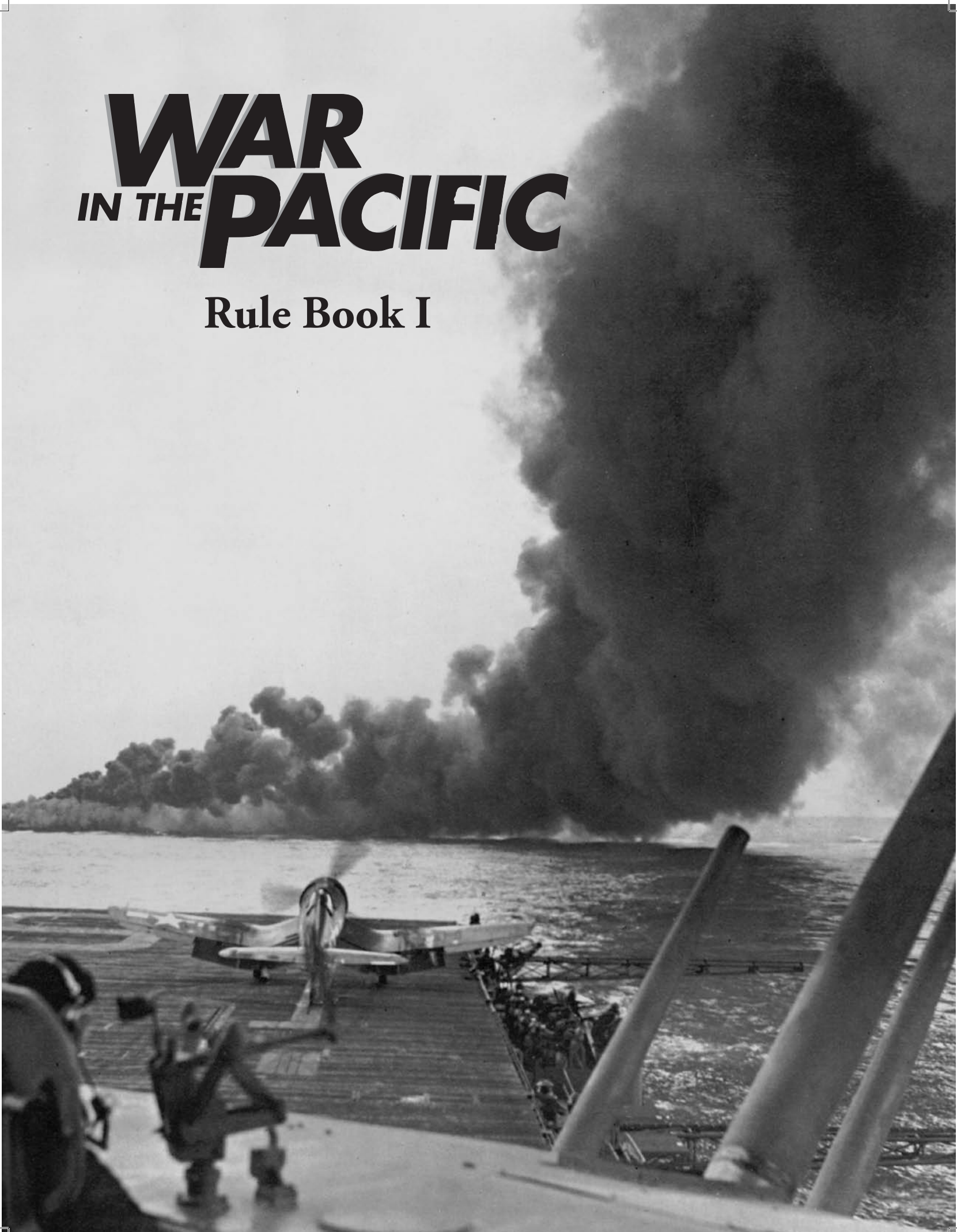


WAR *IN THE* **PACIFIC**

Rule Book I



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Battleship row: December 7th, 1941, Pearl Harbor, Hawaii.

[1.0] INTRODUCTION

War in the Pacific is a multi-level simulation of the Pacific Theater of Operations during World War II. The game enables players to recreate the entire course of the war, from the opening Japanese attack on 7 December 1941 to the climactic Allied operations in the closing days of 1945.

War in the Pacific is not a simple game. There are a great number of rules and concepts that will, at first, be unfamiliar to a majority of players—even those familiar with the original. For this reason, players should learn the game in a series of gradual steps. Attempting to pore over the rules cover-to-cover will be counter-productive. Players should, at the outset, *browse* the rules, learning where general and specific game mechanics are addressed—never keeping the index out of mind. Only after playing through one or two of the introductory scenarios, when overall familiarity is enhanced, should players attempt to battle through the entire set in detail. Simple experimentation with the game mechanics by pushing some of the counters around on one of the map sections would also be beneficial.

The original game's Naval and Air Operations mechanics are, for the most part, essentially the same. Ground operations, the original supply system, and several other procedures and functions have been revised completely.

[1.1] The Rules Set

This set of rules is an aggregation of the original **War in the Pacific** rules, various errata, and substantial modifications. This rules set assumes, and is geared towards, the full campaign scenario—though of course the provisions herein apply to *all* scenarios.

[2.0] GAME EQUIPMENT

[2.1] The Game Map

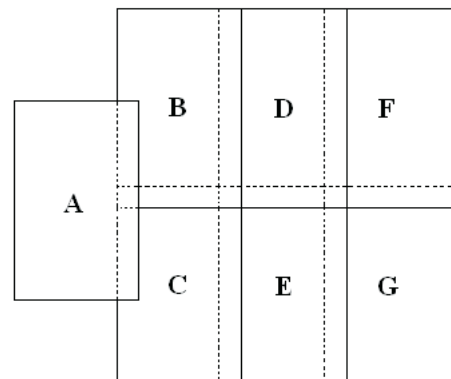
[2.1.1] Each hex is given a four digit number: the first two digits identify the hex *column* (running vertically, north to south); the last two digits identify the specific zig-zag *hexrow* (running horizontally, west to east). Each hex number, when referred to in the rules, is preceded by a *letter code* which identifies the Map Section that the hex is in.

Example: The city of Myitkyina, Burma (hex A3210) is in the same hex *column* as the city of Lashio (hex A3213). Lashio is in the same *hexrow* as the port city of Chittagong, India (hex A2613).

[2.1.2] The game map comes in seven 22" x 28" Map Sections. These are: Map Section A (India/Burma), B (Asian mainland and Japan), C (Dutch East Indies/Western Australia), D (Northern Japan), E (Eastern Australia/South Pacific), F (Aleutian and Hawaiian Islands) and G (Southeast Pacific).

[2.1.3] Overlay scheme:

Map	Overlays	Overlaid by
A	B, C	---
B	C, D	A
C	E	A, B
D	E, F	B
E	G	C, D
F	G	D
G	---	E, F



[2.1.4] Due to the large physical areas shown on the maps (over 30% of the globe), some distortion of distances was inevitable. This distortion has been corrected by dividing the map into a number of different *Movement Areas*. Each hex within a given area represents either 40,

50, or 60 nautical miles, as listed on the game map. The “size” of the hex affects the movement abilities of air and naval units, as it determines the cost (in Movement Points) for those units to enter a hex. However, *only* air and naval movement is affected by the changing map scale—it has no effect on other game functions.

[2.2] Game Charts, Tables & Displays

Various visual aids are provided to simplify and illustrate certain game functions. Movement Areas are printed on the map itself. Numerous other charts, tables, and displays are printed either in the body of the rules, on charts, or on various graphic displays. The use of these graphic aids is explained in the appropriate section of the rules.

[2.3] The Playing Pieces

The playing pieces (“counters, units,” and “markers”) represent the historic forces available (or potentially available) to each side. They fall into four general categories: Air Point (A/P) markers, Naval Units, Ground Units, and game markers. See *Unit Identification Chart* for detailed descriptions of the game’s counter mix.

[2.4] Definitions

AIR

Airbases: The actual airfields at which Air Points are based. May be of various sizes, from Level 1 (smallest) to Level 13 (largest). Japanese airbases may be one of 3 different *service types* (see *Optional Rule* 61.9). Pre-war airbases are printed on the map; others are constructed during the game (39.2), and airfield counters are placed on-map to represent them.

Air Point (Hereafter “AP”): Each AP represents 10 aircraft of a given type. Each side’s A/P markers are displayed on their *Air Displays*.

Air Point Type: Each separate variety of AP included in the game (e.g., A6M Zero, etc.).

Air Strike (or Mission): Term describing any group of AP’s assigned to perform the same attack or mission and (in most cases) allocated to the same airbase (5.0).

Air/Surface Tactical Display: The diagram on which all air-surface attacks are resolved.

Approach Mode: Determines the extent of anti-aircraft (hereafter “AA”) fire that an AP is exposed to in resolving air-surface combat (7.7.6).

Altitude Level: The altitude (low, medium, or high) that an AP is assumed to be when resolving air-to-air combat, bombardment missions, and AA fire.

Air Point Characteristics: Relevant information for each AP type (e.g., air combat, range ratings, etc.), listed on each side’s *Air Point Charts*.

Air Search Points: A measure of an AP’s ability to search for and contact enemy task forces (hereafter “TF”) and bases. Each AP type has a search value (**Note:** many are “zero”), which contributes to its *base*’s overall search value. See 13.3 and *Chartbook II*.

Block: A group of AP’s which are produced together. The composition of the various Air Block types changes over time (and may be manually changed by players), to reflect changes in each side’s respective aircraft industries and strategic priorities. See 58.3-4.

Block Type: A term used to describe all AP’s belonging to a certain Air Block (e.g., “carrier block, bomber block,” etc.).

Bomber Force: A term used to describe friendly AP’s allocated to a strike that are not performing any form of Combat Air Patrol (hereafter “CAP”) or escort; used when resolving air-to-air combat.

Bounce (The): A procedure used in some circumstances to determine which side attacks first in air-to-air combat.

Carrier Air Group: Term referring to the air complement carried/operated by a single aircraft carrier.

Combat Air Patrol (CAP): Fighter AP’s protecting a hex, TF, etc. from enemy air strikes (5.3).

Escort: Fighter AP’s accompanying friendly non-fighter AP’s on a strike are performing “escort.” Escorts may be “loose, close,” or a combination of the two modes—in relation to the AP’s they are accompanying. The type of

escort mission flown has an effect on how air-to-air combat is resolved for that strike (see 5.3).

Joint Strike: Procedure by which AP’s from different airbases may be combined into a single strike (5.10).

Mission: (see *Air Strike*).

Primary Role Code: The main function of a given AP type (4.2.1).

Search Effectiveness Chits: Counters that inform players how accurate a successful air (or submarine—optional; see 22.5.8) search has been in reporting the numbers and types of ships present in a contacted enemy TF (13.5).

Secondary Role Code: An alternate function which some AP types are capable of performing (e.g., G4M *Betty*: “B:” (level) bomber role; “T:” Torpedo role).

Strike Component: Term describing all AP’s of a given strike that have the same altitude posture. Used when resolving attacks on ground targets and TF’s.

Strike Plot: A mandatory written description for each air strike, detailing certain necessary information (5.0).

Strike Sequencing: Procedure for determining the exact order in which potentially opposing air strikes are resolved during a Phase (12.0).

Wave: Term describing AP’s of the *same strike* that enter the *Air-Surface Tactical Display* at the same time. Used only in resolving air-surface attacks (see 7.5-7).

Wave Component: Term used to describe all AP’s of a given attacking wave that have the same *Approach Mode* (see 7.5-7).

NAVAL

Activation Point Cost: (See GROUND)

Active Phase: Any Naval Phase in which a ship is eligible to perform missions. The number of *active phases* in each game turn for a naval unit is equal to that unit’s current *Speed Class*.

Anti-Submarine Value (ASW): The ability of naval units to attack enemy sub points. Also known as “Screening Value.”

Breakoff Level: During surface combat, the point at which (due to losses and/or damage) a TF must withdraw from the battle (i.e., from the *Surface/Surface Tactical Display*; see 19.8).

Capital Ship: Any BB, BC, or CA.

Carrier: Any CV, CVL, CVE, or XCV.

Defensive Group: A tactical arrangement of ships of the same TF, usually (but not always) composed of a single capital ship or carrier and various friendly Screening Forces, when defending against enemy sub attack (22.7).

Dummy TF: Term referring to a TF (or Subron) that contains no units, deployed on-map to mislead the enemy.

Engagement Value (EV): A measure of how likely a TF is to engage in surface combat with enemy TF's (16.4).

Fueling Period: The number of *Active Phases* that a ship can perform missions in before having to return to port, or be refuelled at sea (18.0).

Joint Shipping: Any APA/B, tactical Merchant Shipping (MS) unit and Coastal Defense units (CD's).

Mission: An individual function to which a TF may be assigned during an active Naval Phase.

Mission Plot: A mandatory written description of each TF's mission(s) during a given active Naval Phase, detailing certain necessary information (16.3).

Naval Strengths & Values

Surface Attack/Bombardment Strength: The relative strength of a ship when attacking enemy ships on the *Surface/Surface Tactical Display*. Also the strength used when resolving Naval Gunfire (NGF) bombardment attacks against enemy ground targets. Exceptions: see 17.2.3.

Range: Distance (in hexes) that a ship may fire on the *Surface/Surface Tactical Display*.

Defense Strength: The relative strength of a ship when defending against enemy attack.

High/Low Anti-Aircraft (AA) Strength: The relative strength of a ship when firing at attacking enemy AP's on the *Air/Surface Tactical Display*.

Speed Class: Determines the maximum movement and mission abilities of ships. Also affects the number of active phases a ship has per game turn.

Cargo Capacity: The ability of a ship to load, transport and unload a given amount of cargo—expressed in terms of *Load Points*.

Air Capacity: The ability of carriers (including seaplane tenders and carriers) to operate friendly AP's, expressed in terms of AP's.

Pennant (or, more properly "Pendant") Number: The individual identification number of each ship. Many types (e.g., APB's, IJN/Soviet ships) are provided such numbers for ID purposes only.

Repair: The procedure by which damaged ships are returned to full-strength (36.0).

Screening Forces: Ships that possess an ASW value. See 22.7.1.

Squadron: A group of up to 6 sub points, or up to 12 USN Motor Torpedo Boat (MTB) points, allocated to the same *subron/MTBRon*. **Note:** The maximum size of Allied *subrons* is increased to 12 later in the war.

Subron: Administrative units to which all sub points are allocated. MTB equivalent: "*MTBRon*."

Surface/Surface Tactical Display: Miniature hexfield on which all surface combat is resolved.

Ship: Refers to any naval unit.

Task Force (TF): Term referring to any group of friendly ships operating together as a single unit and sharing the same missions for at least part of an active Naval Phase. **Note:** In *War in the Pacific* game terms, the term "Task Force" applies to all groupings. There is no differentiation, for instance, between "task forces" and "task groups" or "task units."

Withdrawal: Procedure by which ships may (or must) leave the *Surface/Surface Tactical Display* (19.8-9).

Zone of Control: Term describing the six hexes extending in all directions from a *Subron* (for *MTBRons*, see 60.5.3). Affects search and contact.

GROUND

Activation Point Cost: The number of Command Points (CP's) that must be spent to activate a unit. **Note:** A ground unit with its back (i.e., with its activation point cost showing) is "deactivated." Only "activated" units are flipped to their counter's front side.

AA Strength: A ground unit's AA strength when attacked by air units.

Basic Cost: The movement point (MP) cost for ground units to enter a hex, or cross a hexside. This cost may be modified by the unit's HQ, or tactical commander (26.2.3), and by weather.

Troop Quality: A unit's Troop Quality (TQ) is a rating of its efficiency, experience, and performance level. TQ is important in ground combat, retreat, pursuit, rally, demolition, construction, etc. Units are often required to make *TQ Checks* by die roll (DR). **Notes:** In making TQ checks (1D10), if the DR is less than, or equal to, a unit's TQ, the unit passes. If the DR exceeds it, it fails its check. DR's of "0" (read as "zero") always succeed. When a unit is "broken" (as a result of combat or attrition), or conducts an amphibious assault (*Exceptions:* certain Japanese units; see 69.3.4 "C") or paradrop alone, its TQ rating is halved (rounded up).

Steps: The relative number of men in a ground unit is indicated by the number of steps printed on its counter. As a unit takes losses, it loses steps, indicated by the use of numerical "hit" markers. The number of steps in a unit is vital to ground combat, sea and air transport, and amphibious assaults.

Player's Note: A ground step is, for most units, essentially the equivalent of one battalion of infantry. For cavalry units, one step is (generally) the equivalent of a squadron. For armored units, one step is the equivalent of a battalion (US), squadron (CW), or company (Japanese).

Load Value: The cost (in terms of Load Points) to transport a ground unit by sea or air; equal to the number of steps in the unit. *Exceptions:* Engineers (see 17.8).

Intrinsic Garrison: An automatic defense strength of 1 normally (*Exceptions:* Allied Campaign Scenario starting

provisions; see 68.4.5, 9, & 68.5.4 present in all port, airbase, and Chinese Provincial capital hexes (24.0).

Linked: A unit able to trace a *Command Link* to an Ultimate Command Source (UCS), usually via a controlling HQ, and/or an Offensive Support Base (OSB). At any time during the game that a unit cannot trace a Command Link from an UCS to a hex, the hex—and any friendly units *in* the hex—is considered *isolated*.

Mechanized: Any armored or motorized infantry unit.

Rail Capacity (RailCap): The per-game turn ability of a country's rail network to move ground units by rail, measured in Rail Capacity Points (35.1).

Unit Designation: A ground unit's designation is its name. Usually, units are referred to by size, type, and designation. The following **abbreviations** are used with some unit designations:

US: Abn (Airborne); AFPAC ("US Army Forces, Pacific" HQ); Am (American); AVG (American Volunteer Group—"Flying Tigers"); C (Cavalry); C.A.T.F. ("China Air Task Force" HQ); CCA/CCB (Combat Command "A,B"); Cinc Pac ("Commander-in-Chief, Pacific" HQ); FIL (Filipino); FM (Filipino militia divs); Haw (Hawaiian, construction Bn); HNG (Hawaiian Nat'l Guard); M (Militia, general); M.A.C. ("Marine Amphibious Corps" e.g., III MAC-HQ); North C.A.C., NCAC ("North Combat Area Command" HQ); PH (Philippine, labor Bn.); Phl (Philippine Infantry Div, U.S. Army); POA ("Pacific Ocean Areas" HQ); PR (1st Provisional Group); PS (Philippine Scouts); SW Pacific ("South-west Pacific" HQ); TF Mars (Task Force Mars); USAFFE ("US Army Forces, Far East" HQ); USAFIA ("US Army Forces in Australia" HQ).

COMMONWEALTH, DUTCH:

ABDA ("American-British-Dutch-Australian" command HQ); Aus (Australian); ANZAC ("Australia-New Zealand-American Command" Area HQ); AWC (Allied Works Council—Australian civilian equivalent engineer units); BF (Black Force); Bom (Bombay Bde); Bur (Burmese);

Cal (Calcutta Bde); Can (Canadian); Cdo (Commando); Dut (Dutch); EA (East African); GF (Gull Force); Gh (Gurkha); HK (Hong Kong Bde); I, Ind (Indian); KF (Kanga Force); Knil (Royal Netherlands E. Indies Army); Kw (Kowloon Bde); Kroh (Krohcol Force); LF (Lark Force); Lu (Lushai Bde); Mad (Madras Bde); Mal (Malay); Malaya A.G. ("Malaya Army Group" HQ); May (Maymyo Bde); Mil (Militia); Mol (Moluccan militia); NSW (New South Wales); NT (Northern Territory); NZ (New Zealander); Pap (Papuan); QD (Queensland); Rng (Rangoon Bde); RNN NavFor ("Royal Netherlands Navy Naval Forces" HQ); SA (South Australia); SEAC ("South-east Asia Command" HQ); SF (Sparrow Force); Ten (Tenarassim Bde); Vic (Victoria); WA (West African, or West Australia).

FRENCH: NC (New Caledonia; Vichy).

CHINESE: CCP (Chinese Communist); MCF (Mobile Construction Force); PR (Provisional).

JAPAN: Ao (Aoba Rgt); Am (Amoy—Special Base Force); Amp (Amphibious); BF (Base Force); BIA (Burma Independence Army); BNA (Burma National Army); C.E.F. ("China Expeditionary Force" HQ); CG (China Garrison); CH (Chinese); G (Guard: Imperial Gd Div; 1st, 2nd, 3rd Gds divs); HK (Hong Kong); Hok (Hokkaido); Hor (Horri—or "South Seas"—Detachment); HN/K (Honshu/Kyushu); I (28th Inf Rgt: "Ichiki," others: "Independent"); IG (Imperial Guards); Imp. G.H.Q. ("Imperial General Headquarters" HQ); INA (Indian National Army); J ("Junsen:" float-plane carrying I-boat type); K (Karafuto Bde, "Kyushu," or "Korea" for militia divs); Kaw (Kawaguchi Detachment); Kur (Kuriles—Base Force); Kure (Kure SNLF Bde); M ("Mixed" Rgt, or "Militia: w/ HN/K & Hok divs); Mai (Maizuru SNLF Bde); Mn (Manchurian); Mon (Mongolian); Rg (Raiding Group); Rsh (Rashin—Special Base Force); Ryo (Ryojun—Special Base Force); Sak (Sakaguchi Detachment); Sas (Sasebo SNLF Bde); SBF (Special Base Force); Sh (Shanghai—SNLF Detachment, Special Base Force); Yok (Yokosuka SNLF Bde).

SOVIET: Gd (Guards); M (Mongolian).

Unit Size: There are seven ground unit sizes: Company (I—IJA Tank Co's)/ Troop; Battalion/Squadron (II); Regiment (III); Brigade (X); Division (XX); Corps (XXX); and Army (XXXX). Corps-level units appear only with Soviet and Chinese units. The division is the basic ground unit. For reference in rules where a division "or equivalent" is mentioned, 3 regiments and/or brigades equal 1 division; 3 battalions equal 1 regiment or brigade; 9 battalions equal 1 division.

Unit Types: See *Unit Identification Chart*.

STRATEGIC

Cycle: Term referring to the four game turns immediately preceding (and following) a Strategic game turn.

Economic Multiple (EM): A relative measure of the efficiency of the Japanese economy. Used to determine the number of Production Points received by Japan during a given Strategic game turn (53.6.1). Japan begins the war with an EM of "2."

Game-Year: A period of 13 consecutive cycles (52 consecutive game turns).

Industrial Center: A terrain feature indicating the location of a significant portion of Japanese industrial potential. Used to determine the number of Production Points received by Japan during a given Strategic game turn (53.5).

Production Point (PP): The basic unit of both Japanese and US production. Such points are expended during Strategic game turns in order to create new units.

Production Point Pool: Method by which the number of PP's currently available to a side is recorded.

Strategic Game Turn: An additional game turn, performed at the *end* of each cycle, during which both sides carry out certain functions not performed during normal game turns (50.0).

GENERAL

Activation: Both sides must generally "activate" ground and naval units in order to move, or employ them. Once

“deactivated,” units cannot perform the functions allowed them as “activated” units.

For ships, deactivation occurs upon returning to port. For ground units, deactivation occurs occasionally (event-dependent) at the end of the current game turn, but *always* at the end of the *last* game turn of a cycle. *Exception:* Activated ground units embarked at sea.

Attrition: A reduction in strength (or elimination, in some cases) of certain units due to causes not directly related to enemy action. Affects ground (25.1), naval (37.2), and air (37.1) units.

Cargo: A term referring to any ground or air unit that has a *Load Value*.

Damage Level: A cumulative measure of damage, used to record the current status of naval units, ports, airbases, etc.

Demolition: The procedure through which friendly ports, bases, Railcap, etc. are intentionally damaged or reduced to prevent them from falling into enemy hands intact.

Facility: Any “installation” (e.g., airbase, port, road) that performs a function. Most types of facilities can be built during the game through the construction process.

Load Point: A basic measure of the difficulty and effort required to transport a given unit as cargo, expressed in terms of Load Value.

Movement Area: One of several areas on the map that vary the movement point cost per hex for air and naval units, and help define the effects of weather. The three types of movement areas are: *Arctic*, *Temperate* and *Tropical*.

Reinforcements: Units which do not begin the game in play, but instead appear at some scheduled time.

Rounding (Die Rolls): The “standard” method of rounding DR’s is *round to the nearest whole number*; *rounding .5 up*. Wherever a rule refers to “standard” DR rounding, it is this formula that is referred to. **Note:** For “rounding” purposes, zero is considered a whole number.

Scenario: An organized description of Orders of Battle (OOB’s), deploy-

ments, Victory Conditions and special rules that players use in a certain version of the game.

Victory Point: The method by which victory is measured; the “value” to the players of accomplishing certain conditions.

[2.5] Game Scale

Each hex on the map represents between 40-60 nautical miles (a nautical mile equals 1.151 statute miles, or 1.852 kilometers). Each naval unit represents either a single ship (all ships except APA/B’s, MSU’s, DD types and CD’s), or a group of ships (those types). Each AP represents 10 aircraft of a single type. Each ground unit represents a formation from Company to Army size. Each game turn represents one week (seven days) of real time.

[3.0] SEQUENCE OF PLAY

Each game or scenario of **War in the Pacific** is composed of *game turns*, during which players move their units and engage in combat according to the following rigid *Sequence of Play*. Game turns are grouped together into “cycles,” with each cycle representing four game turns. At the end of each cycle there is an additional *Strategic Game Turn*, during which both sides carry out other functions.

[3.1] Sequence Outline

A. WEATHER PHASE

1. *Wind Direction Segment:* If *Optional Rule 59.3* is used, the prevailing wind direction is determined, separately, for *each mapsheet* (see 59.3.3). This wind direction will prevail for the entire game turn.

B. FIRST AIR PHASE

1. *Air Search Segment:* Both sides conduct air searches (in an effort to contact enemy TF’s), and air reconnaissance.
2. *Allocation Segment:* Both sides allocate AP’s (on their *Air Displays*) to perform various strikes, recording the required information on their *Air Strike Plots*.
3. *Strike Segment:* Both sides roll a die to determine which side launches the first strike (high die wins; see 3.2).

This side then resolves any single *night strike*. Then, the second player resolves one of *his* night strikes (if any). Both sides continue to alternate, until all night strikes, *and* all night air transfers (i.e., rebases) for this Air Phase are resolved. Using the same sequence and procedure as outlined above, each side sequentially resolves *day* air strikes (but not transfers).

During this segment, AP’s returning from air strikes may carry out Strike Transfers, and ground units may be moved by Air Transport. AP’s that performed Special Strikes in the 3rd Naval Phase, or during the Ground Phase of the *preceding* game turn may *not* perform strikes or transfers.

4. *Air Transfer Segment (Day):* Both sides may transfer AP’s (which did not perform either night air transfers or air strikes in the preceding segment) between friendly airbases. CP costs may be incurred (see 4.4.4).

C. FIRST NAVAL PHASE

1. *Plot Segment:* Both sides plot missions for their naval units, which are grouped into TF’s.
2. *Weather Segment:* If *Optional Rule 59.3* is used, after *all* naval mission plotting has been completed, squall movement/change is determined, separately, for each mapsheet (see *Optional Rule 59.3.6*).
3. *Execution Segment:* Once again, the players roll 1D6 and determine who carries out the first mission(s), according to 3.2. The first player then has a TF perform its plotted missions, moving it as necessary hex-by-hex across the map. While he is executing these missions, the second player may interrupt him to search for and attack the TF, using Special (Air) Strikes, reaction (REAC) surface TF’s, and/or submarines/MTB’s. After the first player’s initial TF completes its missions, the second player executes the missions of one of his TF’s. When he does so, the first player may attack this TF, as above. Players continue to alternate until all TF’s have carried out their plotted missions for this phase.

Note: AP’s which performed Air Transfer during the preceding (1st) Air Phase are eligible to conduct Special Strikes

during this phase, but must use the Air Point Availability Table to do so (see 9.0).

C. SECOND AIR PHASE

Both players again conduct air searches and allocate and execute Air Strikes, Transport, and Transfers, repeating the segments in the First Air Phase. AP's that performed Special Strikes in the preceding Naval Phase may *not* perform strikes or transfers.

E. SECOND NAVAL PHASE

Both players again plot and execute missions for naval units, repeating the segments of the First Naval Phase.

F. THIRD AIR PHASE

As per Second Air Phase, except that Allied AP movement on *Off-Map Displays* (see 46.7) is performed after all regular air movement of the 3rd Air Phase.

G. THIRD NAVAL PHASE

As per Second Naval Phase, except that Allied naval movement on the *Global Sea Lanes* (see 46.4) is performed after all regular naval movement during the 3rd Naval Phase.

H. GROUND PHASE

1. *Joint Activation Segment*: Both sides announce activation of all ground units to be activated during this game turn, demonstrating, where required, the HQ command link which activates them, and spending the required Command Points (CP's). All such units are then "activated."
2. *Joint Assault Segment*: Both players resolve any ground combat initiated by friendly amphibious and/or air assaults carried out in the current game turn. All results are applied immediately. Assaulting units may go into "Beachhead Defense" (39.7.7).
3. *First Player Ground Segment*: One player rolls 1D6 and determines who is the first player by consulting the *DAY Initiative Table* (see charts). The first player then conducts all ground movement, usually by first activating the HQ which will activate these units, then each unit individually—paying the appropriate amount of CP's for each. This player then performs all rail movement (ground units

moving by rail need *not* be activated). He then resolves ground combat by units which entered a hex containing enemy ground units, except for amphibious/air assaults (see above). AP's may conduct Special Strikes against moving ground units, but are subject to "multiple mission" attrition penalties (see 5.1.2) if they have flown any strikes or transfers during any preceding phase this turn.

4. *Second Player Ground Segment*: The second player now conducts all ground movement and combat for his ground units, in the same manner as the 1st player in the preceding segment.
5. *Engineering Segment (Joint)*: Both sides may construct and repair installations (including Japanese Resource Hexes), and deploy Offensive Support Bases (OSB's; see 29.5).
6. *Demolition Segment (Joint)*: Both sides may have eligible ground units conduct demolition operations (41.0).
7. *Rally Segment (Joint)*: Both sides may have all *eligible* (see 23.8) ground units "broken" as a result of combat or isolation attempt to rally. **Note**: The presence of a unit's tactical commanding general, or higher HQ commanding general, may affect these attempts.

I. END OF THE GAME TURN

With the conclusion of the Ground Phase, the game turn is completed. The game turn marker is moved one space on the *Cycle Record Track*. If the players have reached the end of a cycle, they then complete a Strategic Game Turn before beginning another game turn.

[3.2] Determining Initiative

Both the Naval and Air Phases require that the players determine who goes first in each phase. Both sides roll 1D6. The side with the higher DR has the *choice* of moving first or second. In the case of ties, roll again. The procedure for determining which side has the "initiative" for the *Ground Phase* is different (see 3.1 H 3). Also, *US Magic* (see 42.4.3) can affect Naval Phase initiative.

[4.0] AIR OPERATIONS

All aircraft in the game are grouped together into *Air Points* (AP's), each of

which represents 10 aircraft. Unlike naval or ground units, AP's have no independent existence. That is, they are not deployed on-map. Rather, all AP's are allocated to *Airbase Displays*.



AP's participate in combat through a procedure called an *Air Strike*. AP's may perform strikes in hexes up to the limits (in movement points—MP's) of their Normal and Extended Ranges. They may also exceed their listed Extended Range, at risk of special attrition loss (see 5.15). When performing a strike, AP's are automatically assumed to have flown from their base to the target hex. Then, after all combat related to that strike is completed, to then have automatically returned to their base—without actually *moving* on the map.

Procedure: In order to indicate the number and type of AP's that are allocated to each airbase, AP markers of the appropriate type are placed on the box designated (and to the right of) for that airbase on the *Air Display Chart*. Numbered chits underneath each AP indicate the actual numbers present (if greater than one). **Note**: All aircraft carriers with embarked AP's also use the *Air Display Chart*.

[4.1] Air Unit Particulars

There are over 100 different types of AP's included in the game, representing the aircraft of the various nations involved in the Pacific War. Each AP is distinguished by the following characteristics, listed on each side's *Air Point Charts*. **Note**: Each side has *Air Point Charts* for each year, reflecting the different aircraft types and performance upgrades that regularly occurred throughout the course of the war.

Type: Allied AP's are identified by their most common designation (generally US lend-lease aircraft are referred to by their given British names); Japanese by both the standard Japanese designations and by the Allied code-name system.

Role: The role that each AP is able to perform (see 4.2). Note that many AP's

have both Primary and Secondary roles.

Air Combat Strength (Normal and Extended): Indicates the aircraft's relative ability in air-to-air combat. This strength is sometimes reduced when the AP is operating at extended range. Non-fighter types often have a parenthesized air combat strength, reflecting their *offensive* (i.e., attack or "return fire") capabilities in air-to-air combat. The value listed to the *left* of a parenthesized air combat value is an AP's *defensive* capability in air-to-air combat. These Bomber (B) and Fighter-Bomber (FB) AP's (with parenthesized air combat strengths) may never receive "the bounce" (see 6.2).

Also included in an AP's Air Combat Strength is its *Altitude Rating* ("H" for "High," "M" for "Medium," and "L" for "Low"). These ratings indicate at what altitude level the AP is most effective. AP's have their air-to-air combat strength reduced by "1" for each level of altitude *above* their rated level (*exception: IJN "elite" BMR AP's; 7.11*). AP's operating at one level of altitude *below* their rated level are not penalized—they use their normal combat strength. AP's operating at *two levels* of altitude below their rated level have their combat strengths reduced by "1" (same exception as noted above).

Air Points with no altitude rating attached to their Air Combat Rating are not affected by altitude—they retain their printed ratings no matter what altitude they operate at.

Anti-Ship Strength (Normal and Extended): The combat strength that is used (at either normal or extended/extreme range) to resolve attacks on enemy shipping.

Bombardment Strength (Normal and Extended): The combat strength that is used (at either normal or extended/extreme range) to resolve attacks against enemy ground targets.

Crating Cost: The maximum number of AP's of that block type (expressed as the number of AP's of a type constituting 1 Load Point) that can be moved at a cost equal to one (1) Load Point—used when moving AP's by Merchant Shipping.

Normal Range: The maximum distance, in MP's, at which an AP can operate with its full capabilities.

Extended Range: The maximum distance, in MP's, at which an AP can (normally; see 5.15; "Extreme-Range strikes") operate with reduced capabilities. Not all AP's are capable of operating at extended range.

Transfer Range: The maximum distance, in MP's, that AP's can move from one friendly airbase to another (i.e., performing an Air Transfer mission).

Service: All US and Japanese AP's are classified by service: either Navy or Army. Each Japanese AP counter denotes which service that AP belongs to by its designation color. For informational purposes, each sides' *Naval Service* types are listed here. All AP types not enumerated here may be assumed to be Army-type.

U.S. NAVAL SERVICE AIR POINTS

- All carrier block AP's
- All seaplanes
- PV-1 & PV-2, PB4Y

JAPANESE NAVAL SERVICE AP'S

- All carrier block AP's
- All seaplanes
- Fighter types:
 - J1N *Irving*
 - J2M *Jack*
 - N1K *George*
 - C6N1 *Myrt*
- Bomber types:
 - G3M *Nell*
 - G4M *Betty*
 - P1Y1 *Frances*

CW Air Points. For Naval Cover CAP mission purposes only, all CW non-carrier-capable AP's are considered "Army-type."

[4.2] Air Point Roles

Every AP is assigned a *Primary Role Code*. Some AP's are also capable of assuming another (*Secondary*) role. An AP's characteristics may be radically different, depending on which role it is used in.

[4.2.1] Explanation of Role Codes

B: Level Bomber. Used to attack enemy ground targets, or ships. Must use *Level Bomber Approach Mode* when attacking ships.

C: Transport. Used to transport friendly ground units by air movement.

D: Dive Bomber. Used to attack enemy ground targets or ships. Must use *Dive Bomber Approach Mode* when attacking ships.

F: Fighter. Used to attack enemy AP's (either through air-to-air combat or strafing), to protect friendly AP's from enemy fighters, and to suppress AA fire of various targets.

HF: Heavy Fighter. As per *Fighter*, above. *Exception:* Reduce any HF AP's base air combat rating by "1" if involved (in whole or in part) in air-to-air combat with *any* enemy "F" types. *Example:* If a HF AP attacks an enemy BMR formation, its base (printed) air combat ratings (for attack and BMR return fire) are used. If those HF's are attacked by enemy "F" (FTR) types, those HF AP's reduced air combat ratings are used.

FB: Fighter-Bomber. A secondary role which some fighter AP's are capable of performing. Used to attack enemy ground targets or ships. Must use *Dive Bomber/Fighter Bomber Approach Mode* when attacking ships.

R: Reconnaissance. Used to conduct searches for enemy ships, and reconnoiter enemy bases and/or units.

T: Torpedo Bomber. Used to attack enemy ships. Must use a *Low Approach Mode* when attacking. May never attack ground targets while carrying torpedoes.

[4.2.2] Secondary Roles

Ordinarily an AP is assumed to be operating in its Primary Role. To use an AP in its Secondary Role, the owning player simply includes this information on his *Strike Plot*. There is never any penalty or cost for operating an AP in its Secondary Role, and there is no limit to the number of times that a given AP may switch roles. An AP, however, may only be used in *one role* during a single phase.

An AP may be assigned one role during the *Air Strike Plot Segment*, then actually perform as another during execution of that air strike (e.g., a FB initially assigned a bomber role, then changed to a fighter over a target).



[4.3] Airbases (Airfields)

Air Points (exception: Seaplanes; see 61.3 & 60.8) must be deployed at a friendly airbase hex, or aboard carriers. Certain airbases are present at the beginning of the game. These are either printed on the map or shown through the placement of airbase counters as directed by scenario instructions. Additional airbases may be constructed, or expanded, during play.

[4.3.1] Each airbase can operate only a limited number of AP's, expressed as an *airbase capacity*. For each level an airfield represents (starting at Level "1"), an airfield may operate 5 AP's (i.e., 50 aircraft). Thus, a Level "8" airfield could operate 40 AP's (400 a/c). **Note:** The maximum size for any airfield is Level 13 (650 a/c).

Airbases (not including aircraft carriers) may contain more AP's than their capacity allows, but any AP's exceeding that capacity (player's choice) are marked (flipped to) "inoperable."

[4.3.2] Bomber Airbases

In order to operate twin-engined bombers (all Japanese Bomber Block AP's—excluding the Ki-46 *Dinah*—all Commonwealth and US twin-engined bombers—excluding the *Hudson & PV-1/2*) at full capability, an airbase must be at least Level 2. *Exception:* Staging; see 5.14.

Twin-engined bombers may operate from Level-1 airfields, but at substantially-reduced capability. Such BMR AP's are subject to the following penalties:

- * A) Each such AP counts *double* for airbasing capacity purposes.
- B) No BMR may operate in the Torpedo (T) Role.

*C) Such BMR's have their *bombardment* and *anti-ship* ratings reduced by "1."

***Note: Exception:** For CP expenditure, paid at the time of mission launch, effects (A) and (C), above, are negated. CP's are expended at the rate of 1 CP for each AP launched.

Cargo AP's ("C") may operate from Level 1 airfields without penalty.

In order to *operate* B-17/B-24 AP's, an airbase must be *at least Level 3*. *Exception:* Staging (see 5.14).

In order to *operate* US B-29 AP's, an airbase must be *at least Level 7*.

Exceptions: All AP's, except US B-29's, may use Level-1 airfields when flying Air Transfer missions only, as intermediate stops enroute to an ultimate destination. Such bombers, while they occupy such bases (including 4-engined bombers at Level-2 airfields) may fly no missions other than Air Transfer—which they do normally. Such bombers do not add their search values to any such intermediate bases.

US B-29 AP's may use Level-3 and above airfields when performing Air Transfer missions.

[4.3.3] Terrain & Airbase Construction Limits

Atolls. The maximum size of an airfield on any atoll hex is Level-4.

An Optional rule (39.2.7) establishes maximum sizes for airfield construction, depending on geographic location and several other variables. If this optional rule is not in effect, no maximum airfield size exists, except for atolls (above).

[4.3.4] Capturing Airbases

Captured airbases are immediately rolled for (1D6) to determine their state of damage:

DR	Result
1	Undamaged
2	S ("suppressed")
3	D1
4	D2
5	D3
6	D4

DRM's (cumulative):

- 1 No friendly ground step loss incurred in capture.
- 1 A/F undefended, or no Intrinsic Garrison present.

Already-damaged airbases add their pre-existing damage level to that determined via DR, above.

[4.3.5] Capturing "under-construction" Airbases

Under-construction airfields are captured when enemy ground units control the subject hex. At that instant, the previous owner must reveal the construction status of the airfield to the capturing side (by allowing the capturing side to view that airfield's construction track).

The capturing side then gains control of that airfield, in its "under-construction" status, unchanged except that the new owner must "erase" one week's (i.e., one game turn) worth of construction time already completed. Essentially, then, the capturing side gains the previous owner's construction status, minus one week.

Changing hands entails change-over of construction time required to *complete* the captured airfield. Thus, it will take less time for the US to complete an airfield captured from the Japanese than would be the reverse.

[4.3.6] Carrier Air Capacities

Carrier counters may contain two Air Capacity ratings, separated by an aircraft symbol. When a carrier possesses dual Air Capacity ratings, the number to the *lower right* of the symbol represents that carrier's *maximum* Air Capacity—the number it was designed to (and sometimes did) carry. The number to the *upper left* of the symbol represents that carrier's *standard* Air Capacity—the actual number of AP's that carrier generally historically operated).

Both sides must agree, prior to the start of play, on one method of carrier air group assignment, which will govern the number of AP's assignable to carriers throughout the war (i.e., using either the standard or maximum capacities).

If using *standard* air capacities, carriers *arriving* with carrier AP's deployed aboard in excess of the listed standard capacity may keep (and operate) the excess

AP's, *but* may not *replenish* above their standard capacity.

Carriers possessing a single Air Capacity value use that value throughout. Players may note that these ships (e.g., US *Essex-class* CV's) generally historically operated at, or near, their designed maximum.

If using *standard* carrier air capacities, note that, commencing with operational cycle 9/42, *all* USN CV's (not CVL's) operate at *maximum* capacities, for the duration of the war. Thus, then, this rule is no longer in effect for US CV's.

[4.3.7] US Air Points at CW Airbases

US AP's are not prohibited from utilizing CW-controlled airbases, as long as those bases remain *linked*.

CP expenditures resulting from US AP operations (air transfers, replacements, etc.) may be borne by either the CW controlling HQ, or by US "reserve" CP's.

CW and US AP's may operate from the same airbase without restriction, as if they were a single nationality.

CW-controlled airbases, *except any in Australia/New Zealand*, may be "ceded" to US control at any time. They may revert back at a later date without restriction.

[4.3.8] Optional Rule: Japanese Airbase Assignments

If *Optional Rule* 61.9 is in effect, all Japanese airbases must be designated as "Navy, Army," or "Combined."

[4.4] Air Transfer

Air Points may be transferred from one base to another during the *Air Transfer Segment* (day or night, as appropriate) of each Air Phase. Transfer may occur only if the distance in MP's between the two bases involved is less than, or equal to, the Transfer Range of the AP's being transferred. The owning player simply reduces the allocation of that type of AP at the original airbase, and increases the allocation of the new airbase by the corresponding amount.

[4.4.1] AP's using Air Transfer must have a plot written for them during the *Allocation Segment* of the Air Phase. *Exception:* Carrier Air Groups. This plot need only record the designation of the old and new

bases and the numbers and types of AP's involved.

[4.4.2] AP's may not perform a strike in the *same Air Phase* that they use Air Transfer (i.e., at their *origin* base). Plotted Air Transfer missions may be canceled, however, at any time during an Air Phase—allowing such AP's to perform CAP missions normally. To do so, though, they must use the *Air Point Availability Table* to determine the actual number of AP's available to perform CAP (AP's determined as not available are *not* then eligible to later perform plotted Air Transfer missions).

[4.4.3] AP's may conduct air strikes during the phase *following* that in which they used Air Transfer (including Special Strikes in the immediately-following Naval Movement Phase), though they do so only as allowed by the *Air Point Availability Table*.

[4.4.4] Air Transfer of AP's costs CP's, if:

- No AP's of that *block type* currently (i.e., prior to the transfer) occupy that base. CP cost is 1 per block type transferred (i.e., max. of 2 CP's), *or*
- If more than 2 AP's of any *AP type* are transferred to a base (not cumulative with the above). CP's are paid at the rate of 1 per *block type* for each AP increment of 2 (rounded up), in excess of 2.

Exceptions:

- 1) No CP cost accrues from Japanese air transfers occurring wholly within the Japanese home islands.
- 2) No CP cost accrues for air transfers to *at-sea* carriers (including carrier-to-carrier), regardless of the type and numbers transferred.

Example, Air Transfer: The Japanese player transfers in to a base 4x A6M Zero AP's + 1x G4M. The receiving base contains G4M AP's, but no other type. He must pay a total of 2 CP's for this transfer: No costs are incurred directly for the G4M AP, but as a total of 5 AP's are transferred in, he must pay 1 CP per block type (i.e., carrier block) for each AP increment of 2 (rounded up) in excess of 2—in this case two.

CP's for air transfers are paid for by the HQ controlling the destination air-

base, from the nearest "Combined" or "Army-type" HQ, activated "fleet" HQ, or from "reserve," in that order of priority.

AP transfers requiring CP expenditures, but without CP's on-hand to spend, are marked "Inop." immediately upon arrival at their destination airbase.

For potential CP expenditure requirement purposes, transferring AP's into A/F's and Seaplane Bases (including AV's functioning as Seaplane Bases) are considered *separate* airbases—even if they occupy the same hex.

[4.4.5] Carrier Air Group Exception

When it initially sorties, a carrier may, during its *Naval Movement*, receive air transfers from the port airbase hex from which it sails. These AP's are assumed to be the carrier air group's assets deployed ashore during its stay in port.

These air transfers are done automatically, need never be announced, are not recorded, entail no CP expenditure, nor do they count as a mission flown during that Naval Phase.

Player's Note Optional: In order to be strictly historically accurate, this practice should be restricted to the USN only—the IJN and RN should be precluded from employing this tactic, as this practice (though used occasionally) was not S.O.P. for them.

Land-based AP's are prohibited from air transferring aboard aircraft carriers, with two exceptions:

- 1) The provisions of 60.19 ("Carrier Operations in Port").
- 2) Similar to the above provision, carrier-trained land-based AP's may conduct Air Transfer missions to carrier destinations, *if* those AP's occupy the port/airbase hex from whence the destination carrier last sortied.

[4.4.6] Air Transfers: Announcement of

A side must announce Air Transfer missions if certain conditions apply:

- A) The destination airbase is within Air Reconnaissance range of enemy AP's, within normal or extended range of *any* combat AP (e.g., fighters), or is adjacent to (or its hex is occupied by) an enemy ground unit. *Exception:* Air Transfers to Carrier TF's at sea need never be announced.

It is the transferring player's responsibility to ensure (by asking his opponent, if necessary) that he meets the "announcement" Air Transfer requirement.

When Air Transfer announcements *are* required, the transferring side is required to announce the originating airbase if it also meets any of the conditions set forth in (A), above. No other information, however (e.g., actual AP *types* or *numbers*) is required.

Air Transport missions must be announced only if the above-described conditions (A), above, apply. Otherwise, they need not be announced.

All Air Assault missions must be announced and conducted openly.

[4.4.7] Strike Transfer

AP's may also be transferred between bases during the *Strike Segment* of each Air Phase. After resolving all combat due to the strike, the remaining AP's (*not* including those that were "aborted") may transfer to a new base. This may be done if the *total* distance in MP's between the three hexes involved (the launching base hex, the hex in which the strike occurred, and the new base hex) is less than, or equal to, *twice* the Normal or Extended Range of the AP's involved. Use the Normal Range if the strike was resolved at Normal Range Combat Values, and Extended Range if the strike was resolved at Extended Range Combat Values.

The AP's are transferred on the *Air Display* at the end of the strike, and may not be used in the following Naval *or* Air Phases. Players must be careful to annotate on their *Strike Plots* such incoming Strike Transfers, to serve as a reminder of this restriction. **Note:** These AP's are liable to increased attrition rates (see 37.1).

[4.4.8] Capturing Airbases: Effect on Air Points

Operable AP's allocated to an airbase which is captured by enemy ground units are not automatically eliminated. Instead, all such AP's which are capable of performing a Special Strike during that Ground Phase (see 5.8.7) immediately carry out an Emergency Transfer mission to any friendly airbase within their Transfer Range. All other AP's in the hex are eliminated.



[4.5] Strategic Air Roles

During each Strategic Game Turn, players may assign AP's to various *Strategic Roles*. This indicates that the AP's are performing a specific mission for the *entire* following cycle (i.e., the next four game turns). AP's assigned strategic roles may perform any one of the following missions: Anti-Submarine, Strategic Bombing, Strategic Mining, Strategic CAP, or MS escort (Japanese).

[4.5.1] AP's allocated to strategic roles have a particular *strategic role* marker placed on them (AP's allocated to anti-submarine duties have an "ASW" marker placed atop them). Any AP allocated to any strategic role is considered to be performing a strategic air mission.

[4.5.2] AP's allocated to strategic roles may not be allocated to any other strike or mission in the following cycle, with certain exceptions. Generally, they are (in effect), "committed" for the following four game turns.

Strategically-assigned AP's may fly air transfer missions during (the following four) regular G/T's, but *no other type* mission, including (e.g., carrier-based, operational) strategic bombing missions.

[4.5.3] When a base containing AP's in the strategic role is attacked (by any means), the AP's are treated as if they are present at the targeted airbase at the time of the attack. But, see 4.5.5.

[4.5.4] Bases containing Allied AP's allocated to Strategic Bombing require the expenditure of CP's (see *Activation Costs Summary*; charts). These are the only AP types in the game that must, in effect, be "activated." *Exception:* 31.3: "Emergency Air Transport."

[4.5.5] Strategically-assigned AP's (Allied BMR's & FTR's; Japanese Strategic CAP FTR's and MS escort) are not subject to loss via bombardment missions conducted against their airbases (during following regular G/T's) *unless* such missions are flown at NIGHT. In this case, these strategic-role AP's *are* considered "present" at targeted airbases, and vulner-

able to loss as per normal "Bombardment of Air Points" loss procedure.

[5.0] AIR STRIKES (MISSIONS)

Air Points may attack enemy units by performing an *Air Strike*. Such strikes may be directed against either: (1) contacted enemy TF's; or (2) enemy ground targets. The latter includes enemy ports, airbases, rail lines, OSB's, ground units, fortifications, etc. All air strikes, except Special Strikes (see 5.8) must be specifically pre-plotted.

Procedure, Air Strikes: While most air strikes occur during one of the three Air Phases, others—known as *Special Strikes*—occur during other times. Although the timing of each strike may vary, the procedure used in composing an air strike is the same:

Step 1: Strike Plot

For each launching base, players record the following for each air strike: The *composition* (number and type of AP's) of the strike, its mission, the target hex, and the base to which the AP's will return (if using *Strike Transfer*—otherwise it is assumed they return to their launching base).

If the strike is against a ground target, the specific *type* of target must be plotted.

Note: When plotting carrier air strikes, players may plot by TF or by individual carrier.

Example: "5x G4M/Ground Units/E1119." This plot indicates that 5 G4M (*Betty*) AP's are bombarding enemy ground units in hex E1119. After completing the strike, these AP's will return to their launching airbase.

The same strike against a port in that hex which is escorted by 5 *Zero* AP's could be written: "5x G4M + 5x *Zero* (loose)/Port/E1119." This plot indicates that the 5 *Betty* AP's are bombarding the port in hex E1119, and are being accompanied by 5 *Zero* AP's performing Loose Escort.

A Naval Strike *must* indicate the *specific TF* that is being attacked, not merely the target destination hex.

If AP's allocated to the same strike are performing it at different altitude levels

or approach modes, any escorting fighters must be specifically assigned to those same altitudes in order to provide escort to the different components. In other words, fighters only provide escort to the single altitude assigned them.

Player's Note: The above descriptions of sample strike plots are only suggestions. Players are, of course, free to invent their own codes, and to include as little or as much information in them as they feel necessary—provided the minimum required is included.

Step 2: Strike Execution

After both players have completed all of their strike plots, they alternately resolve each strike, as outlined in the *Sequence of Play* (i.e., all night strikes resolved before any daylight strikes, etc.).

Players resolve air-to-air combat between striking AP's and any opposing CAP. They then apply AA effects. Any surviving AP's allocated to the strike then carry out their plotted strike.

Announcing Strikes. Attack air strikes (fighter sweeps: strafing, naval, bombardment) must have their launching airbases announced at the time these strikes are launched. This includes Joint Strikes (5.10) and carrier-launched strikes, *except that*, in the case of carrier strikes, only the launch hex need be announced—not the specific launching TF.

[5.1] Air Strike Restrictions

[5.1.1] Missions per Air Phase

An AP may only perform one strike per phase. *Exception:* Fighter AP's flying CAP (5.3) and as follows.

Fighter AP's may fly multiple CAP missions over hexes, including Cover CAP, Naval Cover, and CAP missions flown over AP's own base hexes—when multiple enemy air strikes create such opportunities.

CAP AP's which are *aborted* via air-to-air combat are ineligible to fly subsequent CAP missions. They are, in effect, “committed” for that phase. Moreover, they are considered to be present (on the ground) during any/all subsequent air strikes conducted against their base hex. This restriction applies equally to land and carrier-based AP's.

If necessary to prevent possible mistakes, players should mark such “aborted” CAP fighter AP's in some fashion.

[5.1.2] Multiple Bombardment Missions

For purposes of this rule, “bombardment mission” is defined as any air strike which attacks, or attempts to attack, any enemy hex, and Special Strikes except those *immediately-following* an Air Phase launched strike. Fighters acting as FB's count as bombardment missions. Fighter escort missions do not count as bombardment missions flown.

An AP may not perform more than one bombardment mission in a given game turn without potential penalty. An AP's 1st bombardment mission during a game turn is conducted normally. If AP's perform a second bombardment mission during the same game turn, upon return from that mission each AP type must be checked for operational attrition.

Note: For multiple bombardment mission purposes, AP's launched on strikes but which fail (for any reason; e.g., failed *Air Point Availability Table* DR's) to actually arrive over their target are still considered to have flown that mission.

Procedure: The *Bombardment of Air Points Table* contains annotations (“M1, M2”) on certain columns. On an AP type's first multiple bombardment mission, the “M1” column is used; on its second, the “M2” column, etc. Upon return to base, each AP type is rolled for (2D6), using the appropriate column. Applying a +1 DRM if the multiple mission flown is at night (and a –1 DRM for the first multiple-mission FTR sweep), the result indicates the percentage (rounded up) of those AP's which are lost (i.e., operationally).

Note: Allied AP's operating from Chinese airfields are restricted in their abilities to launch multiple bombardment missions (see 47.21.5).

[5.1.3] “All-out Efforts”

The operational attrition DR following multiple bombardment missions may be mitigated by the expenditure of CP's. Applying to land-based BMR's only, each CP spent, per AP type, provides a –1 DRM.

Note: For bombardment and mission

purposes, newly-arriving (i.e., transferred in) AP's at an airbase assume the posture of all like-type AP's there, unless the newly-arriving AP's outnumber the existing ones. In this case, the existing AP's assume the posture and status of the newly-arriving ones.

Example: During a second Air Phase, the Japanese player launches an escorted, daylight second bombardment strike vs. Port Moresby, using 8 Betty AP's. 1x Betty is lost in air combat. The returning 7 Bettys, but not their escorts, must roll on the *Bombardment of Air Points Table* to determine operational attrition from the strike. One CP is spent at the airbase, providing a –1 DRM to the returning Bettys' attrition roll. Using the “M1” column, he rolls a modified “10,” indicating that 15% of his returning Bettys (rounded up) are lost—resulting in the operational loss of two of them.

[5.1.4] Transport AP's may perform a maximum of one Air Assault mission during any game turn.

[5.1.5] Except as allowed by 5.8.3 and 4.4.3, no AP may perform strikes in two successive phases of any kind.

[5.1.6] Air strikes against enemy ships may be plotted only against *contacted* TF's not reported as “dummies.” Such contact may have been achieved by air search, surface TF contact, or the presence of friendly ground units occupying the enemy TF's hex. Submarine, and MTB contacts, *do not*, in and of themselves, establish contact for the purpose of targeting eligibility.

There are no contact restrictions placed on enemy *ground* targets; they are always considered to be “contacted” for purposes of air strikes. Note that this distinction pertains only to the ability to attack a target; “contacted” ground units has nothing to do with reconnoitering them (see 15.3).

[5.1.7] AP's that are allocated to the same airbase hex and are assigned to the same specific target *must* be combined into a single strike. AP's from different airbase hexes must either perform separate strikes or undergo the procedure for *Joint Strikes* (see 5.10).

[5.1.8] An AP may perform a strike anywhere within its range, regardless of

intervening terrain or units. *Exception:* AP's flying missions which cross mountain hexsides pay double the hex cost to enter the next hex, if flying at any altitude other than High.

[5.2] Altitude Effects

[5.2.1] Fighters

A fighter AP has its air-to-air combat strength (for both attack and defense) reduced by "1" for each level of altitude it is operating at *above* its rated level. *Example:* A "4L" AP operating at medium altitude would have its air-to-air combat strength reduced to "3;" at high altitude, its combat strength would be "2."

A fighter AP operating at one level of altitude *below* its rated level uses its normal combat strength. A fighter AP operating at *two levels* of altitude below its rated altitude has its combat strength reduced by "1."

Any AP without an altitude designation functions at normal combat strength at whatever altitude it operates at.

[5.2.2] Bombers

Bomber AP's *unparenthesized* air combat ratings are reduced by "1" (to a minimum of "1") for each level of altitude they operate at either *above or below* their rated altitudes. *Exception:* IJN "elite" BMR AP's (7.11). "Return-fire" (parenthesized) air combat strengths remain the same, regardless of operating altitude.

Bomber AP's have their Bombardment and Anti-ship (where allowed; see 7.1B) Strengths individually *increased* by 1 (at both normal and extended range) for each level of altitude they operate at *below* their rated altitude. *Exception:* Does not apply to Fighter-Bombers (acting in the BMR role).

Bomber AP's have their Bombardment Strengths individually *reduced* by 1 (at both normal and extended range) for each level of altitude they operate at *above* their rated altitude. Notes: See 7.1 (B) for altitude change effects vs. ships.

[5.2.3] No AP may ever operate at an altitude level that would reduce its air-to-air combat strength to zero or less. For example, a "1L" AP may operate only at *Low*.

[5.3] Combat Air Patrol (CAP) & Escort

Fighter AP's (only) may be assigned to CAP or escort. CAP has two basic functions: 1) To remain on-station over a certain hex during the current Air Phase, in order to intercept striking (or, in some instances, launching or receiving) enemy AP's; and 2) To perform the same mission over a friendly TF. Escort has one function: to *escort* friendly AP's to a destination hex in order to protect them from enemy CAP. Escort protects only the strike to which it is assigned. Cover CAP protects all ground targets in a hex. Naval Cover CAP protects only the specific TF to which it is assigned.

Unless they have been plotted to perform another mission (which may be changed or canceled), fighter AP's are always considered eligible and available to fly CAP over their own base hex, including carrier TF's. *Exceptions:* 1) Those fighter AP's aborted via air combat are ineligible to fly CAP during *subsequent* air strikes against their base. 2) Carrier-based FTR AP's determined (via the carrier coordination process; see 8.14) as not available for launch. CAP missions performed over a fighter AP's own base need not be plotted.

[5.3.1] Escort

Fighter AP's assigned to accompany a friendly strike to its destination hex are conducting Fighter Escort. The escort is assigned to an already-existing strike plot in the same manner as other AP's. However, the strike plot must indicate both the type of escort ("loose, close," or both), and the altitude at which each escorting AP will operate.

Escort missions are not considered bombardment missions; hence no per-game turn restrictions (5.1.2) apply.

[5.3.2] Cover CAP: General

Fighter AP's assigned to protect a hex other than their own base hex are conducting "Cover CAP." AP's performing Cover CAP are allocated to a separate strike, in the same manner as escort (except that no friendly bombers are present to escort). The CAP will intercept any enemy strikes that are plotted against (or from, see below) the Cover CAP's target hex.

Fighter AP's may be plotted to perform Cover CAP missions over *enemy-controlled hexes*, to the limits of their range (but, see 5.3.5).

[5.3.3] Procedure: Cover CAP

Determine the distance in MP's between the CAP's airbase and its target hex. The owning player then rolls 2D6 on the *Air Point Availability Table* (no column shift) to determine the percentage of plotted Cover CAP that is actually available to participate in air combat. This DR is made only once per Air Phase for each Cover CAP mission, regardless of the total number of enemy air strikes launched against the protected hex. The DR is made prior to combat resolution. **Note:** AP's not allocated to a strike are always assumed to be performing CAP over their own airbase hex; *all* of them are considered to be available to participate in air-to-air combat, unless previously "aborted," regardless of the current phase and whether or not the AP's performed any strikes in *preceding* phases. *Exception:* see last paragraph 5.3.

Fighter AP's plotted to perform Cover CAP over solely enemy-controlled ground hexes (i.e., hexes not containing friendly ground units) utilize the "non-plotted Cover CAP" procedure (see 5.3.5). This remains true even though these missions *must be* pre-plotted and may *not be* launched as "Emergency Cover CAP."

Fighters plotted to perform Cover CAP over enemy-controlled airbase hexes may intercept enemy air strikes launching from, or moving to, those bases. Enemy AP's eligible to fly CAP from these bases do so normally (as if the enemy Cover CAP mission were a normal air strike plotted against that base). The "bounce" (see 6.2.1) is determined normally, when required in resolving air combat.

Comprehensive Examples; Cover CAP over enemy-controlled Airbase: See Examples of Play Booklet.

Player's Note: *The requirement that the side intercepting such missions have the capability of having "eyes" over the destination airbase presupposes that, absent this information, that side would be ignorant of the very existence of such missions being flown. Hence, that side would not have entertained even the notion of interfering with them.*

[5.3.4] Naval Cover

Fighter AP's assigned to protect a friendly TF from enemy air strikes are performing "Naval Cover." The procedures for plotting such a mission are the same as for Cover CAP, with two exceptions. First, *all* plotted Naval Cover missions receive a base Column Shift of 2R on the *Air Point Availability Table*. Second, such missions may be plotted at the outset of *Naval Phases*.

Naval Cover mission AP's will remain over the protected TF during the current Air Phase, if plotted *during* an Air Phase. During the following Naval Phase (or during the current one, if plotted at the outset of that phase), any AP's not eliminated nor aborted due to air combat will *accompany* the TF as it moves. This will continue up to the limit of the extended range of the covering AP's (as traced from their launching base), or to any point within that range indicated by the owning player.

For plotted Naval Cover CAP missions from Carrier TF's *over other TF's in the same hex*, such missions must still roll on the *Air Point Availability Table*, using the "0" distance column.

Ships in Port. FTR's providing Cover CAP over ships in port (including transports loading or unloading) are providing normal Cover CAP—not Naval Cover (since the port constitutes an installation). Note that such would not be the case covering ships embarking/debarking cargo in non-port coastal hexes.

Army-type Fighters. All "Army-type" fighters (see 4.1) may suffer a negative DRM when these types perform any Naval Cover CAP mission. Roll 2D6, once. This single DR applies to all AP types liable. Apply the DR differential (if any) as a negative DRM to these AP's *Air Point Availability Table* DR.

[5.3.5] Non-plotted (Emergency) Cover CAP

In addition to plotting CAP missions over other hexes (and TF's), fighter AP's may attempt to perform emergency (non-plotted) CAP over friendly target hexes (and TF's) within their range.

The procedure is as per 5.3.3 and 5.3.4, except that a 2-Column Shift to the right

(2R) is applied on the *Air Point Availability Table* for CAP over ground hexes; a 4R Column Shift applies for Emergency Naval Cover missions—for both land and carrier-based missions.

For Emergency Naval Cover missions launched from Carrier TF's over other TF's in the same hex, such missions still must use the *Air Point Availability Table*, using the normal 4-column shift, starting from the "0" range column.

Emergency cover and Naval Cover CAP missions must be recorded (plotted) as they are flown, in order to record the AP's activities for that phase.

[5.3.6] CAP vs. Multiple Air Strikes

Fighters assigned to an airbase or carrier TF may be eligible to intercept multiple air strikes on their base (or TF), depending on their activities *prior to* any follow-on strikes.

CAP fighters which have not actually flown Cover CAP, or Naval Cover CAP missions previously are eligible, if they have not been "aborted" in air combat during a previous strike. (See last paragraph, 5.3.)

Fighters plotted to perform, but that have yet to actually perform Cover/Naval Cover missions, may have those missions voided for that phase, and are likewise eligible.

Fighters plotted to perform escort missions, but that have yet to fly that mission, may have that mission voided for the phase, becoming eligible to fly CAP missions. **Note:** Voiding the "escort" portion of an air strike does not necessarily void the "bomber" portion of the strike—it may still be flown, only without the now-missing escorts.

Fighters assigned Cover/Naval Cover CAP missions may fly those missions against multiple strikes against their assigned hexes, if they have not been "aborted" in previous air combats and, for carrier-launched CAP missions, these FTR AP's are eligible via the carrier coordination (8.1.4) process. The same applies for Emergency Cover/Naval Cover, with any responding fighters using the *Air Point Availability Table* each time, as if the follow-on strike were the first.

Example: At Rabaul, the Japanese player has 12x A6M fighter AP's. He has plot-

ted 5 of them to perform Naval Cover for a TF returning to Rabaul from the Solomons.

The US player launches a first strike, from Port Moresby, against Rabaul. The 7 un-plotted A6M's there are eligible to intercept, as are the 5 plotted to perform Naval Cover. If they do, however, their Naval Cover mission plot would be voided for the following Naval Phase. The Japanese player launches the 7 un-plotted AP's and, in air combat against the US strike, loses 1x A6M destroyed, and has 1 aborted.

Later, the US player launches a second air strike, this time from Guadalcanal, with different AP's, also against Rabaul. The Japanese player now has 5 eligible un-plotted A6M's, plus the 5 plotted to perform Naval Cover. The one AP aborted during the first US strike is now ineligible to fly *any CAP mission* for the remainder of that Air Phase.

This process continues, with eligible CAP fighters (theoretically) being eligible to fly against an unlimited number of incoming air strikes.

When fighter AP's fly Emergency Cover or Emergency Naval Cover CAP missions, these missions must be recorded on the owning player's *Air Strike Plot Log*. For future interception purposes, see 5th paragraph (preceding), this section.

[5.3.7] USN Emergency CAP: SBD's

The US 1941-42 *Air Point Chart* lists a FTR role rating for the SBD. Through 1942, US carrier-borne SBD's which are currently un-plotted, and which flew no attack mission in the immediately-preceding phase, may perform "emergency CAP" over their own TF hex.

They may operate at MEDIUM or LOW altitude. Their air combat ratings are "1M." In this role, they function solely (and normally) as FTR's i.e., they perform no "return fire," as they would do if attacked by enemy FTR's in their normal dive-bomber role.

[5.4] Bombardment Strikes

Bomber ("B"), dive-bomber ("D"), and Fighter-bomber ("FB") AP's assigned to attack enemy ground targets are performing a Bombardment Strike.



Procedure: Bombardment Strikes

After all air-to-air combat and AA has been resolved, all surviving striking AP's may attack their actual target(s). The striking player totals the Bombardment Strengths of the attacking AP's. This will indicate the appropriate column to use on the appropriate *Bombardment Combat Results Tables*. 2D6 are rolled, and cross-indexed with the proper column. This will produce a damage-level result (in the case of bombing installations) or, in the case of ground units, various results, any and all of which are applied immediately—in some cases secretly by the defending player.

[5.4.1] Air Bombardment: Cumulative Damage

All damage inflicted via multiple bombardment missions are cumulative, as if the strikes were flown from different bases.

[5.4.2] A bombardment air strike on a port which is (unexpectedly) found to contain ships may attack those ships instead of, or in addition to the port itself (by splitting attacking AP's between the two targets). All such AP's must use their "B" or "D" bombing roles, using ½ (rounded down) of their Anti-Ship ratings. Such AP's may never be used in the "T" (torpedo) role.

[5.5] Strafing Strikes (Fighter Sweeps)

Fighter AP's assigned to attack enemy airbases are performing a Strafing Strike. Such a strike may take one of two forms:

- 1) Fighters assigned an escort mission, at either *Low* or *Medium* altitude, which do not engage in air-to-air combat as an escort, *or*
- 2) A fighters-only (i.e., acting solely as fighters) mission plotted as a Strafing Strike (termed a "Fighter Sweep") against an enemy airbase.

[5.5.1] Procedure: Strafing Escorts

After all air-to-air combat and AA has

been resolved, all surviving fighter AP's that did not engage in air-to-air combat may attack the airbase itself. The striking player totals the *Low* air-to-air combat strengths of the strafing AP's. This will indicate the appropriate column to be used on the *Bombardment of Air Points Table*. The attacking player rolls 2D6, and cross-references the DR result with the appropriate column. The indicated combat result is applied immediately.

Escorting fighter AP's which have used their air-to-air combat strengths in the current strike (i.e., they have attacked enemy CAP in air combat) may *not* strafe. The striking player is free to withhold some of the escorting AP's on the strike from air combat, provided that attacking enemy FTR AP's were matched, at least one-for-one, by friendly FTR AP's engaging them in air combat. Withheld escort fighter AP's are, following air-to-air combat, eligible to strafe.

[5.5.2] Procedure: Fighter Sweeps

Strafing strikes that do not emanate from escort missions (as above), which contain only fighter AP's (acting as fighters, and so-plotted) are considered to be performing a "fighter sweep."

Fighter sweeps are conducted at *Low* altitude. Such a mission is announced as a "fighter sweep." Though the strafing component of a fighter sweep must arrive (and conduct attacks) at *Low* altitude, fighter sweeps may consist of fighter AP's at both *Low* and *Medium* altitudes. Only those striking AP's at *Low* altitude are eligible to strafe; any fighter component at *Medium* altitude may be considered an "escort," and have the capability to change altitude, depending on enemy reaction—as set forth as follows.

If a fighter sweep consists of components at both *Low* and *Medium* altitudes, it must be announced as such—though the exact composition of each altitude component need not be revealed.

Opposing enemy non-fighter AP's at an airbase targeted by any strafing strike (or by any strafing method) may not avoid being attacked by strafing fighters, unless they have been plotted to perform a strike during that Air Phase and are not determined to be present, as indicated by the *Strike Sequence Table*.

Opposing enemy fighter AP's eligible to fly CAP over their own base targeted by an enemy fighter sweep have four options:

- 1) Remain grounded—subject to elimination via results achieved by the *Bombardment of Air Points Table*.
- 2) In part or in whole, fly CAP normally, at *Low* altitude, engaging sweeping enemy fighters in air-to-air combat there. Any friendly fighter AP's either not engaging, nor aborted via any previous air combat, are considered to be on the ground if any strafing subsequently occurs.

Sweeping AP's at *Low* altitude then are treated as in 5.5.1, above. They may either engage in air combat or strafe, but not both. Striking enemy AP's at *Medium* altitude may, if unengaged, drop to *Low* altitude and engage in air combat with enemy *Low*-altitude CAP. If engaged (i.e., enemy CAP exists at *Medium* altitude with them), the striking player must at least match the enemy CAP (in numbers of AP's), engaging in air combat at *Medium* altitude. Any striking AP's in excess of enemy CAP at *Medium* altitude are free to drop to *Low* altitude, engaging in air combat there—but *not* strafing. Thus, in this case, air-to-air combat must be resolved at *Medium* altitude first.

- 3) In part or in whole, fly CAP at *Medium* altitude, whether or not enemy striking AP's exist there. If striking enemy fighter AP's *do* exist at *Medium* altitude, air-to-air combat is resolved there, and the mechanics of (2), above, apply. If no striking enemy AP's are present at *Medium* altitude, enemy fighters at *Low* altitude assigned the *fighter sweep* mission may, in part or in whole, abort the *sweep* attack, climb to *Medium* altitude and engage in air combat with CAP there.
- 4) A combination of (2) and (3), above, with CAP fighters assigned to *both* altitudes.

[5.5.3] Strafing strikes *are* considered bombardment missions; hence multiple-mission penalties apply (though the penalties are not as severe; see *Bombardment of Air Points Table*). Such strikes are governed by 5.1.5 ("Successive Phases").

[5.5.4] Resolving Strafing Attacks

Once the appropriate column is determined on the *Bombardment of Air Points Table*, 2D6 are rolled, separately for each enemy AP *Type* present. Losses are then applied only to the specific AP type being rolled for. **Note:** Strafing FTR's current air combat values are used (in place of bombardment ratings) to determine the proper column to be used."

[5.6] Naval Strikes

"B, D, FB" or "T" AP's allocated to attack enemy TF's are performing a "Naval Strike." This involves the use of the *Air-Naval Tactical Display*, and is explained in detail in 7.0.

[5.7] Interdiction Strikes

Interdiction strikes may take one of four forms:

- Special strike vs. moving ground units (5.8.5–5.8.8)
- Special strike vs. ground units moving by rail (5.9)
- Normal strike vs. rail lines to interdict rail movement and possibly damage rail lines (5.7.1)
- Normal strike vs. ground hexes, during Air Phases, to interdict potential ground movement into/through that hex (see 11.2.2).

[5.7.1] Damaging Rail Lines

Bombardment strikes may be conducted against rail hexes. The damage level inflicted (**Note:** "S" results have no effect) is placed on the targeted rail hex. This is the only effect gained via bombardment of rail hexes. Thus, the rail line in a hex is targeted *separately*. Other installations/units in the hex are not affected by bombardment results obtained. The bombardment and damage level inflicted on rail lines is conducted openly, so the results are known to the attacking side.

AA Fire. Calculate a rail hex's AA value as follows:

(Country's current *Railcap*) minus (Distance—in ground MP's—from nearest Rail Center)

No minimum AA value exists—if the distance produces a value ≤ 0 , no AA fire occurs.

Road hexes may not be targeted or damaged in this fashion—only rail hexes may.

Damaged rail lines may not be used for rail movement until repaired (see 35.3.4).

Note that this process is different from that for "interdiction" of rail hexes (see 5.9).

[5.8] Special Strikes

A "Special Strike" is an air strike that does not occur during an Air Phase. Special strikes against ships are conducted during a Naval Phase. Special strikes against ground units are conducted during the Ground Phase. AP's do not have to be assigned a Special Strike Mission beforehand in order to perform one; they need only be *eligible* to perform air strikes in the phase in question.

Procedure Against Naval Units

A player must pause (however briefly) while moving a TF into a hex, to allow the enemy player the opportunity to launch a special strike against the moving TF. This pause permits the enemy player to calculate ranges, etc. before he announces the strike. The TF's movement is then halted, in whatever hex it is in at the time the strike is announced, and the strike is resolved before that TF may continue its movement. Only a TF actually being *moved* may be the target of a special strike. Additionally, the TF must be currently *contacted* in order for the strike to be launched.

Note: Special strikes may *not* be launched against "dummy" TF's (see 13.6.4).

Special strikes against ships are resolved in exactly the same manner as a Naval Strike.

[5.8.1] If any ships of a moving TF are damaged (or sunk) by a special strike, there is a possibility that the TF may have its plotted mission(s) changed (see 17.16).

[5.8.2] Moving TF's may be attacked by more than one special strike in the same phase, although such attacks must originate from different airbases. Any air *base*, including carriers, may launch only one special strike against any given TF during a single Naval Phase.

Airbases (again, including carriers) may launch successive special strikes against *different* contacted enemy TF's that enter their strike range, during the

same Naval Phase. Such strikes, though, are governed by the *Air Point Availability Table*, using the range band appropriate for the new air strike(s). **Note:** Any AP's "aborted" in any previous special strike that phase are *not* eligible to launch a successive one.

Player's Note: This provision is intended to minimize the abuse of sacrificing low-value TF's by sending them in ahead, inviting air attack, while more valuable TF's await to move through the cleared "lanes," via subsequent TF movement in the same Naval Phase.

[5.8.3] Special strikes against TF's may be conducted by AP's which conducted strikes in the preceding Air Phase. This is the only exception to rule 5.1.5 prohibiting the launch of air missions in succeeding (Air-Naval) phases. *Exceptions:*

- 1) AP's conducting NIGHT bombardment missions during Air Phases are ineligible to conduct special strikes in immediately-following Naval Phases.
- 2) AP's conducting Air Transfer, or Strike Transfer missions are eligible to conduct special strikes against TF's in immediately-succeeding Naval Phases, but only via use of the *Air Point Availability Table* (see 4.4.3).

Note, however, that the reverse is not true: AP's may not perform a special strike, then perform missions in the immediately-following Air Phase.

Procedure. The *Air Point Availability Table* is used to determine AP availability for use in any follow-on special strike.

[5.8.4] Special strikes against enemy TF's may be affected by night (see 16.6).

Procedure Against Ground Units

As with TF's, a player must pause briefly each time he moves a ground unit (assuming it moves more than one hex), to allow the enemy player to launch a special strike against the moving unit. This may be done by one of two methods:

1. Striking the moving enemy unit as it is entering a (friendly) defending unit's hex, in order to alter the DR for ground combat, or
2. Striking the unit in the hex it has just entered, in order to increase the MP cost for the unit to enter that hex during that Ground Segment (this procedure is known as *Interdiction*).

[5.8.5] Enemy ground units which have initiated ground combat by entering a defender's hex must still resolve the combat, regardless of any alterations that have been made to the DR by special strikes.

[5.8.6] Interdiction attacks made on moving enemy ground units are conducted using the *Bombardment of Ground Units Table*. These strikes are resolved openly (as opposed to the normal method of bombarding enemy ground units, which is done secretly). The number generated (+1, 2, or 3; normally applied as a ground combat DRM) indicates the increase, in MP's, for a particular ground unit to enter that (now-interdicted) hex.

Interdicted ground units with insufficient MP's (i.e., *due to* that interdiction) may not enter the hex in question.

[5.8.7] Special strikes against ground units are resolved in the same manner as a Bombardment Strike. No restrictions apply to AP's flying these missions, provided they have not performed any multiple bombardment mission during *any* of the three preceding Air Phases. If they have, AP's are only available to conduct special strikes against moving ground units via the *Air Point Availability Table* (standard distance). Moreover, such strikes are counted as a (another, if applicable) multiple bombardment strike.

[5.8.8] Special strikes against enemy ground units are never affected by night, as "night" may not be declared during ground movement.

[5.9] Rail Movement Interdiction

Rail hexes may be interdicted, in lieu of damaged, by BMR's and FB's. Interdicting a rail hex impedes rail movement through a rail hex; it does not prevent it (as in 5.7.1).

The cost to entrain/detrain in an interdicted rail hex is the normal 5 rail MP's, plus the *total* bombardment value of the AP's interdicting.

The cost, in rail MP's, to *leave* an interdicted rail hex is calculated as:

(Total Bombardment Value delivered)/DR (1D10; reading "0" as "ten), with standard "rounding."

Rail hex interdiction missions may be launched during Air Phases (as a normal mission), or during Ground Phases (as a

special strike).

If performed as a special strike, the non-phasing player merely announces a Special Strike, as an Interdiction mission against the subject rail hex. The phasing player may not intercept such missions, unless *plotted* CAP exists over the subject hex—left over from the preceding 3rd Air Phase. Effects apply only to the specific rail move triggering the strike.

If performed during an Air Phase, effects apply to all rail moves into, or through, that rail hex during that G/T. These strikes may be opposed via any eligible CAP mission. Results of such strikes should be recorded, for later reference during the Ground Phase.

[5.10] Joint Strikes

Friendly AP's from two (or more) different airbases may be combined in order to perform a single, "Joint" strike.

Procedure: When writing the strike plot of a Joint Strike, the player must designate one of the airbases as the "lead" base. All other participating launching bases are then considered "following" bases. All striking AP's from the *lead base* are able to participate in the strike fully. For all *following bases*, the owning player must roll on the *Air Point Availability Table* for the striking AP *types*, individually, to determine the percentage of these AP's that are actually able to participate in the strike. These DR's are made at the instant of combat, not at the instant of launch.

[5.10.1] If the *lead* strike in a Joint Strike can be routed over a *following* base on its way to the target, the distance for the *Air Point Availability Table* for that (or those) *following* base is considered to be zero.

[5.10.2] Inter-service Cooperation

All "sister-service" (see 4.1) AP's from *following bases* may incur a negative DRM. Roll 2D6. The DR result differential is then applied, as a negative DRM, to all *Air Point Availability Table* DR's made by each "sister-service" AP type.

[5.11] Air Transport Missions

Transport AP's (those with a role code of "C") may transport friendly ground units and, in some circumstances, perform "Emergency Command Links" via a special procedure (see 31.3) by air, from

one friendly airbase to another—through an Air Transport mission.

Procedure: Air transport missions are considered to be a type of Air Strike. When conducting such a mission, the AP(s) and the embarked units involved must begin the Air Phase in the same hex. Ground units are automatically assumed to be loaded on the AP's and may be transported to, and automatically (assuming that the mission is not intercepted) unloaded in, any friendly airbase hex within the normal range of the transport AP(s). After completion of the mission, the AP(s) may either return to their original airbase, remain at their destination airbase, or conduct a Strike Transfer.

Note: Cargo AP's may operate from (and to) any sized airfield.

[5.11.1] Each transport AP has a Load Capacity of $\frac{1}{2}$ step of ground units. Thus, a minimum of two AP's are required to transport 1 ground step. *Exception:* US C-54 AP's each have a Load Capacity of 1 ground step. There is no limit to the number of friendly AP's that can combine to "share" cargo on the same Air Transport mission.

[5.11.2] If some transporting AP's sharing cargo are eliminated due to combat, transported ground units suffer losses in the same proportion as their transporting air units (rounded *down*).

Example: If 6 transport AP's are transporting a 2-step ground unit, and 2 of these AP's (33%) are lost in air combat enroute, no steps of ground units need be lost—as 33% of 2 = .66, rounded *down* to "0," and the remaining transport AP's are still sufficient to lift the cargo. Had 3 of the AP's been lost (50%), 1 of the 2 ground steps would also be lost.

If, due to air combat (either via loss and/or aborts), the remaining air transport AP's are insufficient to complete the transport mission as assigned, the owning player may choose which ground *units* are aborted and/or lost, if choices exist.

Example: The CW player embarks a (1-step) Battalion, and a 2-step Regiment aboard 9x C-47 AP's at Dacca, with a destination of Lashio. Enroute, 2 of the transport AP's are destroyed (22%), and 2 are aborted.

No mandatory ground step loss is incurred, but only 5 of the cargo AP's (which can carry only 2 ground steps) will complete the transport mission.

The CW player may choose either the Regiment or Battalion to abort. And, since the aborted (either the required 2, above, or one if the CW player so chooses) air transport points are sufficient to carry the "aborted" ground unit back to Dacca, no ground steps are lost.

[5.11.3] If some transporting AP's sharing cargo are aborted, the cargo they carry is returned (as are the AP's) to the original airbase hex as per 5.11.2, above. The owning player may voluntarily abort additional transport AP's so that any cargo they share may be returned intact.

[5.11.4] Ground units being air transported need not be "activated." Ground units conducting air assault (5.12), however, must be activated prior to embarking.

The following units may never use Air Transport (or Paradrop/Air Assault):

- Naval units
- Mechanized/motorized ground units
- CCP ground units
- Air Points
- Engineers (except per 5.12.12)

[5.11.5] Air Transport: Extended Range

Air transport mission range may be extended, using the Extended Range of cargo AP's, if cargo is transported *one-way only* (i.e., no return by the transporting cargo AP to its originating base during that Air Phase).

Air assaults (5.12) may be conducted at extended range, by Japan only (see 5.12.10).

[5.12] Air Assault

Transport ("C") AP's may transport *airborne* units from a friendly airbase hex to a hex not containing a friendly airbase, through an Air Assault mission.

Note: The term "air assault" encompasses both paratroops and glider-borne landings. As such, no distinction, in game terms, is made between these two different types of operations. Both are, for game purposes, functionally identical.

Procedure: Air Assault missions are considered a type of Air Transport mis-

sion. When conducting such a mission, the AP's and the airborne unit(s) involved must begin the Air Phase in the same hex. Both the AP's and units involved are subject to a preliminary period of advance planning, similar to the procedure for Amphibious Assaults (see 17.1.1). This period is one full game turn, regardless of the size or nationality of the units involved.

For example, if transport AP's arrive at an airbase during the second Air Phase of a game turn, they would be eligible to conduct an Air Assault mission commencing the third Air Phase of the following game turn.

[5.12.1] Like air transport missions, each transport AP has a Load Capacity of ½ step of airborne units. *Airborne units* (the only ones eligible to perform Air Assaults) are all ground units with the "parachute" unit type symbol, and those with the "glider-borne" symbol.

[5.12.2] Airborne units preparing or available for an Air Assault mission may not engage in ground combat nor ground movement during the required planning time for an air assault. Transport AP's preparing for the same mission may not perform any mission other than Air Transfer. Units preparing or available for an Air Assault may be withdrawn from the process without penalty, at any time.

[5.12.3] Airborne units that initiate combat by Air Assault (paradrop or glider-borne landing) have that combat resolved in the following Joint Assault Segment, or during the regular Ground Segment (see 5.12.4).

[5.12.4] When resolving combat during the Joint Assault Segment, the Troop Quality (TQ) of the assaulting airborne unit(s) is halved (rounded up). *Exception:* If any friendly ground units will be also attacking the target hex overland (i.e., not via airborne assault), a paratrooping airborne unit's normal TQ is used.

In such cases, the owning player has two options as to how to resolve the airborne assault:

1. The airborne units conduct their assault *alone*, during the Joint Assault Segment, with their normal TQ's, applying a +1 DRM.
2. The airborne units may conduct their

assault during the regular Ground Combat Segment, *in concert with* the overland assault. The "lead" unit for this combat must be determined *randomly*, between a nominated "lead" airborne unit and a nominated "lead" overland attacking unit. Airborne units' TQ's are normal, and the +1 DRM for "successful air assault landing" applies.

Note: For purposes of this rule, "overland" assaults do include amphibious assaults.

[5.12.5] Night Air Assaults

Airborne units making paratroops at NIGHT must make an initial TQ check, using their printed TQ rating, immediately upon "landing," and before any combat is initiated. If a unit *passes* this check, combat procedures remain as set forth herein.

If a unit *fails* this initial check, its TQ rating used in resolving the assault is quartered (rounded up).

[5.12.6] Airborne units paratrooped onto a one-hex island or atoll cannot retreat. If enemy ground units (including intrinsic garrisons) remain in the hex after the combat is resolved, any surviving assaulting units must go into "Beach-head Defense" (see 39.7.7). **Note:** On Tactical Islands, the ground combat procedures set forth therein govern airborne assaults onto tactical islands with actual enemy ground units (i.e., not mere intrinsic garrisons) deployed.

[5.12.7] Assaulting units may move no farther in the game turn in which dropped. Such units are automatically considered to be "linked" during the Joint Assault Segment. Afterwards, they must trace a Command Link like normal units. Beach-head OSB's (see 29.5) may *not* be placed in hexes following airborne-only drops into enemy-controlled hexes.

[5.12.8] Airborne units are not considered to have any entry hexsides during the Joint Assault Segment in which they resolve any combat initiated by their assault.

[5.12.9] Air assault may be conducted into any ground terrain.

[5.12.10] Extended Range Air Assault

Japan (only) may declare Extended-Range airborne assaults, including at

NIGHT. Upon completion of these missions, the transporting cargo AP's are lost. Cargo capacities are unaffected.

[5.12.11] Air Landing Units

Several "air landing" units exist—those with the "glider-borne" unit type symbol. Air Landing units are treated, for all purposes, as normal airborne units.

Exception: The only difference between Air Landing units and regular airborne units is that, following an Air Landing unit's "drop," the transporting AP's delivering the unit(s) are "recycled," by removing them from the game. They arrive, as reinforcements, in the immediately-following Strategic Cycle.

[5.12.12] US Airborne Aviation (Engineer) Battalions

These special ENGR units are airdrop-capable (they are assumed to be delivered in gliders). But, such units may *not* make "combat jumps" (defined as initiating ground combat—even vs. Intrinsic Garrisons only).

These units are not *required* to be airdropped. Regardless of their deployment means, they function, once deployed, as normal ENGR units in all ways. These units may be air-transported.

[5.13] ASW Missions

Land-based AP's possessing a Short Range search value may be assigned as Strategic Anti-Submarine Warfare (ASW) role during Strategic G/T's. **Note:** Land-based carrier block AP's, as listed on the Air Strike Plot sheets, are also eligible.

AP's on "training status" (58.1 B) may not be placed on ASW duty.

[5.13.1] Exceptions: Japanese

The following Japanese AP types (indicated by asterisks on the *Air Strike Plot Sheets*) are ineligible to be assigned ASW roles:

- Ki-46 *Dinah* (all versions)
- Ki-51 *Sonia*
- Ki-45 *Nick* (all versions), Ki-102 *Randy*
- All *IJA-type* bombers (e.g., Ki-21, Ki-48, Ki-67) except for Ki-49 *Helens*—which are eligible.
- Ki-15

[5.13.2] ASW Screening Value

Each eligible *Allied* AP assigned an ASW role for an upcoming cycle contributes the equivalent of a naval screening value of "1," out to the extent of the "short" range band of seven hexes, or the subject AP's extended range—whichever is shorter.

Japanese H6K *Mavis* and H8K *Emily* AP's so-assigned also contribute screening values of "1." All other eligible Japanese AP's, though, contribute a screening value of "1/2" (collectively at each base, rounded up). *Exceptions:* Commencing with cycle 0/11/43, Japanese G4M *Bettys*, and P1Y's (when available) revert to a full ASW screening value of "1."

Following successful *daylight* enemy sub searches on TF's "covered" by land-based ASW AP screening values, the airbase's screening value is added to that of the contacted TF. The total screening value may be added, in whole or in part, to any defensive group.

TF's are "covered" by friendly ASW AP's if either the TF, or the enemy *subron*, are within the seven hex (or shorter, if applicable) distance covered by the assigned ASW AP's. No TF is "covered" in this fashion at NIGHT.

Example: At Noumea, the US player has 2x PBV & 2x (land-based) TBF AP's assigned ASW roles for the current cycle—a total screen value of "4." A US TF sailing from the Solomons is contacted by a Japanese subron south of Espiritu Santo, in hex E3326 (six hexes from Noumea—within "short" search range; therefore "covered" by Noumea's ASW AP's).

The US TF consists of 1x BB, 2x CA's, 1x CL, & 4x DD's. The US player thus has a total screen value of "8" (the 4 DD's, + Noumea's air ASW of "4"). Assuming he draws a "Report True" contact chit (see *Optional Rule 22.5.8*), he must deploy at least three defensive groups, and is free to allocate his total screen value of "8" in any fashion he desires.

[5.13.3] Air Points assigned ASW roles continue to provide their normal Air Search values to their assigned airbases, though they are ineligible to perform any air strike or mission (including air transfer) during that cycle, as long as they retain their ASW mission. If such AP's fly

an air transfer mission, they lose their strategic ASW role capabilities for the remainder of that operational cycle.

Air Points may be *assigned* ASW roles only during Strategic G/T's. AP's may be relieved of ASW roles at anytime during a cycle—in which case they function in their normal (i.e., non-ASW) role.

[5.13.4] ASW Suppression Value

Land-based AP's possessing an Air Search Value of at least "1" at Long Range (e.g., US PBV/PBM, B-17, B-24, PB4Y, PV-2; Japanese G4M, H6K, H8K—but *not* including the Ki-46 *Dinah*) have an additional effect on enemy subs when these AP's are assigned ASW roles.

Each such AP may impose adverse DRM's to enemy sub searches, if the enemy *subron* is within short air search range (seven hexes). Implement the following steps:

1. Divide the number of long-range AP's assigned ASW roles by the distance, in hexes, from the searching AP's base to the searching enemy *subron*, rounding to the nearest whole number (rounding .5 up).
2. The result is the DRM which is added to that enemy *subron's* search DR.

If, *solely as a result* of DRM's applied via ASW Search Suppression—in other words, *but for* the ASW search DRM, a *subron's* search would have been successful—the ASW-controlling player rolls 2D6. On any DR of "doubles," one enemy sub point from that searching *subron* is lost (sunk). If a "doubles" DR result is obtained, the owning player may continue to roll until he gains a DR result that is not "doubles." Each successive DR of "doubles" sinks one enemy sub point.

[5.13.5] NIGHT has no effect on Long-Range AP's assigned ASW roles. They continue to provide DRM's, as per 5.13.4, whether the enemy *subron's* search is performed at night or during daylight.

Player's Note: These AP's are considered to be flying missions continuously—if an enemy *subron* is within "short" range of them at NIGHT, they are within the same range band as soon as the sun comes up. Moreover, the AP types eligible to perform this mission were typically used more often at night.

NIGHT *does* prevent ASW screening

values (5.13.2) from being assigned. Thus, the provisions of 5.13.2 do not apply if a friendly TF is contacted at NIGHT.

[5.14] Staging

All AP's, except US B-29's, may conduct air strikes via staging, whereby they fly to advanced (forward) airbases and, from the forward airbase, launch air strikes against enemy installations. Staging strikes may not be launched against enemy ships *at sea*. Both airbases used in staging strikes must be "linked." Additionally, the "staging" airbase must be undamaged.

Procedure

[5.14.1] Air Points may use their Extended Range in either, or both "legs" of a staging strike. If Extended Range *is* used in either leg, AP's use their Extended Range Combat Ratings in resolving their strike.

AP's with (shorter) torpedo armament ranges may stage *forward* using their regular BMR range values (it is assumed that such AP's would be torpedo-armed at their *staging airbase*).

[5.14.2] Air Points may stage through any level forward airbase to launch a staging strike. Thus, for example, US B-17's may launch strikes from forward Level-1 airbases via staging.

[5.14.3] The number of AP's which may use an airbase to stage through is limited by that forward airbase's level. Thus, for example, a Level-1 airbase may be used to "stage" a maximum of 5 AP's (of any eligible type, or types) in any given Air Phase.

Airbases may stage AP's up to their airbasing capacity whether or not they have AP's already assigned there. Thus, AP's at a staging airbase do not count against staging missions.

[5.14.4] CP Cost

Staging missions are conducted only by expenditure of CP's. CP's are expended by *block type* staged, at a cost of 1 CP per block type used.

CP's may be expended from "reserve," or from any HQ controlling either the originating, or staging, airbase.

[5.14.5] Air Points conducting staging strikes are always considered to be fly-

ing at Extended Range, for combat loss purposes (i.e., entailing the potential for loss doubling; see 6.3.3). They are not required to use their Extended Range Combat Ratings, however, unless one of the "legs" flown was flown at Extended Range.

[5.14.6] Staging strikes may form Joint Strikes with AP's launched in concert with staging AP's.

[5.14.7] Restrictions

A maximum of two "legs" may be flown in any staging strike.

The following kinds of air missions may be flown using staging:

- Fighter escort
- Bombardment strikes
- Strafing strikes
- Joint strikes
- Air Transport
- Air Assault

The following kinds of air missions may *never* be flown using staging:

- CAP (all types)
- Naval strikes (against ships at sea)
- Special strikes
- Any kind of Strategic Mission

Carrier-based AP's may *not* fly staging strikes.

[5.14.8] If more than 1 AP *type* constitutes a single staging strike, those AP types' combat ratings are determined separately. Thus, for example, if US P-38 AP's join with B-24 AP's in a staging strike, and both legs of the strike are within Normal Range for the B-24's but at Extended Range for the P-38's, only the P-38's must use their Extended Range Combat Ratings.

[5.15] Extreme Range Strikes

AP's may perform air strikes at *extreme range* (i.e., beyond their printed extended-ranges—or normal range if no extended range applies).

AP's may perform extreme-range strikes out to a maximum of 6 MP's beyond their otherwise maximum strike range. Such AP's retain their air combat, bombardment, and anti-ship strengths as if the range used was at their maximum allowable.

For combat loss purposes (air-to-air,

AA), such AP's are considered to be at "extended range."

All AP's returning from performing an extreme range strike must roll (2D6 per returning AP *type*) on the *Bombardment of Air Points Table* to determine loss. **Note:** AP's lost due to extended-range combat loss "doubling" (see 6.3.3) are *not* factored; only those AP's actually *returning* are.

The *Bombardment of Air Points Table* is annotated "X+1 (extreme range + 1 MP), X+2," etc., indicating which column to use in determining AP loss on return. Standard rounding procedures apply.



[6.0] AIR COMBAT

[6.1] Air-to-Air Combat

Air-to-air combat may occur only between striking AP's and enemy CAP; generally only in the target hex of the strikes involved (*exception:* CAP plotted over enemy bases; see 5.3.3). If CAP is present in a target hex to "intercept" an enemy strike, players must use one of the following routines to determine the results of air-to-air combat. Only AP's at the same altitude level may engage in air-to-air combat; AP's at different altitude levels have no effect on one another.

Procedure; Air-to-Air Combat

Whenever AP's other than pure FTR's on both sides are present, the player who attacks first in air-to-air combat is said to have the *Bounce* (see 6.2). In any air strike, either FTR escort is present or it is not. If escorts *are* present, they must be designated as "loose, close" or both in relation to the escorted friendly AP's. This determines the manner in which air-to-air combat is resolved. If a strike has no escort, or has Close Escort, then the opposing CAP will receive the bounce (and attack first) automatically. If any escorts are loose, then a die must be rolled by the

striking player to determine who receives “the bounce,” and attacks first.

Note: Even when performing Bombardment Strikes, players must carry out the procedures given in the *Air Phase* of the Air/Surface Strike Sequence (7.1 B). This will determine the altitude levels of the opposing AP’s so that air-to-air combat may be resolved.

[6.1.1] Air Combat Routines

Note: For purposes of this rule, “surviving” is defined as neither destroyed nor aborted.

A. CAP ATTACKING ENEMY UNESCORTED STRIKE

Step 1: CAP attacks striking enemy AP’s on the *Air-to-Air CRT*.

Step 2: All enemy (striking) AP’s, including those just destroyed/aborted, attack friendly CAP on the *Air-to-Air CRT* (“return fire”). Results from *steps 1 and 2* are applied; all aborted AP’s return to base.

Step 3: Surviving enemy (striking) AP’s now continue their strike. Surviving (unaborted) CAP remains over the target hex, eligible to intercept any further enemy strikes.

B. CAP ATTACKS ENEMY CLOSE-ESCORTED STRIKE

Step 1: CAP attacks enemy escort only. Results are applied immediately; aborted enemy escorting AP’s return to base.

Step 2: Surviving enemy escort attacks friendly CAP. Results are applied immediately; aborted CAP AP’s return to base.

Step 3: Surviving friendly CAP attacks enemy bomber force.

Step 4: Enemy BMR force, including those destroyed/aborted in *step 3*, attacks friendly CAP (“return fire”). Results from *steps 3 and 4* are applied immediately; all aborted AP’s return to base.

Step 5: Surviving enemy BMR AP’s now continue their strike. Surviving (unaborted) friendly CAP remains over the target hex, eligible to intercept further enemy strikes.

C. CAP HAS “BOUNCE” OVER ENEMY LOOSE-ESCORTED STRIKE

Step 1: CAP attacks *either* the enemy

escorting FTR’s or the enemy BMR force, at the owning player’s option. If escort force is attacked, results are applied immediately; aborted enemy escorting AP’s return to base. If BMR force is attacked, proceed to *step 2* after the results of that attack are noted.

Step 2: If CAP attacked enemy escorting FTR’s in *step 1*, surviving enemy escort attacks friendly CAP. Results are applied immediately; aborted CAP AP’s return to base. If CAP attacked enemy BMR force in *step 1*, enemy BMR force, including those destroyed/aborted in *step 1*, attack friendly CAP (“return fire”). Results are applied immediately; all aborted AP’s return to base.

Step 3: Surviving friendly CAP attacks the group it did *not* attack in *step 1*, repeating the procedures set forth in *step 1* if this group is the enemy escorting FTR’s; for both *steps 1 and 2* if this group is the enemy BMR force.

Step 4: Repeat the procedures in *step 2*, above, for the appropriate enemy group attacked in *step 3*.

Step 5: Surviving enemy BMR AP’s now continue their strike. Surviving enemy escort that participated in air-to-air combat returns to base. Surviving (unaborted) friendly CAP remains over the target hex, eligible to intercept further enemy strikes.

D. ENEMY LOOSE-ESCORTED STRIKE HAS “BOUNCE” OVER CAP

Step 1: Enemy escort attacks friendly CAP. Results are applied immediately; all aborted CAP AP’s return to base.

Step 2: Surviving enemy CAP may attack *either* the enemy escort or BMR force, or abort their attack (and RTB); owning player’s option. If CAP attacks enemy escorting FTR’s, results are applied immediately; aborted escorting FTR’s return to base. If CAP attacks enemy BMR force, after noting the results of that attack, enemy BMR force, including those just destroyed/aborted, “return fire,” attacking CAP. Results are applied immediately; all aborted AP’s return to base.

Step 3: Regardless of which group was attacked by CAP in *step 2*, surviving

escorting FTR’s attacks remaining unaborted CAP again. Results are applied immediately; aborted CAP AP’s return to base.

Step 4: Surviving BMR AP’s now continue their strike. Surviving escorting FTR’s return to base. Surviving (unaborted) friendly CAP remains over the target hex, eligible to intercept further enemy strikes.

E. CAP VS. LOOSE & CLOSE ESCORTED STRIKE

Step 1: Determine which side has the “bounce” for air combat between CAP and enemy *Loose* escorts. Proceed to either *Step 2 (a)* or *Step 2 (b)*:

If CAP gains “the bounce:”

Step 2 a: CAP may attack either the enemy *Loose* escorts or the *Close* escorts. Results are applied immediately; aborted escorting AP’s return to base.

Step 3 a: Surviving escorting AP’s of the group that was attacked in *step 2 (a)* attack CAP. Results are applied immediately; aborted CAP AP’s return to base.

Step 4 a: Surviving CAP may attack either of the two enemy groups it did not attack during *step 2 (a)*—e.g., *Loose* escort, *Close* escort, or bombers. If this group is another enemy escort group, results are applied immediately; aborted escorting FTR’s return to base. If this group is the enemy BMR force, note loss results and proceed to *step 5 (a)*.

Step 5 a: If CAP attacked an enemy escort FTR group in *step 4 (a)*, surviving escort FTR’s of this group attack CAP. Results are applied immediately; aborted CAP AP’s return to base. If CAP attacked enemy BMR force in *step 4 (a)*, enemy BMR force, including those destroyed/aborted in *step 4 (a)* “return fire,” attacking CAP. Results are applied immediately; all aborted AP’s return to base.

Step 6 a: Surviving enemy BMR’s continue their strike. Surviving escorts that participated in air-to-air combat return to base. Surviving (unaborted) CAP remains over the target hex, eligible to intercept further enemy strikes.

If Loose Escort gains “the bounce” over CAP:

Step 2 b: Loose escort FTR’s attack enemy CAP. Results are applied immediately; aborted CAP AP’s return to base.

Step 3 b: Surviving CAP may attack either enemy *Loose* or *Close* escorting FTR’s. Results are applied immediately; aborted escorting FTR’s return to base.

Step 4 b: Surviving *Close* escorting FTR’s attack enemy CAP. Results are applied immediately; aborted CAP AP’s return to base.

Step 5 b: Surviving CAP attacks either the enemy BMR force, or the fighter escort type (*Loose* or *Close*) it did *not* attack during *step 3 (b)*. If this group is an enemy escort FTR group, results are applied immediately; aborted escorting FTR’s return to base. If this group is the enemy BMR force, note loss results and proceed to *step 6 (b)*.

Step 6 b: If group attacked in *step 5 (b)* was the enemy BMR force, that force, including those destroyed/aborted during *step 5 (b)* “return fire,” attacking CAP. Results are applied immediately; all aborted AP’s return to base. If group attacked during *step 5 (b)* was another escorting FTR group, ignore this step.

Step 7 b: Surviving BMR force now continues its strike. All escorts participating in air-to-air combat return to base. Surviving (unaborted) CAP remains over the target hex, eligible to intercept further enemy strikes.



[6.2] The “Bounce”

[6.2.1] Before resolving air-to-air combat, if escorting FTR’s are present, it is often necessary to determine which side has the “bounce” (i.e., which side attacks first). To determine this, the striking player rolls 1D6 and consults the *Bounce Table* (see charts).

[6.2.2] AVG and the “Bounce”

Prior to any air combat involving the AVG (so long as it occupies an airbase in

China, Burma or India), the Allied player must be informed of the exact composition (including escort posture) of all Japanese altitude components of any air strike capable of being intercepted by AVG AP’s. Only then is the AVG committed to combat. It may engage any element (or elements) the Allied player desires. Other than the above, the AVG may not evade combat outright.

[6.2.3] The US player has one “AVG Base” marker to denote one airbase, containing the AVG. All US P-40 AP’s at that base automatically receive “the bounce.” This applies even in a pure FTR vs. FTR air combat (i.e., a Japanese fighter sweep); in this case the *Flying Tigers* shoot first, *before* any return fire from Japanese fighters. Moreover, they gain a **+1 DRM** to all AVG air-to-air combat DR’s.

The AVG base marker must be deployed (and remain in) the CBI Theater (defined as China, Burma, or India).

The AVG base counter is removed (disbanded) in Strategic Cycle 0/7/42. Thereafter, all US P-40 AP’s, wherever situated, function normally, without the above-listed advantages.

[6.3] The Air-to-Air C.R.T.

[6.3.1] Procedure

Total the air-to-air combat strengths of all friendly AP’s involved in the attack. Find the indicated column on the table. Then determine the *total number* of friendly AP’s involved in the attack. Again, find the indicated row on the table. The attacking player rolls 2D6 and cross-indexes the result under the appropriate columns to determine the result of the attack.

All air-to-air combat results are expressed in terms of the number of air combat strength points aborted/number of air combat strengths eliminated. Compare these totals to the air combat strengths of the defending AP’s. If the combat result is *less than* the lowest air combat strength of any defending AP type, the attack is considered to have had no effect. If the result is *greater than, or equal to*, the air combat strength of any defending AP type, the attacking player may distribute the results as he desires. Losses due to air-to-air combat (eliminations *and*

aborts) must be applied, entirely, to defending *untrained* AP’s before any losses are applied to defending *trained* AP’s.

Example: (See *Examples of Play Booklet*)

[6.3.2] Fighter Loss Liability Limits

Fighters are limited in their loss liability solely from bomber “return fire.” No limits exist on the number of FTR’s that may be aborted from bomber “return fire.” The number that may be eliminated, however, is limited. The maximum number of attacking FTR’s that may be eliminated solely via bomber “return fire” is equal to the total number of BMR AP’s eliminated and aborted by the FTR’s involved. Thus, if no BMR’s are eliminated *or* aborted, no attacking FTR’s may be eliminated by those BMR’s’ “return fire.” (They may be aborted.)

US B-29’s. US B-29 AP’s have an additional effect in their “return fire” air combat DR’s. In all air-to-air combat involving B-29’s, in determining Japanese FTR loss, the number of B-29 AP’s eliminated is added to the number of eliminated Japanese FTR AP’s called for on the Air-to-Air CRT (see US Air Point Charts). These “extra” AP eliminations are chosen (by type) by the Japanese player.”

[6.3.3] Extended Range: Higher Losses

All AP’s conducting a strike at Extended Range are potentially liable for additional (operational) elimination results (due to either air-to-air or AA combat). Such results are applied against them *again*, after they have completed their strike (i.e., upon returning to base).

Exception: If AP’s liable for doubled losses can trace any *assumed* normal range “Staging” (see 5.14) strike, traced from their target hex to an intermediate friendly undamaged airbase, of any size, then to their launching airbase, such AP’s are *not* subject to additional loss. Note: For purposes of this rule only, rule 5.14 (which bars US B-29’s from launching *any* staging strike) does not apply—hence the use of the term “assumed” staging strike.

Example: In 1945, the US player launches a B-29 strategic bombing raid from Tinian against Tokyo (133 MP’s, at “extended range.”). He suffers the loss of 1x B-29 in air combat over Tokyo. Iwo

Jima (D0438) is a US-controlled and operational A/F. Since the US player can trace a normal range (assumed) Staging Mission from Tokyo to Iwo Jima (65 MP's, well within B-29 normal range), and from there to Tinian (ditto; 66 MP's), the US player in this case is immune from additional extended-range loss.

Procedure: Each AP *type* which has suffered elimination results during an Extended-Range strike is rolled for (1D10) upon returning to base. If the DR result (reading “0” as “zero”) is *equal to, or less than*, the AP types’ effective (i.e., “Extended-range”) Air Combat Rating, no additional losses accrue. If the DR is *greater than* the rating, elimination results against that AP type are *doubled*.

If both trained and untrained AP's of a type fly a mission potentially liable for doubled loss due to extended range, then only those AP's whose training status was affected by KIA results are liable for potential double loss. If *both* trained and untrained AP's of a type were eliminated, the owning player may choose which training status to roll for (in such cases, the training status not chosen is not liable for doubled losses).



[7.0] AIR/SURFACE COMBAT

The Air/Surface (read: “Air-to-Surface”) Tactical Sequence occurs whenever a Naval Strike is plotted against a contacted, *non-dummy* enemy TF. The *Air/Surface Tactical Display* is used to regulate the relative position and AA fire of defending ships. After all defending ships of the target TF have been deployed on the display, attacking AP's “enter” the display and attempt to carry out attacks. In the following rules sections, the owning player of the defending TF is referred to as the *Naval Player*; the owning player of the striking AP's is referred to as the *Striking Player*.

[7.1] Strike Sequence

In order to resolve a Naval Strike, a special strike sequence is begun. This se-

quence is followed until all plotted strikes against a TF have been resolved.

A. Strike Contact Phase

The Naval player must give a *True* contact report (see 13.5.7) to the Striking player (note that the Striking player has already plotted all air strikes—but has not yet allocated AP's to altitudes assigned—before receiving this report). The Striking player must then decide on the *Target Priority* (7.3) and immediately informs the Naval player of his choice. The Naval player then deploys his ships on the display, according to the restrictions of cases 7.2.1–7.2.5.

B. Air Phase

1. *Altitude and Escort Segment:* The Striking player indicates on his strike plot the altitude level at which the striking AP's will commence the attack (referred to as their “approach mode”) Note that this is not necessarily the altitude that they will release their ordnance at. He then distributes any escort FTR's among the various altitude levels, indicating their escort posture (*loose, close, or mixed*). The Striking player then informs the Naval player of the altitude level(s) at which striking AP's are now allocated, and whether the AP's (at each level) are escorted. He does not reveal the number or types of AP's; only their presence or absence.

a) **Approach Mode Altitude Restrictions.** For air-to-air combat purposes, AP's enroute to their targets are restricted as to the altitude they may be assigned to fly at. Torpedo (“T”) armed AP's *must* be assigned a LOW altitude approach. Dive-BMR's and FTR-BMR's *must* be assigned an approach mode equal to their rated altitudes. Level-BMR's *must* be assigned an approach mode altitude equal to their allowed attack altitude (i.e., the altitude which they will use on the *Air/Surface Damage Table*; see “Altitude Effects,” below).

Note: This approach mode altitude is not necessarily the same “approach mode” attacking AP's will use when entering the Tactical Display. See 10.1.1.

Player's Note: In air-surface attacks, for attacking AP's, there are three separate altitudes to consider. First, the altitude

(*HIGH, MEDIUM or LOW*) the AP's fly at enroute to the target. This is the altitude they will engage in air combat in. Second, the approach mode altitude they will enter the *Tactical Display* at (i.e., for AA fire purposes). In the case of D/FB types, this will be different than the preceding. Lastly, the altitude they will actually release their ordnance at (see 7.8.1, Step 4).

Altitude Effects. Bomber (“B”) type AP's must attack at their rated altitudes. *Exceptions:*

- Commencing with cycle 10/42, US B-17's may attack ships from LOW altitude. Commencing with cycle 11/42, they may also skip-bomb ships in port.
- Commencing with operational cycle 3/43, US B-25's & B-26's may attack at LOW altitude by skip-bombing.
- “Elite” Japanese BMR AP's may always conduct attacks at any altitude, without penalty.
- If *Optional Rule* 61.10 is in effect.

2. *Combat Segment:* The Naval player allocates any of his CAPAP's over the defending TF to the various altitude levels announced. Air-to-air combat between opposing AP's at the same level is resolved, level-by-level, and all results are applied.

C. Wave Attack Phase

1. *Entry Segment:* The Striking player divides all surviving AP's into the desired number of *Waves*. Each wave will then enter the *Tactical Display* separately and sequentially. The entry point (7.7) is then determined for the first attacking wave.

2. *AA Fire Segment:* The Striking player declares the *Target Ring* of the wave's attack. The Naval player then resolves all AA fire against the attacking AP's (see 10.1). All results are applied immediately.

3. *Attack Segment:* Surviving striking AP's resolve all attacks against the defending ships (7.8).

4. *End Segment:* If there are any waves remaining in the strike, the Striking player returns to the *Entry Segment* (entry point determination) and resolves the entry, AA fire, and attacks of the next wave. This continues until all waves of the strike have completed

their attacks. When this occurs, the Tactical Sequence is completed, and the Naval player removes the remaining ships from the *Tactical Display*, placing them back on, or in, their holding boxes or trays.

[7.2] The Air/Surface Tactical Display

The *Air/Surface Tactical Display* is composed of a series of three concentric circles (known as *rings*), on which all naval strikes are resolved. The inner (smallest) circle is known as the *Core Ring* (or, simply, “the core”); the middle circle is called the *Inner Ring*, and the outer (largest) circle is called the *Outer Ring*. The core is composed of a single arc (of 360°). The inner ring is composed of 3 arcs, each of 120°. The outer ring is composed of 6 arcs, each of 60°. The position of ships in the rings and arcs of the display (abstractly) determines their relative position in the TF, and is used to distribute AA fire, and movement of incoming enemy waves.

[7.2.1] Deployment

To resolve each strike, the Naval player must deploy all ships of the defending TF on the *Tactical Display*. Ships are placed on the 10 arcs of the display according to the following basic rules. Note, however, that exact deployments are determined by the *Target Priority* (7.3) announced by the Striking Player. Ships are always deployed face-down, so that only a ship’s type is known.

The owning player need reveal (and mark) damage present to ships on the display only if a particular ship possesses “D2” or greater damage. In such cases, the *actual* damage level need not be specified; only that a ship possesses “at least” D2 damage. Ships *remain* face-down throughout the entire Tactical Sequence, until they are specifically targeted.

[7.2.2] No more than four ships may be deployed in any arc of the core or inner ring. There is no limit to the number of ships that can be deployed in any arc of the outer ring.

[7.2.3] Ships are placed on the display one-by-one, according to the following strict priorities:

1. Core
2. Inner Ring

3. Outer Ring

No ship may be placed in any arc of a lower-priority ring until all arcs of the preceding rings have four ships deployed in them.

[7.2.4] When deploying ships on the *Tactical Display*, the Naval player must distribute them equally throughout the proper ring. That is, a player may not place two ships in the same arc until all arcs of that ring have at least one ship deployed in them, or three in any arc until all arcs have at least two ships deployed in them, etc.

[7.2.5] Once deployed on the *Tactical Display*, the position of ships may not be changed until the end of a Tactical Sequence. Ships may be re-deployed between attacking waves of a strike.

[7.3] Target Priority

Before the Naval player deploys his ships (but after he has provided a *True Report*; see 13.5.7) concerning the target TF, the Striking player must announce whether the strike, as a whole, will have a *Specific* or *General* target priority.

[7.3.1] Specific Target Priority

The choice of a Specific Target Priority allows the Striking player to name any one type of ship (e.g., carriers, amphibious transports, oilers) as the specific target of the attack. The Naval player must then deploy all ships of that type present in the TF in the core (up to the stacking limit of four). Remaining ships may be deployed freely throughout the display, within the restrictions of 7.2.2-7.2.4. All AP’s of the strike may attack only the ships (of *any type*) deployed in the core; they may not attack any other ships on the display.

[7.3.2] General Target Priority

The choice of a General Target Priority allows the Striking Player more freedom once the target ships are placed on the display. The Naval player must deploy his ships, by type, according to the following strict order of priority:

1. Carriers (CV’s, XCV’s)
2. Light and/or Escort Carriers (CVL, CVE)
3. Capital ships *
4. Oilers
5. Amphibious Transports

6. Merchant Shipping

7. All remaining ships in the TF

* The following Allied AA cruisers (CLAA) are “capital ships” for these purposes: **CW**: CL’s 33, 42, 43; **US**: CL’s with a pennant number of 51 or higher.

Striking AP’s may attack ships deployed in any arc contained in their path of approach (see 7.7.3).

[7.3.3] All waves of the same Naval Strike must have the same target priority. Different strikes attacking the same TF may be assigned different target priorities.

[7.4] Air-to-Air Combat

During the *Altitude and Escort Segment* of the *Air Phase* (Air/surface Tactical Sequence), the Striking Player must record on his strike plot the altitude level of the striking AP’s. Types D, T, and FB AP’s automatically operate at their rated altitude levels. B type AP’s may (within limits; see 7.1 B) be designated to operate at various altitude levels. The Striking Player must also distribute any escorting FTR’s among the altitude levels as he desires, and indicate for all of them their escort posture. The Naval player then assigns the altitude level(s) of any defending CAP. Air-to-air combat is resolved normally.

[7.5] Determining the Number of Waves

Air points that survive air-to-air combat may be divided into a number of smaller *waves* (groups of AP’s attacking together). Each separate wave enters the *Tactical Display* individually, and resolves its attacks separately. There is no limit to the number of waves a strike may be divided into, so long as the same AP is never allocated to more than one of them.

[7.6] Coordinating Air Strikes & Waves

[7.6.1] An attacking wave may consist of AP’s from different approach modes (e.g., dive and torpedo BMR’s) freely, as long as the AP’s involved were launched from the same hex (either via carrier TF’s or a land airbase).

[7.6.2] Attacking AP’s launched from *different* hexes (either carrier TF’s in dif-

ferent hexes or land airbases) may not automatically be combined into the same wave (or waves). To do so, compare:

A) The shortest distance, in hexes, between any launching base and the target TF. This becomes the PRIMARY STRIKE.

B) The distance(s), in hexes, between each different launching base.

If (B) ≤ (A), attacking waves from these hexes may combine freely.

If (B) > (A), determine the amount, in hexes, that (B) exceeds (A). In order to combine with (A)—and thereby become eligible to form part of the same wave—1D6 is rolled. This DR must *exceed* the difference, in hexes, in order for (B's) air strike to combine with any AP's from (A's) in the same wave.

Example: (See Examples of Play Booklet)

Note: AP's failing a coordination DR, or otherwise ineligible to do so, *must* form a separate wave when they arrive on the *Air/Surface Tactical Display*. Such AP's may *not* be withheld from attacking (or their strike canceled) following failed attempted coordination DR's.

[7.7] Wave Entry & Approach

[7.7.1] To determine the arc of the outer ring in which each wave enters the *Tactical Display*, the Striking Player rolls 1D6 during the Entry Segment of the Wave Attack Phase. The wave enters the display from the arc corresponding to the number rolled.

Exception (Japanese "elite" AP's): Any Japanese attacking wave composed of a *majority* of "elite" (see 7.11) AP's is allowed to enter either the arc rolled for, or any adjacent one at the Japanese player's option.

[7.7.2] The Striking Player must make a separate roll for each wave of a strike, when the wave in question begins its Wave Attack Phase.

[7.7.3] Air Points move on the display only along the specific *path of approach* of the wave.

Example: A US air strike with a *General Target Priority* enters the *Tactical Display* in outer ring four. It is determined that the target ring for this wave's attack

will be the core. To reach the core, this wave must proceed through the inner ring arc that is adjacent to both outer ring arcs three and four. No other path is allowed.

[7.7.4] Only ships deployed in arcs along the *path of approach* may attack (with AA) or be attacked by the striking AP's. Ships in other arcs of the display have no effect on combat.

[7.7.5] TF AA Fire Procedure (See 10.1)



[7.8] Air/Surface Combat Routine

[7.8.1] After all air-to-air and AA fire has been resolved, surviving AP's of each wave resolve their attacks on enemy ships (wave-by-wave), according to the following routine:

STEP 1: The Striking player is informed of the current speed classes of all ships in the target ring. (From viewing the inverted side of ships present, he knows only their *type*). He then allocates *all* attacking AP's of that wave to attack any eligible ship(s) in the designated target ring. All attacks must be pre-designated before any attack DR's are made. AP's may be combined to attack individual ships in any combination(s) the striking player desires.

STEP 2: For each targeted ship, the Striking Player totals the anti-ship strengths of the AP's allocated to the attack, factoring both the range (normal, extended) and the role in which the AP's are being used.

STEP 3: Consult the *Air/Surface Damage Table* and cross-index the *current** speed class of the target ship with the total anti-ship strength of the attacking AP's, to determine the correct column to use on the table. Note that the current speed class of the target ship may be reduced, if the attacking AP's are performing a *Combined Attack* (as defined by 7.8.2), if there was no friendly CAP at *any* attacker altitude**, or if surprise (see 38.3.1) is achieved.

Notes: **Current Speed Class* is defined as:

- The printed speed class of the target ship, *or*
- The *adjusted* speed class, if any of the three special speed class reductions (above, STEP 3), and/or target ship possesses "D2" damage level or greater (if applicable, see *Naval Damage Levels Effects*; charts).

** "No CAP at any attacker altitude" is defined as:

- No CAP AP's present at any attacking AP altitude *or*
- CAP is present, but (for whatever reason) it does not conduct an air-to-air attack against any attacking enemy BMR AP.

STEP 4: Determine the *Attack Altitude* of the attacking AP's (see *Air/Surface Damage Table*, and "Note" below). If AP's at different altitudes are involved in the same attack (e.g., level-bombers at "medium" altitude + dive-bombers), the altitude used to resolve the attack is that of the *majority* of the AP's involved. If equal numbers of different attack altitude AP's are involved, the attack altitude used is the one most favorable to the attacker.

Note: The attack altitude of an AP is the height at which the aircraft actually release their ordnance. Level-bomber (B) AP's have an attack altitude equal to the altitude level assigned them in the preceding Altitude and Escort Segment, according to 7.1 (B 1). Torpedo (T), dive-bomber (D), and Fighter-bomber (FB) AP's always have a LOW attack altitude. For D and FB types, this is not the same as their approach mode.

STEP 5: The Striking Player rolls 1D6, cross-indexing the DR with the correct column (as determined in STEP 3) on the *Air/Surface Damage Table*. The number indicated is the number of Damage Points inflicted.

Torpedo Attack Adjustments. Target ships with anti-torpedo ratings may escape damage, or have damage decreased. Prior to rolling on the *Air/Surface Damage Table*, the attacking player rolls 2D6—nominating one die as the primary one. If that die result is less than the target ship's anti-torpedo

rating, he must reduce his total torpedo anti-ship value (to be applied by that wave, against that ship) by the second die's value. Only torpedo-armed AP's are affected by this rule, and the total torpedo-delivered anti-ship value may not be decreased below "1."

STEP 6: Compare the number of Damage Points inflicted in STEP 5 to the current defense strength of the target ship, and reduce this comparison to an odds ratio, rounding *down*.

Example: 29 damage points applied against a ship with a current defense strength of "6" produces a ratio of 4:1.

This odds ratio then determines the column to be used on the *Naval Combat Results Table*.

STEP 7: Consult the proper column (as determined in STEP 6) on the *Naval CRT*. The Striking Player rolls 1D6, cross-indexing the result with the correct column. The result is the Damage Level inflicted on the target ship. This result is applied immediately; place the appropriate damage marker on the ship, with sunk ships being removed from the *Tactical Display*.

[7.8.2] Combined Attack

Note: Though similar to the provisions of 10.1.1 (for AA fire purposes), for purposes of *this* rule section the term "Combined Attack" should be considered separately, as "Combined Attacks" are defined separately. An attacking wave may be considered a "combined attack" for AA fire purposes, but *not* qualify as a "combined attack" for purposes of this rule.

A wave entering the *Tactical Display* that is composed of either of the following combinations is assumed to be making a *Combined Attack*:

- A) Both T (torpedo, at "low" attack altitude), and D and/or FB AP's.
- B) Both B (level bomber) AP's* at "low" attack altitude, and D and/or FB AP's.

* Such B-type AP's must be either:

- 1) US B-25, B-26, or A-20 AP's using "skip-bombing" (i.e., 3/43 or later, as annotated on the *US Air Point Charts*, **or:**
- 2) Japanese "elite" G3M or G4M AP's,

constituting the *majority* of the low altitude B-type AP's of that wave.

If either of the above conditions are satisfied, the current speed class of all targeted ships is reduced by 1, to a minimum speed class of "zero," when resolving the wave's attack. This remains true even of ships that are actually attacked only by one type of AP. The ability to make a "combined attack" is determined as a wave *enters* the *Tactical Display*. Thus, following air-to-air combat, only 1 AP of the listed required types need survive in order to produce a *Combined Attack*—before the resolution of AA fire. Whether an attack is "combined" or not is determined separately for each wave.

[7.8.3] A ship may not be attacked more than once by AP's of the same wave.

[7.8.4] Once an AP enters the *Tactical Display*, it must be allocated to some attack. In other words, each AP must receive AA fire (assuming ships possess some AA value) from at least some of the defending ships.

[7.8.5] There is never any movement or withdrawal of ships on the *Tactical Display*, though ships may be re-deployed (at the owning player's option) on the display between each attacking wave.

[7.8.6] Each AP may make only one attack before it leaves the display and returns to base.

[7.9] AA Suppression

During each air strike, prior to air-to-air combat, if escorting FTR's outnumber defending CAP FTR's, any *loose-escort* FTR's in excess of the number of enemy CAP AP's present may be "peeled off" from escort duty in order to accompany BMR's directly to the target—in order to (potentially) suppress AA fire.

[7.9.1] Procedure: AA Suppression

Such FTR's are attached to attacking waves at LOW altitude (in any combination desired). If no LOW altitude waves exist, then such FTR's form a single additional wave component at LOW altitude, which must accompany the first attacking wave.

FTR's part of a LOW altitude attacking wave component are targeted by AA collectively, as part of that attacking wave component.

FTR's attached to a non-low-altitude attacking wave are targeted by AA *separately*, as are all attacking wave components.

FTR's suppressing AA themselves fire *prior to* any AA actually firing. This sequence is resolved separately for each attacking wave which has attached suppressing FTR AP's.

To resolve the suppressing FTR's attack, the *Air-to-Air CRT* is used. Suppressing FTR's total (collective) Air Combat Values are adjusted, based on the target ring attacked:

- Core: Full strength
- Inner Ring: 2/3 strength (rounded *up*)
- Outer Ring: 1/3 strength (rounded *up*)

2D6 are rolled, and the total numbers gained reflect the total that is subtracted from the target's (TF or land base) AA value against that attacking wave (only). The number to the left of the slash is subtracted from the "Low" AA value; the number to the right from the "High" AA value or, in the case of land bases, from the base's total AA value.

Suppressing FTR's may choose any target ring of a TF.

Player's Note: AA suppression represents not only the potential temporary "knocking out" of AA assets, but also their reduced effectiveness solely via directing AA fire vs. the suppressing FTR's themselves. Hence the ability to temporarily "neutralize" a TF's "High" AA value.

[7.10] Torpedo Bombers: Land-based

Land-based torpedo-capable BMR AP's present at an airbase may not be eligible to be armed, in total by type, with torpedoes for Naval Strikes.

Determination of torpedo armament eligibility is made on an *Air Block* (not *type*) basis, separately for each launching airbase.

Note: This rule does not apply to *trained* carrier-based torpedo-capable BMR's. They are always 100% eligible to be armed with torpedoes. *Untrained* carrier-based AP's (pertains to Japanese only; see *Optional Rule 58.6.3*) are subject to this rule.

[7.10.1] Procedure

All AP's—by block type—launched

from an airbase (including carriers launching untrained Japanese AP's) in a Naval Strike must be rolled for at the time of launch to determine the percentage of them that may be armed with torpedoes.

At the time of launch, 1D10 is rolled for each block type containing torpedo-capable AP's. The DR result, multiplied by 10, indicates the percentage (reading "0," in this case, as "ten") of AP's of that block that are launched carrying torpedoes. The remainder (by default considered armed with bombs, as level-bombers) may be deleted from the strike, at the owning player's option.

See *Land Based Torpedo Bomber Chart* for applicable DRM's. Note that all results are rounded to the nearest whole number, rounding .5 up. The launching player is free within each air block to arm any AP types present within that block with torpedoes, as long as the allowable percentage for that block is not exceeded for all AP types capable of being armed with torpedoes. If he chooses, of course, he may decline to so-arm them and arm them with bombs instead. All DRM's (see chart) are cumulative, where applicable.

Notes: In determining the number of AP's present for the torpedo-arming equation, the total number of non-ASW* torpedo-capable AP's present, by blocks, at the base, within torpedo range, is the number used. These AP's inclusion or exclusion from actual participation in the strike is immaterial. *Exception: Float Planes*—At the owning player's option, he may exclude float-planes from the equation. In such a case, these AP's may not be launched in the forming air strike, in any role.

*AP's assigned ASW missions, regardless of type, are *never* counted towards the number of AP's present.

Example: (See *Examples of Play Booklet*)

Player's Note: Historically, not all aircrews flying (in game terms) torpedo-capable Air Points were actually trained in torpedo attacks. Moreover, the physical availability of torpedoes often dictated the ordnance carried by attacking aircraft. As an example, in the Japanese strike launched against the British "Force Z" in December 1941, only about 60% of the Japanese G4M's & G3M's participating carried torpedoes—though all were well within torpedo range from their launching airbases.

[7.11] Japanese Aircrew Superiority ("Elite" Pilots)

Japan starts the war with the majority of her carrier air groups, some of her land-based A6M2 Zero FTR, and G3M *Nell*/G4M *Betty* AP's designated as "elite."

Elite Japanese AP's have the following bonuses:

- **A6M Zero:** +1 to each AP's air combat ratings (both normal and extended).
- **D3A Val, B5N Kate G3M Nell, & G4M Betty:** +2 to each AP's Anti-Ship rating (in whatever role they utilize), and a base +1 to each AP's Bombardment rating. Additionally, these BMR types suffer no reduction to their Air Combat Ratings for operating above or below their rated altitudes as level bombers.

Additionally, any attacking Japanese wave entering the *Air/Surface Tactical Display* that is composed of a majority of "elite" AP's is allowed more flexibility in location of entry (see 7.7.1).

"Elite" markers are placed beneath regular, like-type Japanese AP's in order to distinguish between them on the *Air Displays*.

[7.11.1] Elite Unit Deployments

Scenario Rule 68.3.3 lists the deployment allowances for Japanese elite AP's.

[7.11.2] Elite AP's retain their status until eliminated. Elite AP's may never be rebuilt or reinforced as such. *Exception:* see 7.11.6. The original deployment is thus the finite limit on the maximum number of elite Japanese AP's.

[7.11.3] If the Japanese player takes air attrition losses at an airbase containing both elite and regular AP's of the same AP type, he may be liable for loss of the elite AP's (see 37.1.7).

[7.11.4] Elite Japanese BMR AP's may, without penalty, operate at any altitude as level bombers.

Player's Note: This provision may often bestow "Combined Attack" benefits on Japanese Naval Strikes involving these BMR types. This is intentional. Note also that, beginning in 1942, the US player gains this same altitude adjustment advantage, at low altitude only, with B-17 AP's and in 1943, with B-25 and B-26 AP's (see 7.1

"B").

[7.11.5] Night Mission "Elite" AP's

Japanese "elite" AP's (e.g., G4M *Betty*) may fly day missions normally, without losing their "Night" status for that cycle. But, if they do so they do not receive any "elite" status attack bonuses. They do count towards land-based torpedo-arming status (percentage of "elite"), in determining the percentage of land-based BMR's eligible to be torpedo-armed.

[7.11.6] G4M "elite" crew maintenance

The Japanese player may always retain a minimum of three (trained) G4M *Betty* AP's as "elite." Assignments to "elite" status (i.e., if the current number of deployed "elite" G4M AP's is less than 3) are made only during Strategic G/T's. This capability remains in force as long as there remains *trained* G4M AP's eligible to fill this number.

□ **OPTIONAL:** Once the number of "elite" Japanese G4M AP's drops to 3 (*Player's Note: Japan starts the war with 12*), any *newly-assigned* "elite" G4M AP's must, at the time of assignment, either:

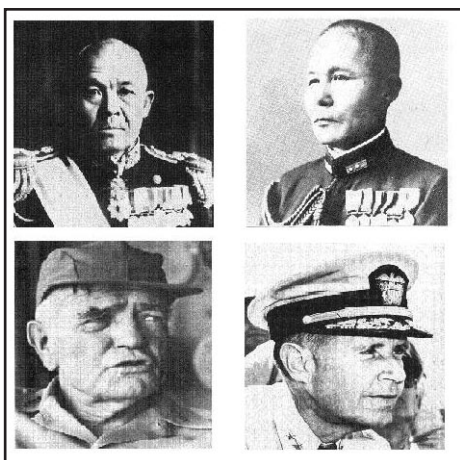
- Occupy a base with other "elite" G4M AP's already deployed there, **or**
- (if currently no "elite" G4M AP's are deployed) All such assignments must occur at the same airbase.

Player's Note: This Optional Rule primarily simulates the original 1st Kokutai, which later became the 752nd Kokutai—which remained in combat throughout the war.

[8.0] CARRIER ADMIRALS

Admiral counters represent, for the most part, the outstanding naval leaders that took part in the war. Admirals may have many different potential effects on combat, but all fall into four basic categories: Surface admirals, carrier admirals, admirals with ground combat (i.e., amphibious assault) capabilities, and admirals possessing HQ command capabilities.

Some admirals possess capabilities in more than one category (e.g., US Adm. Halsey has Carrier and HQ—including at-sea Fleet HQ—Command ratings).



Carrier admirals' actual combat ratings will not be known until battle is joined, when 2D6 are rolled for them.

Carrier admirals may not convey any carrier rating bonus from any ship other than an operational carrier (see 8.2).

If no operational carrier exists in a carrier admiral's TF, he then may be placed aboard a non-carrier ship, but from there he imparts no bonuses (or penalties).

The following sections deal with carrier combat-capable admirals. Surface admirals are discussed in section 20.0; Amphibious admirals in section 21.0.

[8.1] Carrier Admiral Ratings

Carrier admirals may possess up to seven individual ratings:

- Rank (denoted by # of stars—or equivalent mark of rank)
- Command Level ("Cmd")
- Reaction Rating ("Reac")
- Air Rating ("A")
- Bounce Bonus ("B")
- Column Shift Attack Bonus ("C")
- Attack DRM Bonus (e.g., "+1")

Only the first three, above, are constant and known before a battle (i.e., when an admiral sorties). Prior to combat, 2D6 are rolled for each admiral present—applying any modifiers due to Command Level exceeded (8.1.2), or prior promotions/demotions. Admirals' combat ratings are then determined by checking the DR result against the admiral's listing on the current game-year *Admirals Chart*.

[8.1.1] Rank

Each admiral's rank is denoted on

the charts and on each counter. Note that many admirals have different ratings, depending on rank, and different counters—generally only one of which may be in play at any time. The *Reinforcement Schedule* indicates regular promotions (in rank only; combat promotions are handled differently; see 8.6). When admirals are promoted (as directed by the *Reinforcement Schedule*), their previous (lower rank) counter is removed from the game, permanently.

Rank primarily affects the ability to act as TF Commander, in concert with subordinate admirals also present in that TF (see 8.2; Subordinate Admirals).

[8.1.2] Command Level

Admirals' Command Levels are fixed, by year. Denoted by "Cmd # " on the *Admiral Charts*, the numerical value indicates the maximum number of *ship activation points* present in a TF that the subject admiral is capable of commanding without potential penalty.

If an admiral is placed in command of a TF which exceeds his rated Command Level, he receives an adverse (negative) DRM when forced to roll to determine his combat ratings. A -1 DRM is applied for every full point (or fraction of after the 1st full point) his Command Level is exceeded by, to a maximum of -5. Subordinate admirals present in the same TF have no effect on the TF Commander's Command Level.

Conversely, if an admiral's TF is *below* his rated Command Level, he receives a positive DRM to his combat ratings DR. A +1 DRM is applied for every full point (in this case, dropping fractions) his Command Level exceeds the activation point cost of his TF, to a maximum of +5.

[8.1.3] Reaction Rating

Denoted "Reac # " on the charts, an admiral's Reac Rating may be positive or negative. Unless preceded by the negative symbol (e.g., "- Reac ≤ 5"), all Reac Ratings are positive.

The number indicated with an admiral's Reac Rating indicates the DR (2D6) result required—that number or *greater* (positive); that number or *less* (negative)—in order for that admiral to gain a Reac bonus (or penalty). Rolled for whenever a TF initiates a REAC movement, the *initial* bonus imparted is equal

to the amount the DR (2D6) is higher than the required number, plus one.

Any successful REAC DR result of "doubles" entitle the admiral to be rolled for again, immediately—the results of which may only *increase* an admiral's REAC allowance.

Example (see *Examples of Play Booklet*)

REAC bonuses provide extra reaction movement, in terms of hexes, that a reacting TF may move—deviating from the normal hex-by-hex, alternating movement by the triggering and reacting TF's (see 17.5). The hex bonus may be used at any point during the reacting TF's movement, in part or in whole. Each reaction bonus point allows one extra hex moved.

Admirals with *negative* REAC Ratings suffer REAC movement *penalties* (the reverse of the above procedure) if their reaction DR (which is mandatory) is equal to, or less than, the indicated rating. The REAC penalty applied is equal to the amount the DR result is lower than the indicated rating, plus one.

Note: Reaction bonus movement hexes do not count towards the maximum of ½ of a reacting TF's movement allowance.

Reaction penalties must be applied immediately upon initiating a REAC movement, at the rate of 1 hex penalty (i.e., no hex moved) sequentially.

Example: In 1942, Admiral Fletcher attempts a REAC movement. His DR is a "5." Since his rating is "- Reac ≤ 6," he will suffer a REAC penalty of -2. Thus, the 1st and 2nd hexes his reacting TF would otherwise have been permitted to perform are eliminated.

[8.1.4] Air Rating & Carrier Coordination

The most important of a carrier admiral's rating is his "Air" Rating. It reflects his ability to effectively coordinate increasing numbers of carriers, and maximize their air assets. The higher an admiral's Air Rating, the more effective he is.

Carrier Coordination

Prior to the launch of any air strike from a carrier TF (CTF), including CAP, at least one (and in some circumstances, two) *Carrier Coordination* (CC) *Check* must be made.

Carrier Points

The composition of a CTF directly affects its ability to operate at maximum efficiency. A carrier-rated admiral also directly affects this. Carriers are assigned “carrier points,” the total of which for any given CTF is imputed in CC DR’s (see *Carrier Coordination chart*).

Prior to launching a carrier air strike (including CAP), 2D10 are rolled and the (first) *CC Check Table* (see charts) is consulted.

The *CC Check Table* lists the number of carrier points and the Air Rating for the CTF commander. These two values are cross-referenced, resulting in a number. It is this number or lower that must be rolled in order for the air strike to be launched automatically at full-strength. This table is pass/fail. If the target number is achieved, the strike is full-strength. If the target number is not achieved, a second CC check is made.

Example (of first CC Check): In 1942, a Japanese CTF, consisting of 4 CV’s (8 carrier points), commanded by Adm. Nagumo, launches an air strike, in clear weather. Adm. Nagumo has no DRM’s (for promotion, demotion, or Command Level excess or deficit), and rolls a “6” to determine his Combat Ratings—indicating an Air Rating of “7.” Cross-referencing Adm. Nagumo’s Air Rating of “7” with 8 carrier points produces a “63.” Thus, a “63” or lower (i.e., a 63% chance) must be rolled in order for this strike to be launched automatically at full-strength.

Second CC Check

If the first CC check fails, the *second CC Check Table* is consulted. Here, 2D6 are rolled and compared to the CTF commander’s Air Rating. The DR result produces a percentage (from 10% to 90%). This percentage (rounded *up*) indicates the actual strength of the air strike launched.

If the air strike in question consists of both attack (BMR) AP’s and escorting FTR’s, it must be determined which element of this air strike is reduced. 1D6 is rolled. On a DR of 1-2, the FTR AP element is reduced; on a DR of 3-4, the BMR AP element is reduced; on a DR of 5-6, the combined components are reduced, equal to half (rounded *up*) the de-

termined percentage applied to *both* the FTR and BMR components.

If a second CC check result produces a *non-asterisked* result, the strike launched may be canceled. An *asterisked* result does not allow a strike to be canceled—it must be flown, at whatever strength it is determined to be.

Example: A US CTF, consisting of 3 CV’s, commanded by Adm. Spruance (with a rolled-for Air Rating of “7”) launches an air strike (consisting of a total of 6 FTR AP’s and 15 BMR AP’s) against a Japanese CTF and fails its first CC check. 2D6 are rolled, resulting in a “12.” The US air strike will be at 30% (rounded *up*).

Since the strike may not be canceled (asterisked result), it must be determined which component (escort, attack, or both) will be reduced. 1D6 is rolled, resulting in a “2.” Thus, the FTR escort AP’s will be reduced. Computing 30% of 6 (the original number of FTR AP’s launched), 1.8 (rounded *up* to 2) FTR AP’s are actually launched, and may escort the US air strike to its target.

[8.1.5] Attack Bonus

Carrier admirals may have two types of Attack Bonuses: a Column Shift bonus (“C”) and/or an attack DRM (e.g., “+1”).

Column Shift Bonus

Admirals with a +1 Column Shift bonus (e.g., “C1”) may, during *one wave’s attack*, apply this bonus to provide a column shift of 1 (right) on the *Air/Surface Damage Table*. All attacks made by that wave receive the column shift.

Attack DRM

Admirals with an attack DRM (*Note:* This DRM may, in some cases, be *negative*) provide, if their DRM is *positive*, +1 DRM to *one attacking wave’s attack* on the *Air/Surface Damage Table*. As with the Column Shift bonus, all attacks made by that wave receive the DRM.

Admirals with a negative value *must* apply this–1 DRM to the largest single attacking wave launched by his TF. (If equal, the attacking player may choose which wave is affected.)

Admirals with both Column Shift and Attack DRM bonuses may combine these into one wave’s attack, if desired.

[8.1.6] “Bounce” Bonus

Admirals with “B” values (“B-2” to “B+2”) provide a DRM, either favorable or unfavorable (as appropriate to the *Bounce Table*) in the amount indicated, when rolling to determine the “bounce” prior to any air-to-air combat initiated by FTR’s launched from their TF—as either CAP or escort.

[8.2] Subordinate Admirals

Carrier TF’s may contain a maximum of six admirals—three carrier-rated, and up to three subordinate surface or amphibious-rated admirals. Subordinate surface/amphibious admirals assigned to a carrier TF may never exceed the rank of the Carrier TF commander. Each carrier-rated admiral must be aboard a separate, operational (defined as damage level 0, 1, or 2) carrier. *Exception:* Fleet, TF 58/38 commanders; see 8.10.

Subordinate carrier-rated admirals must be of the same or lower rank than the TF Commander. In addition, subordinate carrier admirals’ Command Ratings must be the same or lower than that of the TF Commander.

If, during combat a carrier TF Commander is KIA or otherwise removed, the senior (player’s choice if of equal rank) subordinate carrier-rated admiral becomes the new TF Commander. His combat ratings apply, and are not modified.

Subordinate admirals forced to take command of TF’s suffer no penalties for Command Level (8.1.2) effects.

[8.2.1] Combining Ratings

When determining carrier admiral combat ratings, dice are rolled for the *senior two* carrier admirals present. The only rating used by a subordinate admiral, though, is that for a Column Shift or DRM Attack bonus attained. No DRM’s apply to any subordinate admiral’s DR.

Two carrier admirals’ ratings (from the same TF) may never be combined to affect the same attacking air strike wave; they must be split amongst different waves. If only one attacking wave exists, the overall TF Commander’s rating(s) must be used—excluding any subordinate admirals’ ratings.

If two or more carrier admirals *are* present in a carrier TF (note that there

is no requirement for this to be so), one must be designated as the overall TF Commander. It is he alone that is eligible for promotion (or liable for demotion), and his carrier ratings that are used if a single wave alone is launched from his TF.

[8.3] Admiral Elimination

(See 20.3; surface admirals)

[8.4] Admiral Assignments

(See 20.4; surface admirals)

[8.5] Availability Table

(See 20.4.1; surface admirals)

[8.6] Carrier Admiral Promotion

In certain circumstances, carrier admirals' ratings may be increased as a result of exceptional performance.

Admirals receiving these "promotions" retain their upgraded ratings until subsequently demoted.

[8.6.1] Criterion for Promotion

A CTF *commander* is eligible for promotion when he commands a CTF which, in a single engagement:

- Sinks 2+ enemy carriers (CVL/larger) *or*
- Sinks 3+ enemy capital ships (CA/larger) *or*
- Successfully launches the "Doolittle Raid" (see 60.21) *or*
- Inflicts "D1" or better damage level to an enemy port or airfield, without losing any AP's destroyed in the raid, *or*
- Engages in a carrier-vs.-carrier battle, with an aggregate total of 4+ CV's/CVL's present—regardless of that battle's outcome.

[8.6.2] Following the conclusion of any carrier action in any of the circumstances above, 2D6 are rolled. On any DR other than a "7" or "11," the subject admiral receives one (+1) promotion chit, which he retains unless subsequently demoted. Each positive DRM chit an admiral possesses provides a +1 DRM whenever his combat ratings are rolled for, in any future engagement.

[8.7] Carrier Admiral Demotion

The reverse of promotion, carrier ad-

mirals are liable for demotion following their *command* of a CTF which suffers a defeat in carrier combat, defined as:

- Losing 2+ carriers (CV, CVL) belonging to his TF sunk or "D4," without inflicting the same level of damage to an opposing TF. *Note:* Of course, this may include non carrier-vs.-carrier engagements, *or*
- In a carrier-vs.-carrier engagement, commands a TF which suffers ≥ 1.5 x the damage level(s) inflicted on enemy TF(s)—counting sunk ships as "D5."

A DR (2D6) is made for all such "defeated" admirals. On any DR other than a "7" or "11," the subject admiral receives one (-1) demotion chit, which he retains unless subsequently promoted. Each negative DRM chit an admiral possesses imposes a -1 DRM (cumulative) when determining his combat ratings, in any future engagement.

Note: In cases where both promotion *and* demotion criterion apply, the subject admiral receives the appropriate promotion *or* demotion chit as determined by DR. If both DR's produce chits, they cancel each other out, and no promotion or demotion occurs.

[8.8] Leaderless Task Forces

A carrier TF without an admiral assigned, when rolling for Carrier Coordination (first check), must roll 1D6. The assumed Air Rating of the TF is equal to the DR result.

[8.8.1] Note that (like surface TF's) all carrier combat TF's *must* have a TF Commander assigned, unless:

- There are no admirals available in a side's *Availability Pool* *or*
- The TF is assigned a *non-combat* "MOVE" mission (see 17.13.8)

[8.9] USN Fleet Commanders

US admirals assigned Fleet HQ commands have a special capability—that of assigning that HQ (with its Commanding Admiral) to at-sea TF's. *Note:* Japanese admirals who command Fleet HQ's may also take to sea, as TF commanders, but possess no special added benefits aside from their normal combat (i.e., non-HQ) ratings.

To do so, the US Fleet HQ is "activated," paying its normal activation cost (including applying CP bonuses, if any, depending on the Commanding Admiral). Both the Fleet Commander and its HQ must have a flagship assigned. No Fleet HQ (US 3rd, 5th, 7th; Japanese 2nd, 3rd, 4th, 5th, 8th) may be activated without an assigned commander.

The command radius of the activated and embarked Fleet HQ remains its printed command radius, for as long as the TF remains at sea. Thus, for example, the US 5th Fleet HQ retains an overwater command radius of 10 hexes, making all USN TF's which remain (see following paragraphs) within that radius potentially eligible to benefit from the Fleet Commander's rating bonuses.

The command radius of at-sea Fleet HQ's is traced either at the beginning or end (or both) of a TF's movement, at the player's option. Thus, if a carrier TF begins a Naval Phase within such command range, then moves out of it, it is still considered to remain within command range of that HQ even if, in the course of its movement, it moves outside the HQ's range.

[8.9.1] Fleet Commander Ratings

The 1943-1945 USN *Admiral Charts* list those admirals capable of at-sea fleet command.

Command Level Bonus

Each eligible admiral possesses a fixed Command Level bonus, from 0 to +5. When assigned, this bonus is added to all commanding (subordinate to the Fleet Commander) admirals which sortie with, or anytime thereafter come within command range of the Fleet Commander at sea. In effect, then, subordinate TF commanders' command levels are increased by this amount.

Example: In 1944, Adm. Clark's Command Level would be increased from "14" to "17," if subordinate to Adm. Halsey's at-sea 3rd Fleet Command.

The Command Level bonus is the only Fleet Commander bonus that is fixed. All others are die roll dependent.

DRM Bonus

Fleet commanders may impart DRM's (from +1 to +2) to subordinate admiral's DR's when those admiral's individual

ratings are determined. This DRM bonus applies to all eligible subordinate TF-commanding admirals within command range.

Reaction Bonus

Fleet commanders may impart a REAC bonus (+1, +2) or penalty (-1) to all eligible subordinate TF commanders.

Air Rating Bonus

Fleet commanders may impart a bonus (increase of one) to subordinate carrier TF admirals' Air Ratings, after they are determined.

All variable (random) bonuses are cumulative, and apply to *all* subordinate TF commanders. Thus, only 1 DR is made for any Fleet Commander during any single sortie. The Fleet Commander's DR is made immediately prior to the first subordinate TF Commander's own DR. The Fleet Commander DR made in concert with this DR then applies to that, and all other potentially-eligible subordinate TF commander's own rating DR's.

Fleet Commander's ratings are cumulative with any bonuses imparted by TF 58/38 commanders (see 8.10). All admirals' