-sided rule charts cards (I, II, III, and IV)
Two double-sided rule aids sheets (Air Commitment, Nationality Particulars, EP Ledger, TF Ledger)
One scenario dossier

[vii] GENERAL CONCEPTS

When players set up the game, the game pieces must be set-up on the map as specified by the order-of-battle Player Aid Cards. If not specified, a unit may be set up in any territory or hex that is owned by its controlling nation (the specified ownership of every territory and hex is parenthetically denoted on the map), but observing all normal requisites and restrictions. Some chits are specified as "arrivals"*, in which a parenthesized arrival season is listed with such chits (indicating that such chits will arrive for *free* as specified). Conversely, some chits are specified as "removals", indicating a particular season in which such chits must be removed from the map (typically representing historic transfers to other off-map theaters).

> *Some chits (such as arriving naval units) will often be scheduled to arrive in a specific map location. If any chit's arrival location is a current enemy conquest, that chit is therefore ineligible to arrive, and is removed from the game altogether. Naval units, incidentally, are ineligible to be "scrapped" in such a case.*

Aside from those chits that begin the game on the map, or will arrive automatically, each nation's military force is tabulated as an allotment of purchasable combat units, thus becoming eligible for purchase (i.e., construction) as of the indicated "year" column on the pertinent order-of-battle. Hence, as each game year commences, each of the players must check their own order-of-battle, and then appropriate all of the listed combat units for that year to their own force pool. Such units are then eligible to be purchased normally (but not before). Players may purchase any legally available units, and are **not** required to purchase any particular unit or type of unit (for example, APTO does not require any minimum naval builds, or enforce "gearing limits").

Under no circumstances may any type of game piece be substituted for another type of game piece. The printed numerals and ratings of all game pieces are inviolate, and may never be altered, unless specified by the rules. Occasionally, the order-of-battle will note a historical reference with some units. Such notations are purely informational however, and have no impact upon actual game play. Similarly, the military nomenclature of any air unit (e.g., A6M2-N) serves only as an identification aid.

Each player is only eligible to handle his own units. A player may not inspect or examine another player's stack(s) or unit(s), unless currently at war with that player, **and** only if he currently has units presently adjacent to them (on land*). Similarly, a player cannot inspect or examine an allied player's stack(s) or unit(s) without his permission. In all cases, however, a player is always entitled to know what map terrain exists below any unit or stack. Additionally, a player is always entitled to see the topmost piece of any stack that is underneath any function chits (which may consist of nothing more than an Out-of-Supply chit, for example). Players may never purposefully hide game pieces with any chits that are not permitted to functionally exist on the map.

> *Or via the normal reconnaissance rules.*

All of the game's combat *units* are two-sided chits. The front side of each unit represents its normal full-strength combat status, although the back side of each unit represents its depleted or damaged combat status (which is usually characterized by reduced combat ratings). Occasionally, the back side of some units are simply blank (typically representing a smaller unit), indicating that it is eliminated when depleted. Conversely, the back side of *some* units retain the same combat ratings as the front side, which is intended to represent units which do not lose any significant combat ability when depleted. Functionally, a depleted (or damaged) unit operates normally (i.e., no differently than a full-strength unit), aside from its diminished combat ratings (if any).

Combat units (of any type) may not be voluntarily depleted, divided, split, or otherwise broken down into separate components (except per [11.48]). ATPs and STPs, however (because they exist as "points") can be interchanged as component points, although most combat units are only ever depleted via combat, as specified by the rules (or order-of-battle), or if purchased as such. Conversely, depleted air and naval units may also **never** be combined to form a single chit. Contrarily, however, 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 may only occur during the Movement Phase (but without any MP cost), and only if the two units were not Activated.

Combat units (of any type) may be voluntarily eliminated (by the owning player) during the End Phase of a monthly game-turn, or during the Construction Step of any Seasonal Turn, although any combat unit that is voluntarily eliminated is considered to be *permanently* eliminated. That unit is returned to the counter-mix, and may not be repurchased or rebuilt during the present game.

If playing APTO without AETO, several players (particularly the UK and US player) will be required to administer the transfer of various units when specified by the order-of-battle (i.e., representing military transfers in and out of the Pacific Theater). Transferred aircraft carriers *must* always include an affiliated naval-air unit, unless absolutely no naval-air units are presently extant. If a particular player (such as the UK) lacks sufficient naval-air units to arm all available aircraft carriers (due to combat losses, for example), any transferred aircraft carrier(s) must always be prioritized. In the event that a particular naval unit is constructed (that is to say, completed) *after* an appointed transfer date, it must then be immediately transferred (i.e., upon its completion) *unless* that naval unit has also been specified to "return" to the Pacific Theater heretofore.

The maps themselves duplicate the historical physical and political geography of the Pacific during the Second World War. The game area (i.e., where the combat units may operate) is limited to the maps' hexagonal grid, "nation boxes" and/or "sea areas". Despite the lack of specific hexes in some sea areas, any units, stacks or task forces that are stacked together are assumed to occupy the same sea location (functionally equivalent to a normal hex) for all intents and purposes. Conversely, separate units, stacks and/or task forces (i.e., not stacked together) are considered to occupy separate sea locations.

Lastly, these rules are written with the primary assumption that APTO will usually be played individually. Occasionally, references to the Combined Game and/or the Conjoined Game are mentioned, although rules specific to the European or East African Theater are generally absent.

[viii] SEQUENCE OF PLAY (Advanced PTO)

MONTHLY TURN SEQUENCE OF PLAY

Weather Phase

[1] Weather Determination Step
Players determine the weather for the current monthly game-turn, as indicated on the turn track.

[2] Air Operation Effects Step
If Monsoon or Wet weather exists, players then determine the air effects in the affected weather zone(s).

Strategic Warfare Phase

[1] Strategic Bombing Step: *If the Allies and Japan are conducting bombing raids, the Allies must commence this Step first.*
Any eligible Bomber unit(s) may be designated to bomb any accessible enemy city and/or rail target(s). Resolve air combat (if any) as it occurs. All participating air units are committed (and considered **aloft**) for the duration of the current monthly game-turn.

[2] Japanese Air Interdiction Step: *This Step is only performed by the Japanese player.*
Any eligible Japanese Bomber unit(s) can be designated to interdict any accessible and open Convoy Route sea area(s). Resolve air combat (if any) as it occurs. All participating air units are committed for the duration of the current monthly game-turn.

[3] Japanese Surface Raider Step: *This Step is only performed by the Japanese player.*
Any eligible Japanese surface naval unit(s) presently occupying any open Convoy Route sea area(s) can be designated to interdict the occupied Convoy Route sea area(s).

[4] Auxiliary Cruiser Operations Step: *This Step is only performed by the Axis player(s).*
Any German or Japanese Auxiliary Cruisers occupying any open Convoy Route sea area(s) can be designated to attempt Auxiliary Cruiser Convoy Interdiction.

[5] Japanese Merchant Interdiction Step: *This Step is only performed by the Allied player(s).*
Players determine if any of the Japanese Merchant Routes are interdicted, and - if so - then implement the appropriate effects accordingly.

Naval and Air Phase

[1] First Naval Movement Step: *The side with the Initiative decides which side commences the First Naval Movement Step.*
Eligible players alternate moving *eligible* individual naval units, stacks and/or task forces (up to the extent of their printed movement allowance), resolving air and naval interceptions (and combat) as they occur. Sea Supply chits and units can be embarked and then transported normally. Any eligible Allied naval unit(s) may be assigned as Convoy Duty Escorts. Any aloft Naval-Air unit(s) - if launched from any parent aircraft carrier(s) during the parent aircraft carrier(s)' naval movement option - are returned to their parent aircraft carrier(s) whenever their parent aircraft carrier(s) move (i.e., enter a new hex or sea area).

[2] Friendly and Enemy Air Movement Steps: *The side with the Initiative decides which Air Movement Step is performed first.*
Any eligible air unit(s) may be employed to conduct attacks upon enemy naval and/or air units, or to change base(s), in that precise order. Then, any eligible ATP(s) may be employed to transport Air Supply chits or transportable units. Resolve all air interceptions (and combat) as they occur. After the performing player concludes the Air Movement Step, **all** presently aloft air unit(s) - if launched *at any time during* the Naval and Air Phase - are now returned to their base(s).

[3] Sea Supply Debarkation Step: *All sides perform the Sea Supply Debarkation Step simultaneously.*
Any transported Sea Supply chit(s) that are presently aboard STPs, eligible CL/DDs and/or eligible submarines occupying legal debarkation location(s) are debarked.

Offensive Phase

[A] (Land Offensive): *The side with the Initiative decides which side performs the **first** Offensive (whether it be Air, Land or Sea).*

[1] Command Status Step
One Offensive is expended by the activating major power (unless it is a Minor Nation Offensive with no participating major power units) per Command Agent, thereby activating any eligible land unit(s) allocated to participate in the Land Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly. An Activated HQ may move up to three hexes, and thus activate any land unit(s) encompassed within its command radius.

[2] Breakthrough Step
Any eligible stack of armor, mechanized, motorized and/or other eligible types of unit(s) - with or without any accompanying General(s) - may move (up to a maximum of two hexes) and conduct a Breakthrough attack. If the Breakthrough attack is successful, then the stack of armor, mechanized, motorized and/or other eligible types of unit(s) may conduct Breakthrough movement. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). Any air unit(s) that were launched during the Breakthrough Step are then returned to base.

[3] Land Movement Step
Any eligible (and Activated) land unit(s) allocated to participate in a particular Land Offensive may move normally, excluding any armor, mechanized, motorized and/or other eligible types of units (and Generals, if any) that participated in a Breakthrough. An Activated HQ may move up to three hexes (even if it moved during the Command Status Step), and thus activate any land unit(s) encompassed within its command radius. If any Amphibious Assault(s) will occur, disembark any eligible (and Activated) land unit(s) allocated to conduct any Amphibious Assault(s) in the intended assault hex(es).

[4] Combat Step
Resolve any intended land combat attack(s) and/or Amphibious Assault(s) - up to each Command Agent's allowable attack limit - resolving any foregoing air combat and/or paradrop(s) preceding each declared land combat attack. Any air unit(s) that were launched during the Combat Step are returned to base.

[5] Exploitation Step

Any eligible General(s) stacked with any eligible armor, mechanized, motorized and/or other eligible types of unit(s) may exploitatively move and/or attack. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). Any air unit(s) that were launched during the Exploitation Step are then returned to base.

[6] Unit Status Step

Any actuated air unit(s) - if launched during the Breakthrough, Combat and/or Exploitation Step - are marked as Currently Committed, except enemy Fighter-type air unit(s) that were launched as interceptors only. Any Activated land unit(s) are marked as "Active". Any Activated HQ(s) are flipped to their reverse (previously Activated) side(s).

[B] (Air Offensive): *The side with the Initiative decides which side performs the* **first** *Offensive (whether it be Air, Land or Sea).*

[1] Command Status Step

One Offensive is expended by each major power that is contributing any air unit(s) to participate in an Air Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly.

[2] Offensive Air Movement, Interception and Resolution Step

Any air unit(s) that are allocated to participate in an Air Offensive are launched and moved to conduct their intended mission, resolving any convoked air interceptions, counter-interceptions, et cetera as they occur. Then resolve the air unit(s') intended mission, if possible (if the performing player chooses to complete the intended mission).

[3] Return to Base and Commitment Step

After the performing player concludes a particular Air Offensive, any friendly aloft air unit(s) - if launched to participate in that Air Offensive - are now automatically returned to their base(s). Any enemy aloft air unit(s) - if launched during that same Air Offensive - are now returned to their base(s) as well.

[C] (Sea Offensive): *The side with the Initiative decides which side performs the* **first** *Offensive (whether it be Air, Land or Sea).*

[1] Command Status Step

One Offensive is expended by the major power that is activating any eligible (i.e., Standby) naval unit(s), stack(s) and/or task force(s) to participate in a Sea Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly.

[2] Offensive Naval Movement, Interception and Resolution Step

Any naval unit(s) that are allocated to participate in a Sea Offensive are Activated and moved (or Activated in the present hex occupied) to conduct their intended mission, resolving any convoked air and/or naval interceptions, counter-interceptions, et cetera as they occur. Then resolve the naval unit(s'), stack(s') and/or task force(s') intended mission(s), if possible (if the performing player chooses to complete the intended mission). Any friendly aloft air unit(s) - if launched to participate in that Sea Offensive - are now automatically returned to their base(s). Any enemy aloft air unit(s) - if launched during that same Sea Offensive - are now returned to their base(s) as well.

Movement Phase

[1] Land Movement Step: *The side controlling the Initiative always performs the Land Movement Step first.*

Any eligible land unit(s) that were not Activated previously (during the current monthly game-turn) may be moved via normal land movement. Any transported unit(s) that are presently occupying any eligible debarkation location(s) are debarked. Any land unit(s) that are debarked in a functioning port (not within enemy ZOC) may move one hex, if otherwise legal to do so.

[2] Rail Movement Step: *The side controlling the Initiative always performs the Rail Movement Step first.*

Any eligible land unit(s) that were not Activated previously (during the current monthly game-turn) may be moved via normal rail movement.

End Phase

[1] Second Naval Movement Step: *The side controlling the Initiative always performs the Second Naval Movement Step first.*

Any naval unit(s) presently at sea must be moved to port, or be "refueled" at sea, or will be marked "out-of-supply". No naval interception or naval combat occurs during this Step, although air-naval interception and Air-Naval attacks can occur upon any naval unit(s) that move and **enter** any eligible Bomber-type air unit(s') range. Any transported unit(s) that are presently occupying any eligible debarkation location(s) are debarked (but must remain in the debarkation location for the remainder of that monthly game-turn). Any aloft air unit(s) - if launched during the Strategic Warfare Phase and/or the Second Naval Movement Step - are now returned to their base(s).

[2] Supply Step: *All sides perform the Supply Step simultaneously.*

Expend any supply chit(s) consumed by any unit(s), removing the expended supply chit(s) from the map. Check for depletion of any land unit(s) that have been marked "out-of-supply" for two or more consecutive monthly game-turns. Determine if any supply source(s) are "isolated". Determine if any unit(s) are "out-of-supply" as of the current monthly game-turn, marking each such unit or stack with an "Out-of-Supply" chit.

[3] Replenishment Step: *All sides perform the Replenishment Step simultaneously.*

Replace units from the Replenishment Box, returning any non-rebuilt unit(s) to the force pool. Institute Pilot Recovery. Attempt repair of damaged installations. Determine Partisan activity in each eligible nation.

[4] Command Status Step: *All sides perform the command Status Step simultaneously.*

Flip any actuated HQ(s) and/or General(s) to their front side(s).

[5] End Of Turn Step: *All sides perform the End of Turn Step simultaneously.*

Remove all Active, Air Effect, Evasion, Committed, Rail Transit, Standby and Magic chits. Advance the "Month" chit to the next box on the Turn Track. If the next box is a **Winter** Seasonal Turn, advance the "Year" chit to the next box on the Turn Track.

SEASONAL TURN SEQUENCE OF PLAY

Minor Partner Activation Phase

This phase is only applicable in the European Theater, during a Combined Game.

Economic Income Phase

[1] EP Income Determination Step: *All sides perform the EP Income Determination Step simultaneously.*

Determine and collect the EP income for each receiving power, numerating all EP gains and losses (if any).

[2] Indian Ocean Convoy Route Status Step: *This Step is only performed by the UK player.*

The UK player must decide and announce the status (i.e., "closed" or "open") of the Indian Ocean Convoy Route sea areas.

[3] Lend-Lease Step: *All sides perform the Lend-Lease Step simultaneously.*

Determine and record the total EPs granted to Australia, China, the Soviet Union, and/or to the UK from the US.

Construction Phase

[1] Force Pool Additions Step (Winter Seasonal Turns): *All sides perform the Force Pool Additions Step simultaneously.*

Consult the order-of-battle cards, and add all of the new units specified for the new game year to the force pools. Place any unit(s) designated to arrive during a subsequent Seasonal Turn in the appropriate box on the Turn Track.

[2] Unit Arrivals and Removals Step: *All sides perform the Unit Arrivals and Removals Step simultaneously.*

Place any unit(s) on the map that are specified (on the order-of-battle) as arrivals (when and where specified), Conversely, remove any unit(s) from the map that are specified (on the order-of-battle) as removals. Flip any "under-construction" installation(s) to their "completed" side(s). Check for the removal of Naval Mines.

[3] Construction and Repair Step: *Whichever side did not control the Initiative last season should perform this Step first.*

Construct installations, repair installations, voluntarily destroy installations, construct game units (placing them accordingly), rebuild depleted units, repair naval units, salvage sunken naval units and/or scrap naval units. Redeploy HQs and/or Generals (if desired). Assign any intended EPs to Economic Reserve. Reduce all Offensive Tracks to "0", eliminating any remaining, unused Offensives.

[4] Purchase Offensives Step: *All sides perform the Purchase Offensives Step simultaneously.*

Each major power's player secretly purchases and records the number of Offensives he will have available for the ensuing season (i.e., three monthly game turns). Each major power's purchased Offensive total is then secretly marked on the Offensive Track. Japan must specify how many of his purchased Offensives are "Army" Offensives, and how many are "Navy" Offensives.

[5] Initiative Step: *This Step is resolved simultaneously.*

Each major power's player simultaneously reveals the total number of Offensives purchased for the ensuing season (marking the Offensive Track with an "OFF" chit accordingly). The side (i.e., Japan or the Allies) with the most total Offensives (but discounting inherent minor nation Offensives) controls the Initiative for the following three monthly game-turns. Resolve all ties with a die roll.

A U.S. airbase on Majuro Atoll (hex E 3618 on the APTO East map) sporting an assortment of various aircraft types.

[PART 1] WEATHER

The weather can possibly affect land, naval and air operations, depending upon the weather zone and the weather therein. All players must determine the "weather" for each monthly game-turn (before the monthly game-turn begins). The Turn Track will indicate the weather that will or *may be* in effect for that month via the indicated letter (F, M or W). If only one particular letter is indicated, then that automatically determines the weather for that monthly game-turn. If there are several letters listed, the monthly game-turn's weather condition will be determined by a die roll (6-sided) as it corresponds to the number (or number-range) adjacent to either F, M or W of the current monthly game-turn on the Turn Track. Whatever number is rolled is indicative of the weather for that current monthly game-turn (only).

[1.0] Weather Effects

Three types of weather exist: Fair (F), Wet (W) and Monsoon (M). The prevailing weather condition will last for the entire monthly game-turn. Weather may affect the movement and combat of encompassed units, depending on the specific condition. The effects of weather are felt most strongly in the "Severe zone", and not at all in the "Mild zone".

Land Movement Effects
Movement effects apply to all units that enter or are in a hex within the affected weather zone during the monthly game-turn.

Combat Effects
Combat effects are always determined by the weather in the *defender's* hex.

The Eligibility for Breakthrough and/or Exploitation will be determined by the armor, mechanized, motorized and/or other eligible types of land unit's location at the beginning of the Breakthrough and/or Exploitation Step, and in every hex that the armor, mechanized, motorized and/or other eligible type of unit enters during the course of such movement (i.e., no exploiting armor, mechanized, motorized and/or other eligible types of units may ever enter a Wet-condition hex at any time during the exploitation).

Air Operation Effects
Each affected weather zone is subject to a separate die roll when determining the weather effects upon air units (see [1.5] below).

[1.1] Weather Zones

Throughout the course of a game, there are essentially three types of weather "conditions" which can possibly occur (Wet, Monsoon or Fair). Additionally, there are three different weather zones (Severe, Moderate and Mild). These weather zones are defined by a series of dotted lines that divide the overall map into specific regions of varying contours and sizes, tabulated as follows:

The Pacific Severe Zone begins from China, across Japan, through the Northern Pacific sea areas, encompassing Alaska.

The Pacific Moderate Zone begins in India, across Southeast Asia, encompassing the East Indies, the Philippines, Northern Australia, the South Pacific, and then over to the Central Pacific and the Hawaiian Islands. The large sea areas west of Panama are also considered to be in the Pacific Moderate Zone.

The Pacific Mild Zone begins in the Indian Ocean, across most of Central and Southern Australia to the Coral Sea, and encompassing New Zealand. The South Pacific large sea areas are considered to be in the Pacific Mild Zone.

[1.2] F (Fair) Conditions

Fair weather never has any unfavorable effect upon game play whatsoever on any part of the map where fair condition exists.

[1.3] W (Wet) Conditions (APTO only)

Wet exists in the Severe Zone. Fair weather exists in all of the other weather zones. Wet has the following effects:

★ In the Severe Zone, a player must roll two dice. On a dice roll of 2-7, there is no effect at all. On a dice roll of 8 or 9, all air unit strengths are halved (rounded down). On a dice roll of 10 or 11, all air unit printed strengths *and* printed ranges are halved (rounded down). On a dice roll of 12, all air is grounded.

★ All land unit movement becomes halved (rounded down). No Breakthroughs or Exploitations are permitted in Wet conditions. Land units that are outside of the Severe Zone cannot enter the Severe Zone via Exploitation or via Breakthrough movement. Movement by rail, however, is unaffected.

★ All land attacks during Wet conditions suffer a -1 die roll penalty **if in** the Severe Zone.

★ All naval interception attempts suffer a -1 die roll penalty **if in** the Severe Zone.

[1.4] M (Monsoon) Conditions (APTO only)

Monsoon exists in the Severe Zone; Wet exists in the Moderate Zone. Fair condition is in effect in the Mild Zone. Wet conditions are stipulated under rule [1.3] above. Monsoon has the following effects:

★ In the Severe zone, a player must roll two dice. On a dice roll of 2-6, there is no effect at all. On a dice roll of 7or 8, all air unit strengths are halved (rounded down). On a dice roll of 9 or 10, all air unit printed strengths *and* printed ranges are halved (rounded down). On a dice roll of 11 or 12, all air is grounded.

★ In the Moderate Zone, a player must also roll two dice. On a dice roll of 2-8, there is no effect at all. On a dice roll of 9 or 10, all air unit strengths are halved (rounded down). On a dice roll of 11, all air unit printed strengths *and* printed ranges are halved (rounded down). On a dice roll of 12, all air is grounded.

★ All land unit movement is halved (rounded up). Movement by rail, however, is unaffected.

★ No Exploitations are permitted in the Severe Zone. Land units that are outside of the Severe Zone cannot enter the Severe Zone via Exploitation movement. Breakthroughs, however, are still permitted normally.

★ All naval interception attempts suffer a -2 die roll penalty **if in** the Severe Zone.

[1.5] Weather Effects Upon Air Units

If there are *any* adverse weather **effects** within an affected weather zone (i.e., inclement weather), air units therein may **not** impart any air-superiority modifier to any land combat die roll (whether supporting the attacking or the defending land units). In addition, the printed combat strength number of any participating Bomber-type air unit is considered automatically halved (fractions rounded **down**).

Any air units that *enter* an *affected* weather zone from outside of that weather zone immediately (upon entry) become subjected to the inclement weather effects therein. Additionally, such air units will then become Previously Committed if they rebase into of out of an *affected* weather zone. Moreover, **no** air units may change base into or out of an **affected weather zone** during the **Offensive Phase**.

If any air unit(s) become grounded in any particular weather zone(s), *every* type of air activity is prohibited in any hexes and sea areas therein. This *includes* air reconnaissance, and any Forced Rebase(s).

[1.6] Frozen Rivers, Lakes and Ports (AETO only; this rule is not applicable in APTO)

[1.7] Weather Location Determination

Units (land or air) which enter a M or a W condition hex are, for all movement and combat purposes, considered to have *started* moving in that adversely affected weather zone. They cannot, therefore, combine mild weather movement (which is unaffected) with the restricted movement of M or W condition. As such, any unit that enters an M or W condition weather zone is therefore affected throughout the entirety of its total movement (as if it had been moving in a M or W condition all along).

The reverse of this is true as well. Units that start movement in an affected weather zone do not benefit in any way if they then move into an unaffected weather zone. Such units still retain any effects of the weather zone from where they began their movement.

> **EXAMPLE:** An air unit flies from an M condition base into a mild weather hex to attack enemy naval units. If an adverse air effect exists (either *range and strength halved* or *strength halved*), these limitations continue to apply to the air unit upon arrival at the target hex, even though the target hex itself may actually be in the mild weather zone.

If a river-line bestrides two differently affected weather zones (e.g., W 3710 and W 3711, which separates the Moderate and Severe weather zones), the status of that river line (where it bestrides the two weather zones) is always assumed to be as if within the more inclement weather zone.

[PART 2] STRATEGIC WARFARE

Strategic Warfare is warfare directed specifically at an enemy nation's economy and infrastructure. Strategic Warfare can either be directed at a nation's economy to cause Economic Point (EP) "losses" (which are immediately subtracted from that nation's EP Track), or Strategic Warfare can be directed at a nation's Rail Capacity to hinder the movement of land units via rail. In either case, all forms of Strategic Warfare occur during the Strategic Warfare Phase of a monthly game-turn.

EPs that are held in Economic Reserve (see [37.8]) are never *immediately* affected by Strategic Warfare, although no more than 20 EPs may be held in Economic Reserve during any one season. If more than 20 EPs are cached on the EP Track, those EPs are immediately subject to possible elimination as a result of enemy Strategic Warfare (if any).

> **NOTE:** Regardless of the method of Strategic Warfare, a nation (if subjected to Strategic Warfare) can never lose more EPs than it will receive as an EP Income (in the following Seasonal Turn). A nation can potentially be reduced to "0" EPs (notwithstanding any EPs cached in Economic Reserve), but never less than "0".

[2.0] Strategic Bombing

Strategic Bombing is the employment of *Bomber* units (aircraft units signified with a "B" in the upper left hand corner of the chit) during the Strategic Warfare Phase to fly toward and attack (i.e., "bomb") enemy cities and/or resources. Strategic Bombing may be conducted by a single Bomber unit against a single target, or it may be conducted by numerous Bomber units against a single target or multiple targets. No other type of air unit may be used for Strategic Bombing.

Bombing directed at an enemy's Rail Capacity is known as Bombing Rail Capacity, and is discussed under rule [2.6].

[2.1] Eligible Bomber Units

Any land-based Bomber unit(s) not marked "out-of-supply" are eligible to conduct a bombing raid if they can reach an enemy target city, resource hex and/or rail line city/resource hex (depending upon the target) from their current airbase(s). Fighters, Fighter-Bombers and Naval-Air units are **not** eligible to conduct bombing raids, although they may *accompany* any Bomber(s) conducting a bombing raid (provided that they are also not marked "out-of-supply"). Enemy Fighters, Fighter-Bombers and/or Naval-Air units are eligible to *intercept* any such Bomber(s) and/or their accompaniment normally (if within air interception range). Friendly Fighters, Fighter-Bombers and/or Naval-Air units may also *counter-intercept* (if within air interception range) normally.

Weather conditions will affect Bombers (and accompanying and intercepting air units) normally, which includes the air unit's own airbase, along the flight path, and/or in the target hex itself.

Air units that fly during the Strategic Warfare Phase (including any accompanying or intercepting air units) become marked as Previously Committed afterward. Committed air units may not perform any other missions or operations for the duration of that monthly game-turn.

[2.2] Mission Procedure

The Allies are always the first to commence a bombing raid if both the Allies and Japan will be conducting bombing raids during the same monthly game-turn. After the first Allied bombing raid (if any), both sides must alternate conducting bombing raids until either side declines any further raids during the current Strategic Warfare Phase.

The bombing player first announces that he will be conducting a bombing raid during that current Strategic Warfare Phase,

and then launches the Bomber(s) from their current airbase(s) toward an enemy target hex. Bombers that are launched from the *same* airbase hex (at the same time) *must* fly together, and they *must* attack the same hex (although they may attack different targets in the same hex). In other words, Bombers that are launched from the same airbase hex at the same time (i.e., during the same raid) may **not** be split up as they move, and they may not attack different target hexes during the same raid.

Coordinated Strategic Bombing

Any Bomber(s) in the same airbase hex may launch and then fly over any **other** friendly airbase hex(es) to "collect" any other Bombers (or Fighters, Fighter-Bombers and/or Naval-Air units) presently based there, and may then collectively fly on toward an enemy target hex (being susceptible to eligible enemy air interception as they move). Any "collected" air units also may **not** be split up as they are moving, or attack a different target hex. Any launching Bomber(s), however, may fly over as many friendly airbase hexes as desired (within movement allowances) and may collect as many eligible friendly air unit(s) as are available in each airbase hex (while *en route* to a target hex). A "collecting" Bomber or Bombers are not considered to actually be landing, but are merely *over-flying* any friendly base hex(es) that they enter along the way. When "collected", all such air units may then move on toward a target hex, provided that all of those air units still possess sufficient movement (i.e., range) to reach the target hex. As stated, all such air units are susceptible to normal eligible enemy air interception along the way. Any Fighters, Fighter-Bombers, and/or Naval-Air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range (but never further). The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units "collected" en route) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

> **NOTE:** Bombers or other air units are never *required* to be "collected" if over-flown by any other Bomber(s) *en route* to a target hex. A bombing player is free to choose as few or as many eligible air units to be "collected" as he desires.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not *or* cannot fly with an attacking Bomber or Bombers on toward a particular target hex must simply stop in their last occupied hex (whether it be by choice or as a result of their own movement limit) as the Bomber(s) and other accompanying ("collected") air units (if any) continue on. *Each* accompanying air unit may fly within or up to the extent of its own printed range, irrespective of any other accompanying air units or Bomber(s) they are with during that bombing raid. Accordingly, each air unit - as it is left behind - is subject to any eligible enemy air interceptions (as are any air units that continue on). Fighters, Fighter-Bombers and/or Naval-Air units that have stopped or have reached the extent of their printed movement range simply remain in the last hex that they occupied (unless aborted) until the end of the current bombing raid.

Fighters, Fighter-Bombers and/or Naval-Air units flying **with** any Bomber(s) - as escorts - cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically results in air combat in their own hex.

> **EXAMPLE:** One American 20-20[4] (B-29) Bomber based at Manila (W 3021), and another at Okinawa (W 3825) will be conducting a Strategic Bombing

Attack upon the Japanese city/resource hex of Kure (W 4428) during the Strategic Warfare Phase. For both Bombers to participate in the same raid (i.e., contributing strength points to the same Strategic Bombing Attack die roll), the Western Ally player chooses to first launch the B-29 unit at Manila, flying it eight hexes to Okinawa to "collect" the other B-29 unit there. From Okinawa, both Bombers then fly on toward sea hex W 3826 to "collect" an uncommitted American 3-5/4 (F6F) Naval-Air unit based on a carrier there (while *en route* Kure). From that sea hex, the two B-29s and one F6F are moved toward Kure. Because of the escorting F6F with the B-29s, the Japanese player declines any air interceptions (for the moment). Regardless, while *en route*, the F6F **cannot** *leave* the two B-29 units for any reason whatsoever (although the escorting F6F may end its movement in any hex before reaching the extent of its range, while the B-29 Bombers continue on). Nonetheless, as the two B-29s and the F6F continue moving, the F6F (with a range of "5") must stop one hex short of Kure, because Kure is actually six hexes from the carrier's sea hex (the F6F's airbase). After the F6F has stopped, however, the two B-29s continue on into the Kure hex. Now, a Japanese Fighter unit in the Kyoto hex (W 4530) elects to intercept! At this point, the Japanese Fighter could intercept the two B-29s in the Kure hex (which are now *without* the F6F), but **not** the F6F (because the Japanese player did not do so before the B-29s continued moving). Hoping to hit the B-29s and prevent the Strategic Bombing Attack, the Japanese Fighter chooses to intercept them and ignore the F6F in the previous hex. After the Japanese Fighter reaches the Kure hex (with the two B-29s), two rounds of air combat are resolved. In this example, both B-29s are hit and depleted (thus aborting them), although the Japanese Fighter is also hit by one of the B-29's "return fire". After the air combat, the B-29s, the Japanese Fighter and F6F are returned to their bases from their current locations and marked as Previously Committed immediately thereafter.

All Bombers that are participating in the same bombing raid (including "collected" Bombers) must attack the same target hex. No Bombers may be collected, fly or otherwise participate in a bombing raid if they lack sufficient movement (i.e., range) to actually reach the same target hex as the "collecting" Bombers. In other words, any Bombers that are launched or collected must all possess enough available movement to be capable of reaching the same target hex. Not all such Bombers are necessarily required to fly all of the way to the target hex, but they must at least *possess* enough available movement to do so. As such, any number of Bombers may be "dropped off" while *en route* to the target, although such Bombers are then no longer eligible to perform any bombing during that monthly game-turn, and thereafter are marked as Previously Committed just the same. Nevertheless, a player may desire (during the course of a bombing raid) to leave some of the participating Bombers (and/or escorting Fighter-type air units) behind (before reaching the target hex) if, for example, he wants to avoid subjecting any particular air unit(s) to further potential air combat and/or anti-aircraft fire.

> **NOTE:** A Fighter-type air unit that will be escorting a bombing raid is permitted to be launched first, and then collect the participating Bombers (i.e., in that order). Of course, all range (and weather) considerations apply normally.

Once in the target hex, any Bomber unit(s) therein may be designated to either attack a Strategic Target and/or the nation's Rail Capacity, depending on which target type(s) are in the target hex. A player may allocate any of the available Bombers in the target hex to attack either target type (or both, if he has enough Bombers to do so), although he must indicate (before air combat, if any) which Bomber(s) will be attacking each target.

Target Types
Bombers conducting a Strategic Bombing Attack *must* fly to a specific target **hex** (susceptible to all normal eligible enemy air interception, as they move):

[A] To conduct any Strategic Bombing Attack, a Bomber (or Bombers) must fly to an eligible enemy city, resource or city/resource hex. The effectiveness of any Strategic Bombing Attack depends upon the target *type* (see [2.3]). Multiple bombing raids upon the *same* target *hex* within the same season (three monthly game-turns in between Seasonal Turns) do so at reduced effectiveness (see [2.4]).

[B] If Bombing Rail Capacity, a Bomber (or Bombers) must simply fly to any eligible city/resource rail line hex (even a city/resource hex that had already been bombed - as a Strategic Bombing Attack - previously) within the nation of the targeted Rail Capacity (see [2.6]).

Air Interception
If the targeted player wishes to defend against any Strategic Bombing Attack, he may simply do so by declaring a normal air interception with any eligible friendly Fighter-type air units (i.e., flying as Fighters) within air interception range of the attacking Bomber(s). If the interception is occurring in the Bomber(s)' target hex, all air combat therein must be resolved *before* the attacking Bomber(s) resolve their Strategic Bombing Attack.

Any enemy air interceptions may occur normally while the attacking Bomber(s) are *en route* to (or into) any Strategic Bombing target hex. However, any intercepting enemy air units then become marked as Previously Committed after participating in any air combat during the Strategic Warfare Phase. Consequently, they are thus not eligible to participate in any subsequent air combat for the duration of the Strategic Warfare Phase or the current monthly game-turn.

Air units that are accompanying a bombing raid cannot *intercept*, although they obviously can participate in any air combat that is occurring in their own hex as a result of an enemy air interception.

As enemy air interceptions occur, eligible friendly Fighters, Fighter-Bombers and/or Naval-Air units (within air interception range) may counter-intercept. Accordingly, any other eligible enemy Fighters, Fighter-Bombers and/or Naval-Air units (if within air interception range) may counter-counter-intercept, and so forth. Players may alternate intercepting and counter-intercepting in this way until both players decline any further air interceptions, or until there are no more eligible air units available to do so. Air interception and air combat is resolved as it occurs (see [4.13]). Any Fighters, Fighter-Bombers and/or Naval-Air units that were launched and flown *with* Bombers (as the Bomber's Fighter-escort accompaniment) are then automatically assumed to engage any of the enemy Fighters, Fighter-Bombers and/or Naval-Air units that have entered their hex. When air combat has begun in any particular hex, both players automatically forfeit the opportunity to add additional air units to that hex for the duration of that particular air combat engagement.

After all air combat, the surviving un-aborted Bomber(s) that have not yet conducted a Strategic Bombing Attack may then do so. All aborted Bombers, however, are set aside until they returne to base (at which time they are marked as Previously Committed). An aborted Bomber may **never** contribute to any Strategic Bombing Attack.

[2.3] Strategic Targets

Bombers that are conducting a Strategic Bombing Attack must attack a Strategic Target to inflict Economic Point losses upon an enemy's economy. There are three basic types of Strategic Targets: city hexes, resource hexes, and city/resource hexes. If a target hex contains only a city symbol (such as Nagasaki), it is a **city target**. If a target hex contains a resource symbol (any hex with a crossing pickaxe symbol) with no city therein, it is a **resource target**. If a target hex contains both a city and a resource symbol (such as Tokyo), it is a **city/resource target**. If any Bomber unit(s) attack a city/resource hex, they may not attack *just* the city or *just* the resource symbol in that hex (say, as an attempt to avoid any right-column-shifts that would increase the possibility of being hit by anti-aircraft). Any Strategic Bombing Attack upon a city/resource hex is always considered to be attacking both the city and resource symbol.

If multiple Bomber units in any target hex are attacking *both* a Strategic Target and Rail Capacity (see [2.6]), the bombing player must designate (before any air combat in that hex is resolved) *which* Bomber (or which Bombers) are attacking the Strategic Target, and *which* Bomber (or which Bombers) are attacking the Rail Capacity.

Cities, Resources, City/Resources, Capitals
If the target of the Strategic Bombing Attack is a city hex only (that is, without a resource symbol therein), the bombing attack is resolved normally. *However*, **if** the target hex is a resource hex (without an actual city symbol), any attacking Bomber(s) are penalized with a one-column-shift to the *left* of their current bombing strength column. Contrarily, however, if the target hex is a city/resource hex, the attacking Bomber(s) gain a one-column-shift to the *right*. Furthermore, if the target hex is also any **non-conquered** national capital, the attacking Bomber(s) gain an *additional* one-column-shift to the *right*.

The Indonesian "oil" hexes (hexes W 1614, W 1912, W 2019, W 2418) are exceptions, in that they are always automatically considered **equivalent to a city/resource capital** hex. Thus, a Strategic Bombing Attack upon any of these hexes will automatically garner a two-column-shift adjustment to the right. Each of the Indonesian "oil" hexes are denoted on the map with an oil-field symbol, indicating that they are subject to this two-column-shift to the right if strategically bombed. Any Bomber(s) attacking the Indonesian "oil" hexes always accrue a two-column-shift adjustment to the right, and are **never** adjusted to the left for any reason. A Night Strategic Bombing Attack against the Indonesian "oil" hexes is always resolved on the 2-5 column of the Bombing Table, no different than any other Night Strategic Bombing Attack.

> **EXAMPLE:** If one American 20-20[4] (B-29) Bomber attacks a Japanese *city-only* hex, the Bomber's total attack strength of "20" points would correspond to the 17-24 column on the Bombing Table. If, however, the Bomber attacks a *resource-only* hex (that is to say, a hex without a "city" symbol), its attack would be adjusted one column to the left (down to the 12-16 column). If, though, the Bomber attacks a *city/resource* hex (a hex with both a city and a resource symbol therein, such as Nagasaki), the Bomber would gain a one-column-shift adjustment to the right (to the 25-39

column on the <u>Bombing Table</u>). Furthermore, if the target hex contains a city/resource *capital* (any city denoted as a "star", such as Tokyo), then the Bomber would gain an *additional* one-column-shift adjustment to the right (up to the 40-59 column on the <u>Bombing Table</u>, per this example).

[2.4] Halving Bomber Strengths during Strategic Bombing

Non-Home Strategic Targets
Attacking Bomber strengths are always **halved** (rounded down, even to '0' if necessary) whenever they are bombing a non-home nation enemy-occupied Strategic Target (that is providing EPs to the enemy) or a Strategic Target in any minor nation (whether a conquest, a colony or a minor partner). For example, if the Japanese have captured Calcutta (W 3503), any Western Ally Bomber attack strength points during a Strategic Bombing Attack upon Calcutta would be halved (rounded down), because Calcutta is not a Japanese home city.

> **EXCEPTION:** Strategic Bombing Attacks against the Indonesian "oil" hexes are never "halved".

Redundant Strategic Bombing
Attacking Bomber strengths are always **halved** (rounded down) if the target hex was already *successfully* bombed during a previous monthly game-turn within that same current season. That is to say, if the same target hex is bombed more than once during different monthly game-turns within the same season (between successive Seasonal Turns), all Bombers that are attacking that particular target do so at half-strength. Thus, multiple attacks upon the same *non-home* enemy occupied target hex are therefore quartered (i.e., a bombing attack upon any non-home enemy occupied target hex is halved, and a subsequent bombing attack upon the *same* non-home target hex would be halved again). As mentioned, this does not apply to the Indonesian "oil" hexes.

The eastern map includes a <u>Strategic Bombing Box</u> (adjacent to the United States' <u>Force Pool Box</u>), which may be used as a chart to keep track of which Japanese cities have already been bombed during the current season. Simply place a control chit atop the name of each city that has been bombed during the current season. For those targets that are not listed by name in the <u>Strategic Bombing Box</u>, place a control chit atop the space marked "other" on the <u>Strategic Bombing Box</u>, which applies to any other target hexes that are bombed during a monthly game-turn. Otherwise, players should feel free to keep a written record, if so desired.

The <u>Strategic Bombing Box</u> has no other function with regard to game play. It serves merely as a record of targets bombed during the season. At the end of each season (i.e., during the Seasonal Turn), the <u>Strategic Bombing Box</u> is cleared, and all eligible targets are thence subject to normal bombing attacks (until attacked at least twice in the following season).

> **NOTE:** Bombing Rail Capacity is never "halved".

No nation can ever lose more EPs due to a Strategic Bombing Attack upon any *conquered* Strategic Target than may be gained from that occupied nation (as a whole). For example, a UK Strategic Bombing Attack against Calcutta (assuming it is Japanese-owned) cannot inflict more than -2 EPs to Japan's EP income, since Calcutta's resource hex only contributed 2 EPs to the Japanese economy.

[2.5] Strategic Bombing Procedure

After all air interceptions and air combat (and if there is at least one un-aborted attacking Bomber remaining in the target hex with a net combat strength of at least **2**), the bombing player simply totals the number of all desired, attacking un-aborted Bomber strength points* in the target hex, and rolls two dice (6-sided), comparing that dice roll with the corresponding bombing column on the <u>Bombing Table</u>. A *number* result indicates the amount of eliminated EPs inflicted upon the enemy from that Strategic Bombing Attack. A dash (**-**) result indicates "no effect". If the bombing result includes an asterisk (*****), then one Bomber unit is considered to be **hit** by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the target hex suffers an immediate step-loss. The player with the Initiative always chooses which Bomber is "hit", if multiple Bombers are participating in the attack. Fighters, Fighter-Bombers and Naval-Air units may never be hit by any anti-aircraft result while escorting any Strategic Bombing Attack. Likewise, Bombers that did not actually participate in the Strategic Bombing Attack are immune from anti-aircraft, even if they are *in* the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

> ******Multiple Bomber units in the same Strategic Target hex may, if desired, all attack as a single aggregate bombing group (collectively rolling one dice roll), **or** may each attack individually, **or** as multiple Bomber groups (if there are multiple Bombers therein to do so), with each Bomber or group rolling separately. Each Bomber (or Bomber group) in the same target hex may each roll its own Strategic Bombing Attack (separately), although each such Bomber or Bomber group's attack strength is limited solely to the specific Bomber(s) in that particular group. Each Bomber or Bomber group (i.e., dice roll) is subject to anti-aircraft fire individually. All such Bombers in the same target hex, however, are considered to be one group with regard to any current or any subsequent enemy air interceptions.*

No player may ever conduct more Strategic Bombing Attacks than he has available in actual participating Bomber chits.

Returning to Base
After resolving all strategic bombing raids, all surviving and/or aborted air units (that had participated in the bombing raids) are then returned to base and thus marked as Previously Committed.

After concluding the initial Western Ally strategic bombing raid (if any), the Japanese player may then conduct a strategic bombing raid (during the same Strategic Warfare Phase). The Allies and Japan then alternate conducting strategic bombing raids until either side declines any further attacks. When all of the eligible powers on either side (Allies or Japan) decline to perform any further bombing raids during the Strategic Bombing Step of the current Strategic Warfare Phase, that side then automatically forfeits any opportunity to conduct any additional bombing raids thereafter (for the remainder of the current Phase). Any eligible powers on the same side may randomly alternate among each other during their bombing raid option. The Allies and Japan must alternate conducting strategic bombing raids as "sides", not as individual nations.

[2.6] Bombing Rail Capacity

Any bomber(s) may be used to attack the Rail Capacity of any nation (within the Bomber's range), provided that there is at least one city/resource hex with a rail line symbol, within the original home borders of the targeted nation. Nations *without* a city/resource hex (with a rail line symbol) can be targeted - to bomb Rail Capacity - on any city hex. Nations without any rail line symbols do not possess a Rail Capacity, and therefore are exempt from this type of attack. Any Bomber(s) that will be Bombing Rail Capacity are to be governed by the same air movement and air interception rules as delineated under [2.1] and [2.2].

> **NOTE:** Bombing Rail Capacity may never be conducted at "night".

Bombers that reach a hex with a rail line symbol therein can be declared as to be Bombing Rail Capacity in that nation (i.e., the nation with the *targeted* city-rail-hex), though the bombing player **must** indicate which of the Bomber units (if there are multiple Bombers* therein) will be attacking the Rail Capacity *before* air combat (if any) begins in the target hex. After all air combat in the target hex has been resolved, the bombing player then simply totals the number of all attacking un-aborted Bomber strength points (designated to bomb the Rail Capacity), and then rolls two dice (6-sided), comparing that die roll with the corresponding strength point column on the Bombing Table. The number is then divided by **two** (fractions rounded **up**), and then subtracted from the targeted nation's total Rail Capacity (as indicated on the map). The final result (if any) is the amount of Rail Capacity lost within that nation as a result of that attack (for the duration of that monthly game-turn). A dash (-) result indicates "no effect". If the bombing result includes an asterisk (*), then one Bomber unit is considered to be **hit** by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the targeted hex suffers an immediate step-loss. The player with the "Initiative" always chooses which Bomber is "hit" (of those Bombing Rail Capacity) if multiple Bombers are participating in the attack. Fighters, Fighter-Bombers and Naval-Air units may never be hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in Bombing Rail Capacity are immune from anti-aircraft, even if they are *in* the target hex at the time of the attack. If any depleted Bomber is hit by anti-aircraft, it is eliminated.

> *If a target hex contains both a Strategic Target and a rail line, the bombing player may designate any number of his total available Bomber units (in the same target hex) as to be directed at both target types (dividing up his aggregate available Bomber units between both targets in any apportionment he so chooses). Any Bomber units that are Bombing Rail Capacity are organized as a different group from those that are bombing a Strategic Target. Each of the Bomber groups rolls its attack separately. Each target must have specific Bombers assigned to it. No single bombing roll can affect both Rail Capacity and Economic Points, nor can any single Bomber unit attack both targets during the same monthly game-turn.

If a particular nation loses some portion of its Rail Capacity, rail movement therein is accordingly reduced. Units that are moving via rail from *another* nation may rail *into* or *through* a nation with a reduced Rail Capacity without any adverse effects, even if there is less remaining Rail Capacity than incoming railing units (because the incoming railing units are actually using the Rail Capacity of the nation they started in).

If, however, all of a nation's Rail Capacity is *eliminated*, **all** friendly rail movement **within** *and* **through** that nation is prohibited, even if a unit moving via rail had begun its rail movement in another nation or other region of the map. For example, if Manchukuo's Rail Capacity is eliminated, units in Korea cannot rail into or through Manchukuo, even if using Korean Rail Capacity.

A rail line symbol or a rail line hexagon itself is never incarnate affected by any bombing result. In this regard, rail line symbols on the map serve merely as symbolic targets for Bombers that are Bombing Rail Capacity in a particular nation or colony. A specific rail line symbol or rail line hexagon is not affected one way or the other by any successful bombing result. That is to say, railing units may still rail into or through any rail hex (via *available* Rail Capacity) if otherwise legal to do so, even if that hex was specifically targeted by any Bomber units.

> **NOTE:** Bombing Rail Capacity may **not** be conducted more than once against the same target hex during the same monthly game-turn.

No player may ever conduct more Strategic Bombing Attacks than he has available in actual participating Bomber chits.

Players may attempt to bomb the Rail Capacity in any nation, even home, minor partner or occupied nations.

