

ADVANCED PACIFIC THEATER OF OPERATIONS

SCENARIOS

These scenarios allow players to conduct individual battles or operations of the Pacific Theater instead of the entire campaign from 1937-1945. Each scenario is primarily focused on a specific aspect of combat (air, land and sea), and entails various complexities, as well as varying playing times (the first scenario is the shortest.) These scenarios and rules will be intuitive to experienced players.

Some scenarios incorporate optional rules, such as "Elite Pilots" and "Naval Mines", and are recommended, but not mandatory. Some players may opt to disregard them for play-balance purposes, or simply until more familiar with the standard rules, first.

Naval units denoted as being "[STANDBY]" are always assumed to be at sea (not in port) in their present hex (unless noted otherwise.) All units listed as "reinforcements" enter the scenario free as indicated (i.e., without an EP requirement.) All units listed as "force pool" must be purchased with the EPs designated by the scenario. All other standard rules apply normally, except when noted otherwise.

All players may freely utilize task force chits as desired.

Note that some of the scenarios are simply updates of older scenarios, whereas some of the scenarios are new. The new scenarios' starting set-ups are historically accurate, and are based on correct data. The updated older scenarios may not necessarily be technically as accurate, but they have been updated to conform to the APTO rules set. In any case, if playing the full campaign game, the order-of-battle set-ups supersede all scenario set-ups, such that the set-up information listed here is not applicable to the campaign game.



Scenario booklet by Eric Harvey,
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PEARL HARBOR (12/1941)



This solitaire scenario only occurs during the Japanese "Air Movement Step" of the "Naval and Air Phase".

United States sets-up first.

Hex E 2501 (Pearl Harbor):

- 1 x 1-4/1 fighter-bomber
- 1 x 1-5 bomber
- 1 x 1-12 bomber
- 1 x 0(1)-4-46 destroyer (depleted) [IN PORT]
- 1 x 0(1)-6-47 destroyer (depleted) [IN PORT]
- 1 x 0(1)-3-45 destroyer [IN PORT]
- 1 x 0(1)-3-45 destroyer (depleted) [IN PORT]
- 1 x 0(1)-3-45 destroyer (depleted) [AT SEA]
- 1 x 0(1)-3-40 destroyer (depleted) [IN PORT]
- 1 x 1-10-42 light cruiser [IN PORT]
- 1 x 1-10-42 light cruiser (depleted) [IN PORT]
- 1 x 'San Francisco' heavy cruiser [IN PORT]
- 1 x 'New Orleans' heavy cruiser [IN PORT]
- 1 x 'Arizona' battleship [IN PORT]
- 1 x 'California' battleship [IN PORT]
- 1 x 'Maryland' battleship [IN PORT]
- 1 x 'Nevada' battleship [IN PORT]
- 1 x 'Oklahoma' battleship [IN PORT]
- 1 x 'Pennsylvania' battleship [IN PORT]
- 1 x 'Tennessee' battleship [IN PORT]
- 1 x 'West Virginia' battleship [IN PORT]
- 1 x 'Utah' battleship [IN PORT]
- 1 x 0-8-22 submarine
- 1 x STP

Japan sets-up second.

W 2501 (Pearl Harbor):

- 6 x 3-6/3 naval-air [ALOFT]
- 4 x Elite Pilots chits
- 1 x 0-5-26 submarine [AT SEA]
- 1 x Midget Sub chit [WITH SS]

Notes

The Japanese player must assign four "Elite Pilots" chits to four specific naval-air units before starting the scenario.

U.S. air units may not evacuate, nor do they receive any bonus during any air combat over their own base. Also, the Japanese air units do not incur the +1 Strafing penalty during this scenario.

Rule [10.2] applies normally.

Victory

The Japanese player wins if he sinks at least 5 battleships, damages at least 4 battleships, and destroys at least 2 air and/or unnamed naval unit(s). If, though,

the Japanese player loses two or more "Elite Pilots" chits to anti-aircraft rolls, any Japanese win is downgraded to a draw result. The Japanese player loses if he sinks 3 or fewer battleships, or if he only sinks 4 battleships but loses two or more "Elite Pilots" chits to anti-aircraft rolls. If, however, the Japanese player destroys the port, any Japanese loss is upgraded to a draw result.

The status of any sunken battleship (i.e., whether it is salvageable or not) has no bearing on the victory conditions.

SINGAPORE (12/1941 to 3/1942)



This two-player scenario starts during the "Naval Movement Step" of the "Naval and Air Phase".

United Kingdom sets-up first. (1 Offensive per turn).

Hex W 2112 (Singapore):

- 1 x 1-1 UK infantry
- 1 x 1-1 Australian infantry
- 1 x 1-1 Indian infantry
- 1 x 4-2/1 Vildebeeste fighter-bomber
- 1 x 1-7/1 Hudson Australian bomber
- 1 x 0(2)-5-45 destroyer (depleted) [AT SEA]
- 1 x 1-8-39 light cruiser (depleted) [AT SEA]

Hex W 2310:

- 1 x 1-1 Indian infantry

Any hex in Malaya:

- 1 x 1/4-1 Malaysian infantry

Hex W 1600 (Maldives):

- 1 x 'Prince of Wales' battleship [AT SEA]
- 1 x 'Repulse' battleship [AT SEA]

Japan sets-up second. (2 Offensives* per turn).

*the Japanese player may choose 'Army' and/or 'Naval' type Offensives).

Hex W 2713 (Saigon):

- 2 x STPs [IN PORT]
- 2 x 1/4-1 marine
- 1 x 3-1 infantry
- 1 x HQ (25th)

1 x 'Yamashita' general
 1 x 0(3)-7-46 destroyer [AT SEA]
 1 x 1(2)-10-28 light cruiser [AT SEA]
 1 x 'Kumano' heavy cruiser [AT SEA]
 1 x 'Mikuma' heavy cruiser [AT SEA]
 1 x 'Mogami' heavy cruiser [AT SEA]
 1 x 'Suzuya' heavy cruiser [AT SEA]
 1 x 3-5-24 submarine (depleted) [AT SEA]

Hex W 3515 (Samah):

3 x STPs [IN PORT]
 1 x 3-1 infantry

Any Japanese airbase(s) in Indochina:

1 x 2-14 G3M bomber
 1 x 2-6 Ki-48 bomber
 1 x 4-5/3 fighter
 2 x Elite Pilots chits

Notes

The Japanese player must assign two 'Elite Pilots' chits to two specific air units before starting the scenario.

Skip the Strategic Warfare Phase and the Winter Seasonal Turn (except Command Reassignments, if any).

Rule [10.2] applies normally.

The Japanese 2nd Fleet's "main body" is not included in this scenario. And though it was historically present, it had failed to intercept 'Force Z', and had no impact on the battle. Players may, if they desire, add the BB Haruna, BB Kongo, CA Atago, CA Takao and 1 x 0(3)-6-49 DD (depleted) in any sea hex within 1 hex of hex W 2713 (Saigon) as task force #2 (TF 2). Any ships in TF 2 must suffer a -2 die roll penalty during any interception attempt.

Victory

The Japanese player wins if he captures Singapore by the end of March, 1942. If, however, the Japanese player loses at least 3 naval units (of any type), a Japanese victory is downgraded to a draw result.

GUADALCANAL (8/1942-3/1943)



This two-player scenario starts during the U.S. "Offensive Phase".

Japan sets-up first.
(5 Offensives*, 3 EPs)

**the Japanese player may choose 'Army' and/or 'Naval' type Offensives).*

Hex E 4329 (Rabaul):

1 x 3-1 infantry
 1 x 3-18 G4M bomber
 1 x 4-10/3 A6M fighter
 1 x STP [STANDBY]
 1 x 1-1 marine [EMBARKED]
 1 x 0(3)-6-47 destroyer [AT SEA]
 1 x 1(2)-10-43 light cruiser [AT SEA]
 1 x Sea Supply chit [EMBARKED]

Any coastal hex within 3 hexes of hex E 4329 (Rabaul):

1 x 'Aoba' heavy cruiser [STANDBY]
 1 x 'Chokai' heavy cruiser [STANDBY]
 1 x 'Furutaka' heavy cruiser [STANDBY]
 1 x 'Kako' heavy cruiser [STANDBY]
 1 x 'Kinugasa' heavy cruiser [STANDBY]
 1 x 0(3)-8-44 destroyer [STANDBY]
 1 x 1(2)-10-43 light cruiser [STANDBY]

Any sea area within 4 MPs of hex E 4329 (Rabaul), but no closer than 5 hexes to Guadalcanal (W 4624):

1 x 'Chikuma' heavy cruiser [STANDBY]
 1 x 'Tone' heavy cruiser [STANDBY]
 1 x 'Suzuya' heavy cruiser [STANDBY]
 1 x 'Hiei' battleship [STANDBY]
 1 x 'Kirishima' battleship [STANDBY]
 1 x 'Ryujo' light carrier [STANDBY]
 1 x 'Shokaku' fleet carrier [STANDBY]
 1 x 'Zuikaku' fleet carrier [STANDBY]
 1 x 0(3)-9-45 destroyer [STANDBY]
 1 x 2-6/3 A6M naval-air [ABOARD CVL]
 2 x 3-6/3 A6M naval-air [ABOARD CVs]

Any sea area:

1 x 3-6-30 submarine

Hex E 4431 or Hex E 4429 (Kavieng):

1 x 3-6/3 A6M naval-air:

Hex E 4624 (Guadalcanal):

1 x 1-1 infantry (depleted)
 1 x Small Airbase (under construction)

Japanese Reinforcements.
(arrive in hex E 4329 at turn's start)

September:

2 x 2-1 infantry
 1 x 3-18 G3M bomber
 2 x STPs
 1 x Elite Pilots chit [WITH G3M]

October:

1 x 2-13 Ki-21 bomber
 1 x 'Atago' heavy cruiser
 1 x 'Maya' heavy cruiser
 1 x 'Myoko' heavy cruiser
 1 x 'Takao' heavy cruiser
 1 x 'Haruna' battleship

1 x 'Kongo' battleship
 1 x 'Junyo' light carrier
 1 x 'Zuiho' light carrier
 2 x 0(3)-8-48 destroyers
 1 x 1(2)-10-43 light cruiser
 1 x 3-5-24 submarine
 2 x STPs
 1 x 2-6/3 A6M naval-air [ABOARD CVLs]
 1 x 'Kondo' admiral
 2 x Night chits
 9 x Offensives ('Army' and/or 'Navy' type)
 4 x EPs

November:

2 x STPs

January:

1 x 1(3)-6-49 destroyer
 1 x 1(3)-6-47 destroyer
 1 x 1(2)-10-45 light cruiser
 1 x 1(2)-10-43 light cruiser
 3 x Offensives ('Army' and/or 'Navy' type)
 2 x EPs

United States set-up second.
(6 Offensives, 4 EPs)

Hex E 4624 (coastal hex):

1 x 3-2 Marine [EMBARKED]
 1 x 'Australia' Australian heavy cruiser [STANDBY]
 1 x 'Canberra' Australian heavy cruiser [STANDBY]
 1 x 'Chicago' heavy cruiser [STANDBY]
 1 x 'Quincy' heavy cruiser [STANDBY]
 1 x 'Vincennes' heavy cruiser [STANDBY]
 5 x STPs

Any sea area south or west of E 4624 (Guadalcanal):

1 x 'Minneapolis' heavy cruiser [STANDBY]
 1 x 'New Orleans' heavy cruiser [STANDBY]
 1 x 'Portland' heavy cruiser [STANDBY]
 1 x 'Salt Lake City' heavy cruiser [STANDBY]
 1 x 'San Francisco' heavy cruiser [STANDBY]
 1 x 'North Carolina' battleship [STANDBY]
 1 x 'Enterprise' fleet carrier [STANDBY]
 1 x 'Saratoga' fleet carrier [STANDBY]
 1 x 'Wasp' fleet carrier [STANDBY]
 3 x 0(1)-3-45 destroyers [STANDBY]
 1 x 1-7-45 "A" light cruiser [STANDBY]
 3 x 3-4/2 F4F naval-air [ABOARD CVs]
 1 x 'Halsey' admiral [ABOARD CV]

Hex E 5020 (Espiritu Santo):

1 x 12-9[1] B-17 bomber (depleted)

Hex E 5521 (Noumea):

1 x 3-4/2 F4F naval-air

Hex E 5828 (Brisbane):

1 x 4-3/1 P-39 fighter

**United States Reinforcements:
(arrive in hex E 5521 and/or E 5828 at
turn's start)**

September:

1 x 'Hornet' fleet carrier
1 x 3-4/2 F4F naval-air [ABOARD CV]
1 x Magic chit (drawn randomly)

October:

1 x 4-2 Marine
1 x 'Northampton' heavy cruiser
1 x 'Pensacola' heavy cruiser
1 x 'South Dakota' battleship
1 x 'Washington' battleship
1 x 1(1)-4-46 destroyer
1 x 1(1)-6-47 destroyer
2 x STPs
1 x 'Lee' admiral
1 x Magic chit (drawn randomly)
10 x Offensives
4 x EPs

November:

1 x Magic chit (drawn randomly)

December:

2 x 2-2 infantry
2 x STPs
1 x Magic chit (drawn randomly)

January:

1 x 4-4/3 P-38 fighter-bomber
1 x 12-9[1] B-17 bomber (depleted)
1 x Magic chit (drawn randomly)
9 x Offensives
6 x EPs

Notes

Japan controls all territories on the map except Australia, Espiritu Santo, Port Morseby, New Hebrides, New Zealand, Ellice Islands, Fiji Islands, Lower Cook Islands, Phoenix Islands, Tokelau Islands, or any hex west of hex E 2112 (Midway), all of which are territories controlled by the United States.

Skip the Weather and Strategic Warfare Phases, and Seasonal Turns (except Command Reassignments, if any).

The United States controls the Initiative throughout the scenario.

No naval unit(s) that begin the first turn (August) in any sea area may enter any coastal hex (until the End Phase of that turn).

Air and/or land units eliminated during this scenario are placed into their respective Replenishment Box(es) immediately, as well as any damaged aircraft carriers as of the moment that it enters a functional, friendly minor or major port. During the

Replenishment Step, the owning player rolls one (6-sided) die per each such unit; the number rolled is the monthly turns that it must remain in the Replenishment Box. That unit will then arrive (repaired / full-strength) as a normal (see above) as of the turn after (placed in the appropriate turn track box).

No other type of ship may be repaired.

Magic chits are discarded after use, and **not** returned to the Magic draw cup.

Victory

Whichever player controls Guadalcanal when the scenario ends, wins (but only if there are no other enemy units also on the island.) If both players have any units on the island when the scenario ends, it is a draw result.

CHINA (7/1937 to 4/1939)



This two-player scenario starts during the Japanese "Offensive Phase".

China sets-up first.

Any hexes in China (except Hong Kong):

23 x 2-1 infantry (may not stack together)
2 x HQs (5th, 6th)

Hex W 4113:

1 x 5-2 infantry

Hex W 3617:

1 x 4-1 infantry

Hex W 4221:

1 x 1-4-32 light cruiser

Hex W 4718:

1 x 2-2/0 I-16 fighter

Chinese Reinforcements.

**(arrive in any Chinese-controlled hex
at turn's start)**

Winter 1938:

3 x 3-2 Communist inf (north of 4500 row)
1 x 4-2 Communist inf (north of 4500 row)

2 x 2-1 infantry
1 x HQ (CCP) (north of 4500 row)

Spring 1938:

1 x 2-1 infantry

Winter 1939:

1 x 2-1 infantry

Summer 1939:

1 x 2-1 infantry

**Japan sets-up second.
(3 Offensives*, 3 EPs)**

**the Japanese player may choose
'Army' and/or 'Naval' type Offensives).*

Any hexes in Manchukuo:

2 x 1/2-1 infantry
10 x 2-1 infantry
2 x 3-1 infantry
1 x 1/2-2 cavalry
1 x 2-3/1 Ki-27 fighter
1 x 2-14 G3M bomber
1 x HQ (Kwangtung)
1 x 'Homma' general

Any Japanese-home port(s):

1 x 1-1 marine
1 x 'Kaga' fleet carrier
1 x 'Aoba' heavy cruiser
1 x 'Atago' heavy cruiser
1 x 'Chokai' heavy cruiser
1 x 'Kako' heavy cruiser
1 x 'Kinugasa' heavy cruiser
1 x 'Maya' heavy cruiser
1 x 'Mikuma' heavy cruiser
1 x 'Mogami' heavy cruiser
1 x 'Takao' heavy cruiser
1 x 'Fuso' battleship
1 x 'Haruna' battleship
1 x 'Hyuga' battleship
1 x 'Ise' battleship
1 x 'Kirishima' battleship
1 x 'Kongo' battleship
1 x 'Mutsu' battleship
1 x 'Nagato' battleship
1 x 'Yamashiro' battleship
1 x 3-4/1 A5M naval-air [ABOARD CV]
6 x STPs

Japanese Reinforcements.

**(arrive in any Japanese home port hex
at turn's start)**

Spring 1938:

1 x 'Imamura' general
1 x 'Yamashita' general

Summer 1938:

1 x 1-6 Ki-32 bomber
1 x 2-13 Ki-21 bomber
1 x 4-3/1 Ki-27 fighter

Notes

Japan controls Japan, Formosa, Korea, Manchukuo, and Ryuku Islands.

When the Chinese player sets up any land units, no player is permitted to know the depleted-side strength of any Chinese unit until it is depleted (not even if eliminated).

Chinese Communist units may not enter any hex below the 4600 hex row.

Skip the Strategic Warfare Phase.

Rule [10.2] applies normally.

The Chinese income is 2 EPs per each Seasonal Turn throughout the scenario.

The Japanese income is:

1937 = 2 EPs per each Seasonal Turn, plus any resource hexes controlled and captured by Japan.

1938 = 4 EPs per each Seasonal Turn, plus any resource hexes controlled and captured by Japan.

1939 = 7 EPs per each Seasonal Turn, plus any resource hexes controlled and captured by Japan.

If no Offensives are purchased, one free Offensive is allotted per season normally.

Victory

The Japanese player wins if he captures and currently controls 12 Chinese cities by the end of April (1939). If the Japanese player only captures and controls 10 to 11 Chinese cities by the end of April (1939), the result is a draw. Any other result is a Chinese victory.

NOMONHAN (5/1939 to 9/1939)



This two-player scenario starts during the Japanese "Offensive Phase".

Soviet Union sets-up first. (1 Offensive)

Hex W 5420 (Nomonhan):

1 x 1/4-2 Mongolian cavalry

Hex W 5419:

1 x 1/2-2 Mongolian cavalry
1 x 1-2 Mongolian cavalry

Soviet Reinforcements. (arrive in any Mongolian hexes at turn's start)

June 1939:

1 x 1-3 armor
1 x 3-3 armor
1 x Offensive

Arrive in hex W 5418:

1 x 3-3/0 I-16 fighter-bomber
1 x Dirt Airstrip

July 1939:

Arrive in hex W 5717:

1 x 1-2 motorized
1 x Offensives

Arrive in any Mongolian hex:

August 1939:

1 x 2-2 motorized
1 x 7-3 armor
1 x 'Zhukov' general
2 x Offensives

September 1939:

1 x Offensive

Japan sets-up second. (1 "Army" Offensive)

Hex W 5421:

1 x 1/2-2 cavalry
1 x 3-1 infantry (depleted)

Japanese Reinforcements. (arrive in any Manchukoan hexes at turn's start)

June 1939:

1 x 3-1 infantry (depleted)
1 x 2-3/1 Ki-27 fighter
1 x Dirt Airstrip
1 x 'Army' Offensive

July 1939:

1 x 2-1 infantry
1 x 'Army' Offensive

Notes

Japan controls Manchukuo. The Soviet Union controls Mongolia.

Japan controls the Initiative during the first (May), second (June) and third (July) turns.

Skip the Weather and Strategic Warfare Phases, and the Summer Seasonal Turn (except Command Reassignments, if any).

Victory

Whichever player controls Nomonhan (W 5420) as of the end of the scenario (September) wins. A Soviet win is downgraded to a draw if the Soviet units have suffered more total step losses (discounting Mongolian units) than the Japanese units, or if General Zhukov has been eliminated.

BANZAI! (1/1942 to 6/1942)



This two-player scenario starts during the Japanese "Naval and Air Phase".

Allies set-up first.

United Kingdom (3 Offensives; 2 EPs)

Hex W 3207 (Rangoon):

1 x 'Hutton' general
1 x 1-1 Indian infantry

Hex W 3518 (Hong Kong):

1 x 1-3-41 destroyer [AT SEA]
1 x 1-7-42 light cruiser [AT SEA]

Hex W 1600 (Maldives):

2 x 0(2)-6-47 destroyers [IN PORT]
2 x STPs [IN PORT]

Any hex in India:

1 x 1-3 armor
1 x 3-3 Indian armor
1 x 1-1 Indian infantry
1 x 2-1 Australian infantry
1 x 4-2/3 Spitfire fighter (depleted)
1 x 5-11 Wellington bomber (depleted)

Hex E 6114 (Auckland):

1 x 1-9-42 light cruiser (blank back CL)

Any Indian Ocean sea area:

1 x 'Cornwall' heavy cruiser
1 x 'Dorsetshire' heavy cruiser
1 x 'Formidable' fleet carrier
1 x 'Indomitable' fleet carrier

1 x 3-2/0 Swordf. naval-air [ABOARD CV]
1 x 2-3/1 Fulmar naval-air [ABOARD CV]

Hex W 2112 (Singapore):

1 x 1-1 UK infantry
1 x 1-1 Australian infantry
1 x 1-1 Indian infantry
1 x 4-2/1 Vildebeeste fighter-bomber
1 x 1-7/1 Hudson Australian bomber
1 x 0(2)-5-45 destroyer (depleted) [AT SEA]
1 x 1-8-39 light cruiser (depleted) [AT SEA]
1 x 'Exeter' heavy cruiser [AT SEA]

Hex W 2310:

1 x 1-1 Indian infantry

Hex W 3506:

1 x 1-1 Indian infantry

Any hex in Malaya:

1 x ¼-1 Malaysian infantry

United Kingdom Reinforcements

February 1942:

Any hex in the Gulf of Siam sea area:

1 x 0(2)-6-46 destroyer
1 x 'Prince of Wales' battleship
1 x 'Repulse' battleship

Spring 1942 (8 EPs):

Any airbase in Malaya:

1 x 2-7 Blenheim bomber
1 x 4-7 Vengeance bomber

Any airbase in India:

1 x 2-3/1 Fulmar fighter-bomber

Any Indian Ocean sea area:

1 x 'Ramillies' battleship
1 x 'Resolution' battleship
1 x 'Revenge' battleship
1 x 'Royal Sovereign' battleship
1 x 'Somerville' admiral [ABOARD BB]

Hex W 3207 (Rangoon):

1 x 'Slim' general

Hex 2501 (Trincomalee):

1 x 1-2/0 Swordfish naval-air

Hex W 2502:

1 x 'Hermes' light carrier

Any hex in Australia:

1 x HQ (ANZAC)

Remove:

1 x 'Indomitable' fleet carrier
1 x 'Hutton' general

**Australia
(1 Offensive, 2 EPs)**

Hex W 1327 (Darwin):

1 x 1-1 infantry

Hex E 5828 (Brisbane):

1 x 1-1 infantry
1 x 'Pensacola' U.S. heavy cruiser

Hex E 6129 (Sydney):

1 x 1-9-42 light cruiser (depleted)
1 x 'Canberra' heavy cruiser

Hex W 1023:

1 x 1-1 infantry

Any hexes in Australia:

1 x 1-1 infantry
2 x 2-2 infantry
2 x 6-3 armor (depleted)
2 x HQs (1st, 2nd)

Any Indian Ocean Large Sea Area:

1 x 'Australia' heavy cruiser
1 x 'Queen Mary' U.K. STP

Australian Reinforcements

Spring 1942 (3 EPs):

Any hex in Australia:

1 x 6-3 armor (depleted)

**Dutch
(2 Offensives, 0 EPs)**

Hex W 1713 (Batavia):

1 x ½-1 infantry

Hex W 1617 (Soerabaja):

1 x ½-1 infantry
1 x 1-5-40 light cruiser [AT SEA]
1 x 1-9-42 U.K. light cruiser [IN PORT]
1 x 0(2)-6-44 destroyer [IN PORT]
1 x 2-6-26 submarine [IN PORT]
1 x 'Doorman' admiral [ABOARD CL]
1 x STP [IN PORT]

Hex W 1614 (Tjilatjap):

1 x 1-1 infantry
1 x 0(1)-3-45 U.S. destroyer (depleted) [AT SEA]

Any Java airbase:

1 x 1-5/2 B-399 fighter

Hex W 1825 (Ambonia):

1 x 1-7/1 Hudson bomber

Any Indian Ocean sea area:

1 x 0-3-33 light cruiser

**United States
(9 Offensives, 5 EPs)**

Hex E 2501 (Pearl Harbor):

1 x 3-2 marine
1 x 1-5 bomber
2 x STPs [IN PORT]
2 x 0-8-22 submarines [IN PORT]
1 x 0(1)-4-46 destroyer [IN PORT]
1 x 0(1)-6-47 destroyer [IN PORT]
5 x 0(1)-3-45 destroyer [IN PORT]
1 x 0(1)-3-40 destroyer [IN PORT]
3 x 1-10-42 light cruisers [IN PORT]
1 x 'San Francisco' heavy cruiser [IN PORT]
1 x 'New Orleans' heavy cruiser [IN PORT]
1 x 'Minneapolis' heavy cruiser [IN PORT]
1 x 'Indianapolis' heavy cruiser [IN PORT]
1 x 'Louisville' heavy cruiser [IN PORT]
1 x 'Chicago' heavy cruiser [IN PORT]
1 x 'Salt Lake City' heavy cruiser [IN PORT]
1 x 'Astoria' heavy cruiser [IN PORT]
1 x 'Chester' heavy cruiser [IN PORT]
1 x 'Portland' heavy cruiser [IN PORT]
1 x 'Northampton' heavy cruiser [IN PORT]
1 x 'Mississippi' battleship [IN PORT]
1 x 'Enterprise' fleet carrier [IN PORT]
1 x 'Lexington' fleet carrier [IN PORT]
1 x 'Saratoga' fleet carrier [IN PORT]
1 x 'Yorktown' fleet carrier [IN PORT]
4 x 3-4/2 naval-air
1 x 1-4/3 naval-air
1 x 'Halsey' admiral
1 x ATP
1 x Coastal Fort

Hex E 2112 (Midway):

1 x 1-4/3 F4F naval-air
1 x 0-8-20 submarine (depleted) [AT SEA]
1 x Coastal Fort
1 x Air Supply

Hex E 3021 (Manila):

1 x ¼-2 Filipino infantry
1 x ½-2 Filipino infantry
1 x 1-2 Philippine infantry
1 x 'MacArthur' general (not "+2" chit)
1 x HQ (USAFFE)
1 x 1-8-22 submarine [AT SEA]
1 x 0(1)-3-45 destroyer [IN PORT]
1 x STP [AT SEA]
1 x Night chit

Hex E 3300 (Panama):

1 x 0-8-20 submarine [AT SEA]

Any Philippines hexes:

5 x ¼-2 Filipino infantry
2 x ½-2 Filipino infantry

At sea, within 5 hexes of hex W3021 (Manila):

1 x 1-7-45 light cruiser
1 x 'Houston' heavy cruiser
1 x Night chit
2 x 2-8-26 submarines

U.S. Box:

1 x 4-2 marine
1 x 1-4/1 P-40 fighter-bomber
1 x 4-3/1 P-39 fighter (depleted)
1 x 1-5 B-18 bomber
1 x 12-9[1] B-17 bomber (depleted)
1 x 1-8-25 submarine [IN PORT]
2 x ATPs
1 x HQ (V AC)

Hex E 5828 (Brisbane):

1 x STP [IN PORT]

United States Reinforcements

Spring 1942 (25 EPs):

U.S. Box:

1 x 2-2 infantry
1 x 1/4-1 marine raider
1 x 3-4/2 F4F naval-air
1 x 0(1)-3-45 destroyer
1 x 1-7-45 "A" light cruiser
1 x 'Vincennes' heavy cruiser
1 x 'Hornet' fleet carrier
1 x X-7/0 B-25 "C" bomber
1 x 'North Carolina' battleship
1 x 'Colorado' battleship
3 x Magic chits (drawn randomly)
1 x Naval Evasion chit

Japan

(22 Offensives*; 10 EPs)

**the Japanese player may choose 'Army' and/or 'Naval' type Offensives).*

Hex E 2111:

1 x 0(3)-8-48 destroyer (depleted)

Hex E 2720 (Wake):

1 x 1/2-1 marine
1 x 1(2)-10-45 light cruiser (depleted) [AT SEA]
1 x Sea Supply

Hex E 2820:

1 x 3-5-24 submarine (depleted)

Hex E 3133 (Guam):

1 x 1/2-1 marine
1 x 0(3)-8-44 destroyer [AT SEA]
1 x 'Aoba' heavy cruiser [AT SEA]
1 x 'Kinugasa' heavy cruiser [AT SEA]
1 x 'Kako' heavy cruiser [AT SEA]
1 x 'Furutaka' heavy cruiser [AT SEA]
1 x Sea Supply

Hex E 3420 (Kwajalein):

1 x 3-4/1 A5M naval-air
1 x 2-14 G3M bomber
1 x 0-2/1 E8N naval-air
1 x Elite Pilots chit [WITH G3M]
1 x Small Airbase
1 x Sea Supply

Hex E 3518 (Maloelap):

1 x 2-20 H6K bomber
1 x Sea Supply

Hex E 3628 (Truk):

1 x 1-1 marine
3 x STPs [IN PORT]
1 x Sea Supply

Hex E 3717 (Tarawa):

1 x 1/4-1 marine
1 x STP [IN PORT]
1 x Sea Supply

Hex E 3914:

1 x 3-5-24 submarine (depleted)

Hex W 2212:

1 x Naval Mine chit
1 x Japanese control marker

Hex W 2215 (Kuching):

1 x 1/4-1 marine
1 x 2-1 infantry (depleted)
1 x Sea Supply

Hex W 2418 (Brunei):

1 x 1/4-1 marine
1 x Sea Supply

Hex W 2510 (Singora):

1 x 3-1 infantry
1 x HQ (25th)
1 x 'Yamashita' general
1 x Sea Supply

Hex W 2522 (Zamboanga):

1 x 1/2-1 marine
1 x Sea Supply

Hex W 2524 (Davao):

1 x 1/2-1 paratrooper
1 x 3-1 infantry
1 x 'Maya' heavy cruiser [AT SEA]
1 x 'Haguro' heavy cruiser [AT SEA]
1 x 'Myoko' heavy cruiser [AT SEA]
1 x 'Nachi' heavy cruiser [AT SEA]
1 x ATP
3 x STPs [AT SEA]
1 x Sea Supply

Hex W 2525:

1 x 'Ryujo' light carrier
1 x 2-6/3 A6M naval-air [ABOARD CVL]

Hex W 2609:

1 x 2-1 infantry (depleted)
1 x Sea Supply

Hex W 2709:

1 x 1-1 infantry
1 x Sea Supply

Hex W 2712:

1 x 4-3/1 Ki-27 fighter

Hex W 2713 (Saigon):

1 x 2-1 infantry (depleted)
1 x 4-7/3 Ki-43 fighter (depleted)
1 x 2-6 Ki-48 bomber (depleted)
1 x 0(3)-6-49 destroyer (depleted) [AT SEA]
1 x 1(2)-10-28 light cruiser [AT SEA]
1 x 'Atago' heavy cruiser [AT SEA]
1 x 'Takao' heavy cruiser [AT SEA]
1 x 'Kongo' battleship [AT SEA]
1 x 'Haruna' battleship [AT SEA]
1 x 'Mikawa' admiral [ABOARD Haruna]
1 x 'Ozawa' admiral [ABOARD CL]
3 x STPs [IN PORT]
1 x Small Airbase
1 x Elite Pilots chit [WITH Ki-43]
1 x Sea Supply

Hex W 2809:

1 x 2-1 infantry (depleted)
1 x Sea Supply

Hex W 2912 (Phnom Penh):

1 x 4-7/1 fighter-bomber (depleted)
1 x 2-13 Ki-21 bomber

Hex W 2915:

1 x 2-14 G3M bomber
1 x Elite Pilots chit

Hex W 2923 (Legaspi):

1 x 1/4-1 marine
1 x 3-1 infantry (depleted)
3 x STPs [AT SEA]
1 x Sea Supply

Hex W 3009 (Bangkok):

2 x 2-1 infantry
1 x 1/2-1 paratrooper
1 x ATP
1 x HQ (15th)
1 x 'Iida' general

Hex W 3020:

1 x 3-5-24 submarine (depleted)

Hex W 3022:

1 x 2-1 infantry
1 x Ashigara heavy cruiser
1 x Sea Supply

Hex W 3121 (Baguio):

1 x 4-1 infantry
3 x STPs [AT SEA]
1 x HQ (14th)
1 x 'Homma' general
1 x Sea Supply

Hex W 3221:

1 x 1-1 infantry
1 x 'Ashigara' heavy cruiser [AT SEA]
1 x Sea Supply

Hex W 3322:

1 x 1-1 infantry
1 x Sea Supply

Hex W 3522 (Batan Islands):

1 x ½-1 marine
1 x 1(2)-10-43 light cruiser (depleted) [AT SEA]
1 x 'Takahashi' admiral [ABOARD CL]
1 x Sea Supply

Hex W 3617 (Canton):

1 x 1(2)-10-43 light cruiser (depleted) [AT SEA]

Hex W 3621 (Takao):

1 x 2-3/1 Ki-27 fighter
1 x 2-6 Ki-48 bomber (depleted)
1 x 4-7/1 Ki-51 fighter-bomber (depleted)
1 x Large Airbase
1 x Elite Pilots chit [WITH Ki-27]

Hex W 3722 (Taihoku):

1 x 2-13 Ki-21 bomber (depleted)

Hex W 4428 (Kure):

2 x 0(3)-9-45 destroyer [IN PORT]
1 x 'Hyuga' battleship [IN PORT]
1 x 'Fuso' battleship [IN PORT]
1 x 'Ise' battleship [IN PORT]
1 x 'Yamashiro' battleship [IN PORT]
1 x 'Hiei' battleship [IN PORT]
1 x 'Kirishima' battleship [IN PORT]
1 x 'Tone' heavy cruiser [IN PORT]
1 x 'Chikuma' heavy cruiser [IN PORT]
1 x 'Akagi' fleet carrier [IN PORT]
1 x 'Kaga' fleet carrier [IN PORT]
1 x 'Hiryu' fleet carrier [IN PORT]
1 x 'Soryu' fleet carrier [IN PORT]
1 x 'Shokaku' fleet carrier [IN PORT]
1 x 'Zuikaku' fleet carrier [IN PORT]
1 x 'Ryujo' light carrier [IN PORT]
1 x 'Zuiho' light carrier [IN PORT]
1 x CVE [IN PORT]
6 x 3-6/3 A6M naval-air (1 x depleted)
2 x 2-6/3 A6M naval-air

1 x 'Nagumo' admiral [IN PORT]
5 x Elite Pilots chits

Hex W 4933 (Amori):

1 x 0(3)-8-44 destroyer [AT SEA]
1 x 1-10-43 light cruiser (depleted)
1 x 'Hosogaya' admiral [IN PORT]

Any hex in the Gulf of Siam sea area:

1 x 'Chokai' heavy cruiser
1 x 'Kumano' heavy cruiser
1 x 'Mikuma' heavy cruiser
1 x 'Mogami' heavy cruiser
1 x 'Suzuya' heavy cruiser
1 x 'Kondo' admiral [ABOARD Suzuya]

Any hex in the Sea of Japan sea area:

1 x 0(3)-9-45 destroyer (depleted)

Any hex in Japan proper:

1 x HQ (16th)

Japanese Reinforcements

February 1942:

Hex W 4428 (Kure):

1 x 0(3)-9-43 destroyer
1 x 1(2)-10-43 light cruiser (depleted)
1 x 'Nagato' battleship
1 x 'Yamato' battleship
1 x 3-5-23 submarine
1 x 3-5-24 submarine (depleted)
2 x STPs

Any Japanese controlled airbase:

1 x ½-1 paratrooper
1 x ATPs

Spring 1942 (30 EPs):

Hex E 3628 (Truk):

1 x 'Shoho' light carrier [IN PORT]
1 x 1-6/3 A6M naval-air [ABOARD CVL]

Any hex in Japan proper:

2 x 2-2 infantry
1 x 'Mutsu' battleship (in port)
2 x 3-18 G4M bombers
2 x 4-10/3 A6M fighters
2 x 0-2/1 E8N naval-air
2 x STPs
2 x Elite Pilots chit

Notes

In addition to colonies, Japan controls all Chinese coastal cities (including Hong Kong), Indochina, and all hexes that are presently occupied by Japanese units listed above.

If the Allied player sets up any deployable units in any hex where a Japanese unit is

to be set up, the Japanese player must resolve an amphibious assault upon that unit in that hex.

Rule [10.2] applies, but is considered the *second* "Sneak Attack" turn.

Japan controls the Initiative during the first (January), second (February) and third (March) turns.

Skip the Weather and Strategic Warfare Phases, and the Spring Seasonal Turn (except Command Reassignments, if any).

EPs can only be spent to purchase Offensives, construct/repair installations, repair units, keep naval units at sea, and/or pilot recovery. The Japanese player must purchase his Offensives as Army and/or Naval Offensives.

Victory

Victory is determined by Japan's possessions at the end of the June, 1942 game turn. The level of victory can possibly be reduced by excessive carrier losses.

Japan wins a Strategic victory if Japan conquers all of the following territories before the end of June, 1942:

Bismarck Archipelago	Borneo
Burma	Celebes
Gilbert Islands	Java
Malaya	Midway
New Guinea	Philippines
Sumatra	

For each of the above areas that Japan has not conquered (by June, 1942), the Japanese player loses one victory level:

- Level 1: Strategic victory
- Level 2: Major victory
- Level 3: Minor victory
- Level 4: Minor defeat
- Level 5: Major defeat
- Level 6: Strategic defeat

In addition, players must compare their relative losses of aircraft carriers. If one side has lost two or more carriers more than the other side, that player loses an additional victory level. A damaged CV is counted as half of a loss, but a CVL is not counted as any loss if it is damaged. For every multiple of two aircraft carriers lost more than the other side, the victory level decreases another level. For example, a Japanese Strategic victory is reduced to a Minor defeat if Japan had lost 4 CVs and 2 CVLs, but the U.S. has lost no CVs or CVLs.

Furthermore, if the U.S. player conducts the "Doolittle Raid" (see [10.38]), the Japanese victory level decreases one level automatically.

THE MARINES (1/1944 to 1/1945)



This 2-player scenario begins during the U.S. "Naval and Air Phase".

Japan sets-up first. (13 Offensives*; 6 EPs)

**the Japanese player may choose 'Army' and/or 'Naval' type Offensives).*

Any one Japanese-controlled port:

1 x 'Yamato' battleship [IN PORT]
1 x 'Musashi' battleship [IN PORT]
1 x 'Yamashiro' battleship [IN PORT]
1 x 'Nagato' battleship [IN PORT]
1 x 'Fuso' battleship [IN PORT]
1 x 'Kongo' battleship [IN PORT]
1 x 'Haruna' battleship [IN PORT]
1 x 'Shokaku' fleet carrier [IN PORT]
1 x 'Zuikaku' fleet carrier [IN PORT]
1 x 'Hiyo' fleet carrier [IN PORT]
1 x 'Junyo' fleet carrier [IN PORT]
1 x 'Hosho' light carrier [IN PORT]
1 x 'Zuiho' light carrier [IN PORT]
1 x 'Chiyoda' light carrier [IN PORT]
4 x 3-6/3 A6M naval-air [ABOARD CVs]
3 x 2-6/3 A6M naval-air [ABOARD CVLs]

Any Japanese-controlled hexes:

1 x 4-1 infantry
8 x 3-1 infantry
2 x 2-1 infantry
5 x 1-1 infantry
7 x Sea Supply chits

Any Japanese-controlled airbases:

4 x 4-10/3 A6M fighters
2 x 3-6/3 A6M naval-air
2 x 2-14/1 Ki-21 II bombers
2 x 2-13 Ki-21 bombers
2 x 3-18 G4M bombers
2 x 2-15 Ki-49 bombers
2 x 2-7/1 Ki-48 II bombers
1 x 2-6 Ki-48 bomber

Any Japanese-controlled ports:

1 x 'Haguro' heavy cruiser [IN PORT]
1 x 'Chikuma' heavy cruiser [IN PORT]
1 x 'Mogami' heavy cruiser [IN PORT]
1 x 'Kumano' heavy cruiser [IN PORT]
1 x 'Suzuya' heavy cruiser [IN PORT]
1 x 'Atago' heavy cruiser [IN PORT]
1 x 'Takao' heavy cruiser [IN PORT]
1 x 'Chokai' heavy cruiser [IN PORT]
1 x 'Maya' heavy cruiser [IN PORT]

1 x 'Nachi' heavy cruiser [IN PORT]
1 x 'Ashigara' heavy cruiser [IN PORT]
1 x 'Myoko' heavy cruiser [IN PORT]
1 x 'Tone' heavy cruiser [IN PORT]
6 x light cruisers [IN PORT]
14 x destroyers [IN PORT]
1 x X(1)-6-38 destroyer escort [IN PORT]
2 x 3-6-34 submarines [IN PORT]
2 x 3-6-33 submarines [IN PORT]
16x STPs [IN PORT]

Hex E 4329 (Rabaul):

1 x 1/2-1 marine
1 x 3-1 infantry
1 x Sea Supply chit
1 x Coastal Fort chit

Hex W 4532 (Yokohama):

1 x 1/4-1 marine
1 x 3-1 infantry

Hex E 3628 (Truk):

1 x 1/2-1 marine
1 x 3-1 infantry
1 x Sea Supply chit
1 x Coastal Fort chit

Hex E 3420 (Kwajalein):

1 x 3-1 infantry
1 x Small Airbase

Hex E 3032 (Saipan):

1 x 3-1 infantry
1 x Small Airbase

Hex E 3419 (Wotje):

1 x 3-1 infantry

Hex E 3133 (Guam):

1 x 3-1 infantry

Hex W 3032 (Saipan):

1 x 3-1 infantry

Hex W 3832 (Iwo Jima):

1 x 3-1 infantry

Hex 3323 (Eniwetok):

1 x 3-1 infantry

Any Marshall Islands hex:

1 x Fortification chit

Any Mariana Islands hex:

1 x Fortification chit

Japanese Reinforcements (arrive in any Japanese home hex at turn's start)

Spring 1944 (110 EPs):

1 x 4-8/4 Ki-84 fighter
1 x 'Taiho' fleet carrier
1 x 3-6-33 submarine
1 x 3-6/3 A6M naval-air

Summer 1944 (110 EPs):

1 x 'Amagi' fleet carrier
1 x 'Unryu' fleet carrier
1 x 3-6-28 submarine
2 x 3-6/3 A6M naval-air

Autumn 1944 (70 EPs):

Japanese Force Pool

17 x 1-1 infantry
8 x 2-1 infantry
1 x 1/4-1 marines
1 x 1/2-1 marines
1 x 4-10/3 A6M fighter
1 x 4-8/4 Ki-84 fighter
1 x 3-6/3 naval-air
2 x 2-14 G3M bombers
2 x 2-17/2 P1Y1 bomber2
1 x 2-14/2 Ki-67 bomber

Allies set-up second. (24 Offensives; 10 EPs)

Hex 2501 (Pearl Harbor):

1 x 'Nevada' battleship [IN PORT]
1 x 'Maryland' battleship [IN PORT]
1 x 'West Virginia' battleship [IN PORT]
1 x 'Tennessee' battleship [IN PORT]
1 x 'Pennsylvania' battleship [IN PORT]
1 x 'New Mexico' battleship [IN PORT]
1 x 'Mississippi' battleship [IN PORT]
1 x 'Idaho' battleship [IN PORT]
1 x 'North Carolina' battleship [IN PORT]
1 x 'Washington' battleship [IN PORT]
1 x 'South Dakota' battleship [IN PORT]
1 x 'Indiana' battleship [IN PORT]
1 x 'Massachusetts' battleship [IN PORT]
1 x 'Independence' light carrier [IN PORT]
1 x 'Princeton' light carrier [IN PORT]
1 x 'Belleau Wood' light carrier [IN PORT]
1 x 'Cowpens' light carrier [IN PORT]
1 x 'Monterey' light carrier [IN PORT]
1 x 'Cabot' light carrier [IN PORT]
1 x 'Langley' light carrier [IN PORT]
1 x 'Enterprise' fleet carrier [IN PORT]
1 x 'Saratoga' fleet carrier [IN PORT]
1 x 'Essex' fleet carrier [IN PORT]
1 x 'Lexington II' fleet carrier [IN PORT]
1 x 'Yorktown II' fleet carrier [IN PORT]
1 x 'Bunker Hill' fleet carrier [IN PORT]
1 x 'Intrepid' fleet carrier [IN PORT]
1 x 4-2 marine
1 x 3-2 marine
1 x 3-2 infantry
1 x 2-2 infantry
1 x 2-1 paratrooper
7 x 3-4/2 F4F naval-air [ABOARD CVLs]
7 x 3-5/4 F6F naval-air [ABOARD CVs]
1 x Large Airbase

Hex E 0516 (Kiska):

1 x 1-2 infantry

Any Gilbert Islands:

- 1 x 4-2 marine
- 1 x 3-2 marine
- 2 x Small Airbases

Hex E 2112 (Midway):

- 1 x Small Airbase

Hex E 5521 (Noumea):

- 1 x 2-2 infantry

Hex E 4909 (Western Samoa):

- 1 x 2-2 infantry
- 1 x Large Airbase

Any Solomon Islands port hexes:

- 3 x 2-2 infantry
- 3 x Large Airbases

Any New Guinea hexes:

- 1 x 2-2 infantry
- 1 x Aus. 2-2 infantry
- 2 x Large Airbases

Hex E 0311 (Dutch Harbor):

- 1 x 2-3 home guard

Any US airbases:

- 2 x 4-4/2 P-40 fighter-bombers
- 2 x 4-4/3 P-38 fighter-bombers
- 2 x 4-5/4 F4U fighter-bombers
- 6 x 8-11[1] B-24 bombers
- 2 x 12-9[1] B-17 bombers
- 3 x 4-7/1 B-25 bombers
- 4 x ATPs

Any US and/or Australian ports:

- 16 x destroyers [IN PORT]
- 7 x light cruisers [IN PORT]
- 1 x 'San Francisco' heavy cruiser [IN PORT]
- 1 x 'New Orleans' heavy cruiser [IN PORT]
- 1 x 'Louisville' heavy cruiser [IN PORT]
- 1 x 'Pensacola' heavy cruiser [IN PORT]
- 1 x 'Salt Lake City' heavy cruiser [IN PORT]
- 1 x 'Chester' heavy cruiser [IN PORT]
- 1 x 'Portland' heavy cruiser [IN PORT]
- 1 x 'Minneapolis' heavy cruiser [IN PORT]
- 1 x 'Indianapolis' heavy cruiser [IN PORT]
- 1 x 'Baltimore' heavy cruiser [IN PORT]
- 4 x X-5-27 escort carriers [IN PORT]
- 4 x 1-5/2 TBM naval-air
- 2 x 2-10-26 submarines [IN PORT]
- 2 x 2-10-26 "P" submarines [IN PORT]
- 18 x STPs [IN PORT]
- 2 x Aus. STPs [IN PORT]

Anywhere in Australia:

- 1 x 2-2 infantry (depleted)
- 2 x Aus. 2-2 infantry
- 3 x Aus. 1-1 "G" infantry
- 1 x 3-4/2 P-40 fighter-bomber

2 x Large Airbases

Along any Japanese Convoy Route:

2 x 2-8-26 submarines

U.S. Force Pool

- 7 x 2-2 infantry
- 1 x 3-2 infantry
- 1 x 1-2 infantry
- 1 x Aus. 2-1 infantry
- 1 x Aus. 1-1 infantry
- 1 x 4-2 marine
- 1 x 3-2 marine
- 4 x 0(2)-5-43 destroyers
- 6 x 2-8-26 submarine
- 3 x 4-5/4 F4U fighter-bombers
- 2 x 3-5/4 F6F naval-air
- 3 x 4-5/4 F4U naval-air
- 4 x 8-11[1] B-24 bombers
- 1 x 10-20 B-29 bomber
- 1 x 20-20 B-29 bomber

**U.S. Reinforcements
(arrive in U.S. Box at turn's start)**

Spring 1944 (135 EPs):

- 1 x 'Iowa' battleship
- 1 x 'New Jersey' battleship
- 1 x 'Bataan' light carrier
- 1 x 'Franklin' fleet carrier
- 1 x 'Wasp II' fleet carrier
- 1 x 'Hornet II' fleet carrier
- 1 x 2-8-26 "P" submarine
- 1 x 2-5/4 F6F naval-air [ABOARD CVL]
- 3 x 3-5/4 F6F naval-air [ABOARD CVs]

Summer 1944 (100 EPs):

- 1 x 'Wisconsin' battleship
- 1 x 'Hancock' fleet carrier
- 1 x 'San Jacinto' light carrier
- 2 x 2-10-26 "P" submarines
- 1 x 2-5/4 F6F naval-air
- 1 x 3-5/4 F6F naval-air
- 1 x 20-20 B-29 bomber

Autumn 1944 (100 EPs):

- 1 x 'Arkansas' battleship
- 1 x 'Texas' battleship
- 1 x 'New York' battleship
- 1 x 2-10-26 "P" submarine

Notes

In addition to colonies, Japan controls all Chinese coastal cities (including Hong Kong), Indochina, Burma, and all hexes West and North of Ellice Islands (except if controlled by the US), as well as any territory where Japanese units are set-up.

The United States controls all territories East and South of Ellice Islands, as well as the Aleutian Islands, New Guinea, and any territory where Allied units are set-up.

The U.S. player is entitled to know which hex that the Japanese carrier task force

initially begins.

No U.S. naval units may enter the Severe Weather Zone during Monsoon weather conditions.

Victory

Victory is determined by accumulating US victory points at scenario's end. All victory points are accumulated by capturing each of the following objectives (i.e., all of the hexes of these locations):

- Marshall Islands = 3 VPs
- Marianas Islands = 4 VPs
- New Guinea = 4 VPs
- Each Philippines hex (non-airbase) = 1 VP
- Each Philippines airbase = 3 VPs

(No more than 10 victory points can be accumulated for Philippines objectives).

Starting US small airbase captured by Japan = -1 VP

Starting US minor port captured by Japan = -1 VP

Starting US large airbase captured by Japan = -3 VPs

Starting US major airbase captured by Japan = -3 VPs

After adding and subtracting all VPs that are gained and lost, the total determines the victory conditions of this scenario, as follows:

- 0-6 VPs = Japanese Strategic Victory
- 7-8 VPs = Japanese Decisive Victory
- 9-11 VPs = Japanese Minor Victory
- 12-14 VPs = American Minor Victory
- 15-17 VPs = American Decisive Victory
- 18+ VPs = American Strategic Victory



Gene Harvey; USS Intrepid, 1944

[xi] Designer's Notes

If you think about it, the conflict in the Pacific Theater during World War Two can almost be regarded as an altogether different war from the conflict in the European Theater. From a design perspective, this presents some distinct challenges when developing rules that are intended to be compatible with both Theaters. The primary challenge, specifically, is developing mechanics that function historically in either Theater (i.e., comprehensive rules that tend to accurately simulate history whether in the European or in the Pacific Theater.) This is a difficult undertaking because of the very different dynamics of each respective Theater (complicated further by the addition of the East African Theater expansion game); every pertinent rule must interact perfectly in any Theater where it is applied, as well as produce consistently reasonably-historic results. *Advanced Pacific Theater of Operations* is not the first game to attempt this, of course, but it is arguably the most ambitious attempt thus far because of the AETO system's detail and complexity.

Interestingly, games designed first around the 'Pacific Theater' (such as *Pacific War* by Victory Games) do not often beget a 'European Theater' version. There's no definitive explanation for this phenomenon, but it might be simply because stand-alone Pacific games are usually designed - by necessity - from about the regimental-level *up*. This is very difficult to transfer to the European Theater (a regimental-level European Theater game would be impractically large), but it's not quite so difficult to take a corps-level game (such as *Advanced ETO*) a few levels *down* to fit into the Pacific Theater (though this cannot be accomplished seamlessly, in any case); in *Advanced Pacific Theater of Operations*, this is achieved with some of the obligatory difficulties. However, because of the fractional combat strength ratings of the smaller-sized combat units (originally innovated for *Africa Orientale Italiana*, the East African Theater expansion for AETO), *Advanced PTO's* scale is exactly consistent with that of *Advanced ETO*. This integrated consistency is precisely why some of the land units in APTO will seem disproportionately weak (such as the *Japanese Special Naval Landing Forces*, which - historically - only comprised about a thousand Japanese Marines, if that.) In any case, most APTO units are comparatively smaller than European units, and this is perfectly historical when considering the different relative sizes of each Theater's typical maneuver element.

Speaking of detail specifically, *Advanced PTO* is very probably the most detailed game on the subject of the Pacific war, with the exception of the enormous *War in the Pacific*. As a matter of fact, APTO benefited directly from *War in the Pacific's* intricacy, so to speak, thanks in large part to the *War in the Pacific* designer (Kevin Kiff), whom kindly provided me with a treasure of data and research material (which also contributed to accelerating APTO's development.) Indeed, *Advanced PTO* even exceeds *WiTP's* overall scope in many respects (for example, APTO begins in 1937, with the Japanese invasion of China, whereas *WiTP* commences at Pearl Harbor), and there is even some obscure minutiae included in APTO that hadn't been included in *War in the Pacific* (for example, APTO includes the old battleship "Utah", which had been deactivated as a battleship, but was nevertheless present at Pearl Harbor, and torpedoed and sunk there; the Utah's rusting hulk is still at Pearl Harbor to this day, as a matter of fact.) More specifically, though, much of the detail featured in *Advanced PTO* will be completely indiscernible to players (which is true of all wargames, to some degree), but such encrypted details do - collectively - contribute significantly to *Advanced PTO's* realism. One example (a particularly obscure example, by intent) is the French 0-4-44 naval unit that begins the game set-up in Saigon.

Innocuous at first glance, perhaps, the 0-4-44 naval unit game piece is not a mere generalization; it specifically represents the old French cruiser *La Motte Picquet* (pronounced *l'ah-moat p-k*) and a handful of patrol sloops. Admittedly the *La Motte Picquet* had no impact on the war, and its inclusion may even be considered by some to be detail-to-excess (in fact, the *La Motte Picquet* was commandeered by the Japanese when Indochina was occupied, and it remained in Saigon until it was discovered and sunk by US aircraft in January, 1945), but it is an example of the sort of imperceptible detail that players have with APTO. Indeed, *Advanced PTO* may be the only Pacific Theater game to include a naval unit representing the *La Motte Picquet*...even if it is totally superfluous and unnecessary.

While on the subject of naval units, a brief digression is warranted to mention the German auxiliary cruisers that are included in *Advanced PTO*. These particular ships (which are universally absent from all other Pacific Theater games) did not impact the war in the Pacific very much at all, but they are included in *Advanced PTO* simply because they were present, historically. Of course, AETO players will recognize them from *Advanced ETO* (where their role is not insignificant), and they may prove to be more interesting during a Combined Game (AETO and APTO linked together.) In actuality, the German auxiliary cruisers achieved very little while in the Pacific, and they rarely receive any attention from historians. Even the famous encounter between the auxiliary cruiser *Kormoran* and the Australian light cruiser *Sydney* did not alter the war in the slightest (the *Kormoran*, after sailing into the Indian Ocean, was intercepted by the HMAS *Sydney* off of the western Australian coast, resulting in both ships sinking each other), and it is for this reason that the *Kormoran* is not included with the other auxiliary cruisers in APTO. Essentially, the *Kormoran* had no influence in the Pacific Theater whatsoever (aside from sinking the *Sydney*, although the Allies could easily afford trading the loss of a light cruiser for a merchant raider.) Nonetheless, AETO players should feel free to include the "Kormoran" naval unit as a Pacific transfer, if they want to be technically exact (arriving in October 1941, in one of the Indian Ocean large sea areas.) This, of course, is completely unnecessary during a Combined Game, bearing in mind that the German player can move his auxiliary cruisers to any Theater he desires (although the Pacific Theater may not be the best deployment for them, a fact that the *Kormoran* learned the hard way.)

Historicity

Advanced PTO is quite a departure from the original PTO. As a simulation of the war in the Pacific, it basically does what most every other Pacific war game does, although APTO - as in AETO - forces players to abide by strict historical possibilities (the Chinese and Japanese players can't, for example, conspire together to join forces to oust the British from Southwest Asia.) All in all, *Advanced Pacific Theater of Operations* is a military simulation, and players are tasked to win militarily within the context of what could have occurred historically. This is not to say that deviations aren't possible (deviations that would be considered *possible* at least, even if very unlikely), but wild schemes are much more trouble than the historical course, and proportionally much more difficult to make successful; this aspect of the game's design may be disliked by the "what-if" aficionados, but there are already similar games that allow that kind of latitude (such as *A World at War*.) And so, APTO is intended to appeal to players who prefer to simulate the war within the realm of what was reasonably plausible. To the extent that these rules allow deviations, players will likely decide that the historical course is the best (the Japanese player may want to invade Australia,

and he can certainly try, but he will probably decide - as the Japanese eventually did historically - that the American aircraft carriers must be dealt with *first*.) The challenge in APTO is not necessarily altering the geostrategy of the war in the Pacific, but rather altering the course of the war. Imagine how the Solomons Campaign may have unfolded if the Japanese had won the battle for Midway. This was certainly possible historically, and is certainly possible during an Advanced PTO campaign game.

As mentioned in the rule booklet's foreword, there was really no reasonable chance - historically speaking - that Japan could have won the war in the Pacific *militarily*, and this is a problem that has vexed anyone whom has attempted to design a reasonably accurate Pacific war game. Basically, Japan did not have the industry, infrastructure, technology, fuel, or even population to win a full world war against the United States, and this assures that a Japanese player in an Advanced PTO game is fighting a war that he is fore-destined to lose. But most Pacific war games have solved this problem the same way, which is to simply stipulate that the Japanese player must merely *survive* longer than the Japanese did historically (beyond August of 1945.) Conveniently, this is perfectly in line with the victory conditions in AETO (the Axis aren't likely to win the war, but may be able to survive beyond May of 1945), and so the game can be won even if the war is lost. Fortunately, this also causes the game to align itself with Japan's historical intention to avoid a long war, but it presents some very intriguing new questions: How long could the war in the Pacific have lasted if Japan had defeated the United States in a few of the decisive battles (e.g., Coral Sea, Midway, Guadalcanal)? If these historical deviations occur during an APTO game, the players will be able to experience a strategic result that will be, in all likelihood, very historical...and maybe even probable.

But, what about the 'Improbable'? When thinking back to the original PTO, many historically-unfeasible potentialities were quite possible, and even likely. In the first place, the original PTO did not encompass the war in the Pacific with the same level of detail as APTO (PTO was significantly more abstract, in many respects.) In the second place, the manifest of game pieces included in PTO did not include many of the ships and units that existed during the actual conflict in the Pacific. Nonetheless, PTO had a very solid foundation, and it simulated the war quite well in many, many respects. Unfortunately, PTO also demonstrated a tendency to actually foment historically-improbable courses and strategies, primarily because of one particularly obtrusive new rule...the infamous *Supply Base*!

As originally envisaged, the introduction of the "Supply Base" concept into PTO had everything to do with *game-play*, yet very little to do with *reality*. Supply Bases obviated the need for players to actively maintain a supply network throughout the map (requiring players to shuffle transports and supply chits to every outpost across the breadth of the Pacific, which could become a tedious administrative chore, no doubt.) Regrettably, the convenience brought about by the new Supply Base rule permitted a PTO game to skew substantially from reality. A Supply Base had no supply limitations (any quantity of units could draw supply from a Supply Base, and over any distance, too...even across water to an extent), it was totally invulnerable to any kind of attack (a Supply Base could only be destroyed if actually captured!), and extremely difficult to interdict (and only if undefended.) To make matters worse, a Supply Base could be built virtually anywhere, and was - once construction began - quite impossible to impede, interrupt or stop in any way. Worst of all, each side could build numerous Supply Bases during the course of a game, essentially negating the need for any tactile supply rules whatsoever (each side could have as many as ten of these 'Death Stars' situated in key locations all over the

map.) As you can imagine, a game of PTO could evolve far beyond what could have occurred during the actual war. So, for these reasons, the Supply Base concept was not included in APTO (this, of course, requires players to physically haul their supply chits to and fro.) When considering the importance of supply during the actual war, and all of the battles that logistics provoked (e.g., the Solomons Campaign was as much about supply routes as anything else), Supply Bases almost assured that a PTO campaign game actually could *not* develop historically. What need is there for the "Tokyo Express", for example, if the Japanese player can simply build and then rely on an impervious Supply Base in Rabaul? In fairness, PTO was not the first game to feature rules abstracting supply; the whole concept was present in the foregoing *Empire of the Rising Sun*, where its impact was even more significant (a line of supply could be traced over a thousand miles of ocean without restriction), and it still exists in Advanced PTO to a small degree (see the "Supply on Island Chains" rule), but APTO was designed to reintroduce a very essential aspect of the actual Pacific campaign, and hopefully provide players with a better simulation overall. Remember the old saw, "Amateurs study strategy, professionals study logistics".

Strategy

Speaking of Pacific strategy, Advanced PTO presents players with all of the typical challenges endemic to the conflict in the Pacific. But it is the *Japanese* strategy that sets the tone of the entire war. Unlike most other Pacific war games, an APTO campaign game begins in 1937, and so initially it is only in China where Japan has any opportunity to capture available resource hexes before going to war with the United States (Japan will need absolutely every resource hex that it can gather up to have any chance of competing economically with the United States.) In 1937 and 1938, however, the Japanese military and economy is only barely capable of any offensive action. As a matter of fact, the entire Japanese Army in 1937 is only marginally stronger (i.e., total combat strength points) than the Chinese Army, but actually much weaker when considering that ten full Japanese combat units are mandated to garrison the Manchukuo/Soviet border, and are initially unavailable to fight in China. Indeed, it would be impossible for Japan to advance against the sizeable Chinese Army whatsoever if not for the Chinese stacking restriction (Chinese land units can never stack together in the same hex, which hinders the Chinese Army's operational flexibility substantially.) Another consideration for the Japanese player is the so-called Nomonhan Incident (in which Japan and the Soviet Union fight a limited war in Mongolia.) If Japan can win the battle for Nomonhan, the rules then forbid any Soviet entry into the war. Hence, winning the battle for Nomonhan may just help the Japanese player hold out long enough to win the game, and is perhaps more important than any other single land battle during the entire game. That said, the Japanese Army is simply outgunned by the powerful Soviet forces that will be encountered (albeit marginalized by Japanese air superiority), and so the prospects of a Japanese victory at Nomonhan are not at all certain. Historically, the Japanese were defeated at Nomonhan, which very directly contributed to the Japanese decision to go to war with the United States instead of the Soviet Union, although even if the Soviets had been defeated at Nomonhan, Japanese casualties would likely have been quite severe, and the Japanese High Command may have derived the same conclusion anyway (i.e., avoid war with the Soviet Union; attack the unprepared United States.) This is precisely why, during an APTO game, the Japanese player is forbidden from initiating war with the Soviet Union unless Japan wins the battle for Nomonhan. In any case, it may be true that a Japanese invasion of the Soviet Union may only be

relevant during a Combined Game, although a conquest of the Soviet Union in the Pacific would free up many Japanese Divisions (which are always desperately needed elsewhere throughout the Theater.) The obvious risk, of course, is that the Japanese player could find himself embroiled in a second front that may require two or three times more units than were being tied down in the first place.

As an afterthought, players familiar with the original PTO may notice that the "Soviet spy network" rule was not carried over to APTO (that rule required any Japanese invasion of the Soviet Union to be foretold some turns in advance.) Simply, it was largely an unnecessary rule despite its historical validity (the Soviet player could usually see plainly for himself if any invasion was imminent by merely being observant...a build-up of troops, and especially the construction of airbases in an area is almost always a tip-off), and so the rule was deleted. But devotees of the old rule should feel free to import it to an Advanced PTO game, if they prefer (with the consent of all players, of course.) Admittedly, it may be a bit less superfluous during a Combined Game, but very rarely in any case.

When the time comes for the Japanese player to attack the United States at Pearl Harbor, the strike will be a standard exercise, with a standard outcome (statistically, the Japanese player's airstrike should yield a reasonably historic result.) There is no specific rule that mandates a Japanese attack on Pearl Harbor to December of 1941, but it is the optimal date to conduct a strike there. For one thing, it is to Japan's severe disadvantage to ever bring the United States into the war any sooner than absolutely necessary, and December of 1941 is the last game turn that the U.S. does not receive any income (as of 1942, the United States begins to receive income, whether at war or not.) In the second place, December of 1941 is the only game turn whereby U.S. air units in Hawaii do not receive any "Air Combat Over an Air Unit's Own Base" bonus (representing, you might say, the fluke circumstances that occurred on December 7th that helped contribute to the surprise that Japan achieved; e.g., the misidentification of the Japanese aircraft as a flight of B-17s, the disregarding of the midget submarine report by the USS Ward, et cetera.) Additionally, Japanese air units that conduct a "strafing attack" do not incur the nominal +1 die roll penalty during the December turn of 1941, for obvious reasons. Nevertheless, the Japanese player may opt to deviate from the historic date of the Pearl Harbor attack for one reason or another, although players should note that the majority of the Japanese invasion fleet arrives in play before December, which essentially 'hardwires' the campaign to begin in late 1941.

One noteworthy point about the attack on Pearl Harbor is the so-called "Third Strike" theory (i.e., the hypothesis that a third wave of Japanese aircraft launched against Pearl Harbor's facilities could have rendered the port ineffective as a naval base for many months thereafter.) This theory has actually been debated since 1941, and so naturally there were some players that wanted to have an associative optional rule for Advanced PTO. After some consideration and study of the matter, a few primary conclusions emerged in my own mind (which are only personal opinions; suffice it to say that the whole topic can't be debated here): It appears probable - if a third strike had been launched specifically against Pearl Harbor's facilities (e.g., the oil "tank farms", and so on) - that the results would have likely been problematic for the U.S. Navy. But that said, all of the known facts seem to indicate that a third strike was never really a possibility; Admiral Nagumo was thoroughly disinclined to undertake any third strike, for numerous reasons, and would never have attempted it...notwithstanding any actual order from Yamamoto to do so (which there was none) or a prearranged plan prepared from the beginning to do so (which there was

none.) Regardless, the long-term effects of a theoretical 'third strike' are obviously impossible to know, and so an optional rule included in APTO would be, at best, speculative (and not even very academically informative to the players.) However, I can suggest one informal idea that players may try (keeping in mind that its effects on a campaign game are an unknown quantity): If any eligible Japanese Naval-Air unit attacks and successfully destroys the port installation in the Pearl Harbor hex (E 2501), the Japanese player may then roll one die (6-sided): The number rolled on that die is the quantity of "Low Fuel" chits that the U.S. player must randomly place (face-down) on the monthly turn track, starting with the December monthly game-turn (i.e., placing a single "Low Fuel" chit in each successive turn track box, until the rolled quantity of chits are placed.) The U.S. player (only) must inspect the chits, and must abide by each chit's indicated effect for the month that it was placed. Furthermore, no U.S. naval unit may undergo repair in the Pearl Harbor hex until the last of the "Low Fuel" chits have expired.

Once the war begins in earnest, it will then be a matter for the Japanese player to then decide how best to prosecute the war. Initially, for both Japan and the United States, the aircraft carriers will dictate much of the war's course. To that point, carrier duels are much more dynamic in Advanced PTO than in the previous PTO because of the new "counterstrike" rule (basically, Naval-Air units can conduct naval strikes as part of an air interception mission, forgoing air combat to do so; see [4.1].) The Japanese have superior Naval-Air units when the war begins, but the Americans have "Naval Evasion" and "Magic"...all facets of the actual war in the Pacific Theater. What is the most different from PTO, perhaps, are the odds of achieving a successful naval reconnaissance. In short, carrier task forces will not be able to routinely stand off at the maximum range of their aircraft to launch airstrikes. A careful examination of the reconnaissance ranges (and odds) reveals an interesting situation: As one carrier group moves toward another to acquire the best odds of a successful air recon, the other may or may not see it first (which is precisely what happened at the Battle of Midway; the Japanese carriers were discovered first, and the rest is history.) In game terms, it could be devastating to Japan for the U.S. player to play an "Air" Magic chit to modify his crucial reconnaissance dice roll in such a case, which would be very historical, of course. But these are not the only additions to APTO that change the dynamics of carrier duels: The new rule "Carrier Coordination" (though an optional rule) was designed to address the so-called "monster task force" problem (i.e., the tendency of players to amass every available aircraft carrier in their inventory.) In a nutshell, the Carrier Coordination rule functions to encourage carrier groupings that are in sync with historic parameters (in other words, operating task forces with four carriers is optimal, but five or more carriers may be nothing more than extra targets.) Either player may risk operating larger carrier fleets if doing so is judged by them to be a necessity of their present circumstances (or if not particularly endangered, such as the Japanese carrier group that attacked Pearl Harbor), but there is a "tipping point", so to speak, when too many carriers may become a liability, not an augmentation. This concept has merit, historically speaking; during the battle of Midway, two of the six available Japanese aircraft carriers (Junyo and Ryujo) were diverted to the Aleutians to function as a decoy (and though some historians contend this to have been a strategic mistake - and they may be correct - the Junyo and Ryujo could have also been sunk along with the other Japanese fleet carriers near Midway island.) In fairness, the Japanese only expected to encounter two American CVs around Midway, and may have retained the Ryujo, at least, if they had learned of the third American CV (i.e., the Yorktown.)

But the Carrier Coordination rule allows for this possibility too inasmuch as the chances of any successful coordination are mathematically favorable when operating *six or fewer* carriers, but not favorable when operating seven or more (in fact, the odds become significantly unfavorable with each subsequent carrier present).

As has been stated before, it was almost impossible for Japan to *militarily* win the war, although the outcome could have been significantly different if the Japanese had won some of the vital battles of the Pacific conflict. What is more, it was theoretically possible (albeit unlikely) that the Japanese could have achieved numerous *decisive* victories, and then eventually concluded the war somewhat favorable to Japan (though this would have required a series of Allied military catastrophes over the course of a couple years, and the consequent onset of 'war weariness' in the American public, in all probability.) But under no circumstance could the Americans have tolerated - however many military setbacks they may have suffered - a permanent Japanese occupation of, say, Australia or Hawaii; it's doubtful that the United States would have ever accepted (even after a series of major defeats) an end to the war that left millions of Australians under Japanese subjugation (if Australia had been invaded and occupied, it is more likely that Australia would have become a 'bargaining chip' during any subsequent armistice negotiations.) This hypothesis, of course, assumes that the Japanese had somehow successfully invaded Australia, which was actually not a very likely prospect at all when considering Japan's severe manpower demands in China. An occupation of Australia would have been a time-consuming ordeal, to say the least, and also a logistical nightmare (just the invasion itself would have required an enormous fleet of transports.) The overarching assumption of any such hypothesis is that the U.S. Navy had been thoroughly nullified beforehand. Until then, the Japanese could not have risked an operation of such complexity and daring. Certainly the Japanese understood, indeed before anybody else, that any operations in the Pacific would require a nullification of the American Navy. Hence, a naval clash was inevitable from the start, and it was from this premise that the Japanese "big fleet battle" concept was formulated. As a point of fact, the entire Japanese military mindset was centered on the idea that the war would be decided by one large naval duel, and so virtually all of Japan's strategic thought orbited around that premise. Accordingly, the Japanese Navy had been well-designed from the very beginning for that purpose...to outfight any other Navy it might encounter in battle, particularly the American and British navies, and when the war in the Pacific began, this was certainly possible (and perhaps even likely.) As it went, the battle of Midway basically proved the Japanese premise to be partially valid (but only because Japan's misfortune at the battle of Midway was irreversible), but also proved that a short war was impossible, thus invalidating the whole purpose of the "big fleet battle" concept (i.e., to win the war by winning a single, large naval clash.) Taken altogether, the war was unlikely to be settled quickly, and once it was started, there were only ever two fundamental methodologies by which Japan could have avoided a total defeat: A series of complete operational victories over the United States in the first year or two of the Pacific war, or a protracted war whereby Allied casualties would become so horrendous that a negotiated conclusion of the war could be achieved.

Now if, during an APTO game, a resounding Japanese victory at Midway (or anywhere) can be achieved, then the Japanese player basically gains another full year or more to run amok in the Pacific (i.e., until the new American "Essex" class carriers begin to appear.) In that year, the Japanese player can accomplish a lot to solidify his gains (e.g., fortify his so-called "defensive perimeter"), and so an invasion of Australia is then

somewhat conceivable. An invasion of Australia may be more possible in an APTO game than in reality, but that's only because the Japanese player knows that the game ends in 1945. However, the Burmese and Chinese Fronts will remain an active drain on Japanese resources and attention in any case, and it is simply dubious, in all likelihood, to presume that Japan can perpetuate unchecked military victories everywhere (it's unlikely that China will ever be completely conquered, and the mountainous jungles of Burma are probably the most difficult fighting terrain anywhere on the Pacific map, or on any of the AETO maps for that matter.) But, a sufficiently-severe setback to the Allied comeback will substantially decrease the odds of an Allied victory - per the game's victory conditions - because the Japanese player needs merely to remain unconquered beyond August of 1945. Historically, after the defeat at Midway, the Japanese could only hope to end the war by drawing it out long enough to inflict frightening casualties upon the Allies, but Japan's prospects of this were nil, if not impossible. In the first place, so long as the Americans dominated the air and the sea, the Japanese were unlikely to prevent U.S. Marines from seizing key islands from which to base and launch B-29 raids against Japan (this alone was enough to assure an eventual Japanese defeat, not to mention the Atomic Bombs.) In the second place, there were numerous other factors that the Japanese were all-but-powerless to mitigate, such as the U.S. submarine fleet. If, during an APTO game, the Japanese player loses the majority of his fleet, he'll be confronted with these same challenges. Initially, for example, Allied submarines are a nuisance, but eventually become an annoyance, and finally a pestilence! (And frankly, there's not much that the Japanese player can do about it, no matter how many naval victories he has achieved.) Ironically, the wider that the Japanese sphere of conquest expands, the more vulnerable that Japan becomes to prowling subs (supply-laden STP chits will probably be frequent victims), and this is, of course, historical. Fortunately for Japan, all U.S. submarines must suffer the effects of the "Defective Torpedoes" rule, which enforces a high chance of failure upon any U.S. sub attack roll (this chance was based, incidentally, on the data from the tests conducted by the USN during the war), although this penalty ends in mid-1943.

Worse yet for Japan are the powerful B-29s, although the Japanese player can employ some measures to potentially diminish their impact. The most obvious measure is to garrison and fortify any islands within Superfortress-range of Japan. Eventually the U.S. player will likely have a very impressive armada to slam against any island redoubts that the Japanese player creates, but there's no guarantee that the U.S. player's amphibious invasions will be successful. Given enough time, there's actually probably no way to prevent the U.S. player from eventually capturing any island(s) that he really wants, but because of the game's victory conditions, time is a luxury, and so the Japanese player can increase his chances of victory (in game terms) by repulsing a few important assaults. He can also maximize the defense of his islands by creating a network of mutually-supporting bases wherever possible (this was also a point made by Bruce Harper in his designer's notes for *Empire of the Rising Sun*), not too dissimilar to the game of chess in that respect. Besides that, he can also employ Kamikazes at a critical time and place. However, once the U.S. player has established a sufficient B-29 airport, Japan's only hope is whatever remains of its air force to defend the Home Islands. As a general principle, it is probably not wise for a Japanese player to save any of his fighters (nor Elite Pilots) in anticipation of defending Japan proper from the Superfortresses; the B-29's quality rating (4) makes them difficult to shoot down, and so the best advice to any Japanese player is to use the Japanese air force earlier rather than later. Even a 4-quality, full-strength Japanese fighter is only capable of a 50% chance to deplete a

B-29 (however this can be increased to 66% with Elite Pilots, if any remain), but a 33% chance that the B-29's "return fire" will deplete the attacking Japanese fighter as well. These statistics are problematic for the Japanese player for the simple reason that there are as many B-29 units in the game as 4-quality Japanese fighter units, keeping in mind that the U.S. player can easily afford to rebuild his B-29 units when they have become depleted. Unfortunately for Japan, all of this means that Superfortresses will be able wreak havoc upon the Japanese economy (especially if the "Firebombing" optional rule is in effect), and eventually drop both A-bombs to administer the *coup de grace*. The moral of the story for Japanese players is to implement a strategy to win the game *early* in the war, not in 1945.

Winning the war early is really and primarily all about the aforementioned naval duel between Japan and the United States, and thus, it is the aircraft carriers that will dictate its outcome more than anything else. In that regard, the Japanese player begins the game with one major advantage over the United States...Japan's carrier fleet, which is significantly more capable than the U.S. carrier fleet as it existed in 1942. True, the "Magic" and "Naval Evasion" rules give the early U.S. carriers a fighting chance (or an advantage under the right circumstances), but Japanese aircraft carriers and Naval-Air units are more numerous and qualitative. Thus, the Japanese player should be intent to deploy his carriers audaciously when war with the U.S. begins (when their impact on the overall war will be the most significant.) This is a view that I've written about previously in a *War in the Pacific* article, and it applies during an APTO game, as well:

"It can be said without any hesitation that Japan possessed the finest carrier arm of any nation in the world at that time...

Any Allied player that thinks he can stand toe-to-toe with the Japanese carrier arm in '41 or '42 without a tangible advantage (to wit, "Magic") will be on a fool's errand. Conversely, any Japanese player that lacks the aggression to employ Japan's most potent asset is more foolish yet. True, the historic "Battle of Midway" seems to disprove this assertion, but it must be remembered that Japan suffered an incredible succession of bad luck, such that the defeat at Midway was not a result of the Japanese Navy's aggressiveness. Indeed, the Japanese Navy was being employed for precisely the task it was meant for, and the IJN cannot necessarily be faulted for engaging in a battle that favored Japan.

...that itself is not a sufficient reason to be so overly cautious with the fleet that it becomes a vestigial limb. Besides, when the new U.S. "Essex" class aircraft carriers begin to arrive en masse, the IJN's days are numbered anyway (i.e., it is wise to get some mileage out of the Japanese fleet while it is formidable and relevant)." – *From "Can Japan win the 'War in the Pacific'?"*

It is noteworthy that this premise is actually contrary to the notion expressed by Bruce Harper in his designer's notes for *Empire of the Rising Sun*, which suggested that a Japanese player would be risking too much by seeking a carrier duel with the United States. Bruce wrote that a carrier clash "...looks good on paper, but the consequences of failure generally outweigh the potential benefits." In fairness, this analysis may be absolutely valid for *Empire of the Rising Sun*, or for other Pacific war

games. This is not to suggest that the potential consequences of failure are any less severe during an APTO game (particularly if the Japanese player is unlucky, or just plain reckless), but such consequences are probably not a sufficient reason to avoid a "carrier clash". Naturally, the results of a critical carrier duel will vary from game to game, so there are no guarantees one way or the other, but losing mastery of the sea is somewhat more of a problem for the Japanese player than the Allied player. The Japanese Army is more dependant on naval support due to Japan's strategic position in the Pacific; he is required to sustain a wide-ranging defensive belt that is the epitome of the maxim "To defend everywhere is to defend nowhere". Historically, the Japanese Army's standard weaponry was simply outclassed by the weaponry of most American units (imagine a Japanese divisional commander trying to wield his few battalions of outdated 75mm field guns against a U.S. Marine Corps division bristling with four battalions of modern 105mm howitzers.) This was not necessarily a problem for any Japanese commander that could invoke fire-support from big naval guns offshore (as was available to the Japanese during the opening stages of the war), but it was problematic - perhaps even hopeless - when the situation was reversed. So it can be argued that sea supremacy in APTO is so critically vital to the Japanese player, that any grand strategy designed to avoid the proverbial "carrier clash" may actually be a *greater* risk. As stated before, there are no assurances that the Japanese player will not accelerate his own defeat if he does suffer a Midwayesque outcome, but such an outcome will probably become unavoidable anyway as more and more U.S. fleet carriers arrive in play.

From the Allied player's perspective, the most critical time-period of the game is 1942, before the first two Essex class carriers arrive (the *Essex* and the *Intrepid*), which will be followed by numerous others by 1944. If playing with the "Magic" optional rule (which is fundamentally identical to the "Ultra" optional rule in Advanced ETO), the Allied player has a good reason to challenge the Japanese Navy directly. But in any case, the *historic* Allied grand strategy in the Pacific Theater is a good model simply because there are several Japanese vulnerabilities that cannot be remedied (such as Japan's dependency on the Dutch oil fields, the war in China, Japan's inferior industry, et cetera)...any one of which is enough to cripple Japan's prospects for victory (if exploited.) In that regard, a Japanese victory during an APTO game might depend on Allied mistakes, though it must be said that the inevitable carrier duel between Japan and the U.S. may be resolved by luck more than strategy (as was the actual Battle of Midway), and so players must accept this potentiality when formulating their plans. Despite Japan's numerous weaknesses, the U.S. player can possibly lose the game if he suffers a major defeat during an important naval battle (if a carrier clash results in an overwhelming Japanese victory, it *will* significantly delay any American comeback, especially if the Japanese player can take advantage of his newfound supremacy in the Pacific.) Indeed, neither player may be particularly anxious to seek out an 'all-or-nothing' carrier battle (because of the potentially devastating consequences of defeat), but this requires the U.S. player to bring out his aircraft carriers in the first place; some U.S. players will tend to keep their flattops well out of harm's way until total numerical superiority is accumulated (although the Japanese player can punish such timidity by seizing and then fortifying essential islands.) If the Japanese player can win a decisive naval battle during 1942 or 1943 (which should be the Japanese player's primary goal, as discussed previously), then winning the game is quite conceivable. If the Japanese player can win several decisive naval battles, winning the game becomes exceptionally likely (bearing in mind that this is a much more difficult challenge because of the improved American combat

units, like Hellcats, that will begin to appear.) Thus, unlike the actual war, the Japanese player in APTO is tasked with a much more achievable goal, i.e., to merely survive beyond August of 1945, although this is not easy to accomplish in any case (U.S. industrial might should not be underestimated, even after a severe military setback).

Global War

When talking about Japan's prospects for victory, the dynamic becomes very different when the European Theater (AETO) is in play (colloquially known as the "Combined Game".) The inclusion of the European war alters the scope somewhat, maybe dramatically depending on events. Certainly, an early strategic collapse in either Theater will seriously affect the other Theater, and this is more likely to occur to the Axis (the Allied powers are more resilient, overall, especially later in the war.) The Allies can shift the allocation of their military assets from one Theater to the other without too much difficulty (something that the Axis cannot do at all), and so this is an inherent Allied advantage...more pronounced if one player is playing both the United Kingdom and the United States. Fortunately for the Axis players, however, they merely need to win in one Theater to avoid a defeat (this offsets the Allies' advantage considerably, and it also ensures that one Axis nation cannot be punished with a defeat due to the blunders of his Axis partner in a completely separate Theater. And besides that, even if all of the Axis powers - Germany, Italy and Japan - are being played by a single player, there isn't much that Germany can do to help Japan, nor vice versa, particularly because of the cooperation restriction rules, and the mandated penalties for units that transfer from one Theater to the other.) What is more, the Allied player(s) cannot be tempted to wield the entire weight of their military and economic power in one Theater while neglecting the other; to do so risks giving the collective Axis an easy victory, and wouldn't be very challenging for the neglected Axis player anyway. Thus, in a "Combined Game", the balance of power should prove itself to be very equitable, even if only one player controls the collective total of nationalities on their side. Naturally, a multi-player game adds additional challenges to whichever side entails the most players, but it is certainly much more historical and realistic, geopolitically speaking.

Except in the case that each nationality can be assigned an individual player, a multi-player game should probably assign nationalities as follows, depending on how many players are participating:

Axis Player 1: =	Germany / Italy
Axis Player 2: =	Japan
Allied Player 1: =	U.K. (AETO) / U.K. (APTO) / Australia / Dutch (APTO)
Allied Player 2: =	U.S. (AETO) / U.S. (APTO) / France / China (Nationalists)
Allied Player 3: =	U.S.S.R. (AETO) / U.S.S.R. (APTO) / China (Communists)

If playing a game with only two Allied players, it is recommended that one player manage the U.K. and the U.S. (in both Theaters), as well as the Australians and the Dutch, and that the second player manage the U.S.S.R. (in both Theaters), the Chinese (Communists and Nationalists) and the French. This increases the workload of the Allied players considerably, but is the most efficient distribution of play balance. If including the East African Theater, there is also Ethiopia, and the Spanish

Nationalist and Republican factions to officiate (which is less important to designate to specific players, provided that an Allied player is assigned to the Ethiopians and Spanish Republicans.) As an aside, incidentally, the East African Theater extension supplement allows an AETO game to be underway when an APTO game begins (with the Japanese invasion of China, in 1937), as well as gives Italy more to do than during an AETO game alone.

Improvements

In reference to some of the other criticisms of the original PTO, such as the formulaic Kamikaze rules (in PTO, the appearance of Kamikazes was predictable...Kamikazes being automatically available as of a certain, specific turn), APTO is an improvement in most respects (for example, in APTO, the appearance of Kamikazes requires a "Kamikaze check"; thus no player can ever actually know when they may debut.) Some considerations, though, were ultimately set aside for one reason or another (i.e., either for historical realism reasons, or simply game functionality reasons.) For instance, in a 1992 article (*Fire & Movement #78*, by Terry Rooker), there was some criticism of PTO because - among other things - it lacked rules addressing the MacArthur-Nimitz "feud". This subject was briefly considered for APTO, but the actual facts of the matter really did not necessitate any sort of special rule whatsoever (it is true that MacArthur and Nimitz initially disagreed about the strategic course that the war should follow, but it was quickly sorted out, and there were never any discernable major implications to speak of.) But this is not to say that APTO ignores the issue completely: As history recounts, MacArthur's entire strategic vision demanded a "return" to the Philippines, which was the strategic plan that President Roosevelt ultimately endorsed. The U.S. player in APTO is certainly not obligated to conform to MacArthur's strategy whatsoever, but the General MacArthur game piece *is* an automatic, scheduled removal from the U.S. order-of-battle if the Philippine Islands still remain completely controlled by Japan as of 1945 (if the U.S. player does not "return" to the Philippines.) This is intended to represent the potential (albeit speculative) consequences of MacArthur not getting his way...which can be assumed to be anything from a simple command reassignment, to the possibility that MacArthur may have actually resigned over the whole matter, or even an outright relief of his command by the President (and before you think this to be an implausibility, remember that this is exactly what happened to MacArthur during the Korean War).

Undoubtedly APTO is more complex than the forgoing PTO (this is the inevitable result of increased realism), although the rules are actually not as complex as the page-count might suggest. Certainly there is a lot of verbosity (as there is in the AETO rules) for the sake of clarity, but the APTO rules are actually not particularly excessive when compared to its forerunners like *Empire of the Rising Sun*. Advanced PTO was designed to be as accurate at every level as possible for its scale (via the AETO mechanics), and so it does not feature any particularly abstract rules (players are tasked to manage the operational *and* strategic elements of the war during a game.) It is not enough for a player to simply allocate his forces to various combat zones; he must consider what types of units will be deployed, how they'll be supplied, how the supply route will be protected, and so on. And when adding some of the optional rules, there are even more decisions that the players must weigh (the Japanese player will be required to decide where to assign his best trained aircrews, for example.) This level of intricacy necessitates additional complexity, but it provides a level of realism unlike any game before (except *War in the Pacific*, which entails even greater detail and more complexity.) Even the APTO maps are much more accurate; they have been

designed to compensate for the curvature of the Earth somewhat, which can be demonstrated by simply triangulating the hex distances between various locations throughout the Pacific (such as Pearl Harbor, Dutch Harbor and Midway.) What is more, the combat units included in APTO are substantially more accurate than those of PTO: Every air, land and naval game piece was exhaustively researched, including each unit's historic deployments (as listed on the order-of-battle sheets and in the scenario booklet.) As a matter of fact, some of the inconsequential details of the various units are written into the rules themselves. One such example is the 1-7-45 "A" light cruisers. Those "A" CLs specifically represent the *Atlanta* class cruisers, which were purpose-built as AA ships (and hence the reason that they are equivalent to destroyers when calculating a task force's naval anti-aircraft value; see [4.21].) All in all, though, the concept of a cruiser built specifically as an enormous AA platform was not particularly shrewd; Yes, the *Atlanta* class cruiser was better armed as an anti-aircraft vessel than other normal light cruisers, although not quite significantly enough to justify 7,000 tons of steel for the intended role (especially after the deployment of "proximity fuses", which increased the anti-aircraft potency of *all* warships that carried them.) And so, there are no additional special rules - as might have been expected - on behalf of the 1-7-45 CLs. Players would have no awareness of this technicality had it not been mentioned here, but the example serves as a good demonstration of the detail that was invested into all of Advanced PTO's units.

Advantages

Another example worth noting are the impressive U.S. 2-10-26 submarine chits. Japanese players will probably balk when they discover the difficulty of sinking them, and may even conclude that they are overrated. However, the statistics of American submarine operations in the Pacific Theater speak for themselves: Despite the havoc wreaked by Allied submarines in the Pacific, the Japanese only ever deployed one dedicated anti-submarine bomber unit during the war (the 901st), and that did not even begin operations until early 1944! Worse yet, the 901st had no practical training hunting submarines, and had to - as author Mark Parillo wrote in "The Japanese Merchant Marine in World War II" - "*work out its own procedures and methods from scratch*". Coupled with the fact that the Japanese Navy never developed an adequate convoy system during the war, the loss rate of U.S. submarines (especially along the *Maru* routes) was very low (less than 30 American submarines were sunk during the entire Pacific war, which would be the equivalent of only three U.S. submarine chits, in APTO terms.) Furthermore, more than two-dozen major Japanese warships (defined here as light cruisers and larger) were sunk by American submarines...a feat that may not even be very likely during a full APTO campaign game. In all likelihood, a Japanese player will probably fare better against American submarines during an APTO game than the Japanese Navy did historically (though this really depends on the American player's aggressiveness.) Fortunately for Japan, most of the American 2-10-26 submarine units won't begin to arrive until mid-1944. When the American submarines do begin to arrive en masse, however, the Japanese player will be unable to do much to counter them (even saturating the primary *Maru* routes with escorts and patrols will only prove to be marginally successful), although an optional rule has been included that allows the Japanese player to subdivide his DD units into multiple half-step chits, which thus provides Japan with much more flexibility (and without much loss of combat effectiveness.) The downside is that subdivided Japanese DD units will be sunk outright if they are ever hit during combat (because they have no depleted sides), and are not easy for the Japanese player to replace (economically or expediently.) For the most part, though, Japanese players will find the optional rule to be useful, if in play.

Japan is not without some distinctive advantages of its own: the Japanese cruisers and destroyers are probably the deadliest of any nationality, specifically because of their very potent "torpedo ratings" (which represent, as might be guessed, the stellar "Long Lance" torpedoes that armed most Japanese warships.) Moreover, *both sides* of Japanese cruiser and destroyer units - unlike other nationalities - are printed with a torpedo rating (this is because Japanese ships typically carried torpedo "re-loads", which was not a common practice for other navies at that time), and so Allied players will learn to be decidedly careful whenever a Japanese surface task force is within interception range. One of the other uniquely-Japanese advantages is the ability of IJN heavy cruisers to operate with floatplanes (which are provided in the game as actual game pieces.) And though all modern navies outfitted most of their capital ships with floatplanes, the Japanese Navy had a far superior doctrine...very skillfully coordinating them as recon aircraft along with other Japanese warships - even aircraft carriers - to saturate any area of the ocean with scouts. As combatants, the Japanese cruisers' floatplanes are completely benign, but their usefulness as an early warning system (ahead of a main fleet, for example) can't be overstated. Better yet, even some of the Japanese submarines can also operate floatplanes, which is perhaps their best application during the game. Fortunately for the Allied player, the range of most floatplanes is limited (the E8N, E13 and E14Y only have a range of 2), so they don't provide an exceptional standoff capability, but they are quite useful if employed correctly. That said, the Japanese player will have a few long-range bombers to employ, namely the H6K (Mavis) and H8K (Emily)...with an incredibly long range of 20 and 27, respectively. Ironically, these ranges are actually far beyond the APTO reconnaissance parameters, and so the H6K and H8K have virtually no chance to achieve a successful reconnaissance of an enemy fleet beyond a few hundred miles. However, players must remember that reconnaissance attempts of ports are automatically successful, and the Mavis and Emily can operate as bombers with an exceptionally long 'reach' assuming some other (i.e., closer) Japanese air unit can perform a successful recon of an enemy naval target (although neither the Mavis nor the Emily are exceptionally potent ship sinkers, unless assigned "Elite Pilots".) Finally, Japanese players should remember that they may suppress American Magic, albeit temporarily, with the "JN-25" rule (representing a new Japanese naval code.) If employed at just the right time, and if the US player is foolish enough to believe that that he doesn't need "Magic" to take on the most potent carrier fleet in the world before 1943, then the Japanese player may be able to attain a victory.

Basically, Advanced Pacific Theater of Operations was designed to be a reasonably accurate simulation of the conflict in the Pacific, such that the players are tasked to confront the *military* challenges of the war as it occurred historically. The primary focus of a campaign game is to win the conflict militarily (not, per se, politically.) APTO, as a design, was not intended to present ahistoric political outcomes to the Pacific war (such as Roosevelt losing the 1944 Election, for example), whether or not they were ever historically plausible. In other words, alternate political outcomes are too speculative for the type of game that Advanced PTO was intended to be. Thus, for Japanese players, the goal from the outset is to win the game militarily (even after winning the *war* militarily becomes impossible), and this also applies to the Allied players as well. Simply stated, the players must outperform their historical counterparts to win the game, which conveniently applies equally to both sides, and thus necessitates that all players master the strategic *and* operational dynamics of warfare in the Pacific Theater.

- E.H.