[2.7] The B-29 Superfortress (APTO only)

To reflect the very high operational loss rate of US B-29s caused by the long bombing missions to Japan, the US player **must** add **+1** to his Strategic Bombing Attack dice roll for *each* full-strength US 20-20[4] Bomber unit that is participating in that particular bombing raid, whether the target type is a city, a resource or a city/resource hex. This modifier, however, may **never** be applied when Bombing Rail Capacity.

This rule automatically becomes abrogated if the US *presently* controls at least one supplied, functional airbase on Iwo Jima (W 3733), although the US player may still elect to add +1 to his Strategic Bombing Attack dice roll, per above, nonetheless (if he chooses), but he must announce his intention to do so (or not) before he rolls any Strategic Bombing Attack involving any full-strength 20-20[4] (B-29) Bomber unit.

[2.8] Night Strategic Bombing

Any Bomber(s) may declare a Night Strategic Bombing Attack, but any such Bomber(s) may only resolve their Night Strategic Bombing Attack dice roll on the **2-5** column of the Bombing Table, *regardless* of how many Bomber units (or how many strength points, provided there at least 2 strength points) are actually participating in the raid. Additionally, Night Strategic Bombing Attacks can never be column shifted on the Bombing Table, regardless of the target. US Bomber units (of any type) may **never** conduct any Night Strategic Bombing Attacks. Fighters, Fighter-Bombers and/or Naval-Air units may never fly during a Night Strategic Bombing Attack. Bombers that will be conducting a Night Strategic Bombing Attack are governed by the same air movement rules as delineated under [2.1] and [2.2], though such rules will - for the most part - be functionally unnecessary.

Bombers that are conducting a Night Strategic Bombing Attack cannot be intercepted by *any* enemy air unit(s) at any time during that attack . Essentially, Bombers that are performing any Night Strategic Bombing Attack(s) are entirely immune to any enemy air interceptions for the duration of a night raid.

During any Night Strategic Bombing Attack(s) in the Pacific Theater, all anti-aircraft hits on the 2-5 column of the Bombing Table are resolved normally throughout the war (i.e., there is **no** increased anti-aircraft effectiveness, as in the European Theater during later-war Night Strategic Bombing Attacks).

[2.9] Strategic Bombing of the Indonesian Oil Fields (APTO only)

Indonesian Refineries
If Japan has captured W 1614, W 1912, W 2019, and/or W 2418, Western Ally Bomber units (within movement range) may bomb any of the Indonesian "oil" hexes as a Strategic Target with an automatic two-column-shift to the right on the Strategic Bombing Table. All Night Strategic Bombing Attacks, however, are always resolved on the 2-5 column, even if they are attacking the Indonesian "oil" hexes.

Bombers that will be bombing the Indonesian "oil" hexes are governed by the same air movement and interception rules as delineated under [2.1] and [2.2]. Strategic Bombing Attacks against the Indonesian "oil" hexes are never "halved", even if any Indonesian "oil" hex is bombed more than once within the same season.

Any anti-aircraft results (*****) are resolved normally if bombing any Indonesian "oil" hex(es).

In the event that an Indonesian "oil" hex becomes a Western Ally conquest, any Japanese Strategic Bombing Attacks upon that "oil" hex is bombed as if it were any other normal minor-nation resource hex.

[2.10] Convoy Routes

A Convoy Route is defined as any sea area (i.e., in the Pacific) with a map-printed Merchant Ship silhouette depiction therein (also known as a Convoy Route sea area), and represents the primary convoy shipping lanes in that region of the Pacific Ocean during World War Two. Each Convoy Route sea area is always considered to be actively in effect (i.e., the inherently represented convoy traffic is always assumed to be traversing the Pacific). No Convoy Route sea area may ever be "closed" (except the Indian Convoy Route; see [2.12]), and is always susceptible to Convoy Interdiction.

Each Convoy Route sea area is susceptible to Convoy Interdiction by any eligible Japanese surface naval unit(s), Auxiliary Cruiser(s) and/or Bomber(s) - wherein employed - during the Strategic Warfare Phase of any monthly game-turn(s). However, Allied players can similarly employ naval and/or air units to inhibit the likelihood of successful Japanese interdiction of any particular Convoy Route sea area(s).

[2.11] Japanese Convoy Route Interdiction (APTO only)

Convoy Route Interdiction (also colloquially known as Convoy Interdiction) is the employment of Japanese surface naval and/or air units during the Strategic Warfare Phase to inflict EP losses upon the UK, US and/or Australia via the interdiction of Western Ally Convoy Routes (i.e., any large sea area with a map-printed Merchant Ship silhouette). Convoy Interdiction can occur via Japanese Air Interdiction of Convoy Routes (see [2.13]), Japanese Surface Naval Unit Interdiction of Convoy Routes (see [2.21]), and/or Auxiliary Cruiser Interdiction of Convoy Routes (see [2.22]).

[2.12] Indian Ocean Convoy Route (APTO only)

There are two specific Indian Ocean Convoy Route sea areas on the Western map, which are collectively known as the Indian Ocean Convoy Route. Each of the two Indian Ocean Convoy Route sea areas is automatically considered "closed", unless specifically declared (by the UK player*****) to be "open" during a Seasonal Turn.

> *****The US player may not declare the Indian Ocean Convoy Route to be open.

If the UK player allocates lend-lease EPs to Australia, the UK must declare the Indian Ocean Convoy Route to be "open" during the current Seasonal Turn. Furthermore, at least one Australian home (functional) port city must be Allied controlled, and presently non-isolated. No lend-lease EPs may be sent to Australia if all Australian ports have been captured and/or destroyed (or isolated) by Japan.

If the UK player declares the Indian Ocean Convoy Route to be "open", he must place an "Indian Ocean Route Open" chit in both Convoy Status boxes printed on the map, denoting that the Indian Ocean Convoy Route is "open" for the ensuing season (i.e., three monthly game-turns). Furthermore, when the Indian Ocean Convoy Route sea areas are "open", they automatically remain "open" for the duration of that current season (e.g., if the Indian Ocean Convoy Route is declared to be "open" during the Autumn Seasonal Turn, it is therefore considered to be "open" during October, November and December).

If the UK player declared the Indian Ocean Convoy Route "open" during a Seasonal Turn (and assuming all Australian ports have not been captured, destroyed and/or isolated), the UK player may send up to **1/4*** of his current net EP income (before any construction) to Australia as lend-lease (via the Indian Ocean Convoy Route).

> *****Fractions always rounded down.

Interdicting the Indian Ocean Convoy Route
If the Indian Ocean Convoy Route is "open", each of the Indian Ocean Convoy Route sea areas can be interdicted normally during the Strategic Warfare Phase.

Closing the Indian Ocean Convoy Route
If no lend-lease EPs are allocated to Australia (via the Indian Ocean Convoy Route) during a particular Seasonal Turn, the Indian Ocean Convoy Route is considered to be automatically "closed", and is not susceptible to Convoy Interdiction during the ensuing season.

[2.13] Japanese Air Interdiction of Convoy Routes (APTO only)

Japanese Bomber units that did not participate in any Strategic Bombing, nor were Bombing Rail Capacity during the current Strategic Warfare Phase may be used to *interdict* Convoy Routes in the Pacific **if** they possess enough movement range to reach *and* then enter a Convoy Route sea area (any sea area with a Merchant Ship depiction therein).

Convoy Routes are always considered to "open", and cannot ever be "closed" nor are ever "inactive", **except** for the Indian Ocean Convoy Route sea areas (see [2.12]). With regard to Convoy Interdiction, there is no alternating air movement procedure, per se. The Japanese player simply launches any

Bomber(s) in any order or assemblage desired (as if a normal Strategic Bombing Attack) toward and into an eligible (and reachable) Convoy Route sea area (per each such interdiction attack).

The Indian Ocean Convoy Route sea areas must be "open" to be vulnerable to any Convoy Interdiction.

To interdict a Convoy Route, the Japanese player must fly an eligible Japanese Bomber (or Bombers) from any presently occupied airbase toward and *into* any eligible and reachable Convoy Route sea area. Such Bombers are susceptible to all normal Western Ally air interceptions (while en route) by any uncommitted Western Ally Fighters, Fighter-Bombers and/or Naval-Air units within air interception range. However, any uncommitted Japanese Fighters, Fighter-Bombers and/or Naval-Air units within air interception range may also counter-intercept. Moreover, any uncommitted Western Ally Fighters, Fighter-Bombers and/or Naval-Air units may counter-counter-intercept, and so forth. All air combat is thus resolved in each hex as it occurs, starting with the last air interception, and then on to the first.

Any interdicting Japanese Bomber(s) must possess sufficient movement to fly *to* the Convoy Route and then *into* the Convoy Route sea area. Air units must pay the same MP cost as naval units to enter *any* large sea area.

Escorting Bombers
Any uncommitted Japanese Fighters, Fighter-Bombers and/or Naval-Air units may accompany any Japanese Bomber(s) *en route* and/or *into* a Convoy Route sea area as *escorts*, assuming that they possess enough movement to reach and/or enter a Convoy Route sea area from their current base. Similar to [2.2], Japanese Bombers must over-fly friendly bases and "collect" any desired Japanese Fighters, Fighter-Bombers and/or Naval-Air units that will be accompanying the interdicting Japanese Bomber(s) toward and/or into the targeted Convoy Route sea area. Any "collected" air units may **not** be split up as they are moving, or attack a different Convoy Route sea area. Any interdicting Japanese Bomber(s) may fly over as many friendly bases as desired (within movement allowances) and may collect as many eligible friendly Fighters, Fighter-Bombers and/or Naval-Air units as are available in each base hex (while *en route* to a Convoy Route sea area). Fighters, Fighter-Bombers, and/or Naval-Air units that do not possess enough movement to reach a targeted Convoy Route sea area may fly within - or up to the extent of - their own printed movement range. Fighters, Fighter-Bombers, and/or Naval-Air units that do not *or* cannot fly with an interdicting Japanese Bomber (or Bombers) on toward any particular Convoy Route sea area must simply stop in their last occupied hex (whether it be by choice or as a result of their own movement limit) as the interdicting Japanese Bomber(s) and other accompanying (i.e., "collected") air units (if any) continue on.

Fighters, Fighter-Bombers and/or Naval-Air units flying with any Bomber(s) as *escorts* cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically results in air combat between such air units in their location.

Combat Air Patrol
Once *in* a Convoy Route sea area, each interdicting Japanese Bomber (and accompaniment, if any) can be *automatically* intercepted by any enemy Naval-Air unit(s) aboard any enemy undamaged aircraft carrier(s) that are specifically in that same Convoy Route sea area. If any air interceptions occur in any Convoy Route sea area, all air combat therein is then resolved normally (see [4.16]).

Convoy Interdiction Attacks
After air combat is resolved (if any), all surviving un-aborted Japanese Bombers still remaining in the Convoy Route sea area may interdict that Convoy Route. The Japanese player simply totals the number of all desired, attacking un-aborted Bomber strength points* in the Convoy Route sea area, and rolls two dice (6-sided), comparing that dice roll with the corresponding bombing column on the Bombing Table. A *number* result indicates the amount of eliminated EPs inflicted upon the UK, US or Australia from that Convoy Interdiction Attack

> **NOTE:** However, *each* attacked Convoy Route sea area (during any single Strategic Warfare Phase) cannot suffer more eliminated EPs than is equal to the **MP #** printed on the map in the attacked Convoy Route sea area (e.g., the Indian Ocean Convoy Route sea area can never suffer more than "10" eliminated EPs from Japanese Air Interdiction, although this limit does not apply to eliminated EPs inflicted by other agents, such as Japanese surface naval units).

A dash (-) result indicates "no effect". If the bombing result includes an asterisk (*), then one Bomber unit is considered to be **hit** by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the Convoy Route sea area suffers an immediate step-loss. The Allied player always chooses which Japanese Bomber is "hit", if multiple Japanese Bombers are participating in the attack. Japanese Fighters, Fighter-Bombers and Naval-Air units (flying as escorts) may never be hit by any anti-aircraft result. Likewise, any Bombers that did not actually participate in the Convoy Interdiction Attack are immune from anti-aircraft, even if they are *in* the Convoy Route sea area. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

> ***Multiple Japanese Bomber units in the same Convoy Route sea area may, if they desire, all attack as a single aggregate bombing group (collectively rolling one dice roll), or they may each attack individually, or as multiple groups (if there are multiple Bombers therein to do so), with each group rolling separately. Each Bomber or Bomber group in the same Convoy Route sea area may roll its own Convoy Interdiction Attack (i.e., separately), although each such Bomber or Bomber group's attack strength is limited solely to those specific Bombers in that particular group. Each Bomber group (i.e., dice roll) is subject to anti-aircraft fire individually. All such Bombers in the same Convoy Route sea area, however, are to be considered one group with regard to air interceptions by any Naval-Air units.*

Japanese Fighters, Fighter-Bombers and/or Naval-Air units can never be employed to interdict any Convoy Route per this rule. However, see [2.23].

Interdicting Japanese Bombers may **never** attack any ship or naval unit while in any Convoy Route sea area during the Strategic Warfare Phase. Interdicting Japanese Bombers may only attack a Convoy Route.

After the Japanese Air Interdiction Step, any participating air units (including intercepting or counter-intercepting Naval-Air units aboard aircraft carriers) are returned to their bases and marked as Previously Committed. Such air units may perform no other missions during the current monthly game-turn.

[2.21] Japanese Surface Naval Unit Interdiction of Convoy Routes (APTO only)

Any **undamaged** (only) Japanese surface naval unit(s) - with a gunnery rating (not a torpedo rating) of at least **1** (i.e., not any Japanese DD units) - occupying any eligible Convoy Route sea area(s) during the Strategic Warfare Phase are eligible to inflict EP losses upon the UK, US and/or Australia (see [2.23] and [2.24]).

Any eligible Japanese surface naval unit(s) that are employed to interdict any Convoy Route sea area(s) must be moved into the intended Convoy Route sea area(s) during the Naval and Air Phase or the Offensive Phase via the normal naval movement rules (e.g., as a normal Japanese naval movement option; see [3.2]), and are susceptible to enemy air and/or naval interception normally, if presently applicable (see [3.6] and/or [4.15]). **No** Japanese surface naval unit(s) may ever be automatically "deployed" to any Convoy Route sea area(s) in the same manner as Auxiliary Cruisers (see [2.22]).

> **NOTE:** Any Japanese surface naval unit(s) that move into a Convoy Route sea area during the End Phase are **not** eligible to conduct Strategic Warfare during the ensuing Strategic Warfare Phase.

Each intending Japanese surface naval unit occupying an eligible Convoy Route sea area during the Strategic Warfare Phase (unless entered during the previous End Phase) may conduct Convoy Interdiction (i.e., during the Japanese Surface Raider Step). Accordingly, each interdicting Japanese surface naval unit inflicts a preset EP loss (see [2.23]), which is added to the total EP loss(es) inflicted upon the Western Allies during that same Strategic Warfare Phase.

Japanese surface naval units can be intercepted normally, and thus fight in naval combat normally, if successfully intercepted.

Any Japanese surface naval unit(s) that conduct a Convoy Interdiction during the Strategic Warfare Phase are thereafter ineligible to move (e.g., to conduct Active or Reactive naval interception) during the subsequent Naval and Air Phase, Offensive Phase or the End Phase of that same monthly game-turn. Each interdicting Japanese surface naval unit should be marked with an "Active" chit, denoting its ineligibility to move or operate during the ensuing Naval and Air Phase, Offensive Phase and/or End Phase. Only Japanese surface naval units that do **not** conduct Convoy Interdiction during the Strategic Warfare Phase are eligible to operate normally during the subsequent Naval and Air Phase, Offensive Phase and/or End Phase.

Japanese Aircraft Carriers as Raiders
Any undamaged Japanese aircraft carrier (with a Naval-Air unit) occupying any eligible Convoy Route sea area during Strategic Warfare Phase is eligible to inflict EP losses upon the UK, US and/or Australia (see [2.23] and [2.24]) exactly like a Japanese surface naval unit.

> **NOTE:** A Japanese aircraft carrier's Naval-Air unit is **not** committed during the Strategic Warfare Phase.

Keeping Japanese Surface Naval Units at Sea
Any Japanese surface naval unit(s) that *had* conducted a Convoy Interdiction during the *preceding* Strategic Warfare Phase are never required to be kept at sea (i.e., "refueled") via

the expenditure of EPs. Any Japanese surface naval unit(s) that did not conduct Convoy Interdiction during the preceding Strategic Warfare Phase are subject to [3.14] and/or [7.10] normally.

[2.22] Auxiliary Cruiser Interdiction of Convoy Routes

There are five Auxiliary Cruiser chits (also colloquially known as "Raiders") listed in the Japanese order-of-battle (i.e., the German Auxiliary Cruisers Atlantis, Komet, Orion and Michel, and the Japanese Auxiliary Cruiser Aikoku), each arriving free directly in any sea hex or sea area in the Pacific throughout the course of the game (which may include the "India" map, if in play (see [11.41]).

Auxiliary Cruisers are considered normal naval units, and function exactly like any normal surface naval unit, except that Auxiliary Cruisers are considered to be automatically sunk if hit by any enemy air or naval attack (i.e., Auxiliary Cruisers do not possess a damaged or depleted side).

> **EXCEPTION:** The Japanese Auxiliary Cruiser Aikoku possesses a damaged side, which actually represents a second Japanese Auxiliary Cruiser "Hokoku". The Aikoku and Hokoku, unlike German Auxiliary Cruisers, operated as a pair, thus the reason they exist together as a single game piece.

Unlike normal surface naval units, however, Auxiliary Cruisers are unique inasmuch as they can be automatically deployed directly to *any* Convoy Route sea area* (i.e., an Auxiliary Cruiser need not actually move as do surface naval units - although it may, if preferred - but can be simply deployed to any eligible Convoy Route sea area). Accordingly, an Auxiliary Cruiser cannot be intercepted when being deployed directly to a Convoy Route sea area.

> *If from a functioning and supplied Japanese port or a Convoy Route sea area (i.e., as a Japanese naval movement option). Any Auxiliary Cruiser(s) that presently occupy any hexed sea area may **not** be automatically deployed directly to any port or Convoy Route sea area.

Auxiliary Cruisers are not bound by deployment requirements or restrictions, but may be moved or deployed freely during the Naval and Air Phase, Offensive Phase and/or End Phase.

Each intending Auxiliary Cruiser occupying an eligible Convoy Route sea area during the Strategic Warfare Phase (unless entered during the previous End Phase) may conduct Convoy Interdiction (i.e., during the Japanese Surface Raider Step) like a Japanese surface naval unit normally. Accordingly, each interdicting Auxiliary Cruiser inflicts a preset EP loss (see [2.23]), which is added to the total EP loss(es) inflicted upon the Western Allies during that same Strategic Warfare Phase.

Auxiliary Cruisers can be intercepted normally (although not while being "deployed"), and therefore fight in naval combat normally, if successfully intercepted.

> **EXCEPTION:** Because of Auxiliary Cruisers' unique ability to disguise themselves, each Auxiliary Cruiser is only ever susceptible to **one** interception attempt die roll per monthly game-turn (even if successful whereby the intercepted Auxiliary Cruiser somehow survived).

Any Auxiliary Cruiser(s) that conduct a Convoy Interdiction during the Strategic Warfare Phase are thereafter ineligible to move (e.g., to conduct Active or Reactive naval interception) during the subsequent Naval and Air Phase, Offensive Phase or the End Phase of that same monthly game-turn. Each interdicting Auxiliary Cruiser should be marked with an "Active" chit, denoting its ineligibility to move or operate during the ensuing Naval and Air Phase, Offensive Phase and/or End Phase. Only Auxiliary Cruisers that do **not** conduct Convoy Interdiction during the Strategic Warfare Phase are eligible to operate normally during the subsequent Naval and Air Phase, Offensive Phase and/or End Phase.

Any Auxiliary Cruiser(s) that are at sea (in a Convoy Route sea area) may be automatically deployed directly *to* any supplied Japanese port(s) during the Naval and Air Phase (as a normal Japanese naval movement option), provided that the Auxiliary Cruiser(s) did not conduct Convoy Interdiction during the preceding Strategic Warfare Phase. An Auxiliary Cruiser that *currently* occupies any hexed sea area may not then be automatically deployed directly to any Japanese port(s).

Keeping Auxiliary Cruisers at Sea
Any Auxiliary Cruiser(s) may be kept at sea normally (i.e., beyond the End Phase), although no EP expenditure is ever required to do so (even if not occupying a Convoy Route sea area). Of course, any Auxiliary Cruiser may be returned to a friendly functioning port during the End Phase normally, if the Japanese player prefers.

European Theater Deployment Restriction
If playing a Combined Game, the Japanese Auxiliary Cruiser is **not** ever eligible to conduct any Convoy Interdiction in the European Theater.

[2.23] Convoy Route Interdiction EP Damage

Each undamaged Japanese surface naval unit inflicts a preset EP loss **if** presently occupying and successfully interdicting an eligible Convoy Route sea area during the Strategic Warfare Phase, tabulated as follows:

Auxiliary Cruiser = Inflicts **1** EP per gunnery value.

Light Cruiser (CL) = Inflicts **1** EP per gunnery value.

Heavy Cruiser (CA) = Inflicts **1** EP per gunnery value.

Battleship (BB / BBCV) = Inflicts **1** EP per gunnery value.

Aircraft Carrier (CV) = Inflicts **8** EPs (if with Naval-Air).

Submarine (see [11.49]) = Inflicts **1** EP.

After determining which Convoy Route sea area(s) have been successfully interdicted by any Japanese surface naval unit(s), the collective inflicted EP loss of every interdicting Japanese surface naval unit is then added as a final sum, which is the total EP loss(es) inflicted upon the UK, US and/or Australia (see [2.25]) during the current Strategic Warfare Phase.

> **EXAMPLE:** There are eight successfully interdicting Japanese Light Cruisers among several Convoy Route sea areas, as well the Japanese battleship *Mutsu* (with a gunnery rating of "4") and the Japanese heavy cruiser *Kinugasa* with a gunnery rating of "2"). Thus, the total inflicted EP loss during April is 14 EPs.

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

[2.25] Division of EP Losses

All EP losses occurring in the Indian Ocean Convoy Route sea area are borne by the UK. All EP losses occurring in the South Pacific Convoy Route sea area are borne by Australia. All EP losses occurring in the US Convoy Route sea areas are borne by the US. Each such sea area is identified with a merchant ship silhouette with a flag (indicating the nationality that must suffer the EP losses in each Convoy Route sea area).

> **NOTE:** US lend-lease to the UK does **not** modify the aforementioned partition of EP losses.

[2.26] Interdicting the Japanese Merchant Shipping Routes (APTO only)

The Japanese Shipping Routes represent the principal *Maru* shipping lanes to and from the overseas Asiatic resource areas, and are susceptible to interdiction during the Strategic Warfare Phase (i.e., during the Japanese Merchant Shipping Interdiction Step). The Japanese Merchant Routes are thus considered interdicted (with the resulting effect) as follows:

★ **1942 (or prior):** If any Western Allied submarine unit (whether full strength or depleted) currently occupies any Japanese Merchant Shipping Route hex (of any color leading to or from any island, nation or territory wherein Japan presently owns at least one resource hex therein).

> EFFECT: Japan must suffer a loss of **1 EP** per *each* such submarine, up to a maximum of three submarine units that occupy the same (i.e., colored) Merchant Shipping Route during the same Strategic Warfare Phase.

★ **1943 (up to June):** If any Western Allied submarine unit (whether full strength or depleted) currently occupies any Japanese Merchant Shipping Route hex (of any color leading to or from any island, nation or territory wherein Japan presently owns at least one resource hex therein).

> EFFECT: Japan must suffer a loss of **1 EP** per *each* such submarine, up to a maximum of three submarine units that occupy the same (i.e., colored) Merchant Shipping Route during the same Strategic Warfare Phase.

★ **1943 (July-Dec):** If any Western Allied submarine unit (whether full strength or depleted) currently occupies any Japanese Merchant Shipping Route hex (of any color leading to or from any island, nation or territory wherein Japan presently owns at least one resource hex therein).

> EFFECT: Japan must suffer a loss of **2 EPs** per *each* such submarine, up to a maximum of three submarine units that occupy the same (i.e., colored) Merchant Shipping Route during the same Strategic Warfare Phase.

★ **1944:** If any Western Allied submarine unit (whether full strength or depleted) currently occupies any Japanese Merchant Shipping Route hex (of any color leading to or from any island, nation or territory where Japan presently owns at least one resource hex therein).

EFFECT: Japan must suffer a loss of **4 EPs** per *each* such submarine, up to a maximum of three submarine units that occupy the same (i.e., colored) Merchant Shipping Route during the same Strategic Warfare Phase.

★ **1945:** If any Western Allied submarine unit (whether full strength or depleted) currently occupies any Japanese Merchant Shipping Route hex (of any color leading to or from any island, nation or territory where Japan presently owns at least one resource hex therein).

EFFECT: Japan must suffer a loss of **5 EPs** per *each* such submarine, up to a maximum of three submarine units that occupy the same (i.e., colored) Merchant Shipping Route during the same Strategic Warfare Phase.

★ **Okinawa:** If both Okinawan land hexes are occupied by any supplied Western Allied combat land units during the Strategic Warfare Phase (during the Japanese Merchant Shipping Route Interdiction Step).

EFFECT: Japan must suffer a loss of **3 EPs** per the same Strategic Warfare Phase (of any year).

★ **Bomber Units:** If any Japanese Merchant Shipping Route color is occupied by any *full-strength* Allied Bomber-type air unit(s) during the Strategic Warfare Phase (i.e., during the Japanese Merchant Shipping Route Interdiction Step), to a maximum of one such bomber per each colored Merchant Shipping Route.

EFFECT: Japan must suffer a loss of **1 EP** per Bomber-type air unit, per Shipping Route color during the same Strategic Warfare Phase.

The normal bombing mission, air interception and air combat rules (see [2.2]) apply to any Allied Bomber-type air unit(s), escort(s) and/or enemy interceptor(s) that are launched during Merchant Shipping Route Interdiction, as relevant. Allied Fighters, Fighter-Bombers and/or Naval-Air units can never be employed to interdict a Merchant Shipping Route. Interdicting Allied Bombers may **not** attack any ship or naval unit while in a Merchant Shipping Route hex during the Strategic Warfare Phase. Interdicting Allied Bombers may only ever attack the Merchant Shipping Route. After the Japanese Merchant Shipping Route Interdiction Step, any participating air units (including Naval-Air units aboard aircraft carriers) are returned to their bases and marked as Previously Committed. Such air units may perform no other missions during the current monthly game-turn.

NOTE: No resource hex owned by Japan, at any time, may ever be subsequently declared as un-owned by the Japanese player (i.e., to nullify the Merchant Shipping Route leading to that island, nation or territory), except if any such hex had actually become captured by any eligible enemy combat land unit (in which case it becomes owned by the capturer normally).

[PART 3] NAVAL OPERATIONS

Naval operations entail Convoy Interdiction, Naval Interception and Naval Combat, Naval Transport, Naval Bombardment, and Submarine Harbor Infiltration, delineated as follows:

[3.0] Naval Unit Stacking

There is no limit to the number (nor types*) of naval units that may occupy the same sea area or coastal hex (unless in port; see [3.15]). Furthermore, allied nations may freely combine naval units (if occupying the same sea location) during naval movement, naval interceptions, and/or naval combat. Multiple naval units, stacks or task forces in the same large sea area may be stacked together, or stacked separately, and are regarded as together or separately, respectively, in any such case (see [3.6]).

Despite the lack of specific hexes in any large sea area, any naval units, stacks or task forces that are stacked together (in a large sea area) are assumed to occupy the same sea location (functionally equivalent to a normal hex) for all intents and purposes. Conversely, separate naval units, stacks and/or task forces (i.e., not stacked together) are considered to occupy separate sea locations, and are actuated, moved and intercepted separately.

*Submarine units (except the 1-3-1 "Kaiten") may not be stacked (in the same hex) with any other friendly surface naval unit, or any other friendly submarine (except when docked in port). If a particular naval movement will result in a submarine becoming stacked with any other friendly surface naval unit (or other friendly submarine), the owning player may opt to "bump" the **non-moving** chit (i.e., either the submarine **or** the surface naval unit) one legally accessible adjacent sea hex. The enemy player, however, may choose which adjacent sea hex that the non-moving chit is bumped to (if legally accessible).*

[3.1] Task Force Chits

Most of the naval powers are provided with an allotment of individually numbered "Task Force" chits. Each Task Force chit is used to signify the specific map location of aggregated naval unit chits (which would otherwise be overly cumbersome to handle during game play). Players may assign separately designated off-map areas to accommodate all of the naval chits represented by each particular "Task Force" chit. There is no limit to the number of naval chits that may be assigned to any particular Task Force chit, although all of the map's Port Capacity limits must be strictly observed.

There is no limit to the number of authentic Task Force chits that may be on the map at any one time, and players are free to create their own additional Task Force chits as needed or desired to augment the allotment of "Task Force" chits provided in the game. No "Task Force" chit, however, may ever be in play without at least one naval chit assigned to it, unless optional rule [11.3] is in effect, in which case no more than *three* "Task Force" chits (per Western Allied major power) may actually be a *Dummy Task Force*.

Usage of any "Task Force" chits is never required; they exist solely to aid in the movement and organization of naval chits during game play.

The game's allotment of "Task Force" chits is tabulated as follows:

- ★ **JAPAN:** Japanese TF **1** to Japanese TF **10**.
- ★ **UK:** UK TF **10**, UK TF **11** and UK TF **12**.
- ★ **US:** US TF **1** to US TF **11**, and **Pacific TF**
- ★ **AUSTRALIA** Australian TF **Aus TF**
- ★ **SOVIET UNION:** USSR TF **4** and USSR TF **5**

[3.2] Naval Movement Mechanics

Naval units may move during the Naval and Air Phase, the Offensive Phase and/or the End Phase, explained as follows:

All types of naval units are moved incrementally in terms of movement points (MPs). As such, each naval unit chit is allotted a specific movement point allowance (printed as the lower right number of each naval unit chit). Accordingly, each naval unit chit is eligible to be moved (once per Naval and Air Phase, Offensive Phase and/or End Phase) *within* or *up to* the extent of its own printed movement (into and/or through any sea areas and/or coastal hexes) during an eligible friendly movement option (see [3.4]).

> **NOTE:** Reactive naval interception movement is to be resolved per the normal Reactive naval interception rules, irrespective of any naval unit's actual printed movement, or the normal naval movement procedure (see [3.6]).

Naval units may be moved either individually (i.e., as an individual naval unit chit), or as conglomerate stacks (moving together). A stack of naval units can be placed on the map itself (as a literal stack of naval unit chits), or may be assigned to a specific Task Force chit (see [3.1]). In either case, a stack (or task force) of naval units can be moved together (up to the extent of the slowest naval unit's printed movement), or can be moved individually (at which time, each individually moving naval unit chit is no longer considered to be part of that stack or task force).

Naval Movement Costs
There are basically three distinct types of sea "locations", each requiring a different MP cost (i.e., the amount of movement points required to enter therein) when (and each time) entered, tabulated as follows:

- ★ *Large sea areas (non-hexed):* Any dark blue sea area without any actual hexes (such as the Indian Ocean large sea area) requires a specific MP cost, as indicated by the printed "**MP = #**" within the large sea area itself (e.g., the Indian Ocean large sea area contains an "MP = 10"). Each large sea area is divided from any other adjacent sea area(s) by a thick, light blue border line.

- ★ *Sea areas (hexed):* Any dark blue sea area comprised of dark blue hexes (such as the Coral Sea area) requires a specific flat entrance cost of **3 MPs**, regardless of how many hexagons are actually traversed therein, or any particular hex path. A naval unit, stack or task force must be moved along a specified path* of connecting sea hexes, however, despite the flat entrance cost. Each sea area is divided from any other adjacent sea area(s) by a thick, light blue border line.

If all relevant players agree that it is unnecessary to move along a specified path (e.g., if it is understood that no enemy air or naval interception is possible), then a player may simply move his naval unit(s) from

sea area to sea area, and account for all accrued MPs as the naval unit(s) are moved.

- ★ *Coastal hexes:* Any light blue hex (such as W 2805) requires a cost of **1 MP** per each hex. Naval units, stacks or task forces cannot move from any coastal hex to another coastal hex across an all-land hexside. Naval movement to or from a coastal hex to another coastal hex (or a sea area) must follow an uninterrupted water path (i.e., it may not cross *over* land).

> **NOTE:** Naval units do not ever expend any movement points to enter or exit any port (when in a port hex), although a port is always considered to be a distinctly separate location. To enter any port, the owning player must simply declare the moving naval unit, stack or task force (if in the port's hex) to be "entering port". Accordingly, players should place an "In Port" chit atop any such naval unit(s).

A naval unit may move into and/or through any consecution of hexes and/or sea areas during naval movement. However, a naval unit cannot enter any hex or sea area unless it currently retains sufficient (i.e., unexpended) MPs to do so (per each naval unit's current printed movement allotment). A naval unit is *always* permitted to move into at least **one** sea area (regardless of the naval unit's available movement), if it has not yet moved during the current Phase. In such a case, however, the moving naval unit is always assumed to expend its entire movement allotment in doing so.

Naval Embarkation Costs
If any CL/DD combination(s) and/or STP(s) begin the Naval and Air Phase docked in a particular port, no MPs are ever required to embark any unit(s) presently in that port hex. However, if any CL/DD combination(s) and/or STP(s) do not begin the Naval and Air Phase docked in any intended embarkation port, the CL/DD combination(s) and/or STP(s) may move to that port (from another port or sea location) and then embark any unit(s) in that port (if not conducting an Amphibious Assault). In such a case, a CL/DD combination and/or STP must expend **1/2** (half) of its printed movement to embark any unit(s) in that port hex. If a CL/DD combination and/or STP lacks sufficient available movement to do so, then no embarkation is permitted at that time.

> **NOTE:** Sea Supply chits are **always** embarked at no MP cost.

Any STPs that will be conducting an Amphibious Assault must begin the current Naval and Air Phase in the embarkation port (with the assaulting land units).

[3.3] Special Naval Move Considerations

The following map locations are governed by special naval movement rules, explained as follows:

Boxes

- ★ Allied naval units need not expend any movement points to enter any nation box (i.e., the US) from an adjoining sea area. Of course, when in a nation box, entering any adjoining sea area requires the normal MP cost. Only Allied units may enter any nation box*.

If the Japanese or Axis capture the <u>India Box</u>, it may be used as a Japanese/Axis box (i.e., port). If playing a Combined and/or Conjoined Game, the India box in

AETO and AOI respectively will become a Japanese box if India (in the Pacific Theater) is conquered by the Japanese.

NOTE: If playing with the "India" map (included with AOI, the East Africa expansion game), the India Box is not in play (i.e., it is superseded by the "India" map).

Canals

★ **Panama Canal**

During a Combined Game (only), the Panama Canal (E 3299) functions as a special canal, essentially connecting the Pacific and European Theaters. No naval unit may enter or traverse the Panama hex unless permitted by the US player, even if the US is presently neutral. Movement *into or through* the Panama canal is **1** MP (e.g., to exit one theater and enter another). In any case, the Panama hex is considered to be a US Major Port.

Straits

★ **Japan: Bungo Channel (W 4427 - W 4428 - W 4328)**

If Japan currently controls Yawato (W 4427) in Japan, no Allied naval unit may *traverse* hex W 4427, W 4428, or W 4328. Any Allied naval unit(s) may enter hex W 4427, W 4428, or W 4328, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).

★ **Japan: Korea Strait (W 5032 - W 5033)**

If Japan currently controls Fusan (44526) in Korea, no Allied naval unit may *traverse* hex W 5032 or W 5033. Any Allied naval unit(s) may enter hex W 5032 or W 5033, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).

★ **Japan: Naruto Strait (W 4330 - W 4420)**

If Japan currently controls Osaka (W 4429) in Japan, no Allied naval unit may *traverse* hex W 4330 or W 4420. Any Allied naval unit(s) may enter hex W 4330 or W 4420, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).

★ **Japan: Soya Strait (W 5433 - E 0734)**

If Japan currently controls hex W 5433 in Japan, no Allied naval unit may *traverse* hex W 5422 or E 0734. Any Allied naval unit(s) may enter hex W 5433 or E 0734, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).

★ **Japan: Tsugaru Strait (W 5032 - W 5033)**

If Japan currently controls Hakodate (W 5033) in Japan, no Allied naval unit may *traverse* hex W 5032 or W 5033. Any Allied naval unit(s) may enter hex W 5032 or W 5033, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).

Special Submarine Infiltration (Straits)

Tactical Submarine units may attempt to "infiltrate" an otherwise impassable strait (only). To do so, the submarine unit must move into the specified strait hex itself (e.g., W 5032). At that time (i.e., during the Naval and Air Phase, Offensive Phase or End Phase), the owning player declares

his intention to attempt a "submarine infiltration" and then simply rolls one die* (6-sided). If the die roll is a **1-3**, then the submarine unit is not eligible to traverse the present strait (although it may move back out and onward, if it has any remaining MPs). In such a case, no combat occurs (unless a 1 is rolled; see below), although the submarine unit may **not** attempt any further "infiltration" (anywhere) during that same Phase. However, if the die roll is a **4-6**, then the submarine unit is considered successfully *through* the strait, and may continue to operate normally on that side. A submarine unit is required to attempt an infiltration each time it intends to traverse any strait (mine) hex, regardless of any previous infiltration (e.g., a submarine that has successfully infiltrated the Korea Strait - to *get into* the Sea of Japan - must also successfully infiltrate a strait to *get out*).

> *Apply a **-1** to the die roll per each enemy DD and/or DE unit currently present in the same coastal hex. A die roll of "6" is always considered to be a successful "infiltration", however, regardless of any modifier(s).*

> **NOTE:** The three "mine" depictions printed on the map serve as a memory aid, indicating that the inherent *screen* for any strait is always "3" (against submarine units).

If any submarine unit's infiltration attempt die roll is a natural "**1**" (i.e., a *physical* die roll of 1, irrespective of any die roll modifiers), the submarine unit is then subject to one normal naval combat attack from the inherent "mines", and one normal naval combat attack from any enemy Destroyer and/or Destroyer Escort unit(s) - whether depleted or full-strength - currently present in that same hex (to a maximum of **4**). Afterward, the submarine unit is assumed to automatically dive (assuming it survived), and cannot be pursued.

[3.4] Naval Movement Procedure (During the Naval and Air Phase)

Any eligible naval units, stacks and/or task forces can be moved during the Naval and Air Phase to perform a variety of colloquial naval missions, such as naval escort, interception, patrol, pursuit, transport, et cetera. Naval units, stacks or task forces that enter any enemy hex (i.e., containing an enemy naval unit, stack or task force) are eligible to attempt naval interception (see [3.6]) and then engage in naval combat thereafter, if successful. Each naval engagement is attempted immediately following the fomenting naval interception. Naval combat is resolved immediately following a successful naval engagement attempt (see [3.6]).

Initiative

During a Naval and Air Phase, the player presently controlling the "Initiative" must decide whom (i.e., which side) will move the *first* naval unit, stack or task force of the current Naval and Air Phase. The player controlling the "Initiative" may choose to move the first naval unit, stack or task force, **or** compel the opposing side to move the first naval unit, stack or task force. A player that controls the Initiative may not actually dictate *which* opposing player must move the first naval unit, stack or task force, however. Rather, in such a case, the opposing players must decide amongst themselves whom shall conduct the first naval movement. If two or more allied players cannot agree whom will move first, the player with the higher tally of Offensives (as is determined at the beginning of the season) is the final arbiter (resolving any ties with a die roll).

> **NOTE:** If playing a Combined Game, Initiative in the Pacific is not applicable to Europe, and vice versa.

Alternating Naval Movement

Once decided, the player moving first may then move **one** naval unit, stack or task force (only) of his own nationality (or alliance) within or up to the extent of that naval unit's, stack's or task force's printed movement. If a player prefers not to move any naval units, stacks or task forces (when optioned to do so), he may simply declare a "pass" instead.

> **NOTE:** A naval stack or task force may move no further than the slowest naval unit it contains (although a stack or task force may "drop off" slower naval units as it moves, thereby permitting the quicker naval units to continue moving).

If a particular player has completed the movement of *one* naval unit, stack or task force (or "passed"), the option to move a naval unit, stack or task force is then ceded to the enemy players. Those enemy players must then decide amongst themselves whom shall conduct a naval movement at this time (although, if they cannot agree, the enemy player with the preponderance of purchased Offensives is the final arbiter). Then, that enemy player may opt to move **one** naval unit, stack or task force (or declare a "pass"*****). Afterward, the option to move another naval unit, stack or task force is ceded *back* to the other players again. As usual, those players must decide whom will move next. In this case, however, a player that has *not yet moved* is always prioritized before another friendly player that has already moved (*if* the players cannot agree whom will move next), regardless of any preponderance of Offensives (i.e., the player that moved last must yield to the next friendly player). Of course, any player (that has not yet moved) may freely bequeath his movement option to any other friendly player, or may simply "pass" altogether. In either case, after that player has completed the movement of one naval unit, stack or task force (or has "passed"*****), the option to move another naval unit, stack or task force is ceded to the enemy players again. Each side (the Allied side and the Japanese side) must alternate naval movement in this way (i.e., moving one naval unit, stack or task force at a time, throughout the naval movement segment of the Naval and Air Phase) until all eligible players have verbally "passed".

> ******If **all** players opt to "pass" (or have completed all intended naval movement), the naval movement segment of the Naval and Air Phase then ends.*

Naval Movement Procedure

During a player's own movement option, he may actuate **one** naval unit, **one** stack (i.e., any number of multiple naval units within the same hex) *or* **one** task force*****. If a player is simply moving one naval unit chit, he simply moves that naval unit from its current hex or location (moving along an incremental path of hexes or sea areas) to an intended destination hex or sea location (i.e., within or up to the extent of its printed movement). Only a naval unit, stack or task force that has not yet moved (during the current Phase) is eligible to move during a friendly naval movement option (unless conducting a Reactive naval interception; see [3.6]). Moreover, if any naval unit, stack or task force has already conducted a *successful* naval interception (i.e., whether an Active or Reactive naval interception), that naval unit, stack or task force is not eligible to move subsequently during the current Phase.

> ******A moving stack or task force may move no further than the slowest naval unit it contains (although a stack or task force may "drop off" slower naval units as it moves, thereby permitting the quicker naval units to continue moving).*

NOTE: Moving naval units, stacks and/or task forces are susceptible to enemy air interception (see [4.15]) and enemy Reactive naval interception (see [3.6]) as they move, if moving within enemy (air or Reactive naval) interception range, even if the intercepting enemy player had passed during his own preceding naval movement option.

Moving Naval Stacks

A *stack* of naval units (i.e., multiple friendly naval units stacked together in the same hex or sea area) can also be moved from its current hex or location (moving along an incremental path of hexes or sea areas) to an intended destination hex or sea location. Before its movement, the owning player must arrange a stack's naval units to indicate which naval units in that stack will be moving, and which naval units will remain behind in the stack's current hex or sea area (unless the entire stack will be moving). Any naval unit(s) that shall remain behind (i.e., naval units that will not be moving with the stack) cannot be moved during the *present* naval movement option, but will be eligible to be moved normally during any subsequent naval movement option (unless moved previously during that same Phase).

> **NOTE:** A moving naval stack may not include any naval unit(s) in that same hex or sea area that had moved previously (during the same Phase), even if currently stacked with that moving naval stack.

If a player is moving a stack of naval units, he must move the stack as a singular fleet or flotilla (notwithstanding any naval units that will remain behind). A moving stack of naval units may **not** be split up (during the same naval movement option) or moved in different directions and/or to different locations.

A moving stack of naval units may "drop off" any naval unit(s) within that stack into any hex or sea location it **enters** (i.e., as it is moving), and continue to move thereafter (if desired). Moreover, a moving stack is free to drop off any (and as many) naval units it contains, provided it actually enters each such hex or sea location (where each naval unit is "dropped off"), although any naval unit(s) that are "dropped off" may not be moved thereafter, during that same Phase (i.e., a "dropped off" naval unit's movement is considered to be ended for that Phase), even if they retain unexpended MPs.

Moving Task Forces

Like a naval stack, a *task force* may be moved from its current hex or location (moving along an incremental path of hexes or sea areas) to an intended destination hex or sea location. If a task force contains multiple naval units, the owning player must remove any naval units that will not be moving with that task force (if any). Such naval unit's (if any) are simply placed in the task force's current hex or sea area, thus indicating that they shall remain behind in the task force's current hex or sea area. Any naval unit(s) that shall remain behind (i.e., naval units that will not be moving with the task force) cannot be moved during the *present* naval movement option, but will be eligible to be moved normally during any subsequent naval movement option (unless moved previously during that same Phase).

> **NOTE:** A moving task force may not include any naval unit(s) in that same hex or sea area that had moved previously (during the same Phase), even if stacked with that moving task force.

If a player is moving a task force, he must move the task force as a singular task force (notwithstanding any naval units that will remain behind). A moving task force may **not** be split up into multiple task forces and/or naval units (during the same

naval movement option) or moved in different directions and/or to different locations.

A moving task force may "drop off" any naval unit(s) in that task force into any hex or sea location it **enters** (i.e., as it is moving), and continue to move thereafter (if desired). Moreover, a moving task force is free to drop off any (and as many) naval units it contains, provided it actually enters each such hex or sea location (where each naval unit is "dropped off"), although any naval unit(s) that are "dropped off" may not be moved thereafter, during that same Phase (i.e., a "dropped off" naval unit's movement is considered to be ended for that Phase), even if they retain unexpended MPs.

Combining Naval Units

At the outset of the Naval and Air Phase, Offensive Phase and/or End Phase, a player may organize any naval units (in the same hex) in whatever manner he prefers. A player may formulate ad hoc stacks and/or groups of naval units, or he may assign them to specifically numbered task force chits (which correspond to a specific task force "holding box" printed on the map). Of course, naval units - if in port - must abide by all Port Capacity limits, regardless of their composition.

Moreover, however, a moving naval unit, stack or task force may also "pick up" any other friendly stationary naval unit(s), stack(s) and/or task force(s) **as it moves** (if entering the same hex or sea area), provided that they have not previously moved during the current Phase. If a friendly stationary stack or task force contains some naval units that have already moved, those naval units cannot be "picked up" (although the *other* naval units can be adjoined with the moving naval unit, stack or task force normally).

Any friendly naval unit, stack or task force that is adjoined with a moving naval unit, stack or task force is automatically assumed to have expended the same number of MPs, up to that point, as the moving naval unit, stack or task force.

> **NOTE:** There is no limit to the number of naval units that may join a moving naval unit, stack or task force.

Standby Status Considerations

If any naval unit, stack or task force moves **more than** half of its own printed movement (during the Naval and Air Phase), it may **not** then be Activated (e.g., moved) during the ensuing Offensive Phase. However, any naval unit, stack or task force that moves **less than** (or up to) half of its own printed movement (during the Naval and Air Phase) may be assigned to Standby status (and thus marked with a "Standby" chit at the conclusion of its naval movement), even if that naval unit, stack or task force didn't actually move. Any naval unit, stack or task force that did not move is not required to be assigned to Standby status, although any naval unit, stack or task force that is assigned to Standby status is considered a naval movement option nonetheless.

> **NOTE:** If *some* naval units in a stack or task force have moved more than half of their printed movement, those units may not be assigned to Standby status (and may not be marked with a Standby chit). If the parent stack or task force is Activated during the ensuing Offensive Phase, those naval units must be excluded from any activation or movement during the Offensive Phase.

A naval unit, stack or task force that has not moved more than half of its own printed movement (and is thus assigned to Standby Status) is eligible to conduct a Reactive naval interception during the Naval and Air Phase normally (see [3.6]), although that intercepting naval unit, stack or task force

will then become marked as "Active" (**if** its Reactive naval interception is successful).

Any naval unit, stack or task force that is on Standby status may be Activated (and moved) during the ensuing Offensive Phase (via a Sea Offensive), per the stipulations of [3.12].

Regardless of a naval unit's, stack's or task force's movement status during the Naval and Air Phase (or Offensive Phase), every naval unit (if at sea) is eligible to move again during the End Phase.

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

[3.6] Naval Interception

Naval interception is the necessary procedure to engage an enemy naval unit, stack or task force (with a friendly naval unit, stack or task force). If a successful naval interception occurs, naval combat is then immediately commenced (see [3.17]), unless evaded (see [3.8]). There are two types of naval interception; **Active** naval interception, and **Reactive** naval interception:

★ **Active Naval Interception** occurs when a player (during his own naval movement option) moves a friendly naval unit, stack or task force from a port or sea location to another eligible sea location (within the naval unit's, stack's or task force's allowable movement range), and attempts to successfully engage (intercept) an enemy naval unit, stack or task force in that same location. Only a naval unit, stack or task force that has *not* previously conducted an Active or a *successful* Reactive naval interception during the same Phase is eligible to conduct an Active naval interception.

When a player contrives to conduct an Active naval interception (per his own naval movement option), he may **only** actuate one particular friendly (and eligible) naval unit, stack or task force to do so (i.e., from one particular hex or sea area location), in addition to any other friendly naval unit(s), stack(s) and/or task force(s) it convokes (in any hex it enters) en route, if any (see Active Naval Interception Procedure below). *Separate* friendly naval units, stacks or task forces (in different locations) **cannot** be converged (from different locations and movement paths) to intercept a particular enemy naval unit, stack or task force during the same naval movement option.

A naval unit, stack or task force may - at any time during its Active naval interception movement - voluntarily abridge, modify and/or suspend its intended Active naval interception movement. Afterward, its movement is then considered ended for the Phase, nonetheless, although it is eligible to attempt Reactive naval interception normally, if opportune.

★ **Reactive Naval Interception** occurs when a player (during an *enemy's* movement option) declares his intent to "intercept" a moving enemy naval unit, stack or task force, from a port or sea location to another eligible location (within the friendly naval unit's, stack's or task force's eligible naval interception range), and attempts to successfully engage (intercept) that moving enemy naval unit, stack or task force in that declared location. Reactive naval interception requires no actual expenditure of MPs (because it is triggered by an enemy naval unit's, stack's or task force's movement, and is limited to the specified naval interception *range*; see below). Only a naval unit,

stack or task force that has not previously conducted a *successful* Active naval or a *successful* Reactive naval interception during the same Phase is eligible to conduct a Reactive naval interception.

If any particular player is optioned to conduct a Reactive naval interception (i.e., as an enemy naval unit, stack or task force moves within naval interception range), he may attempt to intercept that moving enemy naval unit, stack or task force with as many (or as few) friendly (and eligible) naval units, stacks or task forces as are available (if within naval interception range). A player may attempt one Reactive naval interception at a time, or he **may** simultaneously converge *multiple* friendly naval units, stacks or task forces to attempt one or multiple Reactive naval interceptions at the same time (provided that they all are eligible to do so). A player may conduct a Reactive naval interception with one or some eligible naval unit(s), stack(s) or task force(s), while withholding others (e.g., perhaps to conduct a later opportune Reactive naval interception), or decline to conduct any Reactive naval interceptions altogether.

NOTE: If any naval unit, stack or task force *fails* a **Reactive** naval interception engagement attempt upon a moving enemy naval unit, stack or task force (even after moving to the interception hex), that particular naval unit, stack or task force is then permitted two possible movement options, immediately thereafter (see [3.10]).

Both types of naval interception can occur during the Naval and Air Phase and/or the Offensive Phase*****, but **not** during the End Phase. Regardless of the type of naval interception (i.e., Active or Reactive), all naval interception attempts (and all resultant naval combat engagements, if any) must be resolved *as they occur* (i.e., as they are attempted). If any *concurrent* Air-Naval attacks (and/or incited air combat engagements) occur as well, they are always resolved as they are declared, and **before** any pending naval interception engagement (see [4.15]).

An "Active" naval unit, stack or task force is **not eligible to conduct any naval interception during the Offensive Phase.*

NOTE: Despite the lack of specific hexes in any large sea area, any naval units, stacks or task forces that are stacked together (in a large sea area) are assumed to occupy the same sea location (functionally equivalent to a normal hex) for all intents and purposes. Conversely, separate naval units, stacks and/or task forces (i.e., not stacked together) are considered to occupy separate sea locations, and are actuated, moved and intercepted separately.

Active Naval Interception Procedure
During a friendly movement option, a player may move an eligible naval unit, stack or task force from its current location (if not in a frozen port) along an incremental path of hexes (and/or large sea areas) toward an *idle* enemy naval unit, stack or task force (whether the enemy naval unit, stack or task force has already moved, or impends to move), and then into the enemy's hex (or stacks with that enemy naval unit, stack or task force, if in a large sea area). An Active naval interception must be within the available movement allowance of the intercepting naval unit, stack or task force (i.e., from the intercepting naval unit's, stack's or task force's start location*****, and including the target hex).

If both the interceptor and the target are **in the same large sea area, the interceptor is always assumed to have enough naval movement to reach the enemy target naval unit, stack or task force (regardless of the printed MP = # within that large sea area).*

During a naval movement option (when conducting an Active naval interception), a friendly moving (i.e., intercepting) naval unit, stack or task force - while en route to the enemy target hex - may move***** **into** any sea hex(es) or sea area(s) containing any *other* friendly naval unit(s), stack(s) or task force(s), and thereby convoke any other naval unit(s) there to join with that moving naval unit, stack or task force (as it moves) and then collectively attempt to intercept and engage a targeted enemy naval unit, stack or task force. A friendly moving naval unit, stack or task force may convoke as many other friendly naval units, stacks or task forces as desired, provided that the moving naval unit, stack or stack force actually *enters* each convoked naval unit's, stack's or task force's hex or sea area location. *Separate* friendly naval units, stacks or task forces (in different locations) **cannot** be converged (from different locations and movement paths) to intercept a targeted enemy naval unit, stack or task force during the same naval movement option. Each intended Active naval interception engagement must be attempted and then resolved as it occurs.

*All participating and adjoined naval units must possess sufficient movement to reach the enemy target hex.

NOTE: A stack or task force cannot move any further than the "slowest" naval unit it is moving with. Any naval stack or task force, however, may "drop off" any slower naval unit(s) as it moves, thereby increasing the stack or task force's overall allowable movement range.

As any naval unit, stack or task force moves, it is susceptible to enemy Reactive naval interception (if within naval interception range) by any eligible enemy naval unit, stack or task force (even if they had moved during a previous naval movement option). In such a case, the moving naval unit, stack or task force must be temporarily halted in the declared Reactive interception hex (or sea area), and the enemy Reactive intercepting naval unit, stack or task force is then moved from its present location along an incremental path of hexes (unless in a large sea area) toward the moving naval unit, stack or task force.

NOTE: An enemy naval unit, stack or task force that *successfully* conducts a Reactive naval interception will **not** be eligible to move afterward (during a subsequent naval movement option) during the current Phase, even if that enemy naval unit, stack or task force had not moved hitherto.

As an enemy naval unit, stack or task force moves to attempt a Reactive naval interception, any *other* eligible friendly naval unit, stack or task force may also then declare a Reactive naval interception (which is technically a Reactive *counter*-interception) if within naval interception range of that enemy naval unit, stack or task force. As such, the enemy naval unit, stack or task force must be temporarily halted in the declared Reactive counter-interception hex (or sea area), and the Reactive *counter*-intercepting naval unit is then moved from its present location along an incremental path of hexes (unless in a large sea area) toward the moving enemy naval unit, stack or task force. Any additional Reactive naval *counter-counter* interceptions, Reactive *counter-counter-counter* interceptions (and so forth) can be extrapolated accordingly.

After resolving any and all Reactive naval interceptions (and resultant naval combat, if any), the interrupted Active naval interception movement continues* normally (unless preceding naval combat has crippled the movement thereof; see [3.17]).

> *Although a player may - at any time during that movement - voluntarily abridge, modify or suspend his intended Active naval interception (e.g., if a moving task force had been crippled by a preceding naval combat engagement).*

After the conclusion of an Active naval interception movement (if concluded in an enemy naval unit's, stack's or task force's hex or sea area location), the intercepting player *may* then attempt an Active naval interception engagement normally (see below). Each Active naval interception engagement attempt must be resolved *as it occurs*. If that player declines to attempt an Active naval interception engagement (at that moment), that particular naval unit, stack or task force is **not** eligible to move again (or to continue moving) during that Phase, except to attempt a subsequent Reactive naval interception from that location (if opportune).

> **NOTE:** If an intercepting naval unit, stack or task force has entered any enemy naval unit's, stack's or task force's sea location, but then **failed** the Active naval interception attempt, that intercepting naval unit, stack or task force cannot *continue* to move afterward (or attempt any other Active naval interceptions) during that same Phase. However, that naval unit, stack or task force (after failing the Active naval interception attempt) is eligible to attempt a subsequent Reactive naval interception from that location (if opportune).

After a naval unit, stack or task force conducts a *successful* Active naval interception, it is **not** eligible to move again or attempt any other naval interceptions (i.e., either Active or Reactive) during the current Phase. Of course, any such naval unit, stack or task force can - itself - *be* intercepted normally.

Reactive Naval Interception Procedure
Reactive naval interceptions can only occur during an enemy naval movement option, whereby a player may declare his intent to conduct a Reactive naval interception upon a **moving** enemy naval unit, stack or task force (i.e., as it is moving) with an eligible friendly naval unit, stack or task force. Reactive naval interception, however, is limited to a specific naval interception "range" (to which, the Reactive intercepting naval unit's, stack's, or task force's printed movement is irrelevant), listed as follows:

[A] If interception is occurring *from* a **port** or **coastal hex =** May intercept in any *adjacent* sea area *or* within **3** *coastal hexes*.

[B] If interception is occurring *from* a **sea area** (any size) **=** May intercept in any *adjacent* **coastal hex** (i.e., adjoining that sea area) *or* **within** that *sea area* (i.e., any hex or location within that sea area).

> **NOTE:** Any naval unit(s) immediately exiting any large sea area cannot be intercepted by any enemy naval units already present in that same large sea area.

A player can declare a Reactive naval interception attempt at any time during an enemy naval unit's, stack's or task force's naval movement (if presently within the naval interception range at the moment of a declared Reactive naval interception attempt). If an enemy naval unit, stack or task force enters within any naval interception range (but no Reactive naval interception is declared), *and then* moves beyond naval interception range, a Reactive naval interception may **not** then be declared retroactively. As such, the opportunity to do so (after the enemy has exited naval interception range) is simply lost. Of course, if that same enemy naval unit, stack or task force (or any other enemy naval unit, stack or task force) subsequently reenters within that naval interception range, a Reactive naval interception is then again permitted normally, if otherwise legal.

> **NOTE:** If an enemy naval unit, stack or task force is exiting a port (if within Reactive naval interception range), it may be intercepted in that port hex, but never in the port itself (because, until it is out of the port, it is not considered to be moving, regardless of any activity - such as rearrangements - within the port). Conversely, an enemy naval unit, stack or task force in a port's coastal hex cannot be intercepted as it enters that port (from that same coastal hex).

When a Reactive naval interception is declared, the moving enemy naval unit, stack or task force must be temporarily halted in the declared Reactive interception hex (or large sea area). Then, the friendly Reactive intercepting naval unit, stack or task force is moved from its present location along an incremental path of hexagons (unless that Reactive naval interception is occurring in any large sea area*) toward the moving enemy naval unit, stack or task force (prefacing the naval interception engagement attempt).

> *If the Reactive naval interception is occurring in a large sea area, the intercepting naval unit, stack or task force may be simply picked up and placed atop the moving enemy naval unit, stack or task force. If pertinent, all Reactive naval counter-interceptions and also Reactive naval counter-counter-interceptions (et cetera) are applicable normally (and must be resolved per the normal sequence order, but disregarding any specific procedures referring to "hexes").*

> **NOTE:** Any naval unit, stack or task force that has *successfully* conducted a Reactive naval interception will **not** be eligible to conduct any naval movement or further naval interceptions afterward (i.e., during the current Phase), even if that naval unit, stack or task force had not moved hitherto.

As any friendly naval unit, stack or task force is moving to attempt a Reactive naval interception, any *other** eligible enemy naval unit(s), stack(s) or task force(s) may then declare a Reactive naval interception upon that friendly naval unit, stack or task force (which is colloquially known as a Reactive *counter*-interception) if within Reactive interception range. As such, the friendly naval unit, stack or task force must also be temporarily halted in the declared Reactive counter-interception hex (or sea area). The Reactive *counter*-intercepting enemy naval unit, stack or task force is then moved from its present location along an incremental path of hexes (unless moving in a large sea area) toward that naval unit, stack or task force. Any additional Reactive naval *counter-counter* interceptions, Reactive naval *counter-counter-counter* interceptions (and so forth) can be extrapolated accordingly.

> *Other than the moving naval unit, stack or task force that is, itself, being intercepted.*

> **NOTE:** A naval unit, stack or task force that is subject to a Reactive naval interception (and is temporarily halted) may **not** - itself - conduct a Reactive counter-interception; it must remain idle until the Reactive naval

interception (and any other resulting Reactive counter-interceptions, Reactive counter-counter-interceptions, etc.) have been concluded.

After a Reactive intercepting naval unit, stack or task force has entered an enemy's hex (i.e., after resolving any preceding Reactive counter-interceptions, counter-counter-interceptions, etc.), the intercepting player may then attempt a Reactive naval interception engagement normally (see below). Each Reactive naval interception engagement attempt must be resolved *as it occurs*. If an attempting player fails a Reactive naval interception engagement attempt, that particular naval unit, stack or task force is permitted two possible movement options immediately thereafter (see [3.10]).

NOTE: If any naval unit, stack or task force has *not* conducted an Active naval interception or a *successful* Reactive naval interception (during the same Phase) it may attempt innumerable Reactive naval interceptions - if opportune - (during an enemy's naval movement option) until successful (until resulting in a *successful* Reactive naval interception).

After a naval unit, stack or task force conducts a Reactive naval interception (if it is successful), it is **not** eligible to move again or attempt any other naval interceptions during the current Phase. Of course, any such naval unit, stack or task force can - itself - *be* intercepted normally.

Naval Interception Engagement
If opposing naval units, stacks and/or task forces occupy the same hex or sea location (immediately after Active or Reactive naval interception movement), the intercepting player *may* then resolve a naval interception attempt. The intercepting player may opt to intercept with some naval units, while excluding other naval units (if he so desires). However, a successful naval interception must always intercept *all* of the enemy naval units in the same interception hex as a single fleet, even if the enemy naval units are formed into separate stacks and/or task forces (although naval units that are docked in port are considered to occupy a separate location from naval units that are outside of that port, even in the same hex).

NOTE: Prior to a naval interception attempt, any intercepting naval units that move together are always assumed to form a single stack (while they are actually moving together), even if they comprise separate stacks and/or task forces.

EXCEPTION: Any enemy naval unit, stack or task force that attempted (but failed) to counter-intercept the intercepting naval unit, stack or task force (in that same hex) may be excluded from the other *enemy* naval unit(s) in the same location.

Naval Interception Procedure
When a player attempts a naval interception (whether an Active or Reactive naval interception), he may choose to organize the intercepting naval units as one aggregate search group, or he may divide them into multiple "search groups". If the intercepting player opt to form multiple "search groups", **each** "search group" must comprise *at least* 3 friendly surface naval units. Each "search group" must contain at least one surface naval unit with a gunnery rating of "0" or greater*. Each "search group" is eligible to (and must) conduct a separate individual naval interception attempt (i.e., a separate die roll) upon the same targeted enemy naval unit, stack or task force.

Destroyer Escorts (which do not possess a gunnery

rating) can be solely formed into "search groups" if attempting to intercept an enemy submarine unit.

NOTE: A "search group" may comprise less than 3 surface naval units **if** it is the *only* "search group" that is attempting a naval interception in that hex. In such a case, only one naval interception is resolved.

EXAMPLE: An intercepting task force contains 14 naval units (STPs are not counted); the intercepting player may form them into four "search groups" (two "search groups" of 3, and two "search groups" of 4) or as two "search groups" (one "search group" of 11, and one "search group" of 3, or perhaps two "search groups" of 7 apiece). The intercepting player may, however, simply intercept as a single task force of 14 naval units instead, if he prefers.

If the intercepting stack or task force is formed into multiple "search groups", each such "search group" is then arranged according to its base movement (i.e., in the order of the *fastest* to the *slowest* "search groups"). Then, the intercepting player must resolve each "search group's" interception attempt (and resulting naval combat, if any) individually and sequentially (i.e., as it occurs), starting with the fastest "search group", then the next fastest "search group", to the slowest "search group". Each successful naval interception immediately results in a naval combat engagement (before any subsequently pending naval interception attempts). Only the "search group" that has presently (and successfully) intercepted is eligible to engage in the resultant naval combat.

NOTE: The **slowest** naval unit (i.e., the naval unit with the lowest movement rating) in each "search group" mandates the "search group's" overall speed.

To resolve each naval interception attempt, the intercepting player must roll one die (6-sided), unless Automatic Naval Interception applies (see [3.7]). On a die roll of "**7**" or **greater**, the targeted enemy naval unit, stack or task force is then considered successfully intercepted, modified (cumulative, except where indicated as "**-OR-**") as follows:

"ACTIVE" NAVAL INTERCEPTION MODIFIERS

+1 : If the target attacked (as a Strategic Warfare attack) a Convoy Route sea area this turn.
+1 : Per friendly search group (always applies at least once).
+1 : If the searching agent is a tactical submarine.
+2 : If the interception is attempted in a coastal hex.
+2 : If the target *will be* attempting an Amphibious Assault (that turn) **in** the hex of the naval interception.
+1 : If any friendly air unit (non-ATP) is within range of the naval unit or task force (to its hex) being intercepted.
+1 : If the target was successfully reconnoitered previously in the same hex (or sea area, if in a large sea area).
- ? : Any printed INT modifier when in a large sea area
- 1 : If "W" weather in a Severe weather zone.
- 2 : If "M" weather in a Severe weather zone.
- 1 : If the target is a submarine.
- 1 : For any inclement weather effects (see [1.0]).
- 1 : If the target is a single ship chit (i.e., not a task force).
- 1 : If the intercepting naval unit, stack or task force moved **10-13** MPs to reach the target hex (or large sea area)
- OR -
- 2 : If the intercepting naval unit, stack or task force moved **14-16** MPs to get to the target hex (or large sea area).
- OR -
- 3 : If the intercepting naval unit, stack or task force moved **17+** MPs to get to the target hex (or large sea area).

"REACTIVE" NAVAL INTERCEPTION MODIFIERS

+1 : If the target moved within **2** hexes of the interceptor.
- OR -
+2 : If the target moved within **1** hex of the interceptor.
+1 : Per friendly search group (always applies at least once).
+1 : If the searching agent is a tactical submarine.
+2 : If the target exits a port, but the interceptor is in that port hex.
+2 : If the interception is attempted in a coastal hex.
+2 : If the target *will be* attempting an Amphibious Assault (that turn) **in** the hex of the naval interception.
+1 : If any friendly air unit (non-ATP) is within range of the naval unit or task force (to its hex) being intercepted.
+1 : If the target was successfully reconnoitered previously in the same hex (or sea area, if in a large sea area).
- ? : Any printed INT modifier when in a large sea area*.
- 1 : If "W" weather in an Severe weather zone.
- 2 : If "M" weather in an Severe weather zone.
- 1 : For any inclement weather effects (see [1.0]).
- 1 : If the target is a single ship chit (i.e., not a task force).
- 1 : Intercepting ships were "in port" at the moment when the naval interception movement began.

> **NOTE:** Any player that is intending to conduct an Amphibious Assault may voluntarily renounce his intention to conduct an Amphibious Assault (and thereby avert the +2 naval interception modifier). In such a case, however, the averted naval units cannot conduct or participate in any Amphibious Assault during that same monthly game-turn.

If the modified naval interception die roll is *less than* 7, the naval interception is unsuccessful (from that intercepting naval unit, stack, task force or "search group"). However, if the naval interception attempt die roll is a natural "**6**" (i.e., a *physical* die roll of 6, irrespective of any modifiers), it is then considered to be a **successful** naval interception. Conversely, if the naval interception attempt die roll is a natural "**1**" (i.e., a *physical* die roll of 1, irrespective of any modifiers), it is then considered to be an **unsuccessful** naval interception.

Naval Interception Restrictions:

★ After forming his "search groups" and resolving the first search group's naval interception die roll, a player cannot cancel the other search group(s)' naval interception(s), if any.

★ STPs cannot intercept or solely form "search groups" (although an STP can *accompany* any interception or "search group").

★ A naval unit, stack or task force that becomes undocked as a result of an enemy land unit's occupation of that naval unit's, stack's or task force's port hex is not susceptible to Reactive Naval Interception thereupon.

★ A naval unit, stack or task force that enters a port from outside of that port (i.e., within that same hex) cannot be intercepted, unless the intercepting enemy naval unit, stack or task force is presently **in** that port.

★ A naval unit, stack or task force in a port cannot ever be intercepted within that port* if it presently harbors at least **one** naval unit with a gunnery rating of "**3**" or greater (even if a "3" is as a result of "damage"), except per [10.27]. However, a friendly naval unit, stack or task force is always eligible to enter any *friendly-controlled* port, despite the presence of any enemy naval unit(s).

*Except by an infiltrating submarine unit.

★ If a naval unit, stack or task force declines or fails an Active naval interception attempt, it is not eligible to attempt another Active naval interception during that same Phase. However, a naval unit, stack or task force (after failing a naval interception attempt) is eligible to attempt a subsequent Reactive naval interception from that location (if opportune).

★ A naval unit, stack or task force cannot conduct more than one naval interception attempt (per Phase) upon the *same* enemy naval unit, stack or task force, except in the case when that same enemy naval unit has first exited and then reentered an eligible naval unit's Reactive naval interception range.

★ Each intercepting naval unit, stack or task force is limited to one *successful* naval interception per Phase.

[3.7] Automatic Naval Interception

In certain instances, naval interception is simply automatic (i.e., no naval interception die roll is required), explained as follows:

> **NOTE:** An automatic interception is abrogated in any hex where a US Evasion chit is played (see [10.3]).

When any naval interception will occur, the naval interception will be considered *automatic* (i.e., requiring no die roll) if any of the following circumstances apply:

Automatic Naval Interception Circumstances:

★ Any naval unit(s) that are presently docked in a friendly port can automatically intercept any enemy naval unit(s) entering that port, except infiltrating submarine units (see [3.30]).

★ Any naval unit(s) that successfully enter an enemy port can automatically intercept any enemy naval unit(s) in that port.

> **NOTE:** Exiting a port is **not** considered to be an automatic naval interception (although the normal naval interception modifiers do virtually guarantee a successful naval interception, in such a case).

★ Any naval unit(s) that are presently in an enemy port can automatically intercept any enemy naval unit(s) presently in that port (whether the enemy naval units are moving or stationary).

★ Any naval unit(s) that are in a coastal hex in or adjacent to a canal inlet/outlet hex can automatically intercept any enemy naval unit(s) that enter or exit that canal.

★ Any enemy naval unit(s) presently **Activated** to conduct an Amphibious Assault (i.e., during the *current* Offensive

Phase) can be automatically intercepted* in the intended landing hex (i.e., in the coastal hex where the Amphibious Assault is - or will be -occurring) by any enemy naval unit(s), stack(s) and/or task force(s) within interception range.

*All normal interception ranges apply.

NOTE: Any player that is intending to conduct an Amphibious Assault may voluntarily renounce his intention to conduct an Amphibious Assault (and thereby avert - if solely because of the impending Amphibious Assault - an enemy's automatic naval interception). In such a case, however, the averted naval units cannot then conduct or participate in any Amphibious Assault during that same monthly game-turn.

Regardless of any valid automatic interception opportunities, any particular intercepting naval unit, stack or task force is only permitted to conduct one *successful* naval interception per Step.

[3.8] Evading Naval Interception

After any *successful* naval interception (whether it is Active or Reactive), the intercepting player and the intercepted player must then compare the relative speed of the intercep**ting** naval unit, group, stack or task force, and the intercep**ted** naval unit, stack or task force. If the intercep**ted** naval unit's, stack's or task force's current speed is faster (i.e., higher) than the intercep**ting** naval unit, search group, stack or task force, it *may* automatically "evade" that naval interception*. In such a case, the intercepted player must simply announce that he is evading that naval interception (with that particular intercepted naval unit, stack or task force), thereby immediately ending the encounter. Any naval interception that is evaded is considered to be a *successful* interception nonetheless.

No naval unit, stack or task force is ever required to "evade", and can engage in naval combat normally, if the owning player prefers.

NOTE: The speed of a group of ships (i.e., a stack or task force) is always considered collectively equal to the **slowest** naval unit with that group. An intercepted player cannot exclude any particular naval unit from a stack or task force after a successful enemy naval interception to qualify that stack or task force for Evasion.

Evasion is always optional, although an intercepted player must announce his intention to evade (or decline) immediately after a successful naval interception (if eligible to do so). An intercepted player may decline to evade an enemy naval unit, stack or task force (thereby resulting in naval combat), but then opt to evade a subsequent naval interception (if eligible).

If a moving naval unit, stack or task force is chosen to evade a successful Reactive naval interception, it may then continue its movement normally.

If a stack or task force is impending to conduct an Amphibious Assault in any particular coastal hex, but opts to evade an enemy naval interception (in that hex), it is then ineligible to conduct any Amphibious Assault during that same monthly game-turn.

Evasion Restrictions
Evasion is not permitted in the following instances:

★ An automatic naval interception (see [3.7]) cannot ever be evaded (except via a US Evasion chit; see [10.3]).

★ Any naval unit, stack or task force that is impending to conduct an Amphibious Assault (during that same current monthly game-turn) cannot ever evade a successful naval interception*.

A player may voluntarily forgo an intended Amphibious Assault (e.g., to enable an evasion of a successful enemy naval interception).

★ A naval unit, stack or task force cannot evade more than **once** per Phase. If any naval unit, stack or task force has already evaded an interceptor during the present Phase, it cannot evade any subsequent naval interceptions (i.e., during that same Phase), even if from the same task force (i.e., during the same naval interception attempt).

★ An Evasion does not ever forbid any intercepting aircraft carrier(s) to conduct any Air-Naval attack(s) upon that intercepted naval unit, stack or task force. A valid Evasion always occurs *after* any Air-Naval attack(s).

★ An Evasion is not permitted between Round 1 and Round 2 of naval combat. When a naval unit, stack or task force engages in naval combat, it may only withdraw per the normal withdrawal rules (see [3.17]).

[3.9] Aircraft Carrier and Naval-Air Operations (Naval and Air Phase)

During the Naval and Air Phase, aircraft carriers operate like normal naval units, although the activity (i.e., movement) of an aircraft carrier during the Naval and Air Phase will govern the operational status of any accompanying Naval-Air unit(s). Additionally, the operational status(es) of any accompanying Naval-Air unit(s) during the Naval and Air Phase will potentially determine the activities of the Naval-Air unit(s') parent aircraft carrier(s). A Naval-Air unit (aboard a carrier) is governed by the normal air operation rules (with some exceptions*), but its participation during the First Naval Movement Step and/or the Air Movement Step is determined by the activity of its parent aircraft carrier during the Naval and Air Phase.

*Half-step Naval-Air units (i.e., Naval-Air units that are blank on the reverse side) are **not** eligible to participate (i.e., fight in air combat) in the **second** air combat round (although a half-step Naval-Air unit may remain in the air combat hex during the second air combat round).*

Active and Reactive Naval Interceptions (Air-Naval attacks)
If any *successfully* intercep**ting** group, stack or task force is comprised of at least one undamaged aircraft carrier (with a functioning Naval-Air unit), any available Naval-Air unit(s) in that same group, stack or task force are automatically eligible to conduct any normal Air-Naval attack(s) - weather permitting - against the intercepted enemy naval unit, stack or task force (unless the aircraft carrier's Naval-Air unit is currently "aloft", as can occur if the Naval-Air unit was launched in that hex to conduct an air interception of an enemy air unit before the carrier's Active naval interception is attempted). Assuming the

aircraft carrier(s)' Naval-Air unit(s) are not aloft, the attacking Naval-Air unit(s)' Air-Naval attack(s) always occur *before* any Evasion declaration and/or naval combat. If the intercept**ing** *and* the intercept**ed** group, stack or task force is comprised of undamaged aircraft carriers (with functioning Naval-Air units), air interception, counter-interception, et cetera (e.g., among the opposing Naval-Air units) can occur normally.

Enemy Air and/or Naval Interceptions
If an undamaged aircraft carrier (with a functioning Naval-Air unit aboard) is moving during a friendly naval movement option (during the First Naval Movement Step), and is intercepted as it moves (and is temporarily halted, per [3.6]), that aircraft carrier's Naval-Air unit (if presently aboard the aircraft carrier) is eligible to be launched normally (weather permitting) to conduct an air interception (or a counter-interception, or a counter-counter-interception, et cetera) of any enemy air unit that is launched during the current friendly naval movement option, or to conduct an Air-Naval attack upon any enemy naval unit, stack or task force that is moving to conduct a Reactive naval interception during the current friendly naval movement option.

However, unlike normal air units launched during the Naval and Air Phase (which return to base at the conclusion of the ensuing Air Movement Step of the Naval and Air Phase), an aloft Naval-Air unit (if launched from an aircraft carrier during that aircraft carrier's naval movement option) is automatically returned to its parent aircraft carrier **whenever that aircraft carriers moves** (i.e., enters any new hex or sea area) during the Naval and Air Phase. So, a Naval-Air unit can conceivably be launched multiple times during its parent aircraft carrier's naval movement option, if its parent aircraft carrier becomes repeatedly intercepted in each new hex or sea area that it enters (assuming that the parent aircraft carrier is eligible to be moved). If the Naval-Air unit's parent aircraft carrier does not (or cannot) move during the Naval and Air Phase, then the accompanying Naval-Air unit can only be launched once (as a normal air or naval interception) during the Naval and Air Phase (i.e., per the normal air operation rules), and is then returned to its parent aircraft carrier normally thereafter (i.e., at the conclusion of the ensuing Air Movement Step).

> **NOTE:** Movement within a hex (e.g., into or out of a port in the same hex) does **not** constitute movement with regard to this rule. However, movement within the same large sea area does apply.

> **EXAMPLE:** The US 0-8-43 aircraft carrier "Intrepid" is moving from Hawaii into the Central Pacific (i.e., into the sea area west of Hawaii) during the Naval and Air Phase. As the "Intrepid" moves, the Japanese player declares an Air-Naval attack (having successfully located the "Intrepid" previously and launches a 3-18 "Betty" (G4M) Bomber. Accordingly, the "Intrepid" is temporarily halted in its present hex as the 3-18 is launched and moved toward it. In response, the US player launches a 3-4/3 (F4F) Naval-Air to intercept the Japanese 3-18 Bomber. During air combat, the 3-18 is depleted and aborted. As such, the US 3-4/3 remains aloft for now (per the normal rules), thereby ending the Japanese player's declared Air-Naval attack. Immediately afterward, the US player opts to continue the movement of the "Intrepid" (which was interrupted by the Japanese 3-18 Bomber's Air-Naval attack). At the moment the "Intrepid" enters a new hex, the "Intrepid's" 3-4/3 Naval-Air unit (which is still presently aloft) is then *immediately* returned aboard the "Intrepid" (assuming the "Intrepid" did not move beyond the range of the 3-4/3 in its present location).

At that moment, the 3-4/3 is eligible to be launched again, if necessary, as the "Intrepid" continues to move. As the "Intrepid" continues to move, it is reconnoitered and subjected to a second Air-Naval attack from a Japanese 2-14 (G3M) Bomber, which is also intercepted and depleted (and aborted) by the "Intrepid's" same 3-4/3 (F4F) Naval-Air unit. Again, immediately afterward, the US player opts to continue the movement of the "Intrepid" (thereby immediately returning the aloft 3-4/3 to the "Intrepid" again). As the "Intrepid" continues to move, it is reconnoitered and subjected to a third Air-Naval attack from a Japanese 2-20 (H6K) Bomber, which is also intercepted by the "Intrepid's" same 3-4/3 Naval-Air unit. This time, the 3-4/3 misses the 2-20 during the first round of air combat, although the US 3-4/3 is a two-step Naval-Air unit, and is thus eligible to fight during the second round of air combat. Thus, the 3-4/3 luckily aborts the Japanese 2-20. At this time, the US player moves the "Intrepid" one more hex (solely to recover the aloft 3-4/3 Naval-Air unit again). As the "Intrepid" moves again, the Japanese player declares a Reactive naval interception with a nearby task force, and moves it toward the "Intrepid". As the Japanese task force is moving, the US player then declares and attempts an air reconnaissance, which successfully locates and identifies the Japanese task force as the CA "Maya". Before the Japanese task force reaches the "Intrepid", the US player decides to conduct an Air-Naval attack (i.e., launching the 3-4/3 Naval-Air), but unfortunately fails to sink or even damage the "Maya". Hence, the "Maya" then continues toward and into the Intrepid's hex, and conducts a successful naval interception. However, the US player notices that the "Intrepid" (with a printed speed of 44) is actually faster than the "Maya" (with a printed speed of 42). Thus, the US player simply elects to "evade" the "Maya", ending the naval interception. Nonetheless, the US player opts to end the "Intrepid's" naval movement (ending that friendly naval movement option), leaving the 3-4/3 (F4F) aloft. The Japanese player cannot launch any subsequent Air-Naval attacks now (while the "Intrepid" remains in that hex), because the "Maya" already conducted a Reactive naval interception (i.e., all air interceptions upon any naval unit, stack or task force must always precede any naval interceptions in the same hex or location). Thereafter, the 3-4/3 Naval-Air remains aloft (as well as the previously launched Japanese Bombers) until the end of the Air Movement Step of the Naval and Air Phase (regardless of which side's Air Movement Step, Allies or Japanese, ensues first).

[3.10] Failing Reactive Naval Interception

If a particular naval unit (including a submarine), stack or task force **fails** (or simply declines) a **Reactive** naval interception engagement attempt upon a moving enemy naval unit, stack or task force, that particular naval unit, stack or task force is then permitted two possible movement options, immediately thereafter:

> **NOTE:** A *failed* naval interception attempt is never considered a declaration of war.

[A] A naval unit, stack or task force (i.e., failing a Reactive naval interception), may simply remain in the attempted naval interception hex. In such a case, the naval unit, stack or task force (in its entirety) must remain in the exact hex where the interception attempt had occurred

(i.e., it may **not** move to any other alternate location), until the next available movement option. That naval unit, stack or task force retains its normal Reactive interception eligibility (i.e., from its present location) thereafter.

[B] A naval unit, stack or task force (i.e., failing a Reactive naval interception), may return to its previous (i.e., starting) hex or sea area location (i.e., from where the interception had been declared). In such a case, the naval unit, stack or task force must return (in its entirety) to the exact hex (and port, if in port) or sea area location from where the interception attempt had been initially declared (i.e., it may **not** move to any other alternate location). That naval unit, stack or task force retains its normal Reactive interception eligibility (i.e., from its previous location) thereafter.

Functionally, these movement options are irrelevant *within* any large sea area (insofar as there are no specific "locations" within any large sea area).

If a particular search group successfully intercepts an enemy naval unit, stack or task force, but another does not (i.e., if from the same reacting stack or task force), only the search group(s) that *fail* are eligible to employ the aforementioned options.

> **NOTE:** Regardless of which aforementioned option is employed, any naval unit, stack or task force may attempt a normal Active naval interception thereafter, if otherwise eligible.

[3.11] Convoy Duty Escort Assignment (AETO only; this rule is not applicable in APTO)

[3.12] Naval Movement (Offensive Phase)

Activation During Sea Offensives
When a player declares a Sea Offensive, he may activate one particular naval unit, stack or task force (if on Standby status) via the expenditure of one Sea Offensive.

Additionally, a player may designate any particular naval unit*, stack or task force (if on Standby status) as a **Command Agent**. As such, any friendly naval unit(s), stack(s) and/or task force(s) in that hex, or within Reactive Interception range (see [3.6]) of that Command Agent is eligible to be collectively Activated as part of the same Sea Offensive. Accordingly, any naval unit(s), stack(s) and/or task force(s) that are Activated as part of the same Sea Offensive may move and/or participate in that Offensive normally, even if the Command Agent itself does not move (although the Command Agent is considered Activated nonetheless).

> *Including a submarine unit.

Offensive Naval Movement Range
During the Offensive Phase, naval units that are currently on Standby status (i.e., marked with a "Standby" chit) may be Activated (via a Sea Offensive) to then move (although no Activated naval unit is ever *required* to move). During any Sea Offensive, however, Activated naval units are limited to a maximum Offensive Naval Movement *Range*, tabulated as follows:

[A] If the Activated naval unit's *printed movement* is **30 or more =** May move up to **6 MPs** during a Sea Offensive.

[B] If the Activated naval unit's *printed movement* is **29 or less =** May move up to **3 MPs** during a Sea Offensive.

If any naval unit's printed naval movement is *reduced* below 30 (i.e., as a result of damage or depletion), its maximum Offensive Naval Movement Range is **immediately** reduced as well. If any such naval unit has *already* moved more than 3 MPs (at the time of the damage or depletion), it may move no further during the current Offensive Phase (and must remain in the last occupied hex or location). A stack or task force may leave any such naval unit(s) behind, and thereby continue its movement normally. Any such Activated naval unit(s) may only move and/or participate in a particular Sea Offensive insofar as the aforementioned maximum Offensive Naval Movement Ranges permit.

> **NOTE:** If a stack or task force contains multiple naval units with varying movement ratings, the stack or task force may move no further than the slower-category naval unit(s), unless the slower-category naval unit(s) do not accompany the movement of the stack's or the task force's faster-category naval units.

When any naval unit, stack or task force is Activated during the Offensive Phase, its "Standby" chit is flipped to the "Active" side. When any naval unit, stack or task force has been Activated during the Offensive Phase, it is not eligible to be Activated again during that same Offensive Phase.

Active and Reactive Naval Interceptions during a Sea Offensive
During the Offensive Phase, Active Naval and Reactive Naval Interceptions can occur per the following stipulations:

★ If a naval unit, stack or task force is marked as "Standby", it is eligible to be Activated normally (i.e., via a Sea Offensive) by the owning player, and then moved to attempt an Active naval interception (i.e., if within the maximum movement range of **3** MPs or **6** MPs, as determined by the intercepting naval unit's, stack's or task force's printed movement; see above). After an Active naval interception attempt during the Offensive Phase (whether the Active naval interception is successful or not), the Activated naval unit, stack or task force is considered to be "Active" (and marked "Active"), and is **not** eligible to conduct any naval movement or naval interceptions thereafter, even if the intercepting naval unit, stack or task force had not moved hitherto.

> **NOTE:** If a naval unit, stack or task force is moved to a particular hex via a Sea Offensive, the moving naval unit, stack or task force may then attempt to intercept any enemy naval unit, stack or task force in that same hex, even if the Sea Offensive was not *intended* as an Active naval interception. However, any naval unit, stack or task force that is Activated to conduct a Sea Offensive may not attempt any counter-interception, counter-counter-interception, etc. while conducting that Sea Offensive.

★ If a naval unit, stack or task force is marked as "Standby", it is eligible to attempt a Reactive naval interception (if opportune), or counter-interception, or counter-counter-interception, et cetera (if opportune) normally (i.e., if within the normal Reactive naval interception range; see [3.6]). In any case, **no** Sea Offensive is required (whether the Reactive naval interception is successful or not), although - if successful - the intercepting naval unit, stack or task

force is considered to be "Active" nonetheless (and thus marked as "Active"), and is **not** eligible to conduct any naval movement or naval interceptions thereafter, even if the intercepting naval unit, stack or task force had not moved hitherto. However, if a Reactive naval interception is unsuccessful, the intercepting naval unit, stack or task force remains as "Standby" status, and is governed by the stipulations of [3.10].

[3.13] Aircraft Carrier and Naval-Air Operations (Offensive Phase)

During the Offensive Phase, aircraft carriers operate like normal naval units, although the activation status of a carrier does not affect the activation status of any accompanying Naval-Air unit, nor does the activation status of a Naval-Air unit affect the activation status of a parent aircraft carrier. A Naval-Air unit (aboard an aircraft carrier) is governed by the normal air operation rules (with some exceptions*), and may participate in a friendly Air or Land Offensive normally, if otherwise eligible. Likewise, a Naval-Air unit may contravene in an enemy Air, Land or Sea Offensive normally as well, if otherwise eligible.

>*Half-step Naval-Air units (i.e., Naval-Air units that are blank on the reverse side) are **not** eligible to participate (i.e., fight in air combat) in the **second** air combat round (although a half-step Naval-Air unit may remain in the air combat hex during the second air combat round).

Unlike normal air units, however, a committed Naval-Air unit (presently aboard an aircraft carrier) automatically becomes **un**committed if the Naval-Air unit's parent aircraft carrier is Activated (via a Sea Offensive) *and* then **moves** to any other hex or sea area during the same Offensive Phase. Thus, a Naval-Air unit can conceivably be Activated twice during the same Offensive Phase (once before the aircraft carrier moves, and then again *after* it moves), assuming that the parent aircraft carrier is eligible to be Activated and moved. If an aircraft carrier does not (or cannot) move during the Offensive Phase, the accompanying Naval-Air unit can only be Activated once (via an Air Offensive) during the Offensive Phase (i.e., per the normal air operation rules), and is then committed* normally thereafter.

>***During the Offensive Phase, any committed Naval-Air unit is eligible to fly in defense of any Activated friendly land units (see [4.22]), during an enemy Air Offensive (see [4.1]), or as an Intensive Air-Naval Attack (see [4.28]).

>**NOTE:** Movement within a hex (e.g., into or out of a port in the same hex) does **not** constitute movement with regard to this rule. However, movement within the same large sea area does apply.

If an aircraft carrier is intercepted as it moves (and temporarily halted; see [3.6]), the aircraft carrier's Naval-Air unit (which is uncommitted) is eligible to conduct a normal Air-Naval attack (see [4.20]), although the aircraft carrier will not be eligible to move afterward, and must remain in its present hex (because a Naval-Air unit can only be Activated *before* **or** *after* the parent aircraft carrier moves, if moving during the Offensive Phase). Activating a Naval-Air unit after its parent aircraft carrier begins to move - by default - always automatically ends that parent aircraft carrier's movement for the remainder of the Offensive Phase.

EXAMPLE: The UK aircraft carrier "Illustrious" (on "Standby" status) is five hexes south of Singapore during the Offensive Phase. The UK player expends one Air Offensive, and launches a 2-2/0 Naval-Air (Swordfish) to conduct an Air-Naval Attack upon two Japanese cruisers docked in Singapore, which results in the sinking of both. At the conclusion of the Air Offensive, the 2-2/0 Naval-Air is then returned to the carrier "Illustrious", and is marked as "Currently Committed". Next, the Japanese player also expends one Air Offensive, and launches a 3-18 (G4M Bomber to conduct an Air-Naval Attack upon the "Illustrious" (having successfully located the carrier "Illustrious" previously). In response, the UK player launches the same 2-2/0 Naval-Air to intercept the Japanese 3-18 Bomber (ignoring the 2-2/0 Naval-Air's "Currently Committed" status, because any Fighter-type air unit is eligible to fly during an enemy Air Offensive; see [4.1]). During air combat, the Japanese 3-18 Bomber is aborted, and the UK 2-2/0 is returned to the "Illustrious" again (marked as "Currently Committed"). Then, the UK player expends one Sea Offensive, and activates the carrier "Illustrious", moving it eastward (whereby, the Naval-Air unit becomes **un**committed). As the "Illustrious" moves, however, the Japanese player declares a Reactive naval interception with a nearby task force (temporarily halting the "Illustrious"). As the Japanese task force is moved toward the "Illustrious", the UK player opts to conduct an air reconnaissance, which locates and also identifies the Japanese task force as the heavy cruisers "Tone", "Mogami" and "Nachi". Before the Japanese task force reaches the "Illustrious", the UK player decides to conduct an Air-Naval attack (i.e., launching the 2-2/0 Naval-Air). In doing so, however, the "Illustrious" will become ineligible to continue moving thereafter (during the current Offensive Phase). Nonetheless, the UK 2-2/0 attacks the Japanese task force, sinking the "Tone", and damaging the "Nachi" (and thereby committing that 2-2/0 Naval-Air). Undeterred, though, the heavy cruiser "Mogami" continues toward the "Illustrious" (leaving the damaged "Nachi" behind), and then attempts a normal naval interception (which is successful). The "Illustrious" cannot evade the "Mogami" (because the "Mogami" is faster), although the 2-2/0 is now eligible to conduct an Intensive Air-Naval Attack (disregarding its commitment status; see [4.28]), which results in the sinking of the "Mogami". Thereafter, the "Illustrious" is ineligible to move for the duration of that Offensive Phase (although it may move normally during the End Phase). The 2-2/0 remains committed, but it is eligible to fly normally during subsequent enemy Air Offensives, or future Intensive Air-Naval attacks, but not to conduct any other missions or operations.

[3.14] Naval Movement (End Phase)

Any naval unit(s), stack(s) and/or task force(s) that are presently at sea during the End Phase (i.e., not presently docked in port) are eligible to move again during the naval movement segment of the End Phase, regardless of any naval movement during any previous Phases. Any naval unit(s), stack(s) and/or task force(s) that do not return to a friendly supplied port will become marked as "out-of-supply"*, unless "refueled" at sea (known as "Keeping Naval Units at Sea"; see below). No naval interception (Active or Reactive) is permitted during the End Phase, and consequently no naval combat is possible during the End Phase.

Unlike any naval movement during the Naval and Air Phase, however, each player performs **all** intended naval movement (during the naval movement segment of the End Phase) at one time (i.e., players do not alternate moving naval units). As such, the side that currently controls the Initiative must complete all intended naval movement *first*, then followed by the other side (*second*).

Naval units, stacks and/or task forces that move during the End Phase are entitled to move within and/or up to the extent of their current printed movement, unless already in port (i.e., naval units that are presently docked in port are ineligible to move during the End Phase). During the End Phase, naval units can be moved individually, as stacks and/or as task forces, exactly like naval movement during the Naval and Air Phase. However, moving naval units, stacks and/or task forces are subject to the following movement restrictions:

★ A naval unit*, stack or task force may **not** enter any **hexed** sea area that is presently within Reactive naval interception range of any *non-submarine* enemy naval unit, stack or task force (despite the fact that no naval interception is possible), unless the *entering* naval unit, stack or task force "outguns" the enemy naval unit, stack or task force. In such a case, all relevant players are required to reveal the total gunnery rating (including torpedo ratings and the combat strength number of any operational Naval-Air units) of all Allied and Japanese *surface* naval units in that particular sea area. Any naval unit(s) that are presently marked as "out-of-supply", however, are not counted for purposes of this calculation. Nonetheless, If the entering naval unit, stack or task force possesses a **higher** *total* gunnery value (including torpedo ratings and the combat strength number of any operational Naval-Air units), then it is permitted to enter that hexed sea area normally. However, if the entering naval unit, stack or task force possesses a **lower** total gunnery value, then it is **not** permitted to enter that hexed sea area during that End Phase.

 Except submarine units.

 NOTE: No naval unit, stack or task force is ever prevented from *exiting* any sea area due to the presence of any enemy naval unit(s) in that same sea area, regardless of the relative gunnery ratings.

★ Any naval unit, stack or task force that moves during the End Phase is not eligible to conduct Strategic Warfare during the following Strategic Warfare Phase (e.g., if ending its movement *in* a Convoy Route sea area). Any such naval unit, stack or task force should be marked with an "Active" chit, denoting its ineligibility to conduct or participate in any Strategic Warfare during the ensuing Strategic Warfare Phase.

Air-Naval Attacks (End Phase)

During the End Phase, only naval units, stacks or task forces that **were** outside of the eligible range of any particular enemy Bombers-type air unit(s), *and then moved within* any such air unit(s') eligible range, are liable to air-naval interception (and Air-Naval attacks) during the End Phase. Any naval unit, stack or task force that began the End Phase *already* within any particular Bomber-type air unit(s') eligible range cannot be attacked by the air unit(s) during the End Phase.

All normal air movement, interception, counter-interception, combat and so forth may occur and be resolved normally, if triggered by an air-naval interception (i.e., if per the above circumstance). Commitment rules apply normally inasmuch as uncommitted air units are eligible to be launched, and thus become committed normally, although all commitment chits are removed at the conclusion of the End Phase.

Keeping Naval Units at Sea

Naval units, stacks and/or task forces that do not return to a friendly supplied port will become marked as "out-of-supply" at the end of the End Phase (i.e., during the Supply Step), *unless* "refueled" at sea (during the Supply Step, representing various oiliers, ordnance vessels, supply ships, et cetera, which are not included as actual game pieces).

 NOTE: Any naval unit(s) that *had* conducted Strategic Warfare during the *preceding* Strategic Warfare Phase are never required to be "refueled" (inasmuch as such naval units are committed for an entire monthly game-turn, it's assumed that they are regularly refueled, provisioned and supplied beyond the game's scope).

Any naval unit, stack or task force can be "refueled" at sea via a simple expenditure of EPs (from the owning player's EP Track), regardless of the naval unit's, stack's or task force's location on the map. The EP cost to "refuel" naval units is calculated per each sea area, and is relative to the number of friendly naval units remaining in that sea area, as follows:

[A] Each sea area with **9 or more** friendly naval units **= 2 EPs** (Each Sea Transport **Point** is counted as **one** naval unit).

[B] Each sea area with **8 or less** friendly naval units **= 1 EP** (Each Sea Transport **Point** is counted as **one** naval unit).

When expending EPs to "refuel" any naval units (i.e., Keeping Naval Units at Sea), only EPs presently existent on the owning player's EP Track may be expended to pay for naval refueling costs (i.e., a player may not pay to refuel any naval units with forthcoming or previously spent EPs). However, any player is permitted to expend his own EPs to refuel another *friendly* player's (or a minor partner's) naval units (provided that the receiving player or minor partner is **presently** allied with the spending player).

 EXCEPTION: Only Soviet EPs may be expended to refuel any Soviet naval unit(s). Moreover, Soviet EPs may not be used to refuel any Western Ally naval unit(s).

A player is never *required* to refuel any particular naval unit(s), even if he has currently available EPs to do so. A player may purposefully allow naval units to become marked as "out-of-supply" for any reason whatsoever. Of course, naval units that become marked as "out-of-supply" are then governed by the effects of [7.10].

 NOTE: When expending EPs to Keep Naval Units at Sea, any player may "over-spend" to deceive the true size of any task force(s) in a particular sea area. For example, if a particular sea area contains a task force with only one naval unit, the owning player may actually expend 2 EPs to *simulate* the EP requirement of a large fleet, even if that particular sea area only necessitates an expenditure of 1 EP (i.e., because it only contains one actual naval unit). However, in doing so, the additionally expended EP is considered a genuine expenditure, and nonrefundable.

Any naval unit(s) that are already marked as "out-of-supply" (i.e., from any previous monthly game-turn) **cannot** be simply "refueled" via an expenditure of EPs. Any such naval unit(s) must return to a friendly supplied port (see [7.10]).

[3.15] Ports

Ports exist within coastal city hexes, nation boxes and other locations abroad (e.g., the Panama hex), and are identified by encircled anchor symbols (or sometimes star-anchor symbols) printed on the map, although ports are **not** considered to be *separate* cities in any coastal city hex. There are essentially four types of "ports": Coastal City Ports*****, Minor Ports, Major Ports, and Unlimited Ports.

Ports exist as distinctly separate locations within land hexes (or nation boxes), and function solely to harbor docked naval units (notwithstanding air basing and anti-aircraft capabilities). Each type of port can harbor a specific number of naval units (known as a "Port Capacity", as listed on Player Aid Card "I"), which may never be exceeded, listed as follows:

Coastal City **= 5** naval units (each STP "point" is counted as a single naval unit).

Minor Port **= 15** naval units (all STPs, regardless of the quantity present, are counted as one naval unit).

Major Port **= 30** naval units (all STPs, regardless of the quantity present, are counted as one naval unit).

Unlimited **=** No limit.

No naval unit or ship type uses more or less Port Capacity than any other type of naval unit or ship type, whether depleted or full-strength. Each individual naval unit chit (except STP chits, as specified above) is always counted as one naval unit in any port. For the purposes of clarification, each submarine chit is counted as a single naval unit.

> **NOTE:** Naval units may dock in any allied ports without restriction (with the permission of the owning allied player), if not exceeding any port(s') available Port Capacity.

Capital City Ports
All capital city ports are considered to be *Minor Ports*, except **Tokyo** which is considered to be a *major* port, or if denoted as "(Unlimited)" on the map itself (e.g., the US box).

> **NOTE:** Any 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).

Any eligible naval unit(s) can **enter** a *legal* port during any normal naval movement option (i.e., during the Naval and Air Phase, the Offensive Phase and/or the End Phase), assuming the naval unit(s) possess sufficient movement to reach the port's hex (or enter the port's nation box sea area). Conversely, any eligible naval unit(s) can **exit** any port during any normal naval movement option (including during enemy movement - as a Reactive naval interception - if within naval interception range).

> **NOTE:** If a port is destroyed or captured, any friendly naval unit(s) therein (unless "Sunk in Port", obviously) are then *automatically* (and immediately) considered to be out of port (although still in the port's coastal

hex), regardless of the Phase or Step. If the capture of a port hex also causes a conquest of the owning nation, the actual conquest occurs immediately *before* any docked naval unit(s) there are considered to be out of port (for purposes of determining the naval unit(s) specific location when the owning nation is conquered; see [9.11]).

Naval units that are in a nation box (in port) are assumed to be docked in port until actually entering an adjacent large sea area. However, naval units in a coastal hex (with a friendly functioning port) must be denoted as either in port (using an "In Port" chit) **or** *not* in port. Thus, it is feasible for some naval units in a stack (in the same port hex) to be considered in port, while other naval units are considered to be in the coastal hex (i.e., not in port).

If relevant, ports themselves are always considered coastal hexes (except in nation boxes), although naval units may move into or out of a port (within the same coastal hex) at no MP cost. Additionally, any naval unit(s) that are in port can be integrated with other friendly naval units outside of that port (in the same hex) - or vice versa - at no MP cost, even as a naval unit, stack or task force is moving through that port's hex. It is never necessary for any naval unit, stack or task force to enter a port to convoke any other naval unit's docked there to combine with the naval unit, stack or task force.

If, at any time, opposing naval units occupy the same port location (not just in the same hex), naval interception will automatically occur in that port, and naval combat will then result. All naval combat is then resolved normally, except that no naval unit can be withdrawn after Round 1 of naval combat.

Port Mines
Every port automatically possesses an inherent mine defense (i.e., port mines) within the port location itself. Port mines have no effect against any friendly naval units (i.e., friendly to the nation controlling the port), although any enemy naval unit (except any infiltrating submarine unit) **entering** a port is subject to an automatic (and immediate) port-mine attack (which only occurs *within* the port location itself, but before any other activity is resolved). Port mines have no effect upon any enemy naval unit(s) *exiting* a port (or operating therein).

Unlike a Sea Mine Attack (see optional rule [11.18]), every enemy ship (including each individual STP "point", if any) that enters a port is subject to a port-mine attack. In such a case, the owning player conducts one normal naval attack (rolling two 6-sided dice) against each entering enemy naval unit. As per the normal rules, if the port-mine attack dice roll equals or exceeds the subjected naval unit's currently printed armor rating, then that naval unit is considered to be "hit" and depleted/damaged (or sunk if already depleted or damaged), modified as follows:

> **NOTE:** When resolving any port-mine attack, a dice roll of "doubles" is **not** considered to be an automatic "sink". A dice roll of "12" is always considered a "hit", however, even if not equaling or exceeding the subjected naval unit's currently printed armor rating.

Port-Mine Attack Modifiers
The following port-mine attack dice modifiers must be applied to any port-mine attack, when applicable:

+2 : If a "fortified" port (e.g., if a fortification chit is present).
+1 : If in a Major Port (or an enlarged port; see [10.43]).
- 1 : Per each friendly DD and/or DE also entering the enemy port (applicable to all subjected naval units).

If a port is currently neutral (i.e., if the owning nation is neutral), port-mines are **not** considered in effect, even as a foreign naval unit, stack or task force enters and initiates war. In such a case, the port-mines are only considered in effect *after* an instigating foreign naval unit, stack or task force has entered a neutral port, immunizing any entering, instigating foreign (i.e., now enemy) naval units therein. Of course, any subsequent entrance by any enemy naval unit(s) is subject to a port mine attack normally.

> **EXCEPTION:** Port-mines in a capital city port (whether a major or minor capital port) are **always** considered in effect (against uninvited foreign naval units), even if neutral at the time of entry.

Port Entrance Restrictions

★ Naval units may never enter a port that is currently "destroyed" (unless merely *reduced* to a smaller port; see [11.2]).

★ Uninvited foreign naval units may never enter a port in any nation box.

★ Uninvited foreign naval units (except submarine units) may never enter any port that presently harbors at least **one** naval unit with a gunnery rating of "**3**" or greater (even if a "3" is as a result of "damage"), except per [10.27]. However, a friendly naval unit, stack or task force is always eligible to enter any *friendly-controlled* port, despite the presence of any enemy naval unit. An enemy naval unit can never prevent any friendly naval units from entering a *friendly-controlled* port.

★ Uninvited foreign naval units (except submarine units) may never enter a port that is presently occupied by any combat **land** unit (except Generals, HQs and partisans).

★ If entering an *enemy* port (if legal to do so), a naval unit is **not** considered to be "docked" therein (unless the port is captured subsequently), and is therefore considered to be at sea while in that port (e.g., during the End Phase).

[3.16] Coastal Batteries (Corregidor and Singapore) (APTO only)

The Corregidor and Singapore Permanent Fortifications (hex W 3021 and W 2112) are unique in that they are automatically assumed to possess an inherent "coastal battery", which allows them to initiate naval combat into their respective coastal hex during an enemy **Amphibious Assault** (only) that is attempted upon the Corregidor or Singapore hex itself.

During any attempted enemy Amphibious Assault upon the Corregidor or Singapore hex (i.e., after resolving all other pertinent naval movement and/or naval interceptions, but before actually rolling the land combat attack die), the Allied***** player may automatically initiate naval combat (i.e., as if an automatic naval interception). Then, the Japanese player must array **all** of his naval units (i.e., those presently in the Corregidor or Singapore coastal hex), whereupon the Allied player may commence **one** normal naval combat attack during **each** naval combat round. The Corregidor coastal battery is considered to possess a normal gunnery rating of "**3**" during each naval combat round. The Singapore coastal battery is considered to possess a normal gunnery rating of "**4**" during each naval combat round.

> ******If Corregidor or Singapore is or ever was a Japanese conquest, its inherent "coastal battery" is considered permanently eliminated.*

Unlike during normal naval combat, however, the Corregidor or Singapore coastal batteries cannot be targeted or destroyed (i.e., during naval combat). In this regard, the Corregidor or Singapore coastal batteries possesses no armor ratings, but are otherwise immune to any enemy naval combat attacks. Therefore, the normal naval combat gunnery sequence is disregarded. Additionally, the Corregidor or Singapore coastal batteries may ignore any "screen", and may simply fire at any enemy surface naval unit presently in the respective Corregidor or Singapore coastal hexes (W 3021 and W 2112, respectively) if *preceding* an imminent Japanese Amphibious Assault (even if the targeted naval unit is not participating in the actual Amphibious Assault).

After the first round of naval combat (i.e., after Round 1), any assaulting naval unit(s) are eligible to withdraw from naval combat in accordance with the normal naval combat rules (and thus may not be targeted by Corregidor's or Singapore's coastal battery during the second round - if any - of naval combat). However, any naval unit(s) that remain during the second round of naval combat (i.e., Round 2) are considered eligible naval targets, even if the impending Amphibious Assault is canceled.

> **NOTE:** Any naval unit(s) that are withdrawn from naval combat (i.e., after Round 1) may **not** participate in an impending Amphibious Assault.

After the conclusion of Round 2 of naval combat, the assaulting player may then resolve his intended Amphibious Assault upon the Corregidor or Singapore hex normally. In such a case, Corregidor's or Singapore's inherent coastal battery has no effect upon the Amphibious Assault, nor any land combat (whether in the Corregidor or Singapore hex or another*****). If the Amphibious Assault is successful, that coastal battery is considered to be eliminated (permanently). If the Amphibious Assault is unsuccessful, no further effects occur.

> ******Moreover, the Corregidor or Singapore coastal batteries cannot ever conduct coastal bombardment upon any adjacent hex.*

The Corregidor or Singapore coastal batteries are always considered to be stationary platforms, and cannot be moved or withdrawn in any manner, but are never considered to be out-of-supply. Furthermore, the Corregidor or Singapore coastal batteries are considered to be destroyed if the Permanent Fortification in the Corregidor or Singapore hex is destroyed, but - conversely - is automatically considered repaired if the Permanent Fortification in the Corregidor or Singapore hex is repaired.

[3.17] Naval Combat

When opposing combat surface naval units occupy the same sea location (i.e., after a successful naval interception has occurred*****), a naval engagement occurs. A naval engagement will include every naval unit present amongst the opposing fleets (unless "screened"), although only naval units with a printed "gunnery rating" (i.e., of at least "**0**") or "torpedo rating" (i.e., of at least "**1**") are eligible to attack during naval combat (although any type of naval unit can be *targeted* during naval combat). No naval unit may attack more than once per each Round of naval combat, however (although most undepleted DDs are eligible to attack during a gunnery sub-round *and* the subsequent torpedo sub-round).

**Unless evaded (see [3.8]).*

Naval Combat in a Large Sea Area
Naval combat occurring in a large sea area is resolved no differently than naval combat occurring in a normal sea hex, provided that the naval engagement was precipitated by a successful naval interception. For purposes of clarification, naval units that are stacked together in any large sea area are assumed to occupy the same location. Any naval units that are not stacked together in any particular large sea area are assumed to occupy different locations therein.

Naval Combat Mechanics
Each naval engagement entails **two** sequential bouts, known as "rounds" (i.e., Round 1 and Round 2). Any naval unit that is not sunk during the first naval combat round will be eligible to participate during the second naval combat round (unless "withdrawn" by the owning player). If the naval engagement is occurring in a coastal hex where an Amphibious Assault, or where a Naval Bombardment is intended, only the naval unit(s) that endure the *second* naval combat round (i.e., were not sunk or withdrawn after Round 1) will subsequently be eligible to participate in the impending Amphibious Assault or Naval Bombardment in that coastal hex. Participation in naval combat does not disallow any surviving naval unit from conducting or participating in a pending Amphibious Assault or Naval Bombardment, though, each initiated naval engagement must be resolved completely before any other intended movement, interception, combat or activity may occur.

NOTE: Submarine units may never participate in naval combat.

Naval Combat Procedure
The opposing players must first determine the exact number of friendly and enemy surface naval units (i.e., *chits*) that are present during the current naval engagement. Neither player may purposefully withhold any present naval units from the naval engagement (notwithstanding naval units that are not part of the intercepting search group, or the intercepted stack or task force), although the *outnumbering* player may opt to "screen" any *excess* friendly naval units from enemy naval attacks during the ensuing naval combat round (see below). Thus, any present (non-screened) naval unit is targetable during naval combat, regardless of its disposition and/or type.

Screening
Any naval unit that is participating in a naval engagement is eligible to be targeted by enemy naval units. However, if a particular player's present stack or task force outnumbers the enemy's present stack or task force, that player may then declare (before the naval combat round) any *excess* friendly naval units (e.g., STPs, or perhaps an aircraft carrier) to be "screened" from enemy naval attacks. As such, the screening player may "screen" up to as many present friendly naval units

- of his choice - as are in excess of (i.e., outnumbering) the enemy's present naval units (e.g., if a particular player's task force outnumbers the enemy's task force by three naval units, he may therefore "screen" *up to* three friendly naval units of his choice). The outnumbering player must decide (and then declare) which naval unit(s) will be considered "screened", if any, before each round of naval combat. If neither player outnumbers the other, then neither player is eligible to screen any naval units.

NOTE: A naval unit without a gunnery rating and a torpedo rating cannot "screen" any other *combat* naval unit, but is eligible to be screened normally.

Any "screened" naval unit(s) are set aside before the ensuing naval combat round, and cannot be targeted by enemy naval units (nor can they target any enemy naval unit). Furthermore, a screened naval unit must remain screened throughout that entire naval combat round, even if any other friendly naval unit(s) have become sunk *during* that naval combat round. Accordingly, naval units are screened on a round-by-round basis. Excess naval units may be screened during Round 1 of naval combat, but then included during Round 2 of naval combat, or vice versa.

NOTE: If the outnumbering player loses (or withdraws) excessive naval units as a result of the first naval combat round, he will be required to unscreen enough friendly naval units to at least equal the number of enemy naval units that will be present during the second round of naval combat. Only as many present friendly naval units as are *in excess* of present enemy naval units may be screened during Round 2 of naval combat.

Naval Combat Round 1
Each opposing player must first array (off the map) **all** of his attendant naval unit(s) - putting screened naval units, if any, off to the side for now - and then organize them according to *identical* gunnery ratings (ignoring parenthetical torpedo ratings). For example, any present naval unit(s) with a gunnery rating of "3" are to be divided from any present naval unit(s) with a gunnery rating of "0", "1", "2", "3", "4", "5" and/or "6" (as are present). Any present naval unit(s) with a gunnery rating of "0" are to be divided from any present naval unit(s) with a gunnery rating of "1", "2", "3", "4", "5" and/or "6" (as are present), et cetera.

NOTE: Naval units with a *torpedo rating* cannot attack (with their torpedo rating) until the torpedo sub-round.

Gunnery Sub-Rounds
During Round 1 of naval combat, the gunnery rating***** of all combative naval units determines the **order** in which each naval unit may attack. All naval units with a gunnery rating of **6** (if any) always attack first, followed by naval units with a gunnery rating of **5** (if any), then naval units with a gunnery rating of **4** (if any), naval units with a gunnery rating of **3** (if any), naval units with a gunnery rating of **2** (if any), naval units with a gunnery rating of **1** (if any) and lastly naval units with a gunnery rating of **0** (if any). In that regard, naval combat is divided into (a *maximum* of) seven sequential **gunnery sub-rounds**, depending on the presence of each gunnery integer.

**Naval units without a gunnery rating (i.e., naval units with a printed gunnery rating of "X") are never eligible to attack (nor may "screen" naval unit's attack) during any gunnery sub-round.*

NOTE: A target*ed* naval unit is **not** required to attack the same target*ing* enemy naval unit during any gunnery sub-round.

Beginning with the present (non-screened) naval unit(s) with the **highest** printed gunnery rating, **each** attacking naval unit (from both opposing sides) may target **one** present (non-screened) *enemy* naval unit. Continuing with the present (non-screened) naval unit(s) with the **second-highest** printed gunnery rating (if any), each attacking naval unit (from both opposing sides) may target one present (if non-screened) *enemy* naval unit. Continuing with the present (non-screened) naval unit(s) with the **third-highest** printed gunnery rating (if any), each attacking naval unit (from both opposing sides) may then target one present (non-screened) *enemy* naval unit, and so forth (in the order of descending gunnery ratings). Attacks from opposing naval units with the *same* gunnery rating are always considered to be **simultaneous**, regardless of which player is actually rolling the first attack dice roll (and regardless of each attacking naval unit's chosen target) *during that same gunnery sub-round*. Accordingly, if a particular naval unit is depleted or sunk (by any enemy naval unit with the *same* gunnery rating) before its own pending gunnery attack is conducted, that naval unit's pending gunnery attack is to be resolved nonetheless***** thereafter.

> ******A naval unit's gunnery rating is always assumed to be as it was printed prior to any damage inflicted (by an enemy naval unit of the same gunnery rating) during the **same** gunnery sub-round (**or** if occurring during Round 2; see below).*

> **NOTE:** An attacking naval unit may **not** target any enemy naval unit that has already been attacked during the current gunnery round **unless** every enemy naval unit (during that same naval engagement) has already been attacked at least once. Likewise, an attacking naval unit may **not** target an enemy naval unit that has already been attacked twice **unless** every enemy naval unit (in that same naval engagement) has already been attacked twice, and so forth.

Unlike gunnery exchanges between naval units with the same gunnery rating (i.e., during the same gunnery sub-round), if a naval unit with a *higher* gunnery rating attacks an enemy naval unit with a lower gunnery rating, the gunnery effect must be implemented as it occurs, although the targeted naval unit is not eligible to attack until its own gunnery sub-round. Thus, if a naval unit with a lower gunnery rating is sunk (by a naval unit with a higher gunnery rating), it is simply eliminated and hence ineligible to attack. Also, if a naval unit with a lower gunnery rating is damaged or depleted (by a naval unit with a higher gunnery rating), the damage or depletion effects (e.g., reduced gunnery rating) are implemented before that naval unit's own gunnery sub-round. If a naval unit's gunnery rating is reduced as a result of that damage or depletion (by a naval unit with a higher gunnery rating), its eligibility to conduct an attack is then accordingly reduced to the next lower gunnery sub-round.

> **EXAMPLE:** If a battleship with a gunnery rating of "4" attacks and damages a heavy cruiser with a gunnery rating of "2" (thereby reducing its gunnery rating to a "1"), the damage to that heavy cruiser is implemented immediately. Thus, the heavy cruiser (now with a gunnery rating of "1") will not be eligible to fire until the gunnery sub-round when all 1-gunned naval units are eligible to fire. If that same heavy cruiser is subsequently attacked and sunk by, say, another battleship, it is simply eliminated and thus ineligible to attack altogether (because it was sunk

before its eligible gunnery sub-round).

The Torpedo Sub-Round
After all gunnery sub-rounds have been resolved (during Round 1 of naval combat only), any DD or DE naval units with a parenthetical torpedo rating (i.e., the parenthetical number in between the gunnery and armor number) may now attack any **named** enemy naval unit (if not screened), even if any such DD(s) and/or DE(s) also conducted a gunnery attack (i.e., during a preceding gunnery sub-round). Like the normal naval gunnery restriction, an enemy naval unit cannot be targeted twice unless every other enemy naval unit (in that same naval torpedo sub-round) has been attacked at least once, et cetera.

> **NOTE:** US "**PT-Boat**" DE units may only conduct a torpedo attack **if** presently participating in a naval combat engagement that is occurring in a **coastal** hex. No US "PT-Boat" DE unit possesses *any* combat ability while presently in any sea area (denoted by the printed rectangle encasing the gunnery and torpedo ratings on all US "PT-Boat" DE units). Additionally, until the July monthly game-turn of 1943, US "PT-Boat" DE units (if conducting a torpedo attack) are subject to "Defective Torpedoes" (see [10.37]). Unlike any other DDs or DEs, however, US "PT-Boats" DE units are **eligible** to attack any *unnamed* enemy naval unit (if not screened) during the torpedo sub-round (as well as named enemy naval units normally).

Naval Gunfire Procedure
When a particular naval unit (with a gunnery rating of at least "0") is designated to attack a specific enemy naval unit, the owning player must simply roll two dice (6-sided), and add the gunnery rating of the attacking naval unit (and perhaps the "S" rating of any present Admiral; see [3.19]). If the *net* result is **equal-to** or **greater-than** the targeted naval unit's current armor rating, that targeted naval unit is considered "hit" and damaged or depleted accordingly (or sunk, if *already* damaged or depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the target's armor rating), the targeted naval unit is considered to be automatically "sunk", even if not currently damaged or depleted. A "doubles" roll has no additional effect upon STPs, however.

> **NOTE:** A dice roll of "12" is always considered to be an automatic "hit", even if the *net* result does not equal or exceed***** the target naval unit's armor rating. In such a case, however, a dice roll of "12" (i.e., "doubles") does not automatically sink a targeted naval unit. A natural dice roll of "12" (if equaling or exceeding a target's armor rating; as a natural dice roll) is considered to be an automatic "sink" normally. Conversely, a dice roll of "2" is always considered to be an automatic "miss", even if the *net* result equals or exceeds the target naval unit's armor rating.

> ******Unlike Air-Naval attacks upon naval units, a **modified** net dice roll result of "12" is **not** considered to be a "hit" upon any battleship with an armor rating of 13, 14, 15 or 16 during naval combat. Only a natural dice roll of "12" is considered to be a "hit" upon a battleship with an armor rating of 13, 14, 15 or 16 (i.e., during **naval** combat).*

Naval Torpedo Procedure
When a particular naval unit (with a torpedo rating of at least "1") is designated to attack a specific **named** enemy naval unit, the owning player must simply roll two dice (6-sided), and add the torpedo rating of the attacking naval unit (ignoring any Admiral's "S" rating). If the net result is **equal-to** or **greater-**

than the targeted named naval unit's current armor rating, that targeted naval unit is considered to be "hit" and damaged accordingly (or sunk, if *already* damaged or depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the target's armor rating), the targeted named naval unit is considered to be automatically "sunk", even if not currently damaged.

> **NOTE:** A dice roll of "12" is always considered to be an automatic "hit", even if the *net* result does not equal or exceed* the target naval unit's armor rating. In such a case, however, a dice roll of "12" (i.e., "doubles") does not automatically sink a targeted named naval unit. A natural dice roll of "12" (if equaling or exceeding the target's armor rating) is considered an automatic "sink" normally. Conversely, a dice roll of "2" is always considered to be an automatic "miss", even if the *net* result equals or exceeds the target naval unit's armor rating.

> ***Unlike Air-Naval attacks upon naval units, a *modified* net dice roll result of "12" is *not* considered to be a "hit" upon any battleship with an armor rating of 13, 14, 15 or 16 during naval combat. Only a natural dice roll of "12" is considered to be a "hit" upon a battleship with an armor rating of 13, 14, 15 or 16 (i.e., during *naval* combat).*

Naval Gunnery and Torpedo Effects
When any naval unit is "hit" (except STPs; see [3.18]), that chit is flipped to its reverse side (i.e., the damaged or depleted side), unless already damaged or depleted* (or unless hit by a "doubles" dice roll result). The damaged or depleted side of a naval unit is always slightly lighter in color, indicating the naval unit's damaged or depleted status.

> ***Any damaged or depleted naval unit that is "hit" is considered to be "sunk", and is immediately removed from the game map.*

Damaged or depleted naval units are typically less powerful than full-strength naval units, and generally possess reduced gunnery, armor and movement ratings. Damaged or depleted naval units function normally, but must operate in accordance with gunnery, torpedo (if any), armor and movement ratings printed on the reverse side of the chit, until (and if) repaired.

> **NOTE:** In *some* cases, a naval unit's full-strength and depleted ratings are undifferentiated.

If a naval unit is damaged or depleted during its movement, its reduced damaged or depleted printed movement rating is implemented immediately (although the movement rating of most *unnamed* naval units is not generally reduced). Any MPs expended up to that time are subtracted from the damaged or depleted naval unit's printed movement rating (i.e., for the remainder of that particular movement). If the damaged or depleted naval unit had already exceeded (before becoming damaged) its reduced movement rating, it cannot move any further during that particular naval movement segment. The movement of any naval unit is always calculated from its point of origin during that naval movement segment.

> **EXAMPLE:** A US CV (aircraft carrier) - with a printed movement of 44 - (that is moving in the Central Pacific) moves from the port of Pearl Harbor towards Midway. After expending 9 movement points, it is attacked and damaged by a Japanese submarine unit. Immediately, the aircraft carrier chit is flipped to its "damaged" side, revealing a printed movement of only 29. Because the

carrier had already expended 9 movement points (prior to becoming damaged), the carrier's new movement rating (i.e., 29) is therefore *reduced* 9 points (to a remainder of 20) until the end of its current movement. If, however, that carrier had already expended 29 movement points when damaged, its movement would be halted until the end of the current naval movement segment (i.e., until eligible to move again during a subsequent Phase).

A stack or task force with a recently-damaged or depleted naval unit may opt to leave that particular damaged or depleted naval unit (and/or other units) behind as it continues moving. If a damaged or depleted naval unit remains with a stack or task force, its reduced movement (if any) must be factored into any subsequent naval movement, interceptions or Evasions.

Withdrawing from Naval Combat (After Round 1)
After completing Round 1 (not a sub-round) of naval combat, both players may* endeavor to withdraw some or all of their engaged naval units (whether screened or not), even if damaged or depleted. Each player may withdraw **up to half** (rounded up) of his total remaining naval units (if not withdrawing *all* of the remaining naval units), *or* may withdraw **all** of his remaining naval units. A player may never withdraw more than half of his total remaining naval units unless he withdraws them all.

> ***Withdrawing from naval combat is completely optional.*

> **NOTE:** Neither player may withdraw any naval unit(s) from naval combat occurring *within* any port location.

The decision to withdraw any naval units must be decided secretly, and secretively recorded. After both players have decided which naval units they shall withdraw (if any), they then simultaneously reveal their decision, resolved as follows:

[A] If both players chose to withdraw **all** naval units, that naval engagement then automatically ends.

[B] If neither player chose to withdraw any naval units, then Round 2 of naval combat automatically ensues, and all attendant naval units must participate normally (see Naval Combat Round 2).

[C] If both sides have withdrawn *some* naval units (i.e., while other naval units still remain), only the remaining naval units will then participate in Round 2 of naval combat. All of the withdrawn naval units are simply set aside, and cannot participate in Round 2 of naval combat. If either side outnumbers the other, the outnumbering player may screen any excess naval unit(s) normally, if eligible.

> **NOTE:** Any naval unit(s) that are withdrawn from naval combat (after Round 1) are temporarily considered a separate *group* from any naval unit(s) that presently remain (until the end of the current naval engagement). The owning player is permitted to designate any of the withdrawn naval unit(s) as a separate task force, if he prefers.

[D] If one side withdraws entirely, but the other does not, the side that did *not* withdraw (i.e., the side with *remaining* naval units) may then opt to "pursue" the withdrawing side (if desired), and automatically instigate Round 2 of naval combat (which cannot be evaded). In such a case, the pursuing player - with the remaining naval units only - must engage the entire withdrawing enemy fleet. If a

player does opt to pursue, he need not necessarily pursue with all of his remaining naval units. A pursuing player may pursue with some of his remaining naval units, but not others, if he prefers. Any naval units that do not pursue, however, cannot subsequently pursue thereafter (during that same naval engagement).

Any naval unit(s) that **withdraw** from naval combat (after Round 1) must then remain in the current sea area or hex until the end of the current naval movement *segment* (although any naval units that have not yet moved - but are eligible to do so - may be moved normally during a subsequent friendly naval movement option).

Naval Combat Round 2
Round 2 of naval combat is dissimilar to Round 1 inasmuch as naval units are not organized into separate gunnery ratings, nor is naval gunfire divided into gunnery sub-rounds (because **all** naval gunfire is considered simultaneous during Round 2 of naval combat). Nonetheless, each opposing player must array (off the map) all of his attendant naval unit(s) - putting all screened naval units, if any, off to the side again - but only including naval units that were not withdrawn from naval combat after Round 1 (unless "pursued" by the other player's fleet, as explained).

Round 2 of naval combat entails no gunnery sub-rounds (nor the torpedo round). As such, each naval unit may target one enemy naval unit, ignoring any particular gunnery order. Attacks from all opposing naval units is considered to be simultaneous during Round 2, regardless of which player is actually rolling the first attack dice roll (and regardless of each naval unit's chosen target). Accordingly, if a particular naval unit is depleted or sunk (by *any* enemy naval unit, *if* during Round **2**) before its own pending gunnery attack is conducted, that naval unit's pending gunnery attack is to be resolved nonetheless***** thereafter.

> ******A naval unit's gunnery rating is always assumed to be as it was printed prior to any damage inflicted during Round 2.*

After all eligible naval units have concluded naval attacks, Round 2 of naval combat is then concluded. Accordingly, the naval engagement then automatically ends (after Round 2 of naval combat), even if any opposing naval units remain (in the engagement hex. Any subsequent naval engagement must be initiated per [3.6] normally).

Concluding Naval Combat
After resolving naval combat, the surviving intercept**ing** naval unit, stack or task force is thereafter ineligible to move and/or conduct any additional naval interceptions during the current Phase. The surviving intercept**ed** naval unit, stack or task force, however, *is* thereafter eligible to move (or to continue moving) and/or operate normally, if otherwise capable, during the current Phase.

[3.18] STP Targets during Naval Combat

Though all STP chits exist as "points", each STP point is essentially considered a separate target for naval combat purposes (per the normal naval combat or port-mine attack rules). When any STP *chit* is hit during naval combat, one STP "point" is considered sunk (i.e., per each "hit"). If a 2-point STP chit is hit, it must be immediately flipped (to the 1-point side). If a 1-point STP chit is hit, it is removed from the map (and returned to the force pool).

> **NOTE:** A naval combat dice roll of "doubles" upon an

STP chit does not result in any further effect (because each STP *point* is a separate target, and represents a single one-step freighter, transport or other comparable ship for game purposes). Thus, any "doubles" result does not sink any additional "points" on the same STP chit.

If a particular STP chit is eliminated, any cargo it is carrying (if any) is also eliminated (although eliminated HQs and Generals are automatically returned to the force pool). However, a stack or task force containing multiple STPs (carrying cargo) is comported somewhat differently. If a stack or a task force containing multiple STPs is attacked by enemy air and/or naval units (and assuming some STPs are eliminated), no cargo is eliminated (regardless of which specific STP chit has been sunk) unless the actual quantity of *remaining* STPs is insufficient to legally transport the totality of that cargo. In such a case, the owning player must immediately eliminate enough cargo (of his choice) to comply with the licit transport capacity (see [3.23]).

> **NOTE:** Unless every STP (and CL/DD combo) is eliminated, any present General(s) and/or HQ(s) are *always* assumed to be aboard whatever STPs (or CL/DD combo) still remain (i.e., have not been sunk). Eliminated HQs and Generals are automatically returned to the force pool. HQs and Generals are never assumed to be aboard any other type of naval unit.

> **EXAMPLE:** If the quantity of STPs in a stack is reduced below the minimum necessary to haul the quantity (and type) of units and/or supply chits in that stack, the owning player must immediately eliminate enough units and/or supply chits until the remaining quantity of STPs is sufficient to haul whatever cargo remains.

If an amphibious stack or task force has lost too many STPs to legally conduct an Amphibious Assault, the owning player may (at any time during naval movement) "downgrade" that stack's or task force's intended Amphibious Assault to a transport mission (if sufficient STPs remain to do so), and thus forgo the intended Amphibious Assault altogether. However, if an evacuating stack or task force has lost too many STPs to legally conduct an evacuation (i.e., after the evacuated units have been embarked), an evacuation **cannot** be downgraded to a transport mission. In such a case, the owning player must immediately eliminate enough of the evacuated units (of his choice) until whatever units remain comply with the evacuation transport requirement.

[3.19] Admirals

An Admiral has no ability unless "aboard" a **named** naval unit of the Admiral's same nationality (except "Tanaka", whom actually has no ability unless aboard an **unnamed** Japanese naval unit), although an Admiral's modifier(s) may be applied (if eligible) to **any** friendly unit(s) within the Admiral's same stack or task force, if legally applicable (except Tanaka, whose modifier may only ever be applied to *unnamed* Japanese naval units within Tanaka's same stack or task force).

> **NOTE:** The "Tanaka" Admiral chit is differentiated by an "Admiral's Ensign" flag symbol, to remind players of the Tanaka chit's unnamed naval unit exception.

During a Seasonal Turn, any available Admiral can be placed aboard (i.e., assigned) any friendly **named** (or **unnamed**, if Tanaka) naval unit **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 (although **not** if Isolated *and* out-of-supply).

An Admiral can be stacked with any eligible naval unit to which it assigned, although a player may secretly record the specific naval unit, and simply keep the Admiral chit off to the side. A player is only required to reveal the naval unit to which the Admiral had been assigned if the Admiral's rating is employed during naval combat, or if the Admiral is eliminated or returned to the force pool (see [3.20]).

> **NOTE:** An Admiral may never move (or be moved) on land, although an Admiral may be transported via an ATP or an STP normally (i.e., *as if* it is a land unit). In that regard, an Admiral can be embarked and/or debarked normally (but is never counted against any ATP's or STP's transport capacity). An Admiral may not be debarked during any Amphibious Assault, nor accompany any Paradrop.

Admiral Capabilities

An Admiral has no command or any activation capabilities; an Admiral's only game function is to modify specific dice rolls, depending on the Admiral's specifically printed capability or capabilities. Each Admiral possesses one or more capabilities, listed as follows (summarized as an acronym "L.E.A.D.S" for memorization purposes, although each capability definition is printed on the reverse side of each Admiral chit):

L:# (Locator Bonus)
Applies a **+** (positive) Naval Interception die roll modifier to **one** friendly naval interception attempt by that Admiral's stack or task force - up to one search group - (per Phase).

E:# (Evasion Bonus)
Applies a **-** (negative) Naval Interception die roll modifier to **one** enemy naval interception attempt (i.e., one search group) within the Admiral's hex (per Phase).

A:# (Amphibious Assault Bonus)
Applies a **+** (positive) Land Combat die roll modifier to **one** Amphibious Assault within the Admiral's hex (per monthly game-turn).

D:# (Defense Bonus)
Applies a **-** (negative) naval combat dice roll modifier to **one** enemy attack upon a friendly naval unit within the Admiral's same stack, search group or task force (per naval combat encounter after any *enemy* interception).

S:# (Surface Gunnery Bonus)
Applies a **+** (positive) naval combat dice roll modifier to **one** friendly gunnery attack upon an enemy naval unit within the Admiral's same stack, search group or task force (per combat encounter after any *enemy* interception).

An Admiral's modifier can only be applied if declared by the owning player before the actual (and pertinent) die/dice roll. As such, the Admiral's modifier, when it is applied, is immutable (regardless of the result). Any Admiral's particular modifier can only be applied once per Phase or per combat encounter after any *enemy* interception, respectively (as indicated above).

> **NOTE:** Each successfully intercepting search group is considered to be a separate naval engagement.

The owning player may apply any of the Admiral's applicable modifiers (if eligible) to any accompanying allied units normally.

[3.20] Eliminating Admirals

If an Admiral is aboard a naval unit that is "hit" (i.e., damaged or sunk) - regardless of the type of attacking agent - the owning player must immediately roll one die (6-sided): On a die roll of **1-2**, the Admiral is eliminated (permanently) and immediately removed from the game. The following modifiers apply, however:

- **- 1** : If the Admiral's ship is sunk (i.e., not just damaged).
- **- 1** : If the Admiral is Dutch or Japanese.
- **- 2** : If the Admiral's ship is sunk with a "doubles" dice roll. .
- **- 3** : If no other friendly***** surface naval unit is present in the same hex.

> ******Even non-named, allied naval units or a friendly port (if functional) are considered to be present friendly naval units (for purposes of this modifier). If all "other" friendly naval units are damaged or sunk, however, the Admiral is **not** then subject to another elimination check, but is simply returned to the force pool instead.*

Nonetheless, on a net die roll of **3-6**, the Admiral is returned to the force pool. That Admiral is eligible to arrive in play again as of the following Seasonal Turn normally (i.e., during the Construction Phase).

> **NOTE:** An Admiral's Surface modifier can be applied retroactively (if it has been eliminated or returned to the force pool) if a player's naval gunfire was eligibly pending, but yet to be rolled (see [3.19]).
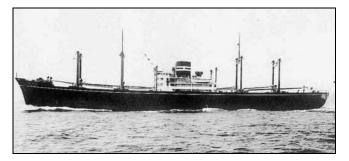
[3.21] Naval Transport and Amphibious Assaults

The transport of units and supply chits via the following naval transport rules is an integral facet of APTO. The transport of units and supply chits is strictly limited to Sea Transport Points (STPs) and/or CL/DD combinations (see [3.27]). Only STPs, however, may be used to perform any Amphibious Assault.

> **EXCEPTION:** Japanese CL/DDs may conduct Amphibious Assaults with, specifically, **SNLF** units.

During the Naval and Air Phase, any eligible land unit(s), air unit(s) and/or supply chit(s) in a functioning port (regardless of their supply status) can be embarked aboard any eligible STP(s) and/or CL/DD combination(s)***** presently docked in that same port (and then presumably moved - per the normal naval movement rules - to an alternate hex or location). Any unit(s) tasked to conduct an Amphibious Assault are governed by additional rules and requisites (see [3.25]).

> ******CL/DD combinations are only eligible to transport infantry land units (although a CL/DD combination may not transport any unit with a printed movement rating of "5").*

[3.22] Sea Transport Points (STPs)

STPs exist as numbered chits. An STP chit with a "**1**" signifies **one** Sea Transport Point; an STP chit with a "**2**" signifies **two** Sea Transport Points. Each STP chit point is considered a separate naval unit*****, although multiple STP points (even if among multiple STP *chits*) presently docked in the same port are always counted as one naval unit when determining a port's available capacity, regardless of the actual quantity of STP chits or points based there (except in a Coastal City port; see [3.15]).

> **The reverse side of an STP chit represents a distinctly separate cargo capacity (i.e., point) of the same STP chit, not a damaged or depleted STP. Only the facing side of an STP chit is considered extant (while in play).*

Multiple STP "points" may always be freely interchanged and composed at any time (e.g., three "2" point STPs may be exchanged for six "1" point STPs, or any combination thereof), provided that the number of actual STP "points" remains the same. In fact, enemy action may forcibly disjoin multiple STP "points" in the same hex, in which case the owning player may freely rearrange the remaining STP "points" normally.

STPs move and function like other normal surface naval units, although enemy air and/or naval attacks upon STPs are resolved somewhat differently (see [3.18]). STPs do not possess any gunnery or torpedo rating, and thus cannot attack any enemy naval unit during naval combat (although STPs may be targeted normally).

STPs may be used to conduct an Amphibious Assault (see [3.25]), Evacuation (see [3.26]) or a transport mission. If conducting a transport mission, STPs may be used to transport any type of land unit, as well as any Fighter, Fighter-Bomber and/or Naval-Air unit, provided that a sufficient number of STPs are present to do so. Several STPs may operate together to transport a particular unit, even if in excess of the STP requirement to do so (for example, as a buffer against possible enemy attacks).

> **NOTE:** A player's STPs may be used to transport any eligible friendly units, including allied and/or minor partner units.

Generally, any transported unit(s) - upon embarkation and during the naval movement - must be stacked *below* the transporting STP chit(s). Upon debarkation, any transported unit(s) are then stacked *above* the transporting STP chit(s), indicating that they are no longer embarked.

Like normal naval units, STPs may remain at sea during the End Phase, although STPs are also subject to the same considerations (i.e., Keeping Naval Units at Sea) as normal naval units. The supply status of a transporting STP does **not** affect the supply status of any transported unit(s), and vice versa.

STPs may stack, convene and move with other naval units and/or task forces normally.

[3.23] Naval Transport Capacities

Naval Transport Capacities
Naval transport capacities define the requisite transport cost to embark specific units and chits, tabulated as follows:

Unit/chit to be moved:	Normal Transport Cost:	Amphib. at 1-4 hexes:	Amphib. at 5+ hexes:
Flak Unit	1	N/A	N/A
Sea Supply Chit	1	N/A	N/A
Infantry*	1	2	3
Cavalry*	1	1	1
Marine*	1	1	2
SNLF*	1	1	1
Artillery*	2	N/A	N/A
Paratrooper	1	2	3
Commando	1	2	3
Armor*	2	4	6
Motorized*	2	4	6
Mechanized*	2	4	6
Fighter-type*	2	N/A	N/A
Bomber	N/A	N/A	N/A
HQ Unit	free	free	free
General	free	free	free
Coastwatchers	free	free	free
Small Fighter**	free	N/A	N/A

> **Two half-step units may be transported together as one normal full-strength unit. However, a single half-step unit (i.e., if not with another half-step unit) is transported as one normal full-strength unit.*

> ***Fighter-type air units marked with a "o" symbol near the lower center of the chit may be transported aboard any eligible STP free, without any transport cost.*

> **NOTE:** Two combat land units with a combat strength of only ½, or four combat land units with a combat strength of only ¼ (or, one combat land unit with a combat strength of ½, and two combat land units with a combat strength of ¼) may all be collectively transported as if they are a single "chit", per the transport criteria above.

★ If conducting an Evacuation (see [3.26]), the transport cost is doubled (e.g., evacuating one infantry unit requires 2 STPs).

★ If debarking any units in a friendly non-port coastal hex, the transport cost is doubled.

> **NOTE:** Whenever determining the distance of an Amphibious Assault, the distance (in hexes) *from* the port of embarkation *to* the assault hex is factored as the measurable distance, regardless of any intermediate positions in the interim.

> **EXAMPLE:** An infantry unit embarked at Kagoshima to conduct an Amphibious Assault upon Shanghai (which is six hexes distant) requires three STPs. However, an infantry unit embarked at Saigon intending to conduct an Amphibious Assault upon Singora (which is four hexes distant) requires two STPs.

Any Admiral(s), Coastwatcher(s), General(s), HQ(s) and Small Fighter units may be transported without any transport cost, regardless of the transport distance or the type of mission (though Small Fighter units cannot accompany an Amphibious Assault).

[3.24] Naval Transport

Embarking Supply/Units (Naval Transport)

STPs and/or CL/DD combinations beginning the Naval and Air Phase docked in a friendly-controlled port may embark any eligible unit(s) and/or Sea Supply chit(s) in that port hex (if within legal transport capacities) at no MP cost. Moreover, STPs and/or CL/DD combinations beginning the Naval and Air Phase docked in a port (or presently at sea) may move to a friendly-controlled port and then embark any eligible unit(s) and/or Sea Supply chit(s) in that port (if within legal transport capacities). If embarking any Sea Supply chit(s), no MPs are expended to do so. However, if embarking any unit(s) an STP and/or CL/DD combination must expend **1/2** of its printed movement to embark any unit(s) in that port hex. If an STP and/or CL/DD combination lacks sufficient available movement to do so, then no embarkation is permitted at that time. After an embarkation, STPs and/or CL/DD combinations may then continue to move normally (within or up to the extent of their own *remaining* movement allowance).

> **NOTE:** Sea Supply chits are **always** embarked at no MP cost.

Debarking Supply/Units (Naval Transport)

The debarkation of supply and units is relegated to specific Phases and Steps of a monthly game-turn, and only in a friendly port or coastal hex, explained as follows:

> **NOTE:** Transported supply and units may only ever be debarked into the same hex that is occupied by the transporting STP and/or CL/DD combination. Except when conducting an Amphibious Assault, transported supply and units cannot be debarked into any neutral or enemy controlled hex.

★ A transported Sea Supply chit may only be debarked during the Sea Supply Debarkation Step of the Naval and Air Phase, if the transporting STP or CL/DD combination occupies a friendly port (or as an Emergency Sea Supply Debarkation, if not occupying a friendly port; see [7.5]).

★ A transported land unit may be debarked during the Offensive Phase (via the expenditure of a normal Land Offensive) during the Combat Step, if the transporting STP or CL/DD combination occupies either a friendly port or a friendly coastal hex. If the debarkation hex is a functioning port that is not within any enemy ZOC, the debarked land unit may then move up to one additional hex after debarkation (if otherwise eligible) as part of that activation. However, if the debarkation hex is not a functioning port, or is within any enemy ZOC*****, then the debarked land unit cannot move beyond that debarkation hex for the remainder of the current monthly game-turn (except to Advance After Combat; see [5.19]). In either case, the debarked land unit is marked with an "Active" chit afterward.

*Whether contested, inhibited or not.

A land unit that is debarked into a *friendly-controlled* hex during the Offensive Phase (via a Land Offensive) is also eligible to conduct or participate in a normal land combat attack during that same *Combat Step* immediately after debarkation as part of that Land Offensive. If successful, the attacking unit may Advance After Combat normally, and - if the unit is an eligible armor, mechanized and/or motorized unit or stack - may then conduct Exploitation movement, and an Exploitation attack during the ensuing

Exploitation Step normally. In either case the debarked land unit is marked with an "Active" chit afterward.

★ A transported land unit may also be debarked during the Land Movement Step of the Movement Phase, if the transporting STP or CL/DD combination occupies either a friendly port or a friendly coastal hex. If the debarkation hex is a functioning port that is not within any enemy ZOC, the debarked land unit may move up to one additional hex (if otherwise eligible), and may even rail thereafter (per the normal rail rules; see [6.1]). However, if the debarkation hex is not a functioning port, or is within any enemy ZOC, then the debarked land unit may not move beyond that debarkation hex, nor rail thereafter for the remainder of the current monthly game-turn.

★ A transported Fighter, Fighter-Bomber or Naval-Air unit may be debarked during the Offensive Phase***** (via the expenditure of an Air Offensive) if the transporting STP occupies a friendly functioning port hex with a sufficient air capacity. The air unit must be marked as "Currently Committed" immediately afterward (see [4.27]).

> ******Regardless of weather effects (i.e., the debarkation is **not** considered to be a Change Base mission or a "hop").*

★ A transported Fighter, Fighter-Bomber or Naval-Air unit may also debarked during the Land Movement Step of the Movement Phase **if** the transporting STP occupies a functioning port hex with a sufficient air capacity.

> **NOTE:** No unit may remain embarked aboard any STP or CL/DD combination (if docked in a port) beyond the Movement Phase. Any unit still embarked aboard a docked STP or CL/DD combination during the Second Naval Movement Step must be automatically debarked in the same port (and revealed, if necessary), even if in excess of the legal stacking limit. If any land unit is automatically debarked in *excess* of the legal land unit stacking limit in that hex, the owning player must simply eliminate sufficient land unit step(s) in that port hex (of his choice) to become compliant with the land unit stacking limit (see [5.9]). The player that owns the debarkation **hex** is the final arbiter if any disputes arise regarding which step(s) must be eliminated to become compliant with the land unit stacking limitation. Any automatically debarked unit(s) are not eligible to move for the remainder of the current monthly game-turn.

[3.25] Amphibious Assaults

Embarking Units (Amphibious Assault)

To conduct an Amphibious Assault, the participating land unit(s) and STPs **must** begin a Naval and Air Phase stacked together in the same functioning port hex. STPs (but not CL/DD combinations*****) docked in that port may embark any eligible land unit(s) in that port hex (if within legal transport capacities), and at no MP cost.

> ******Except Japanese CL/DDs embarking SNLF.*

Transporting Units (Amphibious Assault)

After embarkation, the land unit(s) and naval units tasked to conduct an Amphibious Assault during an Offensive Phase must be moved during a Naval and Air Phase (as a friendly naval movement option). Naval units tasked to conduct an Amphibious Assault (hereafter known as the Amphibious task

force) **must** be on "Standby" status prior to the ensuing Offensive Phase (i.e., when the Amphibious Assault will occur). Only naval units that do not move more than **half** of their currently printed naval movement rating during a Naval and Air Phase will be eligible to be marked as "Standby" status. An Amphibious task force is susceptible to enemy air and/or naval interceptions and attacks normally.

> **NOTE:** No Amphibious task force is ever required to conduct any Amphibious Assault during the same monthly game-turn in which the participating land units had embarked and departed port. For example, an Amphibious task force that departs port during October (during the Naval and Air Phase) may move and remain at sea until the November monthly game-turn, and then conduct an Amphibious Assault (during the Offensive Phase). Regardless of when the Amphibious Assault occurs, however, the Amphibious task force must be on Standby status during the Naval and Air Phase *prior to* the Offensive Phase when the assault occurs.

An Amphibious task force may be moved (during the Naval and Air Phase) to the intended assault hex (and marked as "Standby" in that hex), or to a proximal sea location that is within the Offensive Naval Movement Range of the intended assault hex (see [3.12]). In the latter case, an assaulting player must expend a Sea Offensive to move the Amphibious task force (to a maximum of 3 MPs; see [3.12]) to the intended assault hex, and then expend a Land Offensive to conduct the Amphibious Assault (which may be performed sequentially or as a Joint Offensive; see [5.4]). As mentioned, an Amphibious task force is susceptible to normal enemy air and/or naval interceptions and attacks. In either case, the Amphibious task force must occupy the intended assault hex when the actual Amphibious Assault is conducted.

Any supporting naval unit(s)***** may participate in an Amphibious Assault without requiring any additional Sea Offensives, provided that the supporting naval unit(s) are Activated *with* the Amphibious task force (via the same Sea Offensive). Eligible naval units (if on Standby status) may be Activated via a *separate* Sea Offensive to support an Amphibious Assault, provided that they are Activated (and moved to the assault hex, if necessary) before the Amphibious Assault is conducted and resolved. In either case, any participating naval unit(s) must be attendant during the Amphibious Assault to contribute support thereto. Any supporting naval unit(s) are susceptible to enemy air and/or naval interceptions and attacks normally, as well.

> ******Such as naval units providing Naval Bombardment.*

Any naval units that participate in an Amphibious Assault must remain in the assault hex for the duration of the Offensive Phase.

Amphibious Assault Procedure
An Amphibious Assault may be conducted in any clear coastal hex, or in any mountain hex *with a port**. No Amphibious Assault is ever permitted into a forest, jungle, jungle-mountain, swamp or *non-port mountain hex*. Additionally, an Amphibious task force that enters an enemy port may never conduct an Amphibious Assault while *within* the enemy port itself.

> ******Although an Amphibious Assault occurring in any port coastal hex is **never** considered to be entering the port itself.*

> **NOTE:** The Allies and Japan may **never** conduct more

than one Amphibious Assault upon the **same** coastal hex per each monthly game-turn, except per optional rule [11.47], if in play.

[1] After resolving all enemy air and/or naval interceptions and attacks (if any), an eligible Amphibious task force presently occupying a legal enemy coastal hex during the Offensive Phase may conduct an Amphibious Assault into that hex. As such, the assaulting player must declare his intent to conduct an Amphibious Assault into that hex, and then expend one **Land** Offensive normally, *even if* the enemy's hex is currently "unoccupied" (see Intrinsic Garrison below). The assaulting unit(s) must be Activated via an eligible Command Agent normally (see [5.0]).

If the targeted assault hex contains an enemy port, the presence of any enemy naval unit(s) presently docked within that same port does **not** automatically prevent the Amphibious Assault there. Any enemy naval unit(s) that are presently docked within that same port may intercept the Amphibious task force normally, however.

[2] After declaring the Amphibious Assault, the assaulting player debarks all of the friendly land units that will be participating in that Amphibious Assault (revealing them to the defending player). The assaulting player may not debark more land units into the assault hex than is permitted by the normal stacking limits (ignoring the presence of the defending units, in any case). However, unlike normal land combat, the debarked (i.e., assaulting) land unit(s) are placed directly into the defender's hex (i.e., the assault hex itself). Hence, the assaulting and defending land unit(s) are assumed to occupy the same location in this instance. Furthermore, the assaulting land unit(s) are thence considered to functionally occupy a separate location from the offshore Amphibious task force, even though they technically occupy the same hex.

[3] After debarkation, the friendly and the enemy player may each commit eligible air units to the impending combat normally (see [4.22]). Thereafter, the assaulting player may resolve any intended (and surviving) paradrops***** in the assault hex.

> ******Units performing an Amphibious Assault do qualify as "adjacent" when determining paradrop modifiers. A successful paradrop contributes a +1 land combat die roll bonus (per [4.24]) normally.*

[4] After resolving all preceding exigencies, the players must determine the total combat strength of all attacking and all defending land units (including any present Generals, Bombers and/or Naval Bombardment, if any)*****, and then calculate the net combat odds ratio (per [5.14] normally). Any participating land units (conducting an Amphibious Assault upon the same hex) must then attack as a single combined group. Participating land units may **not** be divided or segmented to conduct multiple Amphibious Assaults upon the same hex, nor may other participating units be purposefully held back aboard the transporting STPs to conduct a subsequent Amphibious Assault upon the same hex (during the same monthly game-turn).

> ******Eligible enemy naval unit(s) present in the targeted assault hex may contribute defensive Bombardment normally (see [5.14]), even if presently docked in port.*

> **NOTE:** Any other eligible *non-participatory* unit(s) may be purposefully held back to be *debarked* in the same assault hex (assuming stacking limits permit it) during

that Offensive Phase, or during the ensuing End Phase (see [3.24]). Furthermore, if the debarkation hex is a functioning port, any debarked land unit(s) may also be eligible to move and/or attack (see [3.24]).

Intrinsic Garrison
If a targeted assault hex is **unoccupied** by *any* enemy fort or land units, the hex is considered to possess an automatic **Intrinsic Garrison*** with an inherent combat strength of "**1**". Like a normal land unit, an Intrinsic Garrison's inherent combat strength may be doubled (to a maximum of "2") by any eligible supporting Bomber-type air unit(s) and/or naval gunfire. A lone General cannot impart his own combat strength to any Intrinsic Garrison, however, but neither does a lone General negate an Intrinsic Garrison.

> ******An Intrinsic Garrison does* **not** *exist in any hex that is within the* **uncontested** *ZOC of an enemy land unit (i.e., from an adjacent connecting land hex). Obviously, an Intrinsic Garrison does not exist while occupied by any land unit, including enemy Partisans.*

An Intrinsic Garrison may not be attacked from any adjacent connecting land hex.

> **NOTE:** At anytime prior to rolling the die to resolve an Amphibious Assault, the attacking player may **cancel** the assault, even after determining the results of an air engagement over the intended assault hex, or after determining the results of a paradrop into the assault hex. An Amphibious Assault cannot be canceled after resolving the attack die roll. If an Amphibious Assault is canceled, all of the assaulting units are considered immediately reembarked (but **not** Activated). In such a case, the expended Offensive is considered spent.

[5] After determining the final net combat odds ratio, the assaulting player must roll one die (8-sided), applying all normal land combat die roll modifiers, including the applicable Amphibious Assault die roll modifier (as listed on the "Land Combat Modifiers Table"*), and cross-referencing the modified die roll result with the calculated odds ratio (per the normal land combat rules; see [5.14]). An Amphibious Assault may **not** ever occur during the Breakthrough Step or as a Breakthrough attack.

> ******If an Admiral with an "A:#" rating is functionally present in the targeted assault hex (i.e., aboard an eligible naval unit), its* **A:#** *rating (i.e., a positive Amphibious Assault die roll modifier) may be applied to that Amphibious Assault, provided that the Amphibious Assault involves - among the friendly units conducting the Amphibious Assault - at least* **50%** *land unit combat strength points of the Admiral's own nationality.*

> **NOTE:** Amphibious Assaults are never eligible for a Re-Roll option.

Successful Amphibious Assault
After resolving the actual Amphibious Assault attack (i.e., after rolling the die), the results are implemented immediately. If the die roll result eliminates all of the enemy land units in the assault hex, or forces a retreat, the Amphibious Assault is **successful**, and the assaulting land unit(s) are considered landed in the assault hex, thus capturing any installation(s) in that hex (although forts are automatically eliminated when captured). If the combat result is a **[-/1]** (if not against a fortified hex), or a **-/2●** or a **-/3●** result (see [5.14]), and also eliminated or forcibly retreated *all* of the defending enemy land units, the assaulting land unit(s) **must** eliminate one land unit

step upon their occupation of that assault hex (because it is considered to be an Advance After Combat; see [5.19]), even if the assault hex was defended by only an Intrinsic Garrison. However, if the combat result is a **DE** result (see [5.14]), the assaulting land unit(s) are simply landed in the targeted assault hex, and no mandatory step loss is incurred.

All participating naval units simply remain in that coastal hex (as "Active") for the duration of the current Offensive Phase (but **cannot** be considered *in port* during that Offensive Phase if a captured port is in that same hex).

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

Immediately after concluding a *successful* Amphibious Assault (regardless of the actual combat result, if successful), one Sea Supply chit is *automatically* debarked in the assault hex (i.e., with the landed assault units, even if no port exists in that same hex), and all participating (and surviving) land units are marked with an "Active" chit. If any armor, mechanized and/or motorized unit(s) with any capable General participated in the Amphibious Assault (assuming they survived the assault), they *may be* eligible to perform Exploitation movement and/or attacks (see [5.22]), if the owning player desires.

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 [5.18]), the Amphibious Assault is **unsuccessful**, and the assaulting land unit(s) must suffer the requisite step losses, if any (i.e., either a **1/-**, **2/-** or **3/-** attacker step loss result, depending on the die roll result), and the surviving land unit(s) are then considered immediately reembarked (although this is *not* considered an Evacuation, but rather is an automatic reembarkation). However, if the combat result is an **AE** result (see [5.18]), all of the assaulting land units are simply eliminated, and that attempted Amphibious Assault is then immediately considered to be over.

All participating naval units simply remain in that coastal hex (as "Active") for the duration of the current Offensive Phase.

> **EXCEPTION:** An Amphibious Assault that is 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. However, in this case, no automatic Sea Supply chit is landed in the assault hex. Furthermore, surviving armor, mechanized and/or motorized units (if any) are **not** eligible to exploit.

Immediately after concluding an **un**successful Amphibious Assault, all participating (and surviving) land units are marked with an "Active" chit (after reembarkation). Any paratrooper unit(s) that had been landed in the assault hex (if any) are then automatically eliminated, however.

After an unsuccessful Amphibious Assault, the participating naval units are eligible to move normally during the End Phase. If the transporting naval units return to a friendly functioning port, any surviving land unit(s) aboard them must be debarked (if stacking limits permit). If the transporting naval units remain at sea, they (and any land units aboard them) are subject to rule [3.14] normally. A reembarked land unit (i.e., after surviving an unsuccessful Amphibious Assault) must be

debarked in a friendly, supplied port before it may participate in any subsequent Amphibious Assault.

Exploitation

Activated armor, mechanized and/or motorized units (with an eligible General) may participate in an Amphibious Assault during the Combat Step of the Offensive Phase, and then Exploitation movement and/or attacks during the Exploitation Step (assuming that the Amphibious Assault succeeded*, and assuming that an eligible participating armor, mechanized and/or motorized unit survived). Only armor, mechanized and/or motorized units with a **circled** printed movement rating (and stacked with an eligible General at the beginning of the Exploitation Step) are ever eligible to perform any Exploitation movement and/or attacks.

> *Armor, mechanized and/or motorized units may only exploit after an amphibious assault die roll result of* **[-/1]** *(if not against a fortified hex),* **-2 ●***,* **-/3 ●** *or* **DE***.*

Per the normal rules, an armor, mechanized and/or motorized unit may **not** exploit if adverse weather conditions exist in the assault hex.

> **NOTE:** Any air units that supported an Amphibious Assault are also eligible to support an Exploitation attack involving the same armor, mechanized and/or motorized unit(s). See [4.1].

End Phase

If a successful Amphibious Assault results in the capture of a *functioning* port, any of the participating friendly naval units *may* enter and dock in that port normally during the End Phase, provided that such naval units do not exceed that port's maximum Port Capacity (see [3.15]).

[3.26] Evacuations

An Evacuation mission is a special transport mission that allows friendly land units to be evacuated (i.e., embarked) from a non-port clear coastal hex (during the Naval and Air Phase only). Commando, Infantry*, Mountain and Paratrooper units (as well as Generals and HQs) may be evacuated. No Armor, Artillery, Cavalry Flak, Mechanized or Motorized units may ever be evacuated.

> *But **not** Soviet 7-2 Siberian units, or UK or US infantry units with a printed movement rating of "5").*

STPs and/or CL/DD combinations may be used to perform Evacuation missions, though the *normal* transport requirement is **doubled** (e.g., a single Infantry unit would require **two** STPs to be evacuated, rather than the normal one STP requirement).

Two full-strength CLs and two full-strength DDs (but never less) may be used to perform an Evacuation mission to evacuate a maximum of one eligible full-strength infantry unit (of any type, except Soviet 7-2 Siberian units, or UK or US infantry units with a printed movement rating of "5"). If any of the evacuating CLs and/or DDs become depleted during that evacuation, that evacuated infantry unit then automatically and immediately becomes depleted, or then automatically and immediately eliminated if already a depleted infantry unit). If any of the evacuating CLs and/or DDs are sunk during that evacuation, the evacuated infantry unit automatically and then immediately becomes eliminated (whether the evacuated infantry unit is full-strength or depleted).

In addition, Evacuation missions are limited to a maximum movement of **8 MPs** *after* the embarkation of the evacuated unit(s), and **must** end movement docked in a friendly port (even if out-of-supply and/or isolated). Any such unit(s) must be debarked normally thereafter. If any evacuated land unit(s) are not in a friendly port at the end of the same Naval and Air Phase, they are eliminated.

[3.27] CL/DD Transport

When any CL (Light Cruiser) chit is stacked with any DD (Destroyer) chit (i.e., in the same location), they may function as a transport (known as a CL/DD combination). To function as a transport, a CL and DD need not begin the current Phase stacked together, although they must be stacked together at the moment of embarkation, and throughout the duration of the transport operation.

Each CL/DD combination may function as **one** transport point (like an STP). If both the CL **and** the DD are currently full-strength, they may collectively transport up to **one** *full-strength* infantry unit (of any type*) *or* **one** Sea Supply chit. If either the CL or the DD is currently depleted (or if either is blank on the reverse side), then they may collectively transport up to **one** *half-strength* (i.e., depleted) infantry unit (of any type*), but **no** Sea Supply chit.

> *Including Generals and/or HQs.

> **NOTE:** A CL/DD combination may **not** transport any Soviet 7-2 Siberian units, or any UK or US infantry unit with a printed movement rating of "**5**".

A CL/DD combination may **not** transport any armor, artillery, flak, mechanized, motorized or air unit. Additionally, a CL/DD combo may never be used to participate (as a transport) in any Amphibious Assault (**except** Japanese CL/DDs embarked with SNLF).

If a stack or task force containing multiple CLs and DDs and a CL/DD combination is attacked, the owning player is obligated to identify which CL and DD is presently functioning as a transport (i.e., before any attacks are commenced). If the CL unit and the DD unit are both full-strength (and also presently transporting a full-strength infantry unit), the infantry unit is automatically depleted if either the CL or the DD is depleted. Or, if transporting a Sea Supply chit, the Sea Supply chit is automatically eliminated. If either the CL or the DD is sunk (if carrying an infantry unit (or Sea Supply chit), the infantry unit (or Sea Supply chit) is then automatically eliminated as well.

[3.28] Bombarding Installations

During a Sea Offensive (only), any Activated naval unit(s) with a gunnery rating (not a torpedo rating) of at least "**1**", and occupying any coastal hex(es) may attempt to bombard any installation(s) there (even if "under-construction"). A naval unit that is Activated to conduct a Naval Bombardment mission is susceptible to enemy air and/or naval interception(s) normally. If the enemy player elects to intercept an Activated naval unit, stack or task force, any such interception(s) are always to be resolved before the Naval Bombardment.

Naval Bombardment Mission

After resolving any air and/or naval interceptions and counter-interceptions (if any) preceding a Naval Bombardment mission, **each** surviving (i.e., not sunk) naval unit (with a gunnery rating of at least "1") in the targeted installation hex may then participate in one Naval Bombardment attack on the targeted installation hex.

To resolve the Naval Bombardment mission, the bombarding player must first specify precisely which naval unit(s) are attacking which installations (if there are multiple naval units and/or installations within the target hex). The bombarding player may bombard **one** installation with any specific naval unit(s), bombard **some** of the installations with any specific naval unit(s), or bombard **all** of the installations with any specific naval unit(s). As such, the bombarding player must determine the total bombardment strength (i.e., the total gunnery of all the participating naval units) that is bombarding each targeted installation. Each bombardment (whether targeting one installation or multiple installations) must be resolved separately (i.e., as a single, separate dice roll), but adjusting the "target computation", if necessary, after each previously successful bombardment result, if any.

After determining the specific target(s), and the participating naval unit(s), the bombarding player must then resolve each bombardment, as follows:

[1] Add the total gunnery of all bombarding naval units (even if damaged or depleted), comparing it with the appropriate *strength point* column on the Bombing Table (e.g., if the total bombardment strength is 19 points, it is therefore compared with the 17-24 column).

[2] Determine the "target computation":

Dirt Airstrip	**=1** (**+2**, if the hex is fortified).
Small Airbase (chit *or* map)	**=1** (**+2**, if the hex is fortified).
Large Airbase (chit *or* map)	**=2** (**+2**, if the hex is fortified).
Coastal Fortification	**=1** (**+** the total **airbase capacity** in the hex).
Fortification	**=2** (**+** the total **airbase capacity** in the hex).
Permanent Fortification	**=4** (**+** the total **airbase capacity** in the hex).
Port	**=X** = the port *hex's* airbase capacity (**+2**, if the hex is fortified), or **1** if no airbase capacity exists in that hex.
Burma Railway	**=2** (**+2**, if the hex is fortified).

[3] The bombarding player then rolls two dice (6-sided) **once**, and compares that dice roll result with the corresponding *strength point* column on the Bombing Table. If the bombardment dice roll result is **equal-to** or **greater-than** the "target computation", the targeted installation is destroyed. If the dice roll result is less than the "target computation", there is no effect.

NOTE: When calculated, *each* Bombardment mission is resolved as a single attack (i.e., **one** dice roll), regardless of the number of participating naval units or their gunnery strength.

[4] If the targeted installation is destroyed, immediately place a "Destroyed Installation" chit (as printed on the reverse side of the "Out-of-Supply" chits) in that hex, atop the destroyed installation*.

A destroyed dirt airstrip is simply removed from the map.

The destruction of any particular installation has no effect upon any other installation(s) in the same hex, even if the destroyed installation functions as any other installation

as well (e.g., such as a port, which also functions as an airbase).

NOTE: If the target hex contains multiple 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 destroyed in a particular targeted hex. Otherwise, an effective *house-rule* is to simply write "port", "airbase" and/or "fort" et cetera on some extra "Destroyed Installation" chits from the counter-mix, and place them as needed.

All players are always entitled to know such information.

A destroyed installation is not eliminated (i.e., it remains on the map*), but is thus functionally non-existent for all intents and purposes (e.g., air units may not operate from a destroyed airbase), until repaired. Land units and/or supply chits in the same hex are not ever ipso-facto affected by a bombardment result. If a port is destroyed, all naval unit(s) presently docked there are automatically (and immediately) considered to be displaced into the port's coastal hex (they are not considered to be in port), but are not ipso-facto subject to enemy naval interception. If an airbase is destroyed, any air unit(s) that are presently based there (aside from those eliminated by "collateral destruction effects"; see below) are automatically (and immediately) subject to a Forced Rebase (see [4.7]), but are not ipso-facto subject to enemy air interception.

*Except a destroyed dirt airstrip, which **is** eliminated (i.e., removed from the map) if destroyed, or if currently "under-construction" (see below).*

EXCEPTION: If a **Major Port** is destroyed, it is actually considered reduced to a *Minor Port* thereafter (until repaired), and functions like a normal Minor Port. If that Major Port is destroyed *again* (i.e., before it is repaired), it is considered destroyed normally (i.e., as if a destroyed Minor Port). However, a Major Port is to be repaired normally, even if destroyed as a Minor Port. A destroyed Major Port is **not** first repaired to a Minor Port, and then to a Major Port, but - rather - is fully repaired per the normal rules (i.e., at a cost of **1** EP).

Collateral Destruction Effects: Airstrip/Airbase (Air Units)
If an airbase or airstrip is destroyed, any air units presently based there are subject to collateral destruction effects. If the bombardment physical die roll (not the result on the Bombing Table) is a **10**, **one** air unit **step*** based there is eliminated. If the die roll is an **11**, two air unit steps* are destroyed. If the die roll is a **12**, three air unit steps* are destroyed. If multiple air unit steps are eliminated, the defending player chooses the first air unit step loss, the attacking player then chooses the second, the defending player chooses the third.

Or an ATP "point".

NOTE: Naval Bombardment does **not** cause collateral destruction effects upon ports.

Under-Construction Destruction Effects
If an installation (except a dirt airstrip) is destroyed while it is still "under-construction", that bombarding player must then (immediately) roll two dice (6-sided)*. If the dice roll is a "**doubles**" result, the installation is eliminated (i.e., removed from play), and cannot be completed during the following Seasonal Turn. Any other dice roll result, however, has no effect (i.e., the installation is completed normally during the

ensuing Seasonal Turn). *Before* the bombing player rolls the dice, however, the owning player may elect to expend **1** EP (from Economic Reserve, if any), and automatically nullify the dice roll. In such a case, the installation is completed normally during the ensuing Seasonal Turn (unless destroyed again before the Seasonal Turn, in which case the aforementioned procedure must be repeated).

> ******Except for dirt airstrips, which become automatically eliminated when destroyed.*

[3.29] Tactical Submarines

Tactical submarines are considered "naval units", but differ from all other types of naval units inasmuch as they do not wholly operate in accordance with the normal naval rules, explained as follows:

Moving Tactical Submarines
A tactical submarine unit may be moved normally (like any normal naval unit), although a submarine unit cannot ever be intercepted (whether by air or sea) *as it moves*. Moreover, a submarine unit may never be stacked - in the same *hex* - with any other friendly naval unit(s), including any other submarine unit (except when docked in port*), nor may any submarine unit move as part of any stack or task force.

> ******If any enemy naval unit(s) enter a port wherein there is a submarine unit **and** any friendly surface naval unit(s), that submarine unit is **ineligible** to participate in any naval combat therein. That submarine unit is susceptible to a normal Active interception attempt (if there are any enemy DD or DE naval units present in the submarine unit's port) normally, however.*

> **NOTE:** If any particular Active naval movement (but **not** any Reactive naval interception) will result in a submarine becoming stacked with any other friendly surface naval unit (or other friendly submarine), the owning player may opt to "bump" the **non-moving** chit (i.e., either the submarine **or** the other naval unit) to one legally accessible adjacent sea hex. The enemy player, however, may choose *which* adjacent sea hex that the non-moving chit is bumped to (if legally accessible).

Submarine Interception
A submarine unit may intercept any enemy naval unit, stack or task force exactly like any normal naval unit (as an Active or Reactive naval interception)******, although a submarine unit **cannot** be *counter-intercepted* by any enemy units. Whether intercepting as an Active or a Reactive naval interception, a submarine unit is automatically entitled to a **+1** naval search die roll bonus.

> ******A submarine unit **cannot** intercept **with** any other naval unit(s). Additionally, a submarine unit cannot intercept any enemy naval unit, stack or task force if that same hex is occupied by any friendly naval unit(s) or other friendly submarine unit. If in a large sea area, a submarine unit cannot intercept any enemy naval unit, stack or task force that is stacked together with any friendly naval unit, stack or task force, or other friendly submarine unit.*

More than one eligible submarine unit may individually *attempt* to intercept the same enemy naval unit, stack or task force within the same sea area, but never in a hex that is presently occupied by any friendly naval unit(s) or any other friendly submarine unit.

> **NOTE:** Submarine units may **not** intercept and/or attack other enemy submarine units.

Screening Submarines
If a submarine unit successfully intercepts an enemy naval unit, stack or task force, the opposing players must first ascertain the current "screening value", which is simply determined by the total number of enemy Destroyer and/or Destroyer Escort *chits** presently with the intercepted naval unit, stack or task force (e.g., a stack with two accompanying Destroyer chits and one accompanying Destroyer Escort chit is considered to have a screening value of "3"). However, no stack's or task force's screening value may ever exceed "**4**", even if there are more than four accompanying Destroyer and/or Destroyer Escorts chits.

> ******Whether full-strength or depleted, and even if currently operating as part of a CL/DD transport mission.*

> **NOTE:** Any aircraft carrier (if undamaged) with an operational (not grounded) Naval-Air unit is always considered to possess an inherent "screening value" of "**1**", but only **if** there are **no** friendly Destroyer and/or Destroyer Escort chits presently stacked with that aircraft carrier (or in the same task force). An aircraft carrier is not considered to possess any screening value if at least one friendly Destroyer or Destroyer Escort chit is stacked therewith (or is in the same task force). Furthermore, multiple aircraft carriers do not accrue "screening value" (e.g., three aircraft carriers still only possess an inherent "screening value" of "**1**").

After determining an intercepted naval unit's, stack's or task force's "screening value", the intercepted player must roll one die (6-sided), unless the screening value is "0" (i.e., unless there are *no* Destroyer and/or Destroyer Escort chits present). If the die roll is **equal-to** or **less-than** the current "screening value", the intercepting submarine unit is considered to be "screened", and is thus **not** eligible to attack. Furthermore, if the die roll is "**1**", the intercepting submarine unit is considered "detected", and may then be immediately attacked once (see below) by each accompanying Destroyer and/or Destroyer Escort chit (each Destroyer and/or Destroyer Escort chit in that same stack or task force), up to a *maximum* of **four*** Destroyer attacks, even if there are more than four accompanying Destroyer and/or Destroyer Escorts chits (and, as mentioned, whether full-strength or depleted, and even if operating as part of a CL/DD transport mission at that moment).

> ******If there are at least four accompanying Destroyer and/or Destroyer Escort chits present, or up to as many accompanying Destroyer and/or Destroyer Escort chits as are present if less than four.*

If the intercepting submarine unit is only "screened" (i.e., not "detected"), that naval interception is considered to be ended. The submarine unit is then considered to automatically "dive" immediately thereafter, and therefore cannot be pursued or otherwise attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether an Active or Reactive interception) during that same Phase.

Attacking Submarines
If any intercepting submarine unit becomes "detected", each accompanying Destroyer and/or Destroyer Escort chit that is accompanying that same intercepted stack or task force (up to a maximum of four) is then eligible to immediately attack that submarine unit. When any particular Destroyer or Destroyer Escort is designated to attack a "detected" enemy submarine

unit, the owning player must simply roll two dice (6-sided)*: If the result is **equal-to** or **greater-than** the targeted submarine unit's current armor rating, that targeted submarine unit is considered to be "hit" and depleted accordingly (or sunk, if it is *already* depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the targeted submarine unit's armor rating), the targeted submarine unit is considered automatically "sunk", even if not currently depleted.

> *Ignoring the Destroyer's or Destroyer Escort's printed gunnery rating.

If the intercepting submarine unit is "detected" but survives the attack(s) of the accompanying Destroyer(s) and/or Destroyer Escort(s), if any, that naval interception is considered to be ended. The submarine unit is considered to automatically "dive", and thus cannot be pursued or otherwise be attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether an Active or Reactive interception) during that same Phase.

Submarine Attack(s)

If the "screening" die roll is **greater-than** the intercepted naval unit's, stack's or task force's current "screening value" (see above), the intercepting submarine unit is considered to be "undetected". In such a case, every present naval unit in that interception hex is automatically revealed to the intercepting player, even if comprising different search groups and/or task forces. Accordingly, the intercepting submarine unit is then eligible to conduct (up to) **two** separate (i.e., sequential) submarine attacks, explained as follows:

After braving the intercepted naval unit's, stack's or task force's "screening" die roll, if any, a submarine (**if** *unscreened* **and** *undetected*) may initially attack **any** single enemy naval unit in that same *hex* (or in that same *stack*, if occurring in a large sea area). No present enemy naval unit or units may be "screened" in such a case, nor is any enemy unit in that hex eligible to attack that intercepting submarine (yet), regardless of the result.

An intercepting submarine unit is eligible to conduct a normal naval combat attack, rolling two dice (6-sided), and then adding the submarine unit's printed gunnery rating to that attack dice roll (though, when attacking any *non-named* naval unit, a submarine unit's gunnery rating is always ignored). If the submarine unit's net attack result is **equal-to** or **greater-than** the targeted naval unit's current printed armor rating, that target naval unit is considered "hit" (and sunk, if it is *already* damaged or depleted). If the attack dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the target's armor rating), then the targeted naval unit is considered to be automatically sunk, even if not currently damaged or depleted. A "doubles" roll has no additional effect upon STPs, however.

Immediately after a submarine unit's *initial* attack (regardless of the result), the owning player then has two possible options:

[A] The submarine unit may "dive", thereby ending the encounter and the naval interception. The submarine unit is considered to automatically "dive", and thus cannot be pursued or otherwise be attacked during that same encounter. Moreover, that submarine unit is then not eligible to attempt any other naval interceptions (whether Active or Reactive) during that same Phase.

[B] The submarine unit may "press the attack", and conduct a *second* attack, whereby that intercepting submarine unit is then eligible to attack (again) **any** single enemy

naval unit in that same hex (or same stack, if in a large sea area), including the same target, if desired, regardless of the result of the submarine unit's previous attack. **However**, if a submarine unit does conduct another (i.e., a secondary) attack, any accompanying Destroyer and/or Destroyer Escort chits presently in that same hex (to a maximum of 4), if any, are then eligible to automatically attack the submarine unit (immediately after the submarine unit's second attack is resolved). Of course, if no accompanying Destroyer or Destroyer Escort chits are present, then the attacking submarine unit cannot be attacked. If the intercepting submarine survives the attack(s) of the accompanying Destroyer(s) and/or Destroyer Escort(s), if any, it is considered to automatically "dive" after resolving the second attack (regardless of the result), and thus cannot be pursued or otherwise be attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether Active or Reactive) during that Phase.

Intercepting Submarines (Naval)

Submarine units cannot be intercepted as they move (i.e., subs cannot be intercepted as a Reactive naval interception), although a Destroyer, Destroyer Escort, or any naval stack or task force containing any Destroyer and/or Destroyer Escort chit(s) may move to a hex or a sea area containing an enemy submarine unit and then attempt a normal Active naval interception (during the Naval and Air Phase - as a friendly naval movement option -, and/or during the Offensive Phase, if presently on Standby status). Any Active naval interception of an enemy submarine unit suffers an automatic **-1** die roll penalty (cumulative with all other applicable naval interception modifiers; see [3.6]).

> **NOTE:** As any Destroyer and/or Destroyer Escort naval unit, stack or task force moves to intercept a submarine unit, the submarine unit - if eligible - may attempt a normal Reactive naval interception upon that same moving naval unit, stack or task force. If, however, that submarine's Reactive interception is unsuccessful, it is then governed by the stipulations of rule [3.10]. The Active intercepting Destroyer, Destroyer Escort, stack or task force may then continue its naval movement and/or interception normally. If that submarine unit's Reactive naval interception is successful, the players must first resolve *that* submarine unit's own Reactive naval interception (per the normal naval interception sequence rules). Afterwards, then, the Destroyer's and/or Destroyer Escort's naval movement and/or interception (if any) may proceed normally.

If a submarine unit is successfully intercepted, however, the intercepting Destroyer and/or Destroyer Escort naval unit(s), stack or task force must roll one die (6-sided), per the normal "screening" rules (see **Screening Submarines** above). If the die roll is a "**1**" (only), the submarine unit is considered to be "detected", and the Active intercepting Destroyer and/or Destroyer Escort naval unit(s) - up to a maximum of **4** - may then attack the submarine unit per the normal rules (see **Attacking Submarines** above). Only DD and/or DE naval units may ever attack any submarine unit*.

> *Any other type of eligible friendly naval unit(s) may accompany any intercepting Destroyer(s) and/or Destroyer Escort(s), provided that they currently possess enough movement to do so.

But, if the intercepting Destroyer(s) and/or Destroyer Escort(s) "screening" die roll is **not** a "1", no further activity occurs (i.e., the submarine unit may not be pursued or otherwise attacked during that same encounter). Additionally, the submarine unit itself may **not** then attack any of the Active intercepting naval units, even if the "screening" die roll is actually greater than the "screening value" (although that submarine unit - if eligible - may *subsequently* attempt to conduct a normal Active naval interception during the owning player's own naval movement option).

Intercepting Submarines (Air)
Submarine units may never be intercepted as they move, and thus are immune from air attacks during the naval segment of the Naval and Air Phase. However, during the air segment of the Naval and Air Phase (or as an Air Offensive during the Offensive Phase), a player may attempt to conduct an air attack upon a submarine unit with an eligible Bomber or Fighter-Bomber (if within range of the submarine unit's current hex).

Submarine units cannot be reconnoitered like normal naval units, but must first be "located" nonetheless (i.e., before any air attack is conducted). To do so, the attacking player must designate any specific Bomber(s) and/or Fighter-Bomber(s) - within range of the submarine unit's hex - to "locate" that submarine unit. As such, the attacking player must then roll one die (6-sided), adding **+1** per **each** full-strength Bomber and/or Fighter-Bomber unit* that is designated as searching for the submarine unit. If the die roll is a **7 or greater**, the submarine unit is considered "located".

> ******Two individual half-strength Bomber and/or Fighter-Bomber units (if otherwise eligible) may be counted as one full-strength Bomber and/or Fighter-Bomber unit when designated to "locate" an enemy sub unit (even if not stacked together).*

> **NOTE:** An automatic **+1** die roll modifier applies **if** the submarine unit is presently in a coastal hex. Conversely, an automatic **-2** modifier applies if the submarine unit is presently within the Severe weather zone during a Monsoon (M) monthly game-turn. A **-1** modifier applies if the attacking aircraft is a Japanese air unit.

After a particular submarine unit is "located", the attacking player is then permitted to conduct **one** normal Air-Naval attack only (i.e., one dice roll) upon that located submarine unit (regardless of how many Bombers and/or Fighter-Bombers participated in the search). A targeted submarine unit is attacked exactly like a normal naval unit (see [4.20]).

Any air units that participate in a search for a submarine unit are marked "Currently Committed" if during the Naval and Air Phase, or "Previously Committed" if during the Offensive Phase. Any such air units are considered committed, even if the submarine unit is not located, and regardless of the Air-Naval attack result.

Bombing Submarines In Port
During the air segment of a Naval and Air Phase (or as an Air Offensive during the Offensive Phase), any submarine unit(s) that are presently docked in an *unfortified* port may be attacked normally (i.e., like any normal naval unit) as an Air-Naval attack. In such a case, no air search is required, and no limit is imposed upon air unit attacks thereupon (i.e., each air unit is eligible to conduct as many Air-Naval attacks as would be normally permitted per [4.20]). All applicable Air-Naval attack modifiers apply normally as well.

> **NOTE:** Any tactical submarine unit(s) that are docked in a functioning **fortified** port (i.e., any type of fort) are automatically immune from any Air-Naval attacks (while docked therein).

[3.30] Submarine Harbor Infiltration

Submarine Harbor Infiltration Attempt
Submarine units are uniquely capable of attempting to *infiltrate* enemy controlled ports, despite the presence of any enemy naval unit(s). However, when any submarine unit attempts to enter any enemy port (i.e., into an actual port location, not merely a port *hex*), the owning player must first roll one die (6-sided). If the die roll is a "**1**", the infiltrating submarine unit is therefore considered to be within that port as "**undetected**". However, if the die roll is a **2-6**, the infiltrating submarine unit is considered to be "**detected**".

> **EXCEPTION:** No enemy submarine unit may ever infiltrate the Panama Canal or the Maldives (Addu Atoll, if the "India" map is in play), or the ports there.

Inherent "Screens"
All ports are considered to automatically possess an inherent "screening value", even if there are no Destroyer and/or Destroyer Escort chits presently in a particular port or port hex (representing various corvette, patrol and auxiliary coastal vessels inherent in all navies, but not included as actual game pieces). The "screening value" of any port indicates the quantity of attacks that the port is eligible to conduct upon a detected enemy submarine unit. The actual "screening value" of each type of port is listed as follows:

★ Coastal City/Minor Port **=** Screening Value of **1** (plus any Destroyers and/or Destroyer Escorts docked in that port)*.

★ Fortified/Major Port **=** Screening Value of **2** (plus any Destroyers and/or Destroyer Escorts docked in that port)*.

> ***To a maximum "screening value" of 4.*

Inherent "screening values" are only applicable when a tactical submarine unit attempts to enter a particular enemy port, but are not ever considered applicable outside of a port location (i.e., never outside of any port, even if in a port *hex*).

Submarine Infiltration Procedure
If an infiltrating submarine unit is **undetected**, it is considered to be in that port. As such, the owning player is entitled to immediately know the exact quantity, types and names (if any)* of every naval unit presently in that port (but not air and/or land units), whereupon that submarine unit may then conduct an uninhibited naval combat attack (i.e., ignoring the normal naval screening procedure) against any single enemy naval unit in that port. Afterwards, the submarine unit may either "dive" (thereby ending the encounter, at which time the submarine unit is automatically assumed to be outside of the port location…although still in the port hex), or the submarine unit may "press the attack" and conduct a second attack. In the latter case, the infiltrating submarine unit is then eligible to attack (again) **any** single enemy surface naval unit in that port, including the same target, if desired, regardless of the result of the submarine unit's previous attack. However, if a submarine unit does conduct another (i.e., second) attack in a port, any enemy Destroyer and/or Destroyer Escort chits presently docked in that port, as well as any inherent "screen" (up to a maximum of **4**, *including* the port's inherent "screen") are then

eligible to automatically attack that submarine (immediately after the submarine unit's second attack). If there are no Destroyer and/or Destroyer Escort chits currently present, only the inherent "screen" is eligible to attack that submarine unit. In that case, if an infiltrating submarine unit survives, it is considered to "dive" automatically thereafter, and is also considered to be outside of the port location (although still in the port hex), and cannot be pursued.

*Including the naval unit's current status (i.e., damaged, depleted or full-strength), present gunnery, armor and movement ratings, and even names (if any).

NOTE: An infiltrating submarine unit is not susceptible to enemy mines (whether the submarine is "detected" or not).

If an infiltrating submarine unit is **detected**, it is considered in that port, although any enemy Destroyer and/or Destroyer Escort chits presently docked in that port, as well as any inherent "screen" (up to a maximum of **4**, *including* the port's inherent "screen") may immediately attack that submarine unit. In such a case, the owning player is **not** entitled to know the composition of the enemy port, or attack any enemy naval units therein, *unless* the submarine unit survives the enemy attack(s). If any infiltrating submarine unit is depleted as a result of an enemy attack, however, it is considered to "dive" automatically thereafter, and is assumed to be outside of the port location (although still in the port hex), and cannot be pursued. If an infiltrating submarine unit is neither depleted or sunk, the owning player is *then* entitled to immediately know the exact quantity, types and names (if any)* of every naval unit presently in that port (but not air and/or land units), whereupon that submarine unit may then conduct a normal uninhibited naval combat attack (i.e., ignoring the normal naval screening procedure) against any single enemy naval unit in that port. Afterwards, the submarine unit may either "dive" (thereby ending the encounter, at which time the submarine unit is automatically assumed to be outside of the port location…although still in the port hex), or the submarine unit may "press the attack" and conduct a second attack. In the latter case, the infiltrating submarine unit is then eligible to attack (again) **any** single enemy naval unit in that port, including the same target, if desired, regardless of the result of the submarine unit's previous attack. However, if a submarine unit does conduct another (i.e., second) attack in a port, any enemy Destroyer and/or Destroyer Escort chits presently docked in that port, as well as any inherent "screen" (up to a maximum of **4**, *including* the port's inherent "screen") are then eligible to automatically attack that submarine unit again. In that case, if an infiltrating submarine unit survives, it is considered to "dive" automatically thereafter, and is also considered to be outside of the port location (although still in the port hex), and cannot be pursued.

*Including the naval unit's current status (i.e., damaged, depleted or full-strength), present gunnery, armor and movement ratings.

Special Submarine Infiltration (Straits)
Tactical Submarine units may attempt to "infiltrate" an otherwise impassable strait (only). To do so, the submarine unit must move into the specified strait hex itself (e.g., W 5032). At that time (i.e., during the Naval and Air Phase, Offensive Phase or End Phase), the owning player declares his intention to attempt a "submarine infiltration" and then simply rolls one die* (6-sided). If the die roll is a **1-3**, then the submarine unit is not eligible to traverse the present strait (although it may move back out and onward, if it has any remaining MPs). In such a case, no combat occurs (unless a 1

is rolled; see below), although the submarine unit may **not** attempt any further "infiltration" (anywhere) during that same Phase. However, if the die roll is a **4-6**, then the submarine unit is considered successfully *through* the strait, and may continue to operate normally on that side. A submarine unit is required to attempt an infiltration each time it intends to traverse any strait (mine) hex, regardless of any previous infiltration (for example, a submarine unit that has successfully infiltrated the Korea Strait - to *get into* the Sea of Japan - must also successfully infiltrate the Korea Strait to *get out*).

*Apply a **-1** to the die roll per each enemy DD and/or DE unit currently present in the same coastal hex. A die roll of "**6**" is always considered to be a successful "infiltration", however, regardless of any modifier(s).

NOTE: The three "mine" depictions printed on the map serve as a memory aid, indicating that the inherent *screen* for any strait is always "3" (against submarine units).

If any submarine unit's infiltration attempt die roll is a natural "**1**" (i.e., a *physical* die roll of 1, irrespective of any die roll modifiers), the submarine unit is then subject to one normal naval combat attack from the inherent "mines", and one normal naval combat attack from any enemy Destroyer and/or Destroyer Escort unit(s) - whether depleted or full-strength - currently present in that same hex (to a maximum of **4**). Afterward, the submarine unit is assumed to automatically dive (assuming it survived), and cannot be pursued.

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

[3.32] Suicide Torpedoes (The "Kaiten" rule)

The Japanese force pool includes a 1-3-1 (Kaiten) submarine unit (arriving Summer, 1944) which functions normally, except that it **must** be automatically eliminated after conducting an attack (whether that attack is successful or not). The 1-3-1 submarine unit only possesses a movement rating of "1", but it may stacked with (i.e., carried by) any other moving Japanese submarine unit (disregarding the Kaiten's movement rating while stacked therewith), and also *attack with* that Japanese submarine unit, if the Japanese player desires (disregarding the normal prohibition of multiple submarine chits stacking together in the same hex). However, if the 1-3-1 (Kaiten) is not stacked with another Japanese submarine unit, it may be moved (one hex) normally, and operate per [3.29] normally.

[PART 4] AIR OPERARATIONS

Air operations entail Strategic Bombing, Air-Naval attacks, Bombing Installations, Ground Support, Paradrops, Strafing Attacks, and Air Transport Missions, delineated as follows:

[4.0] Using Air Units

Air units are printed with two or three numbers, indicating the air unit's *combat strength* (the lower left hand number), *range* (the lower right hand number) and occasionally a *quality rating* (the upper right hand number, if any).

Depending upon the type of air unit (see below), air units may perform a multiplicity of missions and operations throughout a monthly game-turn. Air units are subject to weather effects and commitment statuses, as well as combat events in the air, on land and at sea, that may limit or impede their capabilities.

Types of Air Units

There are six types of air units, tabulated as follows:

> **NOTE:** Each air unit chit *type* is indicated with a specific letter on the upper left hand corner of the chit (i.e., as either **ATP**, **B**, **F**, **FB** or **N**; indicating Air Transport Point, Bomber, Fighter, Fighter-Bomber or Naval-Air unit respectively).

★ **Air Transport Points (ATP):** Any air unit listed as an "ATP" type air unit is an Air Transport Point. Air Transport Points cannot fight in air combat (although they may be shot at by other intercepting enemy Fighter-type air units), nor may they bomb enemy installations or units. Air Transport Points function solely to transport friendly infantry units (including HQs, Generals, Commando, Mountain and Paratrooper units) and "Air Supply" chits. Air Transport Points are specifically capable of operating along with paratroopers to perform Paradrop missions. The Japanese X-9 (Ki-57) is an example of an Air Transport Point.

★ **Bombers (B):** Any air unit listed as a "B" type air unit is a Bomber. Bombers cannot ever intercept enemy air units, however they do contribute air superiority die roll modifiers during land attacks. Bombers, of course, may bomb enemy installations or units. The US 20-20 (B-29) is an example of a Bomber. Bombers may also be used for air reconnaissance.

Some Bomber types are specifically classified as **Heavy Bombers**, which derive various benefits and restrictions during combat (e.g., Heavy Bombers are halved when conducting Ground Support). Any Bomber chit possessing a *circled* quality rating is considered a "Heavy Bomber".

★ **Fighters (F):** Any air unit listed as a "F" type air unit is a Fighter. Fighters may engage in air combat and also may contribute air superiority die roll modifiers during land attacks. Fighters cannot, however, ever bomb enemy installations or units. The Japanese 4-10/3 (A6M) is an example of a Fighter. Fighters may also be used for air reconnaissance.

★ **Fighter-Bombers (FB):** Any air unit listed as a "FB" type air unit is a Fighter-Bomber. Fighter-Bombers may engage in air combat and may also contribute air superiority die roll modifiers during land attacks. Furthermore, Fighter-Bombers may bomb enemy installations and units. The US 4-4/3 (P-38) is an example of a Fighter-Bomber.

When launched from a base, a Fighter-Bomber must be assigned as **either** the Fighter role or the Bomber role. A Fighter-Bomber may not operate as both a Bomber and a Fighter during the same mission. Fighter-Bombers are unique, however, in that they may be launched as the Bomber role, and then switch to the Fighter role (before air combat begins) if it encounters enemy air units (though not vice versa). A Fighter-Bomber that operates as the Fighter role is considered a Fighter-type. Fighter-Bombers may also be used for air reconnaissance.

★ **Naval-Air (N):** Any air unit listed as an "N" type air unit is a Naval-Air. Naval-Air units are the only type of air unit that may operate from an aircraft carrier (though they may operate from land bases as well). Naval-Air units may engage in air combat and may contribute air superiority die roll modifiers during land attacks. Naval-Air units may also bomb enemy installations and units. The UK 2-2/0 (Swordfish) is an example of a Naval-Air unit. When launched from a base, a Naval-Air unit must be assigned as either the Fighter role or the Bomber role. A Naval-Air unit may not operate as both a Bomber and a Fighter during the same mission. Naval-Air units are also unique, however, in that they may be launched as the Bomber role, and then switch to the Fighter role (before air combat begins), if it encounters enemy air units (though not vice versa). A Naval-Air unit that operates as the Fighter role is considered a Fighter-type. Naval-Air units may be used for air reconnaissance as well.

★ **Floatplanes (N ~):** Any air unit listed as an "N" type air unit, and a sea-wave icon just below the aircraft depiction is a Floatplanes. Floatplanes are also Naval-Air units, but they cannot operate from aircraft carriers (although some Japanese floatplanes can operate from certain BBs, CAs and submarines). While on land, Floatplanes can only be based at port locations.

[4.1] Applicable Phases

The effects of weather (as determined at the beginning of the monthly game-turn) applies normally during all Phases of the game, and affect air operations accordingly.

Eligible air units may be launched from functional bases (see Player Aid card "I") to conduct air operations, and then return to base thereafter. During air operations, eligible air units may engage and/or participate in combat whenever occupying a combat hex, whether in an intended targeted hex, or as a result of any enemy air interception(s) in or while en route to the intended target hex.

Air units of different nations (of the same partnership) may freely be combined during movement and combat, unless prohibited (see [9.26]).

Strategic Warfare Phase
During the Strategic Warfare Phase, eligible air units may participate in one of two mission types:

★ Strategic Bombing (see [2.0]).

★ Interdiction (see [2.13] and [2.26]).

Any air unit(s) participating in either of these mission types become marked as Previously Committed afterward, indicating that they are Committed for the duration of that monthly game-turn.

Friendly Naval and Air Phase
During a friendly Naval and Air Phase, eligible air units may participate in **one** of several mission types (in the order as follows):

★ **Attacking Enemy Naval Units:** Any Bomber(s), Fighter-Bomber(s) - flying as bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit, stack or task force (if within their printed air range), and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, though any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

★ **Attacking Enemy Air Units:** Any Fighter-type air unit(s) - flying as Fighters - may fly (if within their printed air range) from their base(s) to any enemy airbase hex(es) to attack any enemy air unit(s) based there. Such air units are susceptible to enemy air interception normally, including from any enemy Fighter-type units at each target base.

★ **Change Base:** Any air unit(s) may change base by simply moving from one base to another, within **twice** (in hexes) the air unit's printed range, which is known as a "hop". When performing a Change Base mission, an air unit is eligible to conduct up to **3** "hops" per Change Base mission. Of course, each "hop" must be to and from a friendly airbase***** or airstrip, although air capacity limits apply after the completion of the Change Base mission (i.e., in the last base the air unit occupies), **not** during intermediate stops along the way. Any Air units that are performing a Change Base mission are susceptible to enemy air interception normally.

Naval-Air units are the only air units that may transfer to and/or from an aircraft carrier. Naval-Air units may only transfer to and/or from an aircraft carrier if - in doing so - the Naval-Air unit does **not exceed the aircraft carrier's aircraft capacity.*

NOTE: An aircraft carrier may only function as the **start** or **end** of a Naval-Air unit's Change Base mission; it may never function as an *intermediate* base between air transfers.

[A] Any Western Allied air unit with a printed range of "**5**" (or more) presently based in the United States Box (on the APTO map) may be **automatically** "transferred" to any friendly, functional base on any Hawaiian Islands airbase hex as **three** "hops" (weather permitting). Trans-Hawaiian transfers are applicable vice versa as well.

[B] Any Western Allied air unit presently based in the United States Box (on the APTO map) may be **automatically** "transferred" to the United States Box (the AETO map) as **three** "hops" (regardless of the weather condition). Trans-American transfers are applicable vice versa as well.

[C] Any Western Allied air unit presently based in the United States Box (on the APTO map) may be automatically "transferred" to any supplied, functional base in Alaska or Panama (on the APTO map) as **three** "hops" (regardless of the weather condition). Trans-Alaskan and trans-Panamanian transfers are applicable vice versa as well.

[D] If playing a Combined Game, any supplied Soviet air unit presently based anywhere in the Soviet Union proper (on the APTO map) may "transfer" to any Soviet-controlled, functional airbase in the Soviet Union proper (on the AETO map) as **three** "hops" (weather permitting). Soviet transfers are applicable vice versa as well, if playing a Combined Game.

[E] If playing a Combined Game and/or a Conjoined Game*, any air unit presently based in any of the India Boxes (whether on the AETO map, the APTO map, and/or the AOI map) may "transfer" to any friendly, functional airbase in Aden, Hadramawt, the India, Iraq (map location or the Iraq Land Transfer Box), Iran, Kuwait, Oman, Persia, or Saudi Arabia

(on the AETO map) as **three** "hops" (again, weather permitting). Middle-East transfers are applicable vice versa as well, if playing a Combined Game and/or a Conjoined Game.

*A "Conjoined Game" is the East African Theater of Operations expansion game (i.e., conjoined with AETO), also known as AOI (Africa Orientale Italiana).

Any air unit that is performing a Change Base mission cannot engage in combat unless it is intercepted (as it is moving) by any enemy Fighter-type air unit(s). If an air unit that is performing a Change Base mission is *aborted*, it **must** return to the last base it had occupied during the Change Base mission (even if the abort causes the last base to be over-stacked, but except in the case of a Dirt Airstrip, which may never be overstacked).

Any air unit(s) that perform a Change Base mission are marked as Currently Committed afterward*****.

Air units that conduct a Change Base mission **within, into or out of a weather zone that is affected by inclement weather effects are considered "Previously Committed" (although no air units may ever change base within, into or out of a grounded weather zone). Moreover, **no** air units may change base into or out of an affected weather zone during the Offensive Phase.*

★ **Air Transport:** Any ATP(s) may transport Air Supply chit(s) and/or one-step infantry-type unit(s) from origin airbase(s) to eligible destination airbase(s). A transporting ATP may either remain at the destination airbase, or return to the origin airbase (only). Such ATPs are thus susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any moving ATP(s), up to the extent of the Fighter-type air unit's own range.

Enemy Naval and Air Phase
During an enemy Naval and Air Phase, eligible friendly air units may participate in **one** of three mission types (in no particular order):

★ **Air Interception:** Any uncommitted friendly Fighter-type air unit(s) may fly from their base(s) to attempt an air interception mission (within its own interception air range) upon any moving enemy air unit. Such air units are susceptible to enemy air counter-interception normally.

★ **Counterstrike:** Any uncommitted friendly Fighter-Bomber air unit(s) and/or Naval-Air unit(s) - **flying as a Bomber** - may fly from their bases(s) to conduct an **Air Interception** (exactly per above) *but* forgo conducting any air combat attack during the resulting air combat engagement. Yet, after that resulting air combat engagement is concluded (and if not eliminated or aborted), the intercepting Fighter-Bomber unit(s) and/or Naval-Air unit(s) are *then* eligible to fly from that air combat location (i.e., in the hex where the air interception occurred) to a hex (if within their printed air range from their launching base) with a *located* enemy naval unit, stack or task force, and conduct an Air-Naval attack (per below). Such air units are susceptible to any subsequent air interception ([4.13]) normally. Essentially, a Counterstrike mission is identical to an Air Interception mission, except that the intercepting Fighter-Bomber or Naval-Air unit cannot conduct any air combat attacks, but is then able to conduct an Air-Naval Interception mission.

★ **Air-Naval Interception:** Any friendly Bomber(s), Fighter-Bomber(s) - flying as a Bomber - and/or Naval-Air unit(s) - flying as a Bomber - may fly from their base(s) to a hex (if within their printed air range) with a *located* enemy naval unit, stack or task force, and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

Friendly Offensive Phase
During a friendly Offensive Phase, eligible uncommitted air units may participate in **one** of several mission types (in no particular order):

★ **Air-Naval Interception:** During an **enemy** *Reactive* naval interception attempt (i.e., as would occur during a friendly Sea Offensive), any uncommitted friendly Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit, stack or task force (if within the "bombers" printed air range), and conduct an Air-Naval attack. Such air units are susceptible to enemy air interception normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

★ **Friendly Land Offensive:** Any air unit(s) may be launched up to as many as **3** times during a friendly Land Offensive; once during the Breakthrough Step, once during the Combat Step, and also once again during the Exploitation Step (to land combat hexes, if within their printed air range). Any Bomber-type air unit(s) - flying as Bombers - may contribute their own air combat strength to a land combat attack (and contribute an air superiority modifier to the attack). Fighter-type air units may only contribute an air superiority die roll modifier. Any ATP with a paratrooper unit may attempt a Paradrop in conjunction with a friendly Land Offensive if otherwise eligible. Such air units are susceptible to enemy air interception (during any Step) normally, although any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), or moving ATPs, up to the extent of the Fighter-type air unit's own range.

★ **Friendly Air Offensive:** Each Air Offensive may entail *up to* **two** distinctly separate air missions (although *each* actuated air unit may only participate in one particular air mission, and is committed normally thereafter). There is no limit to the number or type of uncommitted air units that may participate in a particular air mission (if otherwise eligible) during a friendly Air Offensive, although all air movement, range and combat rules apply normally:

[**A**] *Attacking Enemy Naval Units:* (see above, as explained under "Friendly Naval and Air Phase").

[**B**] *Change Base:* (see above, as explained under "Friendly Naval and Air Phase").

[**C**] *Air Transport:* (see above, as explained under "Friendly Naval and Air Phase", except that air supply chits cannot be created during the Offensive Phase).

[**D**] **Bombing Enemy Installations:** Any Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex (if within their printed air range) with any enemy installation(s) to bomb the installation(s) there. Such air units are susceptible to enemy air interception normally, although, as always, any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter type air unit's own range.

Enemy Offensive Phase
During an enemy Offensive Phase, eligible uncommitted air units may participate in **one** of several mission types (in no particular order):

★ **Enemy Land Offensive:** Any air unit(s) may be launched up to as many as **3** times during a single enemy Land Offensive; once during his Breakthrough, once during his Combat, and once during his Exploitation attacks (if within their printed air range). Bomber-type air units - flying as Bombers - may contribute their own air combat strength to the defense of friendly hexes and/or land units that are being attacked during an enemy Breakthrough, Combat and/or Exploitation attack (as well as contribute an air superiority modifier to the defense of the land combat hexes and/or units). Fighter-type air units may contribute an air superiority modifier only. Any such air units are susceptible to enemy air interception normally, although, as always, any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

NOTE: Currently Committed air units may always fly in **defense** of previously **Activated** friendly land unit(s). Currently Committed air units may **not**, however, fly in defense of uncommitted land unit(s). Any uncommitted air units that fly in defense of any friendly land unit(s) do **not** become committed as a result.

★ **Enemy Air Offensive:** Any friendly Fighter-type air unit(s) - *even if Currently Committed (but not if Previously Committed)* - may fly from their base(s) to attempt an air interception (if within their interception air range) upon any moving enemy air unit(s). Such air units are susceptible to enemy air counter-interception normally.

★ **Enemy Sea Offensive:** Any uncommitted Friendly Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a hex with a *located* enemy naval unit, stack or task force (if within their printed air range), and conduct an Air-Naval attack there. Such air units are susceptible to enemy air interception normally, although, as always, any eligible friendly Fighter-type air unit(s) may escort (accompany) any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

End Phase
During the End Phase, one type of air mission is permitted during enemy naval movement:

★ **Attacking Enemy Naval Units:** Uncommitted Bomber(s), Fighter-Bomber(s) - flying as Bombers - and/or Naval-Air unit(s) - flying as Bombers - may fly from their base(s) to a

hex with a *located* enemy naval unit or task force (if within their printed air range), and conduct an Air-Naval attack**. Such air units are susceptible to enemy air interception normally, although, as always, any eligible friendly Fighter-type air unit(s) may accompany any attacking Bomber(s), Fighter-Bomber(s) and/or Naval-Air unit(s), up to the extent of the Fighter-type air unit's own range.

During the End Phase, Bomber-type air units may only conduct attacks upon enemy naval units that *were* outside of their eligible range **and then moved within their eligible range. Enemy naval units that began the End Phase already within any particular air unit's eligible range cannot be attacked by that air unit during the same End Phase.*

[4.2] Air Basing (on Land)

There are essentially six types of bases; Small Airbase chits, Large Airbase chits, Airstrip chits (eligible to base Fighter-type air units only), map-printed Cities (whether inland or port cities), Nation Boxes, and map-printed Resource symbols. Each air unit must be assigned to a particular base (even while aloft).

The quantity of air unit chits that may be based at each type of location varies (as listed on Player Aid Card "I"), but is cumulative with each *type* of base that is in the same hex (e.g., a small airbase in a Minor Port hex may base up to *two* air unit chits).

> **NOTE:** Airbase capacity is factored in terms of air unit **chits**, not *steps*. A depleted air unit is always counted as one air unit, **not** as *half*.

Air Basing Capacity Exemptions
Any air unit marked with an "o" symbol near the center of the chit (i.e., between the combat rating and the range number) indicates that such an air unit is exempt from any airbase capacity limits (and thus over-stacking restrictions). No more than **4** "exempt" air units may be stacked in the same airbase or airstrip hex, however (regardless of other friendly non-exempt air units stacked in that same hex).

Floatplanes
Some air units are designated as floatplanes (identified with a sea-wave icon just below the aircraft depiction), and are exempt from any airbase capacity limits (and overstacking restrictions) **if** based at any **port airbase**.

Air Operations (Fighter Bases/Bomber Bases)
When any air units are launched to conduct a mission from their current (i.e., assigned) bases, the bases themselves should generally be marked with some spare "Control" chits - or recorded in some fashion as a memory aid - particularly distinguishing Fighter-type air units from Bomber air units. In this regard, the Fighter-type** air units must return to the bases that were assigned to Fighter-types, while the Bomber air units must return to the bases that were assigned to Bombers. An aloft air unit is not necessarily required to return to the exact base it flew from, although it must return to one of the bases from which the same type of air unit (i.e., either a Fighter-type or a Bomber) had been launched.

**Fighter-type air units are defined as any Fighter, Fighter-Bomber or any Naval-Air unit, even if not operating as a "Fighter". Bombers are simply defined as any Bomber (i.e., with a "B" on the chit) air unit.*

> **NOTE:** A Naval-Air unit (if launched from an aircraft carrier) is always required to return to that **same** aircraft carrier, *unless* that aircraft carrier is sunk or damaged while the Naval-Air unit is aloft.

During a Change Base mission, an air unit's assigned base is always the **last** base it occupied (however briefly).

[4.3] Dirt Airstrips

Construction
Dirt Airstrips differ from other normal "airbase" chits as they may only be placed as "under-construction" as an "Offensive" during the Offensive Phase, and are thus completed during the End Phase of that same monthly game-turn. The cost to build *each* Dirt Airstrip chit (at the time of construction) is an expenditure of **1** Offensive (from currently available Offensives on the Offensive Track) **plus** (**+**) **1** EP (from currently available EPs on the EP Track).

Dirt Airstrips are subject to the same rules and restrictions governing airbases, except as follows:

> **NOTE:** With regard to the parlance of the rules, the term "airbase" generally refers to any airbase other than a Dirt Airstrip (or a grass airfield). The term "airstrip", however, specifically refers to Dirt Airstrips (or grass airfields) only. Typically, the term "base" refers to either. If playing a Combined Game, a Dirt Airstrip and a grass airfield are functionally identical in absolutely every manner.

To begin construction of a Dirt Airstrip, the owning player must simply expend **one** Offensive (during his own Offensive option) from his Offensive Track *plus* **one** EP from his EP Track, thereby placing one "Dirt Airstrip" chit (as "under-construction") in a friendly, supplied hex.

A Dirt Airstrip must be constructed during the purchasing player's own Offensive option (only), and cannot be built with another nation's Offensive or EP. Additionally, a Dirt Airstrip cannot be built by a particular player in any nation (or colony) that is devoid of that player's (i.e., that nation's) combat units (e.g., Japan may not build any Dirt Airstrips in Indochina if there are no Japanese combat air or land units presently in Indochina), disregarding any partisans. Furthermore, a Dirt Airstrip may **never** be constructed as part of a Combined or Joint Offensive, or via an Impromptu Offensive. After a player has purchased and then placed a Dirt Airstrip (as under construction), the Offensive option is then passed to the next eligible player normally.

NOTE: A player may **not** expend any Offensive to construct a Dirt Airstrip **after** all players have declared a "**pass**" (which ends ending the Offensive Phase).

A Dirt Airstrip may be constructed in any clear terrain hex (only). However, a Dirt Airstrip cannot ever be constructed in the same hex as a city, resource symbol or any other type of "airbase" chit (including another "Dirt Airstrip" chit), even if currently "under-construction". In addition, a Dirt Airstrip can never be constructed in any hex that is currently out-of-supply, nor within any enemy unit's *uninhibited* ZOC.

Dirt Airstrips may never be built during any Seasonal Turn, or ever be "relocated".

Operational Considerations

★ Each Dirt Airstrip may base up to **1** friendly Fighter, Fighter-Bomber or Naval-Air unit (but never more, except any *Fighter-type* air unit marked with an "o" symbol, which are exempt from basing limits). **No** ATP or bomber unit (of any type) may ever be based at any Dirt Airstrip (even temporarily).

★ A "Dirt Airstrip" chit may **never** be over-stacked at any time (i.e., even temporarily), or for any reason.

★ Friendly Fighters, Fighter-Bombers and/or Naval-Air units never receive any combat bonus when engaging in air combat over any Dirt Airstrip.

★ Dirt Airstrips can be attacked (i.e., bombed or bombarded) normally, with a target number of "**1**" (unless fortified, in which case a Dirt Airstrip's target number becomes "**3**"). However, a successfully attacked Dirt Airstrip is actually *eliminated* (i.e., removed from the map), not merely destroyed. As such, an eliminated Dirt Airstrip is never repairable (although a new Dirt Airstrip may be built in the same hex normally, per the stipulations above).

★ Dirt Airstrips may be voluntarily demolished by the owning player in accordance with the normal rules, at a cost of **1** EP (see [8.6]).

★ Enemy land units may *capture* any Dirt Airstrip normally, although Dirt Airstrips are not subject to collateral combat damage (see [11.2]) when captured. When captured, a captured Dirt Airstrip functions normally for the captor thereafter.

[4.4] Naval-Air Basing (on Aircraft Carriers)

Only Naval-Air units may ever base aboard and operate from aircraft carriers. Each aircraft carrier is printed with an *aircraft capacity* (the circled number on the right hand side of the chit). That number simply indicates the maximum number of (same-nationality) Naval-Air unit combat strength **points** (not chits or steps) that may functionally occupy that aircraft carrier.

> **EXAMPLE:** The Japanese aircraft carrier "Akagi" is printed with an aircraft capacity of "**4**" (as indicated by the circled 4 on the chit). Thus, the "Akagi" may carry and operate two Japanese Naval-Air units with a combat strength of "2", but never more, or a Japanese Naval-Air unit with a combat strength of "3", and another Japanese Naval-Air unit with a combat strength of "1".

An undamaged aircraft carrier may stack any combination of Naval-Air units (i.e., of the aircraft carrier's *same* nationality) **if** the final combat strength point total (of the Naval-Air units) does not exceed the aircraft carrier's circled aircraft capacity.

> **NOTE:** When considering any Naval-Air unit's combat strength, the reverse side of the chit (if any) is ignored, unless that Naval-Air unit is currently depleted.

There is no restriction regarding the number or order of Naval-Air unit chits that may operate from an undamaged aircraft carrier, provided that all of the Naval-Air unit's net combat strength does not exceed the aircraft carrier's *aircraft capacity*. Multiple Naval-Air unit chits may be launched and recovered in any order desired (even simultaneously) normally.

An aircraft carrier may never recover more Naval-Air combat strength points than its own *aircraft capacity* permits, although a player may voluntarily deplete any full-strength Naval-Air unit (in flight) to lower its current combat strength, thus allowing it to fit onto the aircraft carrier. Similarly, a player may voluntarily deplete any full-strength Naval-Air unit (while still aboard the aircraft carrier) to lower its current combat strength, and thus conceivably allow another Naval-Air unit to fit onto that aircraft carrier.

If an aircraft carrier is sunk while its Naval-Air unit is aboard (i.e., not aloft), the Naval-Air unit is then also eliminated (and returned to the force pool). If an aircraft carrier is damaged, a Naval-Air unit aboard it is unaffected, although it cannot be launched from that aircraft carrier, nor may that aircraft carrier recover any Naval-Air units (or embark them in port). If an aircraft carrier is damaged or sunk while its Naval-Air unit is aloft, the Naval-Air unit must land at an alternate friendly base (within the air transfer range of the Naval Air unit's current location, but **including** the distance, in hexes, from the aircraft carrier's location whence the Naval-Air unit was launched). Such a transfer is not subject to enemy air interception. If no alternate base is available, the Naval-Air unit is then simply eliminated (and returned to the force pool, if not cbr).

Naval-Air Returning to Base (Aircraft Carriers)
Any aloft Naval-Air unit (if launched from an aircraft carrier during that aircraft carrier's naval movement option) is automatically returned to its parent aircraft carrier whenever that aircraft carriers moves (i.e., enters any new hex or sea area) during the Naval and Air Phase. Thus, a Naval-Air unit can conceivably be launched multiple times during its parent aircraft carrier's naval movement option, if its parent aircraft carrier is repeatedly intercepted in each new hex or sea area that it enters (assuming that the parent aircraft carrier is eligible to be moved). If the Naval-Air unit's parent aircraft carrier does not (or cannot) move during the Naval and Air Phase, the accompanying Naval-Air unit can only be launched once (as a normal air or naval interception) during the Naval and Air Phase (i.e., per the normal air operation rules), and is then returned to its parent aircraft carrier normally thereafter (i.e., at the conclusion of the ensuing Air Movement Step).

> **NOTE:** Movement within a hex (e.g., into or out of a port in the same hex) does **not** constitute movement with regard to this rule. However, movement within the same large sea area does apply.

In Port
A Naval-Air unit may never be launched from an aircraft carrier that is docked in port. Conversely, an aircraft carrier that is in port may never recover any aloft Naval-Air unit. However, refer to rule [4.5] for Naval-Air basing in ports.

Floatplanes

Floatplane Naval-Air units may never base aboard any aircraft carrier (i.e., a CV, CVL or CVE naval unit). However, some naval units are specifically capable of basing and operating a single floatplane Naval-Air unit, and thus are printed with an airbase capacity rating of "0". As such, any single floatplane Naval-Air unit with a combat strength rating of "0" can be based aboard and operate from a BBCV, CA or SS naval unit with a printed airbase capacity rating. In any case, however, no such naval unit may ever base more than one floatplane Naval-Air unit, nor ever base any floatplane Naval-Air unit with a combat strength rating greater than "0". All of the other abovementioned rules apply normally to floatplane Naval-Air units.

[4.5] Naval-Air Basing (In Port)

Whenever an undamaged aircraft carrier (or multiple aircraft carriers) enters a friendly port (i.e., is docked in port), that port's air capacity is then *artificially* **doubled** (regardless of the number of aircraft carriers in that port). As such, the port's air capacity may base up to twice (**x 2**) its normal air capacity. *However,* any air units based there *beyond* the normal air capacity **must** be **Naval-Air** units (of any type, and from any aircraft carrier, even if not from the aircraft carrier(s) presently in that port). Any such Naval-Air units based there operate normally, nonetheless.

> **NOTE:** When an undamaged aircraft carrier docks in a friendly port, that aircraft carrier's Naval-Air unit(s) may be automatically based at that port's airbase (if currently functional) as of the instant that its parent aircraft carrier enters that port, if not exceeding the present airbase capacity, per above. Likewise, that Naval-Air unit may be automatically based aboard an undamaged aircraft that exits that port, assuming the port's airbase is currently functional.

Under no circumstances, however, may any port's airbase capacity be over-stacked if presently basing any Naval-Air units beyond the port's normal air capacity. If any aircraft carrier (with a Naval-Air unit) occupies any port with a replete *artificial* air capacity, that aircraft carrier's Naval-Air unit must remain aboard the aircraft carrier (until the port's artificial air capacity is no longer replete).

> **NOTE:** A Naval-Air unit may never be launched from an aircraft carrier that is in port.

If - for whatever reason - any port subsequently harbors no undamaged aircraft carriers, all of the Naval-Air units (that are based at that port *beyond* the port's normal air capacity) are immediately considered over-stacked (see [4.8]).

Players are never required to reveal which aircraft carriers in a port still retain any Naval-Air units, although the owning player is required to secretly record - in some fashion - which Naval-Air units are based at the port, and which Naval-Air units still remain aboard an aircraft carrier (if both cases apply).

[4.6] Aircraft Carriers as Air Unit Ferries

Any undamaged *named* aircraft carrier - in addition to its normal Naval-Air unit complement - may be used to ferry **one** 1/2 step (i.e., depleted) Fighter or Fighter-Bomber unit. However, the aircraft carrier must retain at least **1** unused spare *aircraft capacity* point in excess of the points needed to carry its Naval-Air unit (if any) to do so. Regardless of an aircraft carrier's total available *aircraft capacity* point(s), no

aircraft carrier may ever ferry more than one 1/2 step Fighter or Fighter-Bomber unit (at a time). For purposes of this rule, a Small Fighter type air unit (any air unit marked with a "o" symbol near the lower center of the chit) is equivalent to a 1/2 step Fighter. Floatplanes, however, may **never** be ferried.

A *damaged* aircraft carrier **cannot** ferry any Fighter or Fighter-Bomber unit.

> **EXAMPLE:** The US aircraft carrier "Lexington" (with an *aircraft capacity* of "**5**") is carrying a 3-4/3 (F4F) Naval-Air unit. The Naval-Air unit has a combat strength number of "3", and thus requires *3* of the Lexington's "5" available *aircraft capacity* points. Because the "Lexington" has at least one unused *aircraft capacity* point remaining, the "Lexington" may ferry one 1/2 step Fighter or Fighter-Bomber unit.

> **NOTE:** An aircraft carrier's *aircraft capacity* may **not** *ever* be exceeded. A ferried **1/2** step Fighter or Fighter-Bomber is always assumed to be utilizing **1** *aircraft capacity* point (while embarked).

To ferry an air unit (i.e., a 1/2 step Fighter or Fighter-Bomber unit), the air unit must be based at a functioning port, and embarked aboard an eligible aircraft carrier (while in port) exactly as if the aircraft carrier is an STP.

Once embarked, the Fighter or Fighter-Bomber unit has no effect upon the aircraft carrier's operational functionality, although a Fighter or Fighter-Bomber unit that is embarked (i.e., ferried) aboard an aircraft carrier may never be launched to participate in any mission or combat. Conversely, an aloft Fighter or Fighter-Bomber unit may **never** - under any circumstances - be recovered aboard any aircraft carrier.

If an aircraft carrier is **sunk or damaged** while ferrying a Fighter or Fighter-Bomber unit, the embarked Fighter or Fighter-Bomber unit is simply eliminated (and returned to the force pool, unless optional rule [11.13] is in effect).

A Fighter or Fighter-Bomber unit may be disembarked from a ferrying aircraft carrier (while in port) exactly as if the aircraft carrier is an STP. Additionally, a Fighter or Fighter-Bomber unit may be **launched** from the ferrying aircraft carrier as a **Change Base** mission (only) during the Naval and Air Phase or the Offensive Phase (in accordance with the normal rules). However, in such a case, if a Fighter or Fighter-Bomber is intercepted and aborted during air combat (while attempting to change bases), the aborted Fighter or Fighter-Bomber **cannot** return to the launching aircraft carrier per that abort. The aborted Fighter or Fighter-Bomber may, however, return to any *alternate* functioning eligible friendly airbase or airstrip (within double the Fighter or Fighter-Bomber's printed range…counted from the launching aircraft carrier's current position, to the Fighter or Fighter-Bomber's current position, and then to the alternate airbase or airstrip hex). The alternate airbase or airstrip, however, may **not** be the original destination of the Change Base mission. If no alternate eligible airbase or airstrip is available, the aborted Fighter or Fighter-Bomber unit must simply be eliminated instead (returning it to the force pool, unless optional rule [11.13] is in effect).

A player may, for any reason, voluntarily eliminate (i.e., dump over board) a Fighter or Fighter-Bomber that is being ferried, at any time (e.g., to disencumber sufficient aircraft capacity points to recover another Naval-Air unit). A player may voluntarily eliminate an aircraft carrier's Naval-Air unit as well, if desired (even if aloft).

[4.7] Forced Rebases

If any airbase or airstrip chit is destroyed or actually occupied by any enemy land unit(s), the air unit(s) presently based there (if any) are immediately subject to a Forced Rebase. Any air unit(s) that are subject to a Forced Rebase must be evacuated (i.e., flown) to an alternate valid airbase or airstrip (as if a normal Change Base mission), within **twice** the air unit(s') printed range (unless its air range is halved as a result of any inclement weather). If possible, any such air unit(s) must be evacuated to an airbase or airstrip that is closer to the nearest friendly supply source. Any air unit(s) subject to a Forced Rebase cannot rebase as multiple "hops" to more than one airbase or airstrip.

> **NOTE:** A Forced Rebase is never susceptible to enemy air interception.

Any alternate airbase (but not an Dirt Airstrip) **may** be over-stacked* as a result of a Force Rebase, although a player must - if possible - avoid over-stacking at an airbase (if any other airbase is available), even if the other airbase is actually farther from the nearest friendly supply source.

> *A port airbase that is presently basing Naval-Air units beyond the normal airbase capacity cannot be over-stacked (see [4.5]).*

If an aircraft carrier is damaged or sunk while its Naval-Air unit is aloft, the Naval-Air unit must land at an alternate friendly airbase (within air transfer range of the Naval Air unit's current location, but **including** the distance - in hexes - from the aircraft carrier's location whence the Naval-Air unit was launched). Such a transfer is not subject to any enemy air interception. If no alternate airbase is available, the Naval-Air unit is simply eliminated (returning it to the force pool).

Any air unit that is subject to a Forced Rebase is considered to be Previously Committed immediately.

Forced Rebase Restrictions

★ ATPs and Bombers may never be rebased to any Dirt Airstrip chit, under any circumstances.

★ Air units may never be rebased to another base where the current weather condition has grounded all air activity.

★ If any air unit cannot rebase, for whatever reason, it is eliminated immediately (and returned to the force pool, or eliminated if "cbr", or if optional rule [11.13] is in effect).

[4.8] Over-stacking on Airbases

In some cases, a player may be permitted to over-stack friendly air units.

Over-stacking Circumstances
Over-stacking is only allowable in the following circumstances:

★ **Forced Rebase (Captured or Destroyed Base)**
If any air unit(s') current airbase is captured by enemy combat land units, or if any air unit(s') current airbase is destroyed, the residing air unit(s) may then immediately transfer and thus over-stack at another friendly base (see [4.7]).

★ **Aborted during a Change Base mission**
If any air unit(s) are aborted while attempting to change base (thus forcing a return to the last airbase occupied), the air unit(s) may be over-stacked at the previous base.

★ **Sunk or Damaged Aircraft Carrier**
If any aircraft carrier(s) are sunk or damaged while their Naval-Air unit(s) are still aloft, the Naval-Air unit(s) may immediately change base (up to twice the Naval-Air units printed range, counted from the aircraft carrier's location when sunk or damaged, to the Naval-Air unit, and then to the alternate base), and thus over-stacked as necessary.

★ **Temporarily (While Changing Base)**
Any air unit(s) may temporarily over-stack during each "hop" of a Change Base mission (although the ultimate destination airbase cannot be replete with air units, unless enough of those air units will be launched as a Change Base mission upon the arrival of the incoming air unit or units). A Dirt Airstrip **cannot** be temporarily over-stacked.

> **NOTE:** Any ATP that is conducting an Air Transport mission is **not** considered to be merely changing base, and thus is not permitted to temporarily over-stack in such a case.

Over-Stacking Effects
Over-stacking effects - when any over-stacking occurs - apply immediately:

Regardless of an airbase's current status, only as many air units as may be legally stacked at an airbase may operate therefrom. In this regard, the stacking order of an over-stacked airbase is significant. It is always assumed that the topmost air unit(s) - up to the airbase's capacity - are the operational air units, whereas the bottommost air unit(s) - if in excess of the airbase's capacity - are the non-operational air units (i.e., they may not fly for *any* reason, **except** to change base during a subsequent Naval and Air Phase or Offensive Phase, weather permitting).

A player is never required to rebase any over-stacked air units (except when any particular restriction applies; see below). A player may otherwise retain any excess air unit(s) as over-stacked (and in enforced incapacitation) indefinitely.

> **NOTE:** If a legally-based air unit at an over-stacked airbase is eliminated, an *excess* (i.e., over-stacked) air unit is then *automatically* considered to be legally based at that airbase (i.e., it is no longer over-stacked as of any available vacancy). If there is more than one over-stacked air unit at that airbase, the topmost air unit is considered to be legally-based first.

Strafing Vulnerability
If any enemy Fighter-type air unit(s) arrive and/or successfully intercept over any airbase that is currently over-stacked, the enemy Fighter-type air unit(s) may attack the over-stacked air units (which are considered still on the ground), exactly as if attacking an enemy bomber with a quality rating of "0". In such a case, an over-stacked air unit cannot defend itself*, although any other aloft friendly Fighter-type air units (if any) that were not - themselves - attacked (during the same air combat round), are entitled to the normal air combat bonus (see [4.16]) when targeting those enemy "strafing" air units.

> *Over-stacked air units are considered to be a quality rating of "**0**" (while over-stacked), although all over-stacked air units always ignore any "abort" results.*

Over-stacking Restrictions

★ An airbase may never be over-stacked beyond **double** its original airbasing capacity.

★ A port-airbase that is presently basing Naval-Air units in excess of the normal airbase capacity may never be over-stacked.

★ No over-stacking at any Dirt Airstrip is ever permitted, even temporarily.

★ Over-stacked air units **cannot** change base if they are subject to a Forced Rebase; they are simply eliminated.

★ An Evacuating air unit (e.g., during an enemy Strafing Attack) cannot over-stack (or cause over-stacking) at any airbase it evacuates to.

Any air unit(s) in violation of any above restriction(s) must be eliminated immediately.

Over-stacking Exemptions
Any air unit marked with an "o" symbol near the center of the chit (i.e., between the combat rating and the range number) indicates that such an air unit is exempt from any airbase capacity limits (and thus over-stacking restrictions). No more than **4** "exempt" air units may be stacked on the same airbase or airstrip hex, however (i.e., regardless of other friendly non-exempt air units stacked in that same hex).

[4.9] Stacking in the Air

There is no limit to the number of air units that may stack together **while in flight** in the same hex or location, although all other normal restrictions apply (e.g., US-Soviet Cooperation restrictions).

Multiple air units that will be flying to the same target hex may converge there before any type of combat commences in that hex (though any of the converging air units may be intercepted by enemy Fighter-type air units normally while en route to the target hex).

Any air units that will be flying together, however, must be launched together from the same base, **or** "collec**ted**" as the *collecting* air unit(s) over-fly each participating air unit(s') current base. As each participating air unit is "collected", the entire air group must then collectively fly together (susceptible to eligible enemy air interception as they are moving). Any "collected" air units may **not** be split up as they are moving. The launching air unit(s) may fly over as many friendly airbase hexes as desired, however (within movement allowances) and may collect as many eligible friendly air units as are available in each over-flown airbase hex (while *en route* to a target hex). The "collecting" air unit(s) are not considered to actually be landing, but are merely *over-flying* any friendly airbase hex(es) that they enter along the way. When "collected", all such air units may then move on toward an intended hex, provided that all of those air units still possess sufficient movement (i.e., range) to reach that intended hex. Fighters, Fighter-Bombers, and/or Naval-Air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range. The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units "collected" en route) must be completed before any other non-collected air unit(s) from any other airbase are launched

and moved toward and into the same target hex during that same Step.

Air units at an air base are never required to be "collected" if over-flown by any other air unit. Moreover, a player is always free to choose as few or as many friendly air units at each over-flown base to be "collected" as he desires.

Multiple friendly air units within the same hex may operate individually to conduct distinctly different missions, or may cooperate to conduct and/or participate in the same mission (if otherwise eligible to do so) as circumstances may warrant.

Whether rendezvousing in the target hex, or flying together, each individual air unit expends MPs individually, and only for each of the hexes it actually enters.

[4.10] Air Reconnaissance (Sea)

During the Naval and Air Phase, Offensive Phase and/or the End Phase, a player may designate any friendly, supplied combat air unit (assuming it is otherwise eligible) to conduct a sea "reconnaissance attempt" of any enemy naval unit, stack and/or task force (within range). A *successful* reconnaissance attempt is required to permit a player to conduct any Air-Naval attack(s) upon a particular enemy naval unit, stack or task force (although a successful air reconnaissance never requires any air unit to conduct an Air-Naval attack). A player may also conduct a reconnaissance attempt justy to acquire information and to deduce the strategic intent of an opponent.

Eligibility
If within range, **each** *uncommitted* combat air unit (i.e., not an ATP) is permitted to conduct **one** reconnaissance attempt **per** each enemy *flotilla** **per** each *sea area* (and per each *coastal hex*) it enters **per** each eligible *Phase* (whether successful or not successful), regardless of the current Step. The quantity of reconnoitering air units is irrelevant with regard to allowable reconnaissance attempts (upon the same flotilla) in the same sea area or coastal hex during the same Phase. Moreover, a reconnaissance attempt does not commit the reconnoitering air unit.

> **Regardless of the quantity of naval units, groups and/or task forces in that flotilla.*

> **EXAMPLE:** A Japanese task force is entering the South China Sea from the Saigon hex. Thus, the UK player declares a reconnaissance attempt with an uncommitted 5-11 Bomber (Wellington) presently based at Singapore. Unfortunately for the UK player, his reconnaissance attempt is unsuccessful. Thereafter, that Japanese task force may not be reconnoitered again (by *any* air unit) unless it enters another sea area (or a coastal hex), or until an ensuing Phase, even if it continues to move within that same sea area. In this case, the Japanese task force does not enter another sea area or a coastal hex before ending its movement, and thus may not be reconnoitered again during that same Phase. However, later during that same Phase, a Japanese battleship also enters the South China Sea from Saigon. Thus, the (uncommitted) UK 5-11 Bomber is eligible to conduct another reconnaissance attempt upon that Japanese battleship (i.e., because it is a different flotilla). Whether successful or not, that Japanese battleship also may not be reconnoitered again (by *any* air unit) unless it enters another sea area (or coastal hex), or until an ensuing Phase.

Air Reconnaissance (Sea) Procedure

When eligible (as explained above), a player may designate any one particular reconnoitering air unit, and then declare a *reconnaissance attempt* upon an enemy naval unit, stack or task force (if the enemy naval unit, stack or task force is within that reconnoitering air unit's range*). If the reconnaissance attempt is *into* and/or from *within** a particular non-hexed large sea area, the **MP = #** (number) of that large sea area is added to the total range calculation, regardless of the target naval unit's, stack's or task force's location therein. In a normal sea area, the range to the target is calculated as hexes **from** the reconnoitering air unit's base **into** the *actual* hex of the enemy's naval unit, stack or task force. For example, the range from an Allied air unit in Darwin to a Japanese naval unit in the closest Timor coastal hex is three hexes.

> **The range of an air reconnaissance from any Naval-Air unit (aboard an aircraft carrier) within a non-hexed large sea area is calculated to be the printed **MP = #** (number) of that large sea area. If the printed MP = # of that large sea area exceeds the current allowable range of any particular Naval-Air unit therein, that Naval-Air unit is therefore not eligible to conduct an air reconnaissance therein (though it remains eligible to conduct Air-Naval Interceptions upon any located enemy naval unit, stack or task force therein normally; see [4.15]).*

> **NOTE:** A reconnoitering air unit is **never** actually physically moved from its airbase (nor is it or the reconnaissance attempt itself ever susceptible to an enemy air interception).

Once the air range has been determined, the reconnoitering player must then roll two dice (6-sided), resolved as follows:

Range of **1** hex	= Die roll of **2+**
Range of **2** hexes	= Die roll of **6+**
Range of **3** hexes	= Die roll of **8+**
Range of **4** hexes	= Die roll of **10+**
Range of **5** to **6** hexes	= Die roll of **12+**
Range of **7** to **8** hexes	= Die roll of **14+**
Range of **9** to **10** hexes	= Die roll of **16+**
Range of **11** or **12** hexes	= Die roll of **18+**
Range of **13+** hexes	= Die roll of **20+**

+1 : Per each *additional* uncommitted air unit (that is also within range) assigned to participate in that recon attempt.

+1 : If the targeted enemy naval unit, stack or task force is in a coastal hex.

+1 : If a friendly land and/or naval unit (even in port) occupies the **same** coastal hex as the targeted enemy naval, unit, stack or task force, or if a friendly naval unit is currently within **2** hexes of the targeted enemy stack or task force.

+1 : If the targeted enemy naval unit, stack or task force had been successfully located via a previous recon attempt during the current Phase.

Aside from the normal weather effects upon air units (see [1.5]), inclement weather does not ever affect reconnaissance attempts. If a reconnaissance attempt is successful, **all** of the enemy naval units within that **same** hex (e.g., not just one particular enemy stack or task force) are considered to have been successfully located. Enemy naval units at sea, and enemy naval units in port (in the same hex) are regarded as separate, however, and subject to individual searches (and Flotilla Sighting Reports; see below).

> **NOTE:** Reconnaissance attempts upon enemy ports are automatically successful, though any naval units there (if any) are subject to a Flotilla Sighting Report normally (see below).

Large Sea Areas

Reconnaissance attempt(s) into (and/or from within) any large sea area must be directed at a specific (i.e., specified) naval unit, stack or task force in that large sea area. If a declared reconnaissance attempt is successful, that specified naval unit, stack or task force is considered "located". As per the aforementioned rule, **each** air unit (except ATPs) is allowed to conduct **one** naval-search (if within range) **per** specified naval unit, stack or task force **per** large sea area **per** Phase.

As mentioned, any reconnaissance attempt(s) into a large sea area must include the printed **MP = #** therein (i.e., when determining the range to the target), regardless of the target's actual location within the large sea area.

Automatic Successful Air Reconnaissance (Sea)

If any naval unit, stack or task force *successfully* intercepts any enemy naval unit, stack or task force, both are considered automatically reconnoitered (and located) while in that hex, even if no eligible air unit(s) are currently available to actually perform any reconnaissance attempt(s).

Flotilla Sighting Reports

If a *reconnaissance attempt* upon any particular enemy naval unit, stack or task force is *successful*, **all** of the enemy naval units within that same hex* are collectively and immediately subject to a Flotilla Sighting Report. As such, the reconnoitered player must secretly roll one die (6-sided) and compare the result with the Flotilla Sighting Report table (below). That die roll indicates the amount (and nature) of information that must be provided to the reconnoitering player. But, a reconnoitered player is only required to render **one** Flotilla Sighting Report *per* successful reconnaissance attempt:

1 = # of ships + or - 50% (no type is required).

2 = # of ships + or - 25% (no type is required).

3 = # of named and unnamed ships + or - 50% (by type).

4 = # of named and unnamed ships + or - 25% (by type).

5 = # of named and unnamed ships (by type).

6 = # of named and unnamed ships (by type and by name, if any).

> **Naval units that are in port are considered separate from naval units that are in the same hex, but not actually docked in that same port. As such, each must be reconnoitered separately (and is subject to a separate Flotilla Sighting Report).*

> **NOTE:** Naval units are always reported in terms of naval unit **chits** (regardless of their current status), *not steps.* After determining the results of any Flotilla Sighting Report, the owning player may always round off (either up or down) a legally falsifiable sighting report to the next whole number (i.e., the owning player may round off to the next higher or to the next lower whole number).

> **EXAMPLE:** A Flotilla Sighting Report for three ships (which may be reported as + or - 50%) may be reported as only **one** naval unit (if rounding down), or

as **five** naval units (if rounding up). In other words, if a task force of three ships is being reported as + 50%, three ships may be rounded up by 50% to 4.5. Since a Flotilla Sighting Report of 4.5 ships is not legal, the owning player may round the 4.5 *up* to a round number of 5, if he prefers.

False Reporting
Though a reconnoitered player must always accurately report a Flotilla Sighting Report, he may falsely add an erroneous type and/or name **if** that Flotilla Sighting Report die roll result does not require any specific type or name.

Air-Naval Attacks
Following a Flotilla Sighting Report, the reconnoitering player is then eligible to commence any normal Air-Naval attack(s) upon that located naval unit, stack or task force - while within air range - at any time during that same Phase, even if the reconnoitered enemy naval unit, stack or task force (or any component thereof) exits the reconnoitering air unit(s') range, and then subsequently reenters the reconnoitering air unit(s') range (if located again). Any Air-Naval attack(s) must occur within the attacking air unit(s') range.

Of course, Air-Naval attacks are never permitted upon any enemy naval unit or task force that had not been successfully located. In addition, no further air reconnaissance attempts are permitted upon the same naval unit, stack or task force in that same hex.

A successful reconnaissance is considered defunct as of the moment that the reconnoitered enemy naval unit, stack or task force enters another hex or sea area. Hence, a reconnoitered enemy naval unit, stack or task force is no longer considered located as of the moment it enters another hex or sea area, and thus not susceptible to any enemy Air-Naval attack(s) until located again.

If any reconnoitered enemy naval unit, stack or task force subsequently joins up with another non-reconnoitered enemy naval unit, stack or task force (in the same reconnoitered hex), or splits off as multiple groups (in that same reconnoitered hex), each subsequent naval unit, stack, task force or group is considered - and remains - located as well (while in that hex). In the latter case, additional groups remain located throughout the current Phase (while in that hex), though each subsequent group is considered to be a separate stack (though no longer located) as of the moment it exits the previously reconnoitered hex (or enters or exits a port, as in relation to the location of the original located enemy naval unit, stack or task force). Henceforward, each group may only be attacked separately thereafter.

Commitment Status
No air unit is ever "committed" if attempting to reconnoiter any enemy naval unit, stack or task force during any Phase, regardless of the result. Any air unit(s) that launch to conduct any Air-Naval attack(s) are considered Currently Committed normally thereafter.

[4.11] Air Reconnaissance (Land)

During the Offensive Phase (only), a player may designate any friendly, supplied combat air unit (if otherwise eligible) to conduct a "reconnaissance attempt" of any enemy land hex (within range). A reconnaissance of any land hex is **never** required to permit a player to conduct any operation, but is solely to acquire information and to deduce the strategic intent of an opponent.

Eligibility
If within range, **each** *uncommitted* combat air unit (i.e., not an ATP) is permitted to conduct **one** reconnaissance attempt **per** each enemy *hex** **per** *Offensive Phase* (whether successful or not). The quantity of reconnoitering air units is irrelevant with regard to allowable reconnaissance attempts (upon the hex) during the same Phase.

*Regardless of the quantity of units therein.

Air Reconnaissance (Land) Procedure
When eligible (as explained above), a player may designate one particular reconnoitering combat air unit, and declare a *reconnaissance attempt* upon a particular enemy hex (if the enemy hex is within the reconnoitering air unit's range).

> **NOTE:** A reconnoitering air unit is not actually physically moved from its base (nor is it or the reconnaissance attempt itself susceptible to any enemy air interception).

The reconnoitering player must then roll one die (6-sided), resolved as follows:

Die roll of **1**   **=** Unsuccessful reconnaissance.

Die roll of **2** to **6**   **=** Successful reconnaissance.

- **2** : Target hex is a forest, jungle or jungle-mountain hex.
- **2** : During any inclement weather.
- **1** : Target hex is a mountain (not a jungle-mountain) hex.
- **1** : Target hex is a city and/or resource hex.
- **1** : If the reconnoitering air unit is a Fighter (not a Fighter-Bomber) unit.
- **1** : If the enemy player has any friendly Fighter-type air unit(s) within range of the reconnoitered target hex (Naval-Air units aboard aircraft carriers **are** eligible).

> **NOTE:** A reconnaissance attempt of an enemy land hex is exclusive of any reconnaissance attempt of any enemy naval unit, stack or task force. Thus, no particular air unit may conduct any reconnaissance attempt of an enemy land hex **and** any enemy naval unit, stack or task force per [4.10] during the same Offensive Phase, whether successful or not.

If a reconnaissance is successful, the reconnoitering player may inspect all* air and land units within the reconnoitered hex. Any naval units in that hex, however, are not subject to inspection, even if presently docked in port (i.e., naval units are only eligible to be reconnoitered per [4.10]).

> **If a fort **chit** (even if a coastal fort) is present in that hex, the owning player is always eligible to conceal up to **one** land chit from any successful reconnaissance attempt underneath that fort chit.*

[4.12] Moving Air Units

The lower right printed number of an air unit represents its maximum range (i.e., the number of hexes that it may be moved from its current base to any target hex). The printed range number also indicates the maximum distance (in hexes) from the target hex back to an eligible friendly base. When conducting a Change Base mission, an air unit's range is to be calculated at double (**x 2**) its printed number as the maximum transfer range from the starting base into the ending base.

Hexes
Air units must expend one MP to enter any hex (whether over land or sea), never less and never more. Impassable hexes are never applicable to moving air units. Of course, no air units may ever enter any blank off-map hex.

Non-Hexed Sea Areas
The MP cost for any air unit to enter *any* non-hexed sea area is determined by the printed **MP = #** (number) therein. Thus, to enter any non-hexed large sea area, a moving air unit must have a sufficient range (as printed, but as modified by weather effects, if any) from its current base to move toward and then into a particular non-hexed sea area. Naval-Air units (aboard aircraft carriers) that are presently within a non-hexed large sea area are automatically considered *within* that large sea area. As such, they do not expend any movement therein, and are assumed to be within range of any enemy or friendly naval unit(s), stack(s) or task force(s) therein.

> **NOTE:** A Naval-Air unit (aboard an aircraft carrier) may **not** exit any large sea area in which it currently operates and/or resides.

Neutral Hexes
Any air unit(s) may over-fly a neutral nation's *coastal* hex(es) without affecting its neutrality, provided that the air unit(s) do not cross any neutral all-land hexside.

> **NOTE:** If an air unit crosses a neutral **all-land** *hexside*, it is considered a declaration of war, even if from a coastal hex to another coastal hex.

[4.13] Air Interception

As any enemy air unit moves (including any *accompanying* enemy air units), any non-aloft friendly Fighter-type air units (if within interception range) - and if otherwise eligible - may then declare an air *interception* of the moving enemy air unit(s). Air interceptions must be declared **as** enemy air units move. A player may not retroactively declare an interception after an enemy air unit has exited a particular hex, or moved beyond the intercepting friendly air unit's interception range. As such, this necessitates that players - as they move air units - trace a movement route (hex by hex), indicating which hex each moving air unit is actually entering as it moves.

> **NOTE:** Air units may **never** be intercepted as they are **returning** to base (i.e., after conducting an air mission or operation).

Only a Fighter-type air unit (if launched as a Fighter) that is presently at a base (i.e., is not aloft) may intercept a moving enemy air unit. Moreover, the intercepting Fighter-type air unit must not - itself - be over-stacked at an over-stacked airbase.

Air interceptions may occur whenever any type of enemy air mission occurs* (weather permitting), including during the Strategic Warfare Phase, assuming that interception occurs within the intercepting air unit's legal interception range (see below).

> *Except "reconnaissance attempts", which do not require the reconnoitering air unit to be launched, and therefore cannot be intercepted.

Air Interception Range (APTO)
Any Fighter, Fighter-Bomber and/or Naval-Air unit possesses an interception range of **2 hexes** or **1/2 of their own printed range number**, whichever is *greater* (i.e., the higher value) from (but not counting) the intercepting air unit's own base hex

and then into (i.e., including) the target air unit(s') hex itself. If weather effects reduce a Fighter-type air unit's printed range (see [1.0]), that Fighter-type air unit's allowable interception range is still 2 hexes or 1/2 of that reduced range, whichever is greater (assuming the prevailing weather effects has not reduced a particular air unit's interception range).

> **EXAMPLE:** The Japanese A6M has a printed range of "10". Therefore, its allowable interception range is **5** hexes (i.e., half of 10).

Air Interception Procedure
As any enemy air unit(s) enters within the air interception range of any eligible non-aloft friendly Fighter-type air unit(s), the intending player may declare his intent to perform an air interception (temporarily halting the movement of the targeted enemy air unit or units). At that time, the intercepting player then launches his intercepting air unit(s) - from one base at a time - toward the targeted enemy air unit(s). The intercepting air unit(s) from that particular base must then be moved incrementally (i.e., from their base) along a path (hex to hex) toward the targeted enemy air unit(s) if within the intercepting air unit's legal air interception range.

Air interceptions are only permitted when any enemy air unit(s) actually move within an eligible non-aloft friendly Fighter-type air unit's own air interception range (i.e., not in anticipation or in expectation of such). However, an air interception need not necessarily be declared in the first hex within interception range. The intercepting player may declare an air interception of a moving enemy air unit at any time during its movement (within air interception range). If an enemy air unit - during the course of its movement - subsequently exits the intercepting Fighter-type air unit(s') interception range, no air interception may then be declared upon that enemy air unit (unless it subsequently re-enters that eligible Fighter-type air unit's air interception range).

> **NOTE:** Launching from any base (including an aircraft carrier) is considered "movement", even if not actually exiting the base hex. As such, a launching air unit may be intercepted normally as it launches (i.e., over its own base) before it exits its own base hex (if within the intercepting air unit's air interception range).

An enemy air unit is susceptible to air interception in each hex it launches from and enters, although an intercepting Fighter-type air unit may only attempt one air interception (into one particular hex) per allowable Step (i.e., each air interception upon the same enemy air unit - in each hex - must involve different intercepting friendly Fighter-type air units). When an air interception is declared upon a targeted enemy air unit, **all** of the intended interceptors must arrive* in the interception hex (even if they are from different bases) before air combat is commenced (i.e., a declared interception hex must include all due air units before air combat begins).

> *Unless aborted or eliminated en route, as a result of a counter-interception.

Coordinated Air Interceptions
As any intercepting Fighter-type air unit(s) move toward any targeted enemy air unit, they *may* "collect" any additional (if eligible) friendly Fighter-type air unit(s) - if over-flying their base hex - while en route to the targeted enemy air unit's hex.

Of course, each of the collected friendly Fighter-type air units must be within air interception range of the targeted enemy air unit as well.

Air Counter-Interception(s)

As any intercepting Fighter-type air unit(s) are moved toward a targeted enemy air unit, they may likewise be *counter-intercepted* by other eligible **enemy** Fighter-type air units (if the enemy fighter unit(s) are not already currently "aloft") per the aforementioned interception procedure. An intercepting Fighter-type air unit (as it moves toward a targeted enemy air unit) may be counter-intercepted in any hex it launches from or enters (if within the counter-intercepting Fighter-type air unit's own air interception range), including its destination hex. In addition, any counter-intercepting enemy Fighter-type air unit(s) may then also be *counter-counter-intercepted* by other eligible **friendly** Fighter-type air units (if within air interception range). Moreover, the counter-counter-intercepting Fighter-type air unit(s) may possibly then be *counter-counter-counter-intercepted*, and so forth. Counter-interceptions may continue to occur in this manner until either side has no more available (and/or eligible) Fighter-type air units to do so. Each such air interception is resolved in the order from last to first to occur (see below).

Air Interception Combat Order

After any declared interception or counter-interception, each air combat engagement (see [4.16]) is not resolved until **all** of the participating air units arrive in and occupy the hex or the location where that air combat engagement is occurring. Because of the multifaceted sequence of air interceptions and air counter-interceptions, all the counter-counter-interceptions, counter-interceptions, and interceptions must be resolved in that order. Inasmuch as an air interception may occur pending the resolution of a subsequent counter-interception, the **last** declared counter-interceptions must be resolved **before** the **first** declared interceptions of the current Step (i.e., all air interceptions are resolved in the reverse order they were declared). As such, the last declared interception is always resolved first, and each preceding interception is then resolved next (depending on the outcome of the former), until no further interceptions are pending resolution.

> **NOTE:** A launched air unit that is merely moving *through* any hex where a preceding pending air interception has occurred cannot be intercepted by any aloft enemy air unit(s) in that engagement hex.

All air interceptions (and all air counter-interceptions) must be resolved before commencing any subsequent air, land or naval attacks and/or combat that is due to occur in any combat hex.

After each *interception* is resolved (i.e., after air combat), the surviving* intercept**ed** air units (if any) may then continue their intended movement and/or mission, or may discontinue their movement and/or mission, to be returned to base when normally legal to do so) per the owning player's discretion.

After air combat, all of the surviving* intercept**ing** Fighter-type air units (if any) must be set aside until the end of the current Offensive or Step, at which time they are returned to base normally.

> *Neither aborted or eliminated.*

Canceling Air Interceptions

Once any air interception(s) or counter-interception(s) have been declared **and** launched, an interception or counter-interception may only be canceled if occurring *before* any resulting engagement, and only if agreed upon by all relevant players.

[4.14] Strafing Airbases and Airstrips

During the Naval and Air Phase (only), any Fighter-type air unit(s) may fly to an enemy airbase or airstrip (within range) to attempt a Strafing Attack. Additional Fighter-type air units that are intending to attack the same target hex must be "collected" per the normal Coordinated Air Interceptions procedure (see [4.13] normally.

> **EXCEPTION:** An aircraft carrier may **never** be strafed.

Any Fighter-type air unit that is conducting a Strafing Attack is susceptible to enemy air interceptions normally (including from any enemy Fighter-type air units based at the target airbase or airstrip itself). If an enemy player elects to intercept any encroaching Fighter-type air unit (i.e., en route to conduct a Strafing Attack), air combat is then resolved normally instead.

> **NOTE:** No single airbase or airstrip hex can be strafed more than **once** during the same Phase of any monthly game-turn.

However, **if** an enemy player deems an air interception to be particularly disadvantageous (if numerically and/or qualitatively disadvantaged), he may simply decline to do so. As such, when any Fighter-type air unit(s) enter a target airbase or airstrip hex (to conduct a Strafing Attack), the enemy player (if not intercepting) **must** then announce his intention to either "evacuate" or "ride out" the Strafing Attack.

> **NOTE:** Air units that participate in air combat in the target hex (i.e., conduct an air combat attack) are **not** eligible to conduct a Strafing Attack.

Air Evacuation

If a player chooses to "evacuate" (with any air unit), he must determine the number of *friendly* controlled land hexes over-flown by the closest enemy strafing Fighter-type air unit(s) *en route* to the target airbase or airstrip (including the target airbase or airstrip hex itself). The evacuating player must then roll one die (6-sided) **per** each evacuating air unit - of any type - that is attempting to "evacuate". If the die roll is **equal-to** or **less-than** the *number* of friendly land hexes over-flown by the enemy strafing Fighter-type air unit(s), then that based air unit successfully "evacuates". If the die roll result **exceeds** the *number* of friendly land hexes over-flown by the enemy strafing Fighter-type air unit(s), that air unit cannot "evacuate".

> **NOTE:** A die roll of "6" is always a failed evacuation.

If any air unit successfully "evacuates", it must *immediately* transfer* to another friendly airbase (or perhaps airstrip, if it is a Fighter-type air unit) within its own transfer range (i.e., up to twice the air unit's printed range, weather permitting). If no eligible airbase (or airstrip, if a Fighter-type air unit) is currently available, no evacuation may then occur.

> *Not subject to enemy air interception.*

> **NOTE:** Air unit(s) that successfully "evacuate" become marked as Currently Committed (or become Previously Committed if evacuating within, into or out of a weather zone affected by inclement weather).

Air Evacuation Restrictions

★ No air unit (including Naval-Air units) may ever evacuate to any naval unit (e.g., an aircraft carrier).

★ No evacuating air unit may ever over-stack at any base as a result of an evacuation.

★ No air unit may ever "evacuate" *to* the same hex it is evacuating *from*, even if to a different base within the same hex (although an air unit may evacuate to another base where another air unit had evacuated from).

★ An evacuated air unit is never immune to a subsequent strafing attack at the airbase or airstrip it evacuates to, **unless** that airbase or airstrip has already been strafed during that same Phase.

★ A nation's air units may **not** evacuate while that nation is subject to the Sneak Attack Bonus (see [10.2]).

If a Fighter-type air unit is unable (or fails) to evacuate, it is eligible to participate in air combat normally. However, if any Fighter-type air unit *unsuccessfully* attempts to "evacuate" (and subsequently participates in air combat), it is **not** entitled to any combat strength bonus if fighting *over its own base*. (i.e., the base from where it is evacuating from).

"Riding Out" a Strafing Attack

After resolving all air interceptions and counter-interceptions (if any) preceding a Strafing Attack, any other air unit(s) presently remaining based at a targeted airbase or airstrip must then "ride out" an impending Strafing Attack (i.e., if unable to "evacuate", and/or if intending to avoid air combat). In such a case, those air unit(s) simply remain based at the targeted airbase or airstrip (i.e., on the ground), and are then subject to a Strafing Attack (see below).

Strafing Attack

After resolving any air interceptions and counter-interceptions (if any) preceding a Strafing Attack, **each** surviving* Fighter-type air unit **that did not participate in air combat in the target hex** (i.e., did not conduct any actual air combat attack) may then conduct **one** Strafing Attack upon **one** enemy target air unit - presently based at the targeted airbase or airstrip - (i.e., if not presently aloft).

Neither aborted or eliminated.

EXCEPTION: Any air unit(s) presently based in any nation box may not be strafed.

Each Strafing Attack is calculated and resolved exactly like a normal air combat attack procedure, although any strafing Fighter-type air unit must automatically suffer a **+1** air combat **die roll penalty**, *unless* the target air unit is currently marked as "out-of-supply". The Sneak Attack Bonus die roll modifier (see [10.2]) is **not** applicable to any Strafing Attack, however.

EXCEPTION: No +1 strafing penalty applies to any U.S. air unit based on any Hawaiian Islands airbase during the **December** monthly game-turn of **1941**. The Sneak Attack Bonus die roll modifier (see [10.2]), though, is not applicable to any Strafing Attack on a Hawaiian Islands airbase.

NOTE: Only **hit** results are applicable when conducting Strafing Attacks. Abort results are always ignored.

Obviously, air units that are presently based at a targeted airbase or airstrip (i.e., if not presently aloft)) are ineligible to perform any air combat attacks during an enemy's Strafing Attack (nor may Heavy Bombers conduct "return fire"). After

each eligible Fighter-type air unit conducts and resolves one Strafing Attack, all air units are returned to their base normally at the end of the current Air Movement Step. A Strafing Attack mission never consists of more than one "round" (per air combat parlance).

[4.15] Air-Naval Interception

During the Naval and Air Phase and/or the Offensive Phase, any eligible Bomber, Fighter-Bomber (flying as a bomber) and/or Naval-Air unit or units (flying as a Bomber) may declare an air-naval interception of any moving enemy naval unit, stack or task force (if that enemy naval unit, stack or task force has been located; see [4.10]). An air-naval interception must be declared **as** an enemy naval unit, stack or task force moves. A player may not retroactively declare an air-naval interception in a particular hex after an enemy naval unit, stack or task force has exited that particular hex, or moved beyond the intercepting air unit's range. As such, this necessitates that players - as they move naval units, stacks or task forces - trace a movement route (hex by hex), indicating which hex (or large sea area) each moving naval unit, stack or task force is entering.

NOTE: Any Air-Naval interception(s) upon a particular enemy naval unit, stack or task force must always precede any Reactive naval interception upon that same naval unit, stack or task force (if occurring in the same hex or large sea area).

Only a Bomber-type air unit (launched as a Bomber) that is presently at a base (i.e., is not already "aloft") may intercept a **located** enemy naval unit. Moreover, the intercepting Bomber-type air unit(s) must not - itself/themselves - be over-stacked.

Air-naval interceptions may occur whenever any enemy naval movement occurs (weather permitting), assuming the enemy naval unit, stack or task force is located, and assuming the air-naval interception occurs within that intercepting air unit's allowable range.

NOTE: A Naval-Air unit aboard an aircraft carrier - within a large sea area - is always assumed to possess sufficient air range to reach any located enemy naval unit, stack or task force within that same large sea area.

Air-Naval Interception into a Large Sea Area

If a naval unit, stack or task force is located while in a large sea area, it is susceptible to enemy air-naval interception normally. However, when calculating the range to a located naval unit, stack or task force presently in a large sea area, the printed **MP = #** within that large sea area is **added** to the total distance *from* the intercepting air unit's current base **to** the large sea area itself. When in any large sea area, an entering enemy air unit is automatically considered to be within range of any located naval unit, stack or task force currently therein.

EXAMPLE: A UK task force has been located in the large sea area adjacent to the West map-edge. The Japanese player desires to intercept the UK task force with a 2-20 (H6K), which is based at Pedang (W 2009). Thus, the Japanese player flies the H6K directly from Pedang to the edge of that large sea area. So far, the H6K has expended 9 MPs to do so. Then, however, the H6K must expend an additional 10 MPs to actually enter the large sea area (i.e., the large sea contains a printed **MP = 10**). Hence, the

total movement to enter therein (i.e., directly from Pedang) is 19 MPs. Fortunately for Japan, the H6K's printed range is 20 hexes, thus allowing it to enter that large sea area.

NOTE: All weather effects apply normally within any large sea area(s) in an affected weather zone.

Air-Naval Interception within a Large Sea Area
Any eligible Naval-Air unit(s) presently aboard a functioning (i.e., not presently damaged) aircraft carrier (**within** a large sea area) may conduct an Air-Naval interception upon any **located** enemy naval unit, stack or task force therein. In such a case, the large sea area's MP = # is ignored (because the Naval-Air unit or units are already within that large sea area), and the intercepting Naval-Air unit(s) are assumed to possess sufficient range to reach any *located* enemy naval unit, stack or task force therein (i.e., even if the Naval-Air unit(s)' printed range is actually less than the large sea area's printed MP = #).

NOTE: A Naval-Air unit (aboard an aircraft carrier) may **never** exit any large sea area in which its aircraft carrier presently resides.

Air-Naval Interception Procedure
As a *located* enemy naval unit, stack or task force enters within the printed range of any eligible friendly Bomber-type air unit(s), the intending player may declare his intent to perform an air-naval interception (temporarily halting the movement of the located naval unit, stack or task force). At that time, the intercepting player then launches his intercepting air unit(s) - from one base at a time - toward the located enemy naval unit, stack or task force. The intercepting air unit(s) from each particular base are then moved incrementally (i.e., from their base or bases) along a path (hex to hex) toward the located enemy naval unit, stack or task force within the intercepting air unit(s)' printed range.

NOTE: Bomber-type air units (that are conducting air-naval interceptions) are susceptible to enemy air interception normally.

Air-naval interceptions are only permitted when any enemy naval unit, stack or task force actually enters within any eligible friendly Bomber-type air unit's own printed range (i.e., not in anticipation or expectation of such). However, an air-naval interception need not necessarily be declared in the first hex (or large sea area) within range. The intercepting player may declare an air-naval interception of a moving enemy naval unit, stack or task force at any time during that enemy naval unit's, stack's or task force's movement (if within range). If an enemy naval unit, stack or task force - during the course of its movement - subsequently exits the intercepting Bomber-type air unit(s)' printed range, no air-naval interception may be retroactively declared upon that enemy naval unit, stack or task force (unless that enemy naval unit, stack or task force subsequently *re-enters* any eligible Bomber-type air unit's printed range).

An enemy naval unit, stack or task force is susceptible to an eligible air-naval interception in each hex it enters, although an intercepting Bomber-type air unit may only attempt one air-naval interception (into one particular hex or large sea area) per Step (i.e., each air -naval interception upon the same located enemy naval unit, stack or task force - in each hex or large sea area - must involve different intercepting friendly Bomber-type air units). When any air-naval interception is declared upon a located enemy naval unit, stack or task force, **all** of the intended Bomber-type air units must arrive* in the target hex (even if from different bases) before any Air-Naval attacks commence. Air-naval interceptions always precede any naval interceptions within the same hex or location.

Unless aborted or eliminated en route as a result of any enemy counter-interception(s).

NOTE: For purposes of clarification, any naval unit(s) that are "in port" are always considered to be in a different location from any naval unit(s) that are *not* in port, even if in the same hex. As such, each location must be intercepted/attacked separately.

Coordinated Air-Naval Interceptions
As any intercepting Bomber-type air unit(s) move toward a located enemy naval unit, stack or task force, they *may* "collect" any additional (if eligible) Bomber-type air unit(s) - if over-flying their base hex - while en route to a located enemy naval unit's, stack's or task force's hex. Of course, each of the collected friendly Bomber-type air units must also be within allowable air range of the located enemy naval unit, stack or task force.

Any Bomber-type air units in the same airbase hex may also launch and then fly over any other friendly base hexes to "collect" friendly *Fighter-type* air units presently based there, and may then collectively fly on toward a located enemy naval unit, stack or task force (being susceptible to eligible enemy air interception as they move). Any "collected" air units also may **not** be split up as they are moving, or attack a different target hex. Any launching Bomber-type air unit(s), however, may fly over as many friendly base hexes as desired (within movement allowances) and may collect as many eligible friendly air units as are available in each base hex (while en route to the target). Any "collecting" Bomber-type air unit(s) are not considered to actually be landing, but are merely over-flying any friendly base hex(es) that they enter along the way. When "collected", all such air units may then move on toward the located enemy naval unit, stack or task force, provided that all of those air units still possess sufficient movement (i.e., range) to reach the target hex (or large sea area). All such air units are susceptible to normal eligible enemy air interceptions along the way. Any Fighter-type air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range. The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units "collected" en route) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

NOTE: Bombers or other combat air units are never required to be "collected" if over-flown by any other Bomber-type air unit(s) *en route* to a target hex. An intercepting player is free to choose as few or as many eligible combat air units to be "collected" as he desires.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not *or* cannot fly with any attacking Bomber-type air unit(s) on toward a particular target hex must simply stop in their last occupied hex (whether by choice, or as a result of their own movement limit) as the Bomber-type air unit(s) and other accompanying (i.e., "collected") air units (if any) continue on. *Each* accompanying air unit may fly within or up to the extent of its own printed range, irrespective of any other escorting (accompanying) Fighter-type air unit(s) or Bombers-type air unit(s) they are with during that same air-naval interception. Accordingly, each air unit - as it is left behind - is subject to

any eligible enemy air interceptions (as are any air units that continue on). Fighter-type air units that have stopped or have reached the extent of their printed movement range simply remain in the last hex that they occupied (unless aborted) until the end of the current Offensive or Step.

Fighter-type air units flying **with** any Bomber-type air unit(s) - *as escorts* - cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically results in air combat in their own hex.

> **EXAMPLE:** A Japanese task force is moving from Manila (W 3021) toward Saigon (W 2713). As it is moving north, it enters within the printed range of a UK 4-11[1] (Liberator) Bomber based at Chungking (W 4113). The UK player declares a reconnaissance attempt upon the Japanese task force (temporarily halting the task force's movement). Incredibly, in spite of the long range to the Japanese task force, the reconnaissance is successful, and the Japanese task force is then considered "located". Thus, the UK player then declares an air-naval interception.
>
> Because of the presence of Japanese Fighters in the vicinity of the task force, the UK player elects to launch a 4-9/2 (Mosquito) Fighter-Bomber from Changsha (W 4017) instead. While en route to the located task force, the Mosquito Bomber over-flies a UK airbase (W 3917), and "collects" a 4-2/3 (Spitfire) Fighter based there. Then, the Spitfire and the Mosquito fly on together toward the located Japanese task force. However, after moving two hexes from the airbase, the Spitfire must stop (because it is the extent of the Spitfire's printed range). The Japanese player has decided not to intercept the Spitfire and Mosquito for now (knowing that the Spitfire cannot fly beyond the second hex from its airbase). Nevertheless, the Mosquito (flying as a Bomber) continues to move (leaving the Spitfire behind) toward the Japanese task force. Now, the Japanese player opts to launch all of his available Fighters, intercepting the Mosquito after it moves a couple additional hexes. The UK player is unable to launch any counter-interceptions, but before air combat is resolved, the UK player then launches the Liberator from Chungking, and then moves it toward the located Japanese task force. Unfortunately for the absent-minded Japanese player, all his available Japanese Fighters are currently "aloft" (intercepting the Mosquito). Thus, the Liberator presently flies undisturbed toward (and into) the task force's hex. Before the Liberator may attack the Japanese task force, the Japanese Fighters and the Mosquito must resolve air combat. At this point, the UK player elects to change the Mosquito's role from a Bomber to a Fighter. Luckily for everybody, all the Fighter-type air units miss during the first round of air combat. But even if the Japanese Fighters miss again during the second round of air combat, the Mosquito is not eligible to continue on toward the task force, because it changed from the Bomber role to the Fighter role. Therefore, the UK player decides not to risk fighting in a second round of air combat against superior Japanese Fighters, and voluntarily aborts the Mosquito (knowing the Mosquito is unlikely to survive a second round of air combat, and realizing that the Liberator is currently eligible to attack the Japanese task force). Now that all air interceptions and air combat have been resolved,

the UK player then commences his attacks upon the Japanese task force with the Liberator Bomber.

All Bomber-type air units that are participating in the same air-naval interception (including "collected" Bombers) must attack the same target hex. No Bomber-type air units may ever be collected, fly with, or otherwise participate in any air-naval interception if they lack sufficient movement* (i.e., range) to actually reach the located naval unit, stack or task force (as the "collecting" air units). In other words, any Bomber-type air units that are launched or collected must all possess enough available movement to be capable of reaching the same target hex. Not all intercepting Bomber-type air units are necessarily required to fly all the way to the target hex, but they must at least *possess* enough available movement to do so. As such, any number of Bomber-type air units may be "dropped off" while *en route* to the located naval unit, stack or task force, although they are ineligible to conduct any attacks (as they are "dropped off"), and thereafter are Committed just the same, if pertinent. Nevertheless, a player may desire (i.e., during the course of an air-naval interception) to leave some of the participating Bomber-type air units (and/or escorting Fighter-type air units) behind (before reaching the target hex) if, for example, he wants to avoid subjecting any particular air unit(s) to further potential air combat and/or anti-aircraft fire.

> ***Fighter-type air units may be launched as intermediate escorts, even if they do not possess sufficient range to actually reach the intended target hex. Any such Fighter-type air units may fly to the extent of their own printed range, even if short of the target hex itself (but, of course, must end their movement when at the extent of their own range).*

> **NOTE:** A Fighter-type air unit that will be escorting an Air-Naval attack is permitted to be launched first and then flown to collect the participating Bombers (i.e., in that order). Of course, all range (and also weather) considerations apply normally.

Air-Naval Interception Restrictions

★ Tactical submarine chits may never be intercepted as they are *moving* (see [3.29]).

★ During the End Phase, only naval units, stacks or task forces that **were** outside of the eligible range of any particular enemy Bombers-type air unit, ***and then moved within*** any such air unit's eligible range (if uncommitted), are liable to air-naval interception (and Air-Naval attacks). Any naval unit, stack or task force that began the End Phase *already* within any particular Bomber-type air unit's eligible range cannot be attacked by that air unit during the End Phase.

[4.16] Air-to-Air Combat

If opposing (and aloft) air units ever occupy the same hex or location (and if at least one of the air units is a Fighter-type air unit), air combat **must** be resolved in that hex or location.

Because of the mechanics of air interceptions, counter-interceptions, counter-counter interceptions, and so forth, air combat may conceivably occur more than once during the same actuation, depending upon the circumstances and the participating air units' eligibility.

Air-to-Air Combat Eligibility

Any Fighter-type air unit, when aloft, is eligible to attack while engaged in air combat (i.e., conduct an air combat die roll). A Fighter-type air unit is defined as any Fighter, Fighter-Bomber (flying as a Fighter) or Naval-Air unit (flying as a Fighter). Heavy Bombers (those with a circled quality rating) engaged in air combat - **if** hit during that air combat - are eligible to resolve a "return fire" air combat attack (see [4.19]).

Any air unit may *participate* in air combat, but only Fighter-type air units may actually attack enemy air units. However, any air unit may *be attacked* during air combat. ATPs, Bombers, Fighter-Bombers (flying as Bombers), and Naval-Air units (flying as Bombers) cannot ever attack while engaged in air combat, unless (in the case of Fighter-Bombers or Naval-Air units) reverting to a Fighter-type role (i.e., known as "dumping ordnance"), or in the case of any *hit* or *aborted* Bomber with a circled quality rating conducting "return fire" (see [4.19]).

Air-to-Air Combat Sequence

Each air combat engagement entails **two** sequential bouts, known as "rounds" (i.e., ROUND 1 and ROUND 2). Only air units that endure the first air combat round (i.e., were neither hit or aborted) will be eligible to participate in the second air combat round (**if** the owning player desires), regardless of the participating aircraft type. Likewise, only air units that endure the second air combat round will be eligible to participate in any *subsequent* air, land or naval combat thereafter during the same Step or Phase (if the owning player desires).

> **NOTE:** Half-step Naval-Air units (i.e., Naval-Air units that are *blank* on the reverse side) are **not** eligible to participate (i.e., fight in air combat) in the **second** air combat round (although a half-step Naval-Air unit may *remain* in the air combat hex during the second air combat round). Other half-step (i.e., depleted) air units aren't encumbered by this restriction, however.

Air-to-Air Combat Sequence

Air-to-air combat is resolved in accordance with the following sequence and procedure:

ROUND 1

[1] Both players agree that no additional intercepting air units will be flying toward and entering the current air combat location.

[2] Both players must declare whether any Fighter-Bomber(s) - launched as a Bomber role - will remain in the Bomber role, or will "dump ordnance" and revert to the Fighter role. The player with the first air unit(s) in the air combat location must decide first, followed by the second player. Players must denote which Fighter-type air unit(s) will be attacking any Bomber(s), if any.

[3] Each friendly Fighter-type air unit then attacks any one enemy air unit (of any type) once. All friendly air combat

hits and aborts are then noted (but not implemented yet). Then, each enemy Fighter-type air unit returns fire as well. All enemy air combat hits and aborts are then noted, but not implemented yet.

(REFER TO THE AIR-TO-AIR COMBAT PROCEDURE BELOW)

[4] All air combat hits and aborts inflicted during ROUND 1 are implemented now. All hit and aborted air units are set aside for now (to be returned to base after ROUND 2 is resolved).

> **NOTE:** Japanese air units flying as Kamikazes are immune to abort results (see [10.7]).

[5] Both players may *voluntarily* abort **any** remaining air units now, if desired, irrespective of the other player's intent or status.

ROUND 2

[1] Both players decide which air units will remain during ROUND 2. The player with the first air unit(s) in the air combat location must decide first, followed by the second player.

[2] Fighter-Bombers that had remained in the Bomber role may "dump ordnance" and revert to the Fighter role. Again, the player with the first air unit(s) in the air combat location must decide first, followed by the second player. Players must denote which Fighter-type air unit(s) will be attacking any Bomber(s), if any.

[3] Air combat***** is resolved for Round 2 (i.e., per the same procedure described above).

(REFER TO THE AIR-TO-AIR COMBAT PROCEDURE BELOW)

[4] All air combat hits that were inflicted during ROUND 2 are implemented now.

[5] Air combat is concluded. All surviving hit and aborted air units (from both rounds) are returned to base at the end of the Offensive or Step.

> **NOTE:** Japanese air units flying as Kamikazes are immune to abort results (see [10.7]).

*All *Half-step Naval-Air units are ineligible to attack during the second round of air combat, although they may remain in the air combat location (and may be targeted be enemy Fighter-type air units normally). Any half-step Naval-Air unit is eligible to impart air superiority nonetheless (if it has not been aborted or eliminated during the second round of air combat).*

Air-to-Air Combat Procedure

When air combat occurs, both players must array (off the map) their opposing air units, revealing every air unit that had been in the same air combat hex.

After determining which Fighter-type air units are eligible to attack, the friendly player (i.e., the player with the first air unit in the hex) nominates one attacking Fighter-type air unit (flying as a Fighter) and one target air unit. Each attacking air unit is permitted to conduct one attack (i.e., one die roll) per air combat round (in which it is participating in air combat), regardless of its air combat attack result. An attacking Fighter-

type air unit may **not** attack any opposing air unit that has already been attacked during the current air combat round **unless** *every* opposing air unit (in that same air engagement) has already been attacked at least once. Likewise, an attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked twice **unless** *every* opposing air unit (in that same air engagement) has already been attacked twice, and so forth.

The attacking player may resolve each attack before declaring the next (i.e., one at a time), thereby allowing him to consider the outcome of each attack before declaring the next attack (if in compliance with the aforementioned targeting restriction).

After designating any eligible attacking air unit(s) and the opposing target air unit(s), each air combat attack is calculated and resolved as follows:

[1] Add the attacking Fighter-type air unit's **combat strength** number and **quality rating** number.

[2] Subtract the **enemy target's quality rating** number, and determine the final total (which is known as the "air target number").

> **NOTE:** Any air unit **without** any printed quality rating number is always assumed to possess a quality rating of "**0**".

[3] After determining the "air target number", roll one die (6-sided), resolved as follows:

(4) If the die roll is **less than** the "air target number", the target air unit is **hit** (and aborted, unless eliminated as a result of that hit).

(4) If the die roll is **equal-to** the "air target number", the target air unit is **aborted**.

> **NOTE:** Japanese air units flying as Kamikazes are immune to abort results (see [10.7]).

(4) If the die roll is **greater than** the "air target number", it is a **miss**.

After the friendly player has resolved the attacks of all his eligible Fighter-type air units in that same air engagement, the enemy player then determines which Fighter-type air units are eligible to attack. After determining which Fighter-type air units are eligible to attack, the enemy player (i.e., the intercepting player) nominates one attacking Fighter-type air unit (flying as a Fighter), and one target air unit. Each attacking air unit is permitted to conduct one attack (i.e., one die roll) per air combat round (in which it is participating in air combat), regardless of its air combat attack result. An attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked during the current air combat round **unless** *every* opposing air unit (in that same air engagement) has already been attacked at least once. Likewise, an attacking Fighter-type air unit may **not** attack an opposing air unit that has already been attacked twice **unless** *every* opposing air unit (in that same air engagement) has already been attacked twice, and so forth.

The attacking player may resolve each attack before declaring the next (i.e., one at a time), thereby allowing him to consider the outcome of each attack before declaring the next attack (if in compliance with the aforementioned targeting restriction).

Air Combat Considerations

★ A die roll (or die roll result) of "**1**", if a "1" does not actually calculate to be an abort or a hit, is always considered an *automatic* **abort**.

★ A die roll result of "**5**", **if** less than the air target number, is considered an *automatic* **abort** (i.e., a "5" result is never a hit).

> **NOTE:** Japanese air units flying as Kamikazes are immune to abort results (see [10.7]).

★ A die roll (or die roll result) of "**6**", if a "6" actually calculates to be an abort or a hit, is considered an *automatic* **miss**.

★ A physical die roll of "**5**" (abort) or "**6**" (miss) cannot be modified by any air combat modifiers (e.g., the Sneak Attack Bonus), and thus are resolved as an abort (if a roll of "5") or a miss (if a roll of "6"), except Kamikazes, which are immune to abort results.

Concluding Air Combat
After air-to-air combat, any surviving unaborted air unit(s) may continue their intended mission(s), if otherwise eligible to do so, or remain idle in the present air combat hex to be returned to their base(s) when stipulated by the Sequence of Play (see [viii]).

[4.17] Air-to-Air Combat Results

There are **three** possible air combat results, listed as follows:

★ **Hit**
A hit result inflicts a combat depletion upon the target air unit. If the target air unit is presently depleted (or if the back side of that chit is blank), the target air unit is therefore eliminated. If the target air unit is presently full-strength, it must be flipped to its back (i.e., depleted) side.

> **NOTE:** If a full-strength air unit is hit, it is also considered automatically "aborted" as well (see "Abort" below), except Japanese air units flying as Kamikazes, which are always immune to abort results (see [10.7]).

★ **Abort**
An abort result averts the air target from the current air engagement. When an air target is aborted, it is set aside until the conclusion of the current air combat engagement. It cannot attack (or be attacked), or participate in air, land or naval combat for the duration of the current mission or operation. Afterward, it is returned to base normally (at the end of the current Offensive or Step).

> **NOTE:** Japanese air units flying as Kamikazes are immune to abort results (see [10.7]).

If an air unit is aborted while performing a Change Base mission, it must return to the last base it occupied before the abort.

An abort result has no other effect upon an air unit target. When an aborted air unit target is returned to its base, it may then be launched and operate normally thereafter (including during a subsequent Step of the same Land Offensive), if otherwise eligible.

★ **Miss**
A miss result has no effect upon the air unit target.

[4.18] Air-to-Air Combat Modifiers

Air-to-air combat may be modified, per any of the following circumstances that apply:

★ **Air Combat Over an Air Unit's Own Airbase**
Any Fighter-type air unit that engages in air combat over (i.e., in the same hex as) its own airbase (i.e., the same airbase it has launched from and/or is transferring to) automatically receives a **+1** bonus to its own **combat strength** number during *both* air combat rounds. Air units that attempt (but fail) to "evacuate" are not entitled to this bonus. This bonus does **not** ever apply, however, during the Strategic Warfare Phase. In additionally, an aircraft carrier is never considered a "base". As such, a Naval-Air unit (launched from an aircraft carrier) is never entitled to this bonus. This bonus never applies over any Dirt Airstrip.

EXCEPTION: No U.S. Fighter-type air unit receives any combat strength bonus over any Hawaiian Islands airbase during the **December** monthly game-turn of **1941**.

NOTE: An air unit that is changing base **is** entitled to the +1 bonus over **each** airbase it transfers to (i.e., per "hop").

★ **Sneak Attack Bonus**
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 any nation (**except** China and the Soviet Union) when the Sneak Attack Bonus is in effect, each 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. The Sneak Attack Bonus does **not** apply when conducting a Strafing Attack, however.

★ **Escorted Bombers**
If an *enemy* Fighter-type air unit attacks a friendly Bomber (or a friendly Fighter-Bomber or a Naval-Air unit that is flying as a Bomber), any other eligible **untargeted** friendly Fighter-type air unit in that same air combat hex (that is itself not currently targeted) will automatically receive a **+1** bonus to its own **combat strength** number when it is attacking that enemy Fighter-type air unit.

★ **Strafing Attack**
If any Fighter-type air unit conducts a Strafing Attack (see [4.14]) upon an enemy air unit that is *currently* based at an airbase or airstrip (i.e., if the enemy air unit is not presently aloft), the strafing Fighter-type air unit must automatically suffer a **+1** air combat attack **die roll** penalty, *unless* the target air unit is currently marked as "out-of-supply" (in which case no penalty is incurred).

EXCEPTION: No +1 strafing penalty applies to any U.S. air unit based on any Hawaiian Islands airbase during the **December** monthly game-turn of **1941**. The Sneak Attack Bonus die roll modifier (see [10.2]), though, is not applicable to any Strafing Attack on a Hawaiian Islands airbase.

★ **Elite Pilots**
If playing with optional rule [11.49], any Japanese Fighter-type air unit assigned with an "Elite Pilots" chit will automatically receive a **+1** bonus to its own **combat strength** number when attacking any enemy air unit.

[4.19] Heavy Bomber "Return Fire"

Bombers may never attack enemy air units during air combat, although a Heavy Bomber (any Bomber with a **circled** quality rating) will be eligible to conduct Heavy Bomber "return fire" **if** ever **hit** by an enemy Fighter-type air unit during air combat.

NOTE: Heavy Bombers cannot conduct "return fire" if hit during a Strafing Attack (i.e., if not presently aloft).

Whenever any *Heavy Bomber* is **hit** (even if it is eliminated as a result) during air combat, that particular Heavy Bomber chit is then immediately eligible to conduct a "return fire" air combat die roll. In such a case, the owning player (of the Heavy Bomber) simply rolls one die (6-sided), adding the Heavy Bomber's quality rating to the die roll, but subtracting the Fighter-type air unit's quality rating (i.e., the Fighter-type air unit that caused the Heavy Bomber to be aborted or hit). If the final net die roll result is **greater than** that Fighter-type air unit's quality rating, that Fighter-type air unit is considered to be **hit** by the Heavy Bomber's "return fire". If the net die roll is only **equal-to** that Fighter-type air unit's quality rating, that Fighter-type air unit is considered to be **aborted**. If the net die roll **is less-than** that Fighter-type air unit's quality rating, it is considered a **miss**. A Heavy Bomber's "return fire" die roll of "6" is *always* considered a "hit", however, regardless of the aforementioned calculation. Conversely, a Heavy Bomber's "return fire" die roll of "1" is always considered a "miss", regardless of the aforementioned calculation.

EXAMPLE: A Japanese 4-8/4 "Frank" (Ki-84) Fighter intercepts and attacks a US 20-20[4] (B-29) Bomber, thereby depleting it. Accordingly, the US player immediately rolls one (6-sided) die (rolling a "3"), and adds the US 20-20[4] Bomber's quality rating (i.e., "4"), for a total of "7". The Japanese 4-8/4 Fighter's quality rating (i.e., "4") is then subtracted from that total ("7"), for a **grand total** of "3" (i.e., "7" - "4" = "3"). The grand total of "3" is less-than the Japanese 4-8/4 Fighter's quality rating (i.e., "4"), and is therefore considered to be a "miss".

[4.20] Air-Naval Attacks

As of the commencement of a successful air-naval interception engagement (after resolving any preceding air interceptions and air combat up to and in the interception hex or large sea area), any eligible Bomber-type air unit(s) that are in the same hex (or stacked together in the large sea area) with a located enemy naval unit, stack or task force may then conduct any eligible Air-Naval attack(s).

Air-Naval Attack Sequence
When a player is eligible to conduct any Air-Naval attack(s), he must do so via the following sequence:

[1] The attacking player may examine **all** enemy naval units in the target hex (or stacked together in a large sea area).

[2] Calculate the current "anti-aircraft value" (see [4.21]).

[3] The attacking player may target any particular enemy naval unit(s) in the target hex (or stack, if in a large sea

area). The attacking player is not required to specify all of his intended attacks now. He may resolve each Air-Naval attack before declaring the next.

NOTE: A player is never required to conduct any Air-Naval attack(s).

[4] The attacking player rolls **2** dice (6-sided) once per each eligible Air-Naval attack (against one specific naval unit chit). Inflict each naval hit as it occurs. If the attacking air unit is a **Kamikaze** (or if employing the "Torpedo Bonus" if playing with AOI [11.29]), implement anti-aircraft hits *as they occur*.

(REFER TO THE AIR-NAVAL ATTACK PROCEDURE BELOW)

[5] After resolving all Air-Naval attacks, implement all anti-aircraft hits inflicted hitherto (occurring during Step [4]).

Air-Naval Attack Procedure
Each attacking Bomber-type (or Kamikaze Fighter-type) air unit is eligible to conduct a number of attacks (i.e., dice rolls) equal-to its own printed combat strength rating (e.g., a 4-7/1 B-25 is eligible to conduct up to four attacks during each air-naval interception engagement). Bomber-type air units with an *underscored* combat strength number (e.g., 3) are limited to a number of attacks equal-to **half** of that printed combat strength number (rounded down).

> **NOTE:** No Bomber-type air unit may ever conduct more than **4** attacks, regardless of its printed combat strength number (e.g., a 20-20[4] B-29 Bomber may conduct up to 4 attacks, **not** 10).

If a particular Bomber-type air unit is capable of conducting multiple Air-Naval attacks, each attack may be directed at a distinctly different enemy naval unit, disseminated among multiple enemy naval units, or all against a single enemy naval unit (in any order). Each Air-Naval attack is to be resolved separately and always irrespective of any other attack(s). The attacking player may resolve each attack before declaring the next (i.e., one at a time), thereby allowing him to consider the outcome of each Air-Naval attack before declaring the next Air-Naval attack.

Air-Naval Attacks
When designating and conducting each eligible Air-Naval attack, the attacking player rolls 2 dice (6-sided). If an Air-Naval attack dice roll is **equal-to** or **greater-than** the target naval unit's printed armor rating, that targeted naval unit is successfully **hit**. If the roll is **less than** the target naval unit's printed armor rating, the target naval unit is **missed**.

> **NOTE:** If a target naval unit's printed armor rating *exceeds* 12, a **net** Air-Naval attack die roll result of "12+"***** **is** always considered to be a hit. For example, a battleship with a printed armor rating of "14" will be considered hit by a Naval-Air unit attack dice roll of "9" (i.e., **+3**; see Air-Naval attack modifiers below = "12").

> ******Not applicable to naval combat.*

When any naval unit is hit, it is flipped to its "damaged" or depleted side. If a hit naval unit is already currently damaged or depleted (or if the reverse side of the chit is simply blank), it therefore is "sunk" by that hit.

> **NOTE:** Like naval combat, any attack roll of "doubles"

(if also equal-to or greater-than the target naval unit's armor rating) is always considered to be an automatic "sink", even if the target naval unit is not currently damaged or depleted. An attack roll of "doubles" has no additional effect upon STPs, however (see [3.18]).

Air-Naval Attack Modifiers
The following Air-Naval attack dice modifiers must be applied to any Air-Naval attack, when applicable:

+2 : If the attacking aircraft is any Japanese air unit flying as a Kamikaze (this modifier is not cumulative with any other Air-Naval Attack modifiers; see [10.7]).

+3 : If the attacking aircraft is a Naval-Air unit which is attacking a named naval unit (i.e., a CV, CVL, BB, BBCV, CA or a Raider).

+2 : If the attacking air unit is a land-based Bomber-type air unit with **no** underscored combat rating which is attacking a named naval unit (i.e., a CV, CVL, BB, BBCV, CA or a Raider).

+2 : If the targeted naval unit (of any type) is presently "in port".

+1 : If the attacking air unit is a land-based Bomber-type air unit with an underscored combat rating which is attacking a named naval unit (i.e., a CV, CVL, BB, BBCV, CA or a Raider).

+1 : If the attacking aircraft is a Japanese Naval-Air unit which is attacking during the **first** monthly game-turn of Japan's invasion of any nation that is subject to the Sneak Attack Bonus (see [10.2]).

- 1 : If the attacking aircraft is a land-based Bomber-type air unit with a *circled* quality rating (i.e., a *Heavy Bomber*). This modifier is not applicable when attacking STPs, however.

- 1 : If the attacking aircraft is a Japanese air unit which is attacking a submarine naval unit (i.e., a SS).

> **NOTE:** All Air-Naval attack modifiers are cumulative, if applicable, except the Kamikaze modifier.

[4.21] Naval Anti-Aircraft Effects

Aside from anti-aircraft results incurred via the Bombing Table, bombing air units will be subject to anti-aircraft effects as follows:

When attacking a naval unit, stack or task force, the probability of a naval anti-aircraft *hit* upon each such attacking air unit is directly relative to the number of naval units present in the target location. Before any Air-Naval attacks can begin, the attacking and defending player must determine the current "anti-aircraft value" of the targeted naval unit, stack or task force in the target location.

> **NOTE:** Escorting Fighter-type air units are **never** susceptible to anti-aircraft during an Air-Naval attack, even if they are in the target location. Only attacking Bomber-type air units may be hit by anti-aircraft.

Naval Anti-Aircraft Value
When determining an "anti-aircraft value", the total current gunnery rating of **all** naval units in the same target location***** is added as a sum, and then **divided by 10** (always rounding down). The resulting number is the "anti-aircraft value".

> ******Even if from different stacks or task forces.*

NOTE: Any naval units docked "in port" are always considered to be a separate location from those that are not docked in port, even if in the same hex.

EXCEPTION: A submarine unit's gunnery rating is never applicable when determining an "anti-aircraft value", nor is any naval unit's torpedo rating (if any).

After determining the naval units', stack's or task force's "anti-aircraft value", the attacking player *may* then commence any normal eligible Air-Naval attacks. Thus, if any Air-Naval attack **roll** (not including any Air-Naval attack modifiers) is **equal-to** or **less-than** the determined total "anti-aircraft value" for that location, the currently attacking Bomber-type air unit is then considered **hit** by the anti-aircraft fire (and is consequently depleted), although any anti-aircraft hit(s) are not *implemented* until **after** all pending Air-Naval attacks (during that air-naval interception engagement) are resolved (except if a Kamikaze Air-Naval attack; see [10.7], or *low and slow*; see AOI [11.29]). If any attacking Bomber-type air unit incurs *several* anti-aircraft hits (beyond eliminating the air unit), the additional anti-aircraft hits are **not** applied to any other air units (i.e., they are simply ignored). Any incurred anti-aircraft hit only applies against the currently attacking air unit itself (but is not implemented until after all of the pending Air-Naval attacks during that air-naval interception engagement are resolved).

EXAMPLE: Two Japanese 2-14 "Betty" (G4M) Bombers conduct an air-naval interception upon a located US task force in the North Sea. The US task force consists of the Battleship Tennessee (a gunnery rating of "**4**"), Nevada (a gunnery rating of "**4**"), and the Idaho (a gunnery rating of "**4**"), plus the Heavy Cruiser New Orleans (a gunnery rating of "**2**"), seven Light Cruisers (a gunnery rating of "1" each, for a total of "**7**"), and four Destroyers (each with a gunnery rating of "0"). Thus the total gunnery value is determined to be **21** points. As such, the task force's "anti-aircraft value" is calculated to be **2.1** (i.e., a division of 10), which is rounded down to the whole number "**2**". After considering the US task force's "anti-aircraft value", the Japanese player elects to conduct Air-Naval attacks with both G4M Bombers. Each G4M is eligible to conduct two attacks (because its combat strength rating is a non-underscored 2). With the first G4M Bomber, the Japanese player rolls a 3 and 7 (i.e., no anti-aircraft hits). With the second G4M, however, the Japanese player rolls a 2 (an anti-aircraft hit, which is not implemented yet, because that G4M is not flying as a Kamikaze), and then another 2 (a second anti-aircraft hit, which is also not implemented yet, because that G4M is not flying as a Kamikaze). After concluding the Air-Naval attacks, the Japanese player must then implement the anti-aircraft results. In this case the *second* Japanese G4M Bomber had suffered two anti-aircraft hits; eliminating it (i.e., the first hit depleting it, and then the second hit eliminating it). If that G4M had actually suffered three hits, however, the third hit would simply be ignored (i.e., it is **not** applied to the other Japanese G4M).

EXCEPTION: If any Air-Naval attack is as a result of a **Kamikaze** attack, any successful anti-aircraft hit(s) that occur during that Kamikaze attack **are** implemented immediately. Thus, an attacking Kamikaze air unit will become immediately depleted as a result of an anti-aircraft hit (or eliminated if already depleted, including as a result of a preceding anti-aircraft hit), not after all of its attacks are resolved.

Naval Anti-Aircraft Modifiers
Apply the following anti-aircraft modifiers (cumulatively) to any calculated "anti-aircraft value", when applicable:

+2 : Anti-aircraft value if the targeted naval units, stack or task force is presently docked in a friendly Major or fortified port (including an enlarged port; see [10.43]).

+1 : Anti-aircraft value if the targeted naval units, stack or task force is presently docked in a friendly Minor Port.

+1 : Anti-aircraft value if the *total* number of friendly Destroyer* (DD) chits **equals or exceeds** the total number of *all other* friendly naval unit chits (in that same location, to include each STP *chit, not point*) **- OR -** if there is at least **one** *undamaged* friendly named aircraft carrier (in that same location).

> **And/or any US **1-7-45 "A"** or Dutch **0-3-33 "A"** Light Cruiser (CL) (if an Allied stack or task force), which is considered equivalent to a Destroyer for purposes of this modifier.*

+1 : Anti-aircraft value if the targeted naval units, stack or task force contains at least **50%** US naval units as of **1944** or later.

If a target's "anti-aircraft value" is at least **one**, (even if only because it is in port), or if **any** Destroyer* (DD) chits are present, an Air-Naval attack dice roll of "2" (i.e., a "snake eyes") is always considered an anti-aircraft "hit". Conversely, a single hex's "anti-aircraft value" **never exceeds "4"**, regardless of the total number of naval units and/or modifiers therein (i.e., even if the net anti-aircraft value exceeds "4").

> **And/or any US **1-7-45 "A"** or Dutch **0-3-33 "A"** Light Cruiser (CL) (if an Allied stack or task force), which is considered equivalent to a Destroyer for purposes of this modifier.*

NOTE: When determining a Bomber-type air unit's Air-Naval attack, the *dice* roll itself (i.e., irrespective of any applicable modifiers) is the only determinant regarding anti-aircraft hits. Thus, it is possible for an attacking Bomber-type air unit's actual dice roll to be below a target's "anti-aircraft value" (i.e., an anti-aircraft hit), but also result in a successful hit upon the targeted naval unit (if the *modified* result equals or exceeds the target's armor rating). An anti-aircraft hit does **not** nullify a successful Air-Naval attack hit.

A target hex's "anti-aircraft value" may change (i.e., diminish) as a target stack or task force suffers hits and/or losses (e.g., a target stack's total gunnery value could become sufficiently decreased as a result of enemy Air-Naval attack hits, thereby reducing the stack's accrued "anti-aircraft value"). As such, a target hex's "anti-aircraft value" must be recalculated as Air-Naval attack hits occur.

[4.22] Ground Support

When any player declares any land combat attack (and/or Paradrop) during the Offensive Phase, the attacking and/or the defending player may launch any eligible friendly air unit or units (Bomber-type and/or Fighter-type air units) to fly to that land combat hex as "ground support". There is no Offensive or EP expenditure required to do so. Rather, eligible air unit(s) may simply launch, fly to and participate in the concurrent land combat attack, explained as follows:

Ground Support Procedure

After either side declares any land combat attack(s) within the printed range of any eligible friendly Bomber-type or Fighter-type air unit(s), either player *may* declare his intent to fly Ground Support to the specified combat hex(es). If both the attacker *and* the defender intend to launch any air unit(s) as Ground Support to a particular combat hex, the attacker must do so first (although the attacker is only obligated to fly one air unit at this time, even if he intends to subsequently launch other air units as Ground Support to the same combat hex). Air interceptions and counter-interceptions (if any) occurring while the launched Bomber-type air unit(s) are en route are then resolved normally. Thereafter, the defender (**if** he intends to fly in Ground Support) must also launch at least one air unit as Ground Support (again, resolving any air interceptions and counter-interceptions occurring en route normally). Both the attacker and the defender must alternate launching and flying any air units (flying as Ground Support) in this manner, until either side declines to launch any additional air units. Then, as per the normal air interception rules, all air interceptions and air combat occurring in the target hex is resolved *before* computing Ground Support (to any land attack).

> **NOTE:** If all players agree, they may forgo alternating launching friendly air units (e.g., if it is obvious or inconsequential which air units will be launched as Ground Support). Nevertheless, all air unit movement procedures and stipulations apply normally (i.e., each participatory air unit is moved incrementally from its base along a path toward the combat hex, within its allowable range).

An eligible Bomber-type air unit may only be launched and flown as Ground Support into one land combat hex per Step. When any player declares his intention to fly as Ground Support to a land combat hex, **all** of the intended Bomber-type and Fighter-type air units must arrive* in the combat hex (even if from different bases) before that land combat attack can be resolved.

> ***Unless aborted or eliminated en route as a result of any interception(s), counter-interception(s), et cetera.*

Coordinated Ground Support

As any Bomber-type air unit(s) move toward a combat hex, they *may* "collect" any additional (if eligible) Bomber-type air unit(s) - if over-flying their base hex - while en route to the combat hex. Of course, each of the collected friendly Bomber-type air units must also be within air range of the combat hex.

Any Bomber-type air units in the same airbase hex may also launch and then fly over any other friendly airbase hexes to "collect" friendly *Fighter-type* air units presently based there, and may then collectively fly on toward a combat hex (being susceptible to eligible enemy air interception as they move). Any "collected" air units also may **not** be split up as they are moving, or fly on to a different combat hex. Any launching Bomber-type air unit(s), however, may fly over as many friendly base hexes as desired (within movement allowances) and may collect as many eligible friendly air units as are available in each base hex (while en route to the combat hex). Any "collecting" Bomber-type air unit(s) are not considered to actually be landing, but are merely over-flying any friendly base hex(es) that they enter along the way. When "collected", all such air units may then move on toward the combat hex, provided that all of those air units still possess sufficient movement (i.e., range) to reach the combat hex. All such air units are susceptible to normal eligible enemy air interceptions along the way. Any Fighter-type air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range. The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units "collected" en route) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

> **NOTE:** Bomber-type air units and/or Fighter-type air units are never required to be "collected" if over-flown by any other air unit(s) *en route* to a land combat hex. A launching player is free to choose as few or as many eligible air units to be "collected" as he desires.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not *or* cannot fly with any other Ground Support air unit(s) on toward a particular combat hex must simply stop in their last occupied hex (whether by choice, or as a result of their own movement limit) as any of the other air unit(s) continue on. *Each* accompanying air unit may fly within or up to the extent of its own range, irrespective of any other accompanying air unit(s) they are with during that Ground Support operation. Accordingly, each air unit - as it is left behind - is subject to any eligible enemy air interceptions (as are any air units that continue on). Fighter-type air units that have stopped or have reached the extent of their printed movement range simply remain in the last hex that they occupied (unless aborted) until the end of the current Offensive or Step.

Fighter-type air units flying **with** any Bomber-type air unit(s) - *as escorts* - cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically result in air combat in their own hex.

All air units that are coordinating to conduct Ground Support (including "collected" air units) must support the same combat hex. No Bomber-type air units may ever be collected, fly, or otherwise participate in Ground Support if they lack sufficient movement* (i.e., range) to actually reach the same combat hex (as the "collect**ing**" air units). In other words, any Bomber-type air units that are launched or collected must all possess enough available movement to be capable of reaching the same land combat hex. Not all such Bomber-type air units are necessarily required to fly all the way to the combat hex, but they must at least *possess* enough available movement to do so. As such, any number of Bomber-type air units may be "dropped off" while *en route* to the combat hex, although they are ineligible to contribute as Ground Support in any other hex (as they are "dropped off"), and thereafter are Committed just the same (if applicable). Nevertheless, a player may desire (during a Ground Support operation) to leave some of the participating Bomber-type air units (and/or escorting Fighter-type air units) behind (before reaching the target hex) if, for example, he wants to avoid subjecting any particular air unit(s) to further potential air combat.

> ***Fighter-type air units may launch as intermediate escorts, even if they do not possess sufficient range to actually reach the intended combat hex. Any such Fighter-type air units may fly to the extent of their printed range, even if short of the combat hex itself.*

> **NOTE:** A Fighter-type air unit that will be escorting any Bomber-type air units is permitted to be launched first and then flown to collect the participating Bomber units (i.e., in that order). Of course, all range (and weather) considerations apply normally.

Air Superiority Effect

Air Superiority is defined in three specific terms; **Friendly Air Superiority**, **Enemy Air Superiority** or **No Air Superiority**. If one player **or** the other possesses friendly air units in a particular combat hex (but the opposing player does not), *that* player imparts *Friendly Air Superiority**. If the opposing player possesses enemy air units in a particular combat hex (but the friendly player does not), then the opposing player imparts *Enemy Air Superiority**. If both sides (i.e., both the attacker and the defender) possess air units in a particular combat hex, then *No Air Superiority* exists in that combat hex.

> **If - after resolving all air combat - air units remain in the combat hex (i.e., neither aborted or eliminated).*

> **NOTE:** Half-step Naval-Air units are eligible to impart air superiority (after Round 2 of air combat), despite their inability to attack (i.e., fight in air combat) during the second air combat round (see [4.16]), assuming they remain in the land combat hex throughout Round 2 (and are not aborted or eliminated).

If either the friendly or the enemy player imparts air superiority, that player (with the air superiority) is automatically entitled to a land combat die roll bonus, as either a **+1** or **- 1** (i.e., favorable to the player imparting air superiority). The presence of any combat air unit (i.e., not ATPs) is eligible to impart air superiority (if possessing a printed combat strength of **at least 2** points), even if not actually contributing any land combat strength to the combat hex (i.e., even if merely present in the land combat hex).

> **EXCEPTION:** Air superiority is never applicable during any inclement weather that is affecting air operations (i.e., "Half Strength", and "Half Strength and Range"). Inclement weather, in and of itself, does not abrogate air superiority, however.

> **NOTE:** Air superiority is only ever in effect **if** the participating air unit(s) collectively and presently inhere a total combat strength of at least **2** combat strength points (even if *not* actually being applied to any friendly land units, as in the case of Fighter-type air units). Two friendly "1" strength air units may be combined to net **2** total combat strength points (i.e., to achieve air superiority), although a single "1" strength air unit (whether a Bomber-type air unit or a Fighter-type air unit) **cannot** - if the only friendly air unit in the combat hex - impart air superiority (although that Bomber-type air unit may still apply its single strength point to the total strength of any friendly land units - in that combat hex - normally).

Adding Bomber Combat Strength

Aside from air superiority modifiers, each Bomber-type air unit (i.e., any air unit actually flying as a "Bomber") may contribute its own (full*) printed combat strength rating to any land combat hex (in which it is conducting any Ground Support), thereby adding its strength number to the attacking or to the defending land units (and potentially modifying the land combat odds). Each Bomber-type air unit (which had not been aborted or eliminated hitherto) is eligible to add its full combat strength* (ignoring an underscore, if any), unless "halved" as a result of inclement weather effects, forest or jungle terrain, swamp terrain and/or forts (see below). The attacker and the defender are each entitled to add the total combat strength of **all** present (unaborted) Bomber-type air units (i.e., whether flying offensively or defensively), regardless of which side is actually conducting the Land Offensive.

> **Except Heavy Bombers, which are always halved when contributing combat strength to any land combat hex.*

> **NOTE:** Fighter-type air units (flying as "Fighters") may never contribute their combat strength to any land combat attack.

Regardless of the number of Bomber-type air units present in a combat hex, the total Bomber combat strength that may be contributed to any attacking or defending land units cannot exceed the total current land combat strength* of the friendly land units (i.e., that are being "supported" by the Bomber-type air units) that are participating in the current land combat.

> **Including Generals, but **after** any halving effects for land units attacking across a river or a peninsula (e.g., an 4-2 infantry unit that is attacking across a river - which is therefore halved to 2 - may accrue a maximum of 2 more combat strength points from any participating Bomber-type air units - flying as Ground Support - for a total of 4 points, plus the printed combat strength of a participating General).*

Halving Bomber Ground Support Combat Strength

Bomber strength is halved per the following circumstances:

★ The combat strength number of a participating Bomber-type air unit is automatically **halved** when supporting any land combat attack upon a **fortified** hex (unless the land combat attack is upon a coastal fort from an adjacent land hex, or upon a permanent fort hex from a non-fortified hexside). **Round fractions down**.

★ The combat strength number of a participating Heavy Bomber (i.e., any Bomber with a circled quality rating) is automatically **halved** when supporting any land combat. **Round fractions down**.

★ The combat strength number of a participating Bomber-type air unit is automatically **halved** when supporting any land combat (as the attacker or the defender) occurring in a **forest**, **jungle** or **swamp** hex. **Round fractions down**.

★ The combat strength number of a participating Bomber-type air unit is automatically **halved** if inclement weather effects currently apply (see [1.3] or [1.4], as is presently applicable). **Round fractions down**.

> **NOTE:** Halving *effects* are **not** cumulative. A Bomber-type air unit can only be halved once (i.e., a Bomber-type air unit's combat strength number can never be quartered, etc).

[4.23] Air Transport

Air Supply chits and some land units may be transported via "air transport". Only Air Transport Point (ATP) chits are eligible to transport Air Supply chits or land units via "air transport". Moreover, Paratrooper units may only conduct Paradrops in tandem with ATPs.

ATPs

ATPs exist as numbered chits. An ATP chit with a "**1**" signifies **one** Air Transport Point; an ATP chit with a "**2**" signifies **two** Air Transport Points. Each ATP chit point is considered a separate air unit, although multiple ATP points (even if among multiple ATP *chits*) presently based at an airbase are always

counted as one air unit when determining any airbase's available air capacity, regardless of the actual quantity of ATP chits or points based there.

Multiple ATP points may be interchanged and composed at any time while stacked together at any friendly airbase. Multiple ATP points cannot, however, be interchanged while aloft (i.e., in flight).

> **NOTE:** ATPs may never base at any Dirt Airstrip, even temporarily.

Moving ATPs

ATPs move like normal combat air units when conducting Air Transport or Change Base missions, except that an ATP chit is never required to return to base after performing an Air Transport mission (i.e., an ATP may fly to and remain in any airbase it transports to). However, an ATP may return to its origin airbase, if desired, after performing an Air Transport mission.

> **EXAMPLE:** A Japanese X-9 ATP in Tokyo (W 4533) may embark an Air Supply chit or unit there and then simply fly (i.e., as an Air Transport mission) to Iwo Jima (W 3832), and remain there (assuming there's a friendly, functional airbase there) **- or -** return to Tokyo immediately afterward instead.

During an Air Transport mission, Any ATP(s) may be moved *first* to any friendly (functioning) airbase, load any Air Supply chit(s) or unit(s), and then move again (even to another airbase to unload and/or load again), and then move on to its intended destination, provided that the total distance moved (i.e., during the same movement) does not exceed the ATP's *printed* range number. Loading and/or unloading an ATP does **not** require an expenditure of any movement points.

ATPs in Combat

ATPs are susceptible to enemy air interception normally. ATPs, however, possess no combat ability whatsoever. They have no air combat or bombing capability (or any "return fire" ability), nor do they ever impart any air superiority.

ATP chits are unique in that they cannot be targeted during air combat unless unescorted, or unless ever friendly escorting Fighter-type unit (flying as a Fighter) is also targeted (e.g., an ATP that is escorted by two friendly Fighters may **not** be attacked if it is intercepted by one or two enemy Fighters). If an intercepting enemy flight outnumbers an ATP's escorts, then each *excess* enemy Fighter (i.e., not attacking a friendly escort) may target any ATP (in the air combat engagement).

If an ATP chit is attacked during air combat, it has no quality rating. Each air combat hit upon an ATP chit eliminates one of the ATP's "points". If the ATP chit is only a "1" point chit, it is eliminated if hit (and any cargo it is carrying, if any). If the ATP chit is a "2" point chit, one point is eliminated (and any cargo it is carrying, if any), and the other is unaffected. The other ATP "point" simply remains in the target hex (pending a second round of air combat, if any) and - if it subsequently survives - may continue its movement thereafter (i.e., it is not aborted merely because the other ATP point is eliminated).

If a "2" point ATP chit is carrying cargo (whether an Air Supply chit or a unit), the owning player may always choose which ATP "point" is actually hit during air combat (and which ATP is carrying any specific cargo, and/or which cargo to lose).

Air Transport Procedure and Capacity

During a friendly Naval and Air Phase, or Offensive (as part of a friendly Air Offensive), each ATP "point" may automatically load any Air Supply chit in its own hex*****, any **infantry** type (*i.e., non-armor, non-mechanized, non-motorized, non-Flak, non-artillery, non-cavalry, non-Siberian*) unit(s) not exceeding a net total of **2 combat strength points**, or any single HQ chit. Additionally, any number of Generals may also "ride along" with any ATP (even if with another land unit or chit). No other type of unit or chit may ever be transported via any ATP, regardless of how many ATPs are accumulated.

> ******An Air Supply chit may be "created" instantly in any legal (and non-isolated) supply source.*

> **NOTE:** A land unit that will be transported during the Offensive Phase may **not** have been *previously* Activated or moved (i.e., before being loaded and transported) during that same Offensive Phase. Any land unit transported during the Offensive Phase is **not** Activated as a result, however (see below).

As it is, a 2-point ATP chit does not double the size of any unit that can be transported. A 2-point ATP chit may collectively carry up to a net total of four combat strength points, provided that two combat strength points are assigned to one ATP point, and the other two combat strength points are assigned to the other ATP point, but a single ATP chit's capacity is never proportionately multiplied as a factor of its point value.

> **NOTE:** A unit need not be currently in supply to be transported, although an ATP that is marked as "out-of-supply" cannot transport any chit or unit.

Transporting Land Units

Transported land units need not be Activated, nor do they become Activated as a result*****. When any ATP arrives in a destination airbase, its cargo is considered to be immediately offloaded (into that hex) at **no** MP cost. Transported land units may be subsequently Activated via a normal Land Offensive, re-embarked aboard any eligible ATP(s) or STP(s), or moved during the Movement Phase (if not Activated), including via rail movement.

> ******Although paratrooper units must be Activated to conduct a Paradrop (see [4.24]).*

> **NOTE:** Any two depleted land units (of the same exact type) may be combined to form one full-strength land unit (if in the same hex) during the Movement Phase (at no movement cost). See [8.6].

Paradrops

To conduct a Paradrop, a full-strength paratrooper unit must **begin** the current Offensive Phase in the same functioning (and supplied) airbase hex as an uncommitted ATP. An ATP's movement during the preceding Naval and Air Phase is irrelevant with regard to Paradrop eligibility.

Air Transport Restrictions

★ All weather air effects apply normally to ATPs.

★ An ATP chit that is Activated as part of any Air Offensive is marked "Previously Committed" immediately thereafter.

★ An ATP chit that is "marked" as "out-of-supply" may only change base to another friendly airbase (within twice its own printed range) during the Offensive Phase (but **not** during the Naval and Air Phase). An ATP "marked" as "out-of-supply" may only change base once (i.e., one

"hop") to one other airbase, until back in supply. An ATP is never subject to depletion as a result of being "marked" as "out-of-supply", however.

★ An ATP may fly to and remain in any airbase it transports to, or return to its origin airbase (only). An ATP may never then fly to any alternate airbase.

[4.24] Paratroopers and Paradrops

An eligible paratrooper unit (only) may be transported aboard an eligible (if uncommitted) friendly ATP to conduct a Paradrop (during the Offensive Phase, activating the paratrooper), either individually or in conjunction with any qualified land combat attack normally (or even in conjunction with another Paradrop).

Paratrooper units, while on land, function like normal infantry units, except that a paratrooper unit is never applied against stacking limits, and does not ever exert any ZOC.

Paradrops
To conduct a Paradrop, a paratrooper unit must begin as full-strength (i.e., not depleted), and also must **begin** the current Offensive Phase in the same functioning (and supplied) airbase hex with an uncommitted ATP. An ATP's movement during the preceding Naval and Air Phase is irrelevant with regard to Paradrop eligibility.

A paratrooper unit need not necessarily be within the command radius of a Command Agent to conduct a Paradrop. As such, a paratrooper is considered to be automatically Activated **if** conducting a Paradrop *in conjunction with* any other land combat attack. Any paratrooper unit that is to be Activated in conjunction with any other land combat attack **must**, however, perform the Paradrop within the printed Activation range (see [5.0]) of the Activating Command Agent (i.e., the Command Agent that is Activating the other land combat attack). Lone Paradrops (i.e., those **not** in conjunction with another land combat attack), are Activated via a Land Offensive normally (i.e., when the transporting ATP is launched).

Paradrop Procedure
The ATP (with the paratrooper unit) is flown from its starting airbase hex to the intended target hex (within the ATP's printed range). If the Paradrop is being conducted in conjunction with a normal land combat attack, that ATP must be launched before any supporting Bomber, Fighter-Bomber and/or Naval-Air unit(s). A launched ATP may be accompanied by eligible escorting friendly fighters normally, however.

Whenever it is launched, an ATP is susceptible to enemy air interception normally. Eligible friendly Fighter-type air units may counter-intercept as well, and additional enemy Fighter-type air units may counter-counter-intercept, and so forth. Air combat is resolved normally as it occurs (see [4.23]; ATPs in Combat).

NOTE: An ATP cannot be targeted by enemy Fighter-type air units during air combat, unless every other escorting friendly Fighter-type (i.e., flying as a Fighter) air unit (if any) is also being targeted during the same air combat round.

Once an unaborted ATP is in a desired Paradrop target hex (and after resolving all air combat in that hex, if any), the owning player then simply announces his intent to conduct a Paradrop (and if he is employing "Gliders"; see below), and rolls one die (6-sided), resolved and modified (cumulative) as follows:

Die roll of **≤ 2** = Paratrooper eliminated

Die roll of **3** to **4** = Paratrooper depleted

Die roll of **5** to **6** = Paratrooper intact

+1 : If with the Sneak Attack Bonus.

+1 : Gliders (UK or US).

+1 : Gliders (Soviet, **if** 1943 or later).

+2 : Friendly air superiority in the drop hex.

- 1 : Paradrop in jungle, forest, swamp, mountain or jungle-mountain hex.

- 2 : Enemy air superiority in the drop hex.

- 1 : Any inclement weather (i.e., *air effects*) in the drop hex.

- 1 : If the drop hex is not adjacent to any friendly land unit.*

*Land units aboard STPs that shall be conducting an Amphibious Assault onto the same hex of an impending Paradrop qualify as "adjacent", as does a paratrooper unit dropped anytime previously (if it was not eliminated).

Gliders
After declaring a Paradrop, but before the Paradrop die roll, the owning player may declare that he is employing Gliders, if eligible. He may then apply a +1 die roll bonus to his Paradrop die roll. But immediately after the Paradrop (regardless of the result), the paratrooper unit's ATP (i.e., **1** point) must then be automatically eliminated (and returned to the force pool). The usage of a Glider modifier has no other effect. Only UK, US or Soviet (**after** 1942) paratrooper units may utilize Gliders.

Canceling Paradrops
A player may cancel any intended Paradrop at anytime before the actual Paradrop die roll (but always after any pending air combat). If a Paradrop is canceled, the ATP is then returned to base with the paratrooper. The ATP is marked as Previously Committed, and the paratrooper unit is marked with an Active chit.

Paradrop Combat Effects
If a paratrooper unit lands in an unoccupied hex, that hex immediately becomes friendly to the paratrooper (and any compatriot units). A paratrooper unit does not contest any enemy ZOC adjacent to it, although a paratrooper does inhibit enemy ZOC into its own hex.

If a paratrooper lands in any enemy-occupied hex (including enemy hexes containing a fort*), it must immediately resolve a land combat attack upon any unit(s) and/or any fort(s) in the Paradrop hex. If any other friendly land units are also attacking that same hex, the paratrooper unit is automatically considered part of that attack (thus adding their own combat strength to the land combat attack).

An **unoccupied enemy coastal fort, however, is automatically eliminated when occupied by any paratrooper unit.*

If a paratrooper unit is conducting a Paradrop and/or attacking alone, the paratrooper may be supported by friendly air and/or naval units normally. As per the normal rules, a paratrooper's current combat strength cannot be more than doubled by any such Ground Support and/or Naval Bombardment (see [5.14]; **Strength Point Variations**).

After resolving a successful Paradrop (i.e., landing as intact) into an enemy occupied hex (whether alone or in conjunction with any other friendly land unit(s)' current land combat attack), a paratrooper automatically applies a **+1** land combat die roll bonus to the ensuing land combat attack die roll. A paratrooper landing as depleted still contributes its combat strength, but **no** die roll bonus, though.

If a paratrooper unit conducts a **lone** land combat attack as part of a Paradrop, it is assumed to have already Advanced After Combat (i.e., in the hex where the Paradrop occurred), and therefore no step loss per [5.19] is required (assuming the paratrooper unit survived the land combat attack).

Supply
After resolving a successful Paradrop (and a successful land combat attack, if any), each paratrooper unit automatically receives **one** Air Supply chit in the Paradrop hex - **unless** - a friendly line of supply may already be *currently* traced to that Paradrop hex. A paratrooper unit is subject to all normal supply rules (see **PART 7**).

Paradrop Restrictions

★ A paratrooper may not move (on land) during the same monthly game-turn in which it conducts a Paradrop. After a Paradrop, a paratrooper must remain in the Paradrop hex (although a paratrooper is subject to any retreat result normally, nonetheless).

★ A paratrooper cannot conduct any attacks before or after a Paradrop (notwithstanding a Paradrop conducted into an enemy occupied hex, if any).

★ A depleted paratrooper unit may not conduct a Paradrop (although any depleted paratrooper may be transported normally).

★ A *full-strength* paratrooper unit is considered to be a *two-step* land unit (e.g., Construction; see [8.6]), although a full-strength paratrooper unit cannot be merely *depleted* to comply with a required land combat step loss. However, a paratrooper may be **eliminated** (whether it is full-strength or depleted) to comply with **one** required land combat step loss.

★ If any enemy land unit(s) remain in a Paradrop hex *after* a Paradrop therein (i.e., if the Paradrop's target hex is not vacated), the paratrooper is then automatically eliminated, regardless of the actual combat result. In such a case, the paratrooper's elimination **is** counted as one attacker step loss (even if the eliminated paratrooper is full-strength).

[4.25] Air Offensives

Air Offensives occur specifically during the Offensive Phase (and appropriately require the expenditure of an Offensive), and thus allows air units to conduct specific air missions. Each Air Offensive may entail up to **two** distinctly separate air missions (although *each* actuated air unit may only participate in one particular air mission, not both, and is committed normally thereafter). There is no limit to the number or type of uncommitted air units that may participate in a single particular air mission (if otherwise eligible) during a friendly Air Offensive, although all air movement, range, combat and commitment rules apply normally. An Air Offensive does **not** require any specific Command Agent. An Air Offensive is simply expended to conduct the intended air mission(s).

An air mission is defined as one of the following operations:

★ A single Air-Naval attack into a specific target hex or large sea area (see [4.20]).

★ A Change Base movement of **any and/or all** friendly and eligible air units *anywhere on the map* (see [4.1]).

★ A single Air Transport movement from a specific hex to a specific hex (see [4.23]).

★ A single Bombing Installations attack into a specific target hex (see [4.26]).

Eligible Units
When a player announces that he will be conducting an Air Offensive, he may actuate any uncommitted friendly air unit(s) to conduct a specified air mission (if available at that time). Air units designated to conduct an Air Offensive may be anywhere on the map (although any particular air unit's participation is subject to the air unit's printed range limit; see [4.12]). Air units are **not** subject to any command radius restrictions, although any air units that will be launched to participate in a particular air mission must be *eligible* to do so.

> **NOTE:** Air units that are "marked" as "out-of-supply" are not eligible to participate in any Air Offensive.

Any Naval-Air unit(s) aboard a functioning aircraft carrier may conduct (or participate in) an air operation or mission during the Offensive Phase normally. However, only a Naval-Air unit that is aboard a functioning aircraft carrier that is presently on **Standby** or **Active** status is eligible to conduct (or participate in) an air operation or mission during the Offensive Phase (i.e., via an Air or Land Offensive). In other words, an aircraft carrier that is not presently on Standby or Active status cannot launch and/or recover any Naval-Air unit (via an Offensive).

> **NOTE:** An aircraft carrier on Standby status need **not** be *Activated* to entitle a Naval-Air unit to conduct (or participate in) an air operation or mission during the Offensive Phase.

Eligible and uncommitted air units from two or more allied **major** powers may coordinately participate in a Combined Air Offensive (unless specifically prohibited by any cooperation restrictions). As such, each participating **major** power must expend one Offensive normally (though Impromptu Offensives cannot be used to conduct an Air Offensive). Unlike normal Combined Offensives, however, a Combined Air Offensive requires no EP expenditure. A Combined Air Offensive does not permit each allied power to perform two individual air

missions each, but rather simply permits one of the allied major powers to employ air units of both pertinent allied major powers.

> **NOTE:** Minor partner air units may not participate in any Combined Air Offensive (although a minor nation may conduct an Air Offensive individually). During an enemy Air Offensive, however, minor partner Fighter-type air units may operate with any allied Fighter-type air units normally (when attempting air interception or counter-interception).

Enemy Air Interception

During any Air Offensive, enemy Fighter-type air units (i.e., flying as Fighters) are eligible to attempt air interception normally (and are likewise susceptible to counter-interception normally), **even if Currently Committed** (although enemy Fighter-type air units that are currently marked as Previously Committed - such as those committed during the Strategic Warfare Phase - are ineligible to attempt air interception). Moreover, during Air Offensives, uncommitted enemy Fighter-type air units **do not** become committed after conducting air interception(s).

[4.26] Bombing Installations

During an Air Offensive (only), any Bomber-type air unit(s) may fly to an enemy installation hex (within range) to attempt to bomb any installation(s) there (even if "under-construction"). Any Bomber-type air unit that is conducting an Air Bombing mission is susceptible to enemy air interceptions normally (including from enemy Fighter-type air units based at the target location, if an airbase or airstrip is located there). If an enemy player elects to intercept an encroaching Bomber-type air unit (i.e., en route to conduct an Air Bombing mission), air combat is first resolved normally.

However, **if** an enemy player deems an air interception to be particularly disadvantageous (e.g., if numerically and/or if qualitatively disadvantaged), he may simply decline to do so. As such, when any Bomber-type air unit(s) enter the target installation hex (to bomb it), the enemy player **must** then announce his intent to either "evacuate" or "ride out" the Air Bombing (see [4.14], per the same procedure as if during a Strafing Attack).

> **NOTE:** A Fighter-Bomber or Naval-Air units (flying as Bombers) that reverts to a Fighter-type air unit (i.e., "dumping ordnance") cannot bomb any installation.

Air Bombing Mission

After resolving any air interceptions and counter-interceptions (if any) preceding an Air Bombing mission, **each** surviving* bomber-type air unit in the target installation hex may then participate in one single Bombing attack (upon that targeted installation hex).

> *Neither aborted or eliminated.

To resolve the Air Bombing mission, the bombing player must first specify precisely which Bomber-type air unit chits are attacking which installations (if there are multiple Bomber-type air units and/or installations within the same target hex). The bombing player may bomb **one** installation with any specific Bomber-type air unit(s), bomb **some** of the installations with any specific Bomber-type air unit(s), or bomb **all** installations with any specific Bomber-type air unit(s) there. As such, the bombing player must determine the total bombing strength (i.e., the total combat strength of all the participating Bombers) that will be bombing each targeted installation. Each bombing

(whether targeting one installation or multiple installations) must be resolved separately (i.e., as a single, separate dice roll), but adjusting the "target computation", if necessary, after each previously successful bombing result, if any.

After determining the specific target(s), and the participating Bomber(s), the bombing player resolves each bombing attack, as follows:

[1] Add the total bombing strength of all attacking unaborted Bomber-type air units, comparing it with the appropriate *strength point* column on the Bombing Table (e.g., if the total bombing strength is 13 points, it is therefore compared with the 12-16 column).

[2] Determine the "target computation":

Dirt Airstrip	**=1** (**+2**, if the hex is fortified).
Small Airbase (chit *or* map)	**=1** (**+2**, if the hex is fortified).
Large Airbase (chit *or* map)	**=2** (**+2**, if the hex is fortified).
Coastal Fortification	**=1** (**+** the total **airbase capacity** in the hex).
Fortification	**=2** (**+** the total **airbase capacity** in the hex).
Permanent Fortification	**=4** (**+** the total **airbase capacity** in the hex).
Port	**=X** = the port *hex's* airbase capacity (**+2**, if the hex is fortified), or **1** if no airbase capacity exists in that hex.
Burma Railway	**=2** (**+2**, if the hex is fortified).

> ***The Addu Atoll fort hex (I 2296, if the "India" map is in play) may never be destroyed via a Bombing Mission.**

(3) The bombing player then rolls two dice (6-sided)* **once**, and compares that dice roll result with the corresponding *strength point* column on the Bombing Table. If the bombing dice roll result is **equal-to** or **greater-than** the "target computation", the targeted installation is thus destroyed. If the dice roll result is less than the "target computation", there is no effect.

> ***The B-29 Superfortress modifier is not applicable when bombing any installation.**

> **NOTE:** When calculated, *each* Bombing mission is resolved as a single attack (**one** dice roll), regardless of the number of participating Bomber-type air units or their combat strength.

(3) If the bombing result includes an asterisk (*), then **one** Bomber unit is considered **hit** by anti-aircraft. As such, one Bomber unit (per attack roll) in the target hex suffers an immediate step-loss. The player with the Initiative always chooses which Bomber is "hit", if multiple Bombers are participating in the attack. Fighters, Fighter-Bombers and Naval-Air units (as escorts) are never hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in the Air Bombardment mission are immune from anti-aircraft, even if they are *in* the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

[4] If the targeted installation is destroyed, place a "Destroyed Installation" chit (as printed on the reverse side of the "Out-of-Supply" chits) in that hex, atop that destroyed installation (however, a destroyed Dirt Airstrip is removed

from the map instead). The destruction of any particular installation has no effect upon any other installation(s) in the same targeted hex, even if that destroyed installation also functions as another installation (e.g., such as a port, which also functions as an airbase).

NOTE: If the target hex contains multiple 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 destroyed in a particular hex. Otherwise, an effective *house-rule* is to simply write "port", "airbase" and/or "fort", et cetera on some extra "Destroyed Installation" chits from the counter-mix, and place them as needed.

  **All players are entitled to know such information.*

A destroyed installation is not eliminated (i.e., it remains on the map*), but is considered functionally non-existent for all intents and purposes (e.g., air units may not operate from a destroyed airbase), until repaired. Land units and/or supply chits in the same hex are not ever ipso-facto affected by a bombardment result. If a port is destroyed, all naval unit(s) presently docked there are automatically (and immediately) considered to be displaced into the port's coastal hex (they are not considered to be in port), but are not ipso-facto subject to enemy naval interception. If an airbase is destroyed, any air unit(s) that are presently based there (aside from any air units eliminated by collateral damage; see below) are immediately) subject to a Forced Rebase (see [4.7]), but are not ipso-facto subject to enemy air interception.

  Except a destroyed Dirt Airstrip, which **is eliminated (removed from the map) if destroyed, or if currently "under-construction" (see below).*

  EXCEPTION: If a **Major Port** is destroyed, it is to be considered reduced to a *Minor Port* thereafter (until repaired), and functions like a normal Minor Port. If that Major Port is destroyed *again* (i.e., before it is repaired), it is considered destroyed normally (i.e., as if a destroyed Minor Port). A Major Port is repaired normally, however, even if destroyed as a Minor Port. A destroyed Major Port is **not** first repaired to a Minor Port, and then to a Major Port, but - rather - is fully repaired per the normal rules (i.e., at a cost of **1** EP).

Collateral Destruction Effects: Airbase/Airstrip (Air Units)
If an airbase or airstrip is destroyed, any air units presently based there (i.e., riding out the attack) are subject to collateral effects. If the Air Bombing mission's physical die roll (not the result on the Bombing Table) is a **10**, **one** air unit **step*** based there is eliminated. If the die roll is an **11**, two air unit steps* are destroyed. If the die roll is a **12**, then three air unit steps* are destroyed. If multiple air unit steps are eliminated, the defending player chooses the first air unit step loss, the attacking player then chooses the second air unit step loss, the defending player chooses the third.

  **Or an ATP "point".*

  NOTE: An Air Bombing mission does **not** cause collateral destruction effects upon ports.

Under-Construction Destruction Effects
If an installation (except a Dirt Airstrip) is destroyed while still "under-construction", the bombing player must (immediately) roll two dice (6-sided)*. If the dice roll is a "**doubles**" result, the

installation is eliminated (i.e., removed from play), and cannot be completed during the following Seasonal Turn. Any other dice roll result, however, has no effect (i.e., the installation is completed normally during the ensuing Seasonal Turn). *Before* the bombing player rolls the dice, however, the owning player may elect to expend **1** EP (from Economic Reserve, if any), and automatically nullify the dice roll. In such a case, the installation is completed normally during the ensuing Seasonal Turn (unless destroyed again before the Seasonal Turn, in which case the aforementioned procedure must be repeated).

  **Except for Dirt Airstrips, which are automatically eliminated when destroyed.*

[4.27] Committing Air Units

If any air unit conducts (or participates in) an air operation or mission during a Phase, it is usually considered *committed*, thereby limiting (although not *necessarily* fully prohibiting) its eligibility to conduct (or participate in) other air operations or missions during the same Phase and/or monthly game-turn. As such, there are two possible types of commitment statuses:

★ **Currently Committed** status refers to air units that are committed during a segment of a Phase (as they conduct or perform an air operation or mission), but are *potentially* **eligible** to conduct or participate in **subsequent** air operations or missions during the same monthly game-turn (i.e., during subsequent segments, Steps and/or Phases of the same monthly game-turn).

★ **Previously Committed** status refers to air units that are committed during a segment of a Phase (as they conduct or perform an air operation or mission), but are **not** eligible to conduct or participate in subsequent air operations or missions during the same monthly game-turn. They are considered aloft and thus not susceptible to air interception for the entire monthly game-turn (although they are immediately subject to a Forced Rebase if their airbase or airstrip is captured or destroyed, and remain Previously Committed in such a case).

Players do not commit air units before they declare an air operation or mission (i.e., players are not required to anticipate any air unit's potential use during a Phase), although an air unit is considered committed as it conducts or participates in an air operation or mission, regardless of the outcome. Air units are only ever committed once per operation or mission. All types of air units will be committed as follows:

★ **Strategic Warfare Phase**
  Any air unit launched at any time during the Strategic Warfare Phase (whether bombing, escorting, intercepting, counter-intercepting, etc) is considered (and will remain) "Previously Committed" for the duration of the current monthly game-turn. Mark each such participating air unit (including intercepting enemy air units) with a "(Previous)" commitment chit, which indicates that it is **not** eligible to conduct or participate in any subsequent air operations or missions during the same monthly game-turn.

★ **Naval and Air Phase**
  Any air unit launched at any time during the Naval and Air Phase (regardless of its mission*) is considered to be "aloft" during the commission of its mission, and remains as such until returned to its base. As such, any aloft air unit's launching base is marked with a "(Current)" commitment chit, indicating that the air unit is currently

committed (to the mission it is conducting) until returned to base, **but** is then eligible to operate again during the subsequent Air Movement Step - if any - (of that current Naval and Air Phase), and/or also during the Offensive Phase (and the End Phase per [3.14], if eligible to attack naval units). When any air unit is returned to its base (see the Sequence of Play), remove its "(Current)" commitment chit, indicating that the air unit is then immediately eligible to operate normally. In any case, remove all "(Current)" commitment chits at the end of the last Air Movement Step of the Naval and Air Phase.

Any air unit that successfully Evacuates (see [4.14]) is considered "Currently Committed".

NOTE: Air units that conduct a Change Base mission (and are therefore transferred to a new airbase) are considered to be "Currently Committed" until the end of their *friendly* Air Step. However, air units that conduct a Change Base mission **within, into or out of** a weather zone affected by any inclement weather effects (see [1.5]) are considered to be "Previously Committed" instead, and remain as such for the duration of the current monthly game-turn.

★ **Offensive Phase (Friendly Offensive)**
Any **friendly** air unit launched via (or as a participant in) any friendly Offensive (regardless of its mission, or the Offensive) is considered "aloft" during the commission of (or participation in) a friendly Offensive, and remains as such until returned to its base (at the conclusion of that Offensive). As such, any participating air unit's launching airbase is marked with a "(Current)" commitment chit, indicating that the air unit is currently committed (to the Offensive it is conducting or participating in). Unlike during the Naval and Air Phase, however, any air unit that is committed during the Offensive Phase remains committed for the duration of the Offensive Phase, even after it is returned to base (at the end of that actuating Offensive).

★ **Offensive Phase (Enemy Offensive)**
During an enemy Land Offensive (i.e., during an enemy land combat attack), eligible friendly combat air units may be launched and flown to defend any friendly land unit(s), if within range. Eligibility is tabulated as follows:

[A] Friendly "**Currently Committed**" combat air unit(s) are eligible to be flown in defense of any friendly **Activated** land unit(s) **during any** enemy land combat attack(s).

NOTE: Friendly "Currently Committed" air units are **not** eligible to fly in defense of any *unactivated* land unit(s). If any defending hex contains both Activated and unactivated defending land units, any supporting "Currently Committed" Bomber-type air unit(s) - if any - may only contribute combat strength points to the Activated land unit(s) (i.e., up to double their combat strength) but **not** to any *unactivated* land units in that same hex. Any applicable Land Combat Modifier(s), however, (e.g., Air Superiority) apply to all defending land units in the hex.

[B] Friendly **uncommitted** combat air unit(s) are eligible to be flown in defense of any friendly **Activated** land unit(s) during an enemy land combat attack (i.e., during an enemy Land Offensive), but become "Currently Committed" as a result.

[C] Friendly **uncommitted** combat air unit(s) are eligible to fly in defense of friendly **unactivated** land unit(s) during an enemy land combat attack (i.e., during an enemy Land Offensive). Any uncommitted combat air unit that is flown in defense of any friendly unactivated land unit(s) is **not** committed* as a result, however.

If half or more of the defending land units (i.e., chits) are not of the same nationality (i.e., they are allied units) as the uncommitted combat air unit(s), the uncommitted combat air unit(s) then **do become "Currently Committed" instead.*

NOTE: Unoccupied defending hexes (i.e., if attacked as an Amphibious Assault or a Paradrop) are always considered to be "unactivated" for the purposes of determining air unit eligibility.

During an *enemy* **Air** Offensive (regardless of the mission type), any friendly Fighter-type air unit (i.e., **whether** it is Currently Committed **or** uncommitted) may be launched - if flying as a Fighter - and flown to intercept or counter-intercept any enemy air unit that is launched during the commission of (or the participation in) that enemy Air Offensive (if within air interception range). Any friendly Fighter-type air unit that is flown during any enemy Air Offensive is **never** committed as a result, however.

NOTE: Any friendly air unit that successfully Evacuates (see [4.14]) is considered to be "Currently Committed". However, any air unit that is subject to a Forced Rebase (see [4.7]) is "Previously Committed" instead.

★ **End Phase**
Any air unit that is eligible to fly during the End Phase (per [3.14]) is subject to the same commitment stipulations as are applicable during the Naval and Air Phase.

[4.28] Intensive Air-Naval Attacks

A Naval-Air unit launched from an aircraft carrier (i.e., even if presently "aloft") is *always* eligible to attack (as an Intensive Air-Naval Attack) any enemy *surface* naval unit, stack or task force that enters *and* conducts a **successful** naval interception in that Naval-Air unit's own hex - weather permitting - *even if that Naval-Air unit is has been marked as Currently Committed* (though a Naval-Air unit marked as Previously Committed may **never** conduct an Intensive Air-Naval Attack).

Each attacking Naval-Air unit is eligible to conduct a number of normal Air-Naval attacks equal to its own printed combat strength rating. Because the Intensive Air-Naval Attack may only occur after a successful enemy naval interception, no air reconnaissance is ever required. Any enemy naval unit(s), stack(s) or task force(s) that did not conduct a successful naval interception cannot ever be attacked as an Intensive Air-Naval Attack, even if in the same hex.

> **NOTE:** Naval-Air units that conduct an Intensive Air-Naval Attack are susceptible to enemy air interception by any eligible enemy air unit(s) normally.

Any number of friendly Naval-Air units (in the same hex) are eligible to conduct Intensive Air-Naval Attacks, if otherwise eligible, although all Intensive Air-Naval Attacks are resolved *before* any Evasion declaration (see [3.8]) and/or before any pending naval combat begins in that same hex. Intensive Air-Naval Attacks cannot occur, however, after naval combat has commenced, or during naval combat.

After resolving Intensive Air-Naval Attacks, all surviving Naval-Air unit(s) are then immediately returned to their launching aircraft carrier(s) (they are not considered "aloft"), and marked as "Currently Committed" (whether or not they were committed beforehand).
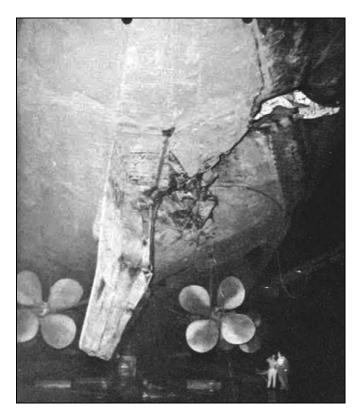
[4.29] Commitment Irrelevancies

If any **non-Naval-Air** Bomber-type air unit(s) are launched and conduct any Air-Naval attack(s) in a hex containing only **two or less** enemy naval unit **chits** (regardless of the naval unit's type*) during any eligible Step, the attacking Bomber-type air unit(s) are **not** considered "committed" as a result (*unless the naval units are presently *in port*), regardless of the Air-Naval attack results (it is assumed that an insubstantial enemy flotilla would not nearly require the entire compliment and resources of a full wing of aircraft, and therefore unjustifiably requires that entire wing to be "committed" as a result). Accordingly, the launched Bomber-type air unit(s) are **immediately** returned to their base(s) after resolving the Air-Naval attack(s) thereupon (rather than at the end of that current Step).

> *Whether depleted or full-strength, or whether a 1-point or a 2-point STP chit.

Any (if any) surviving naval unit(s) in that same hex cannot be attacked by the same Bomber-type air unit(s) during that same Phase, even if any surviving naval unit(s) subsequently move during that same Step. Each attacking Bomber-type air unit is (upon returning to its base) eligible to be launched normally thereafter (as if never launched or committed).

All other standard rules apply normally (including all combat effects, if any, incurred during that mission nonetheless).

NOTE: If (unbeknownst to the launching player) the target hex actually contains more than two enemy naval unit chits (even if in a separate task force in that same hex), and/or if the attacking air unit is a Fighter-Bomber that reverts to the Fighter role (see [4.16]) at any time during that Step, the launched air unit(s) are then considered committed per [4.27] normally.

The damaged stern of the USS Intrepid (CV-11), caused by a Japanese aerial-launched torpedo. In early 1944, after raiding the Marshall Islands and the Japanese naval base at Truk, the USS Intrepid was attacked by a Japanese bomber (possibly a G4M "Betty"). The torpedo that struck the Intrepid damaged its rudder, and the "Mighty I" could not be steered. However, resourceful sailors actually erected a large makeshift sail to keep the Intrepid on course and moving safely out of harm's way. The Intrepid was escorted to Majuro Atoll to undergo basic repairs, and then sailed to the U.S. to be fully repaired. Within three months, the Intrepid was returned to service, and was back in action near the Philippines by September, 1944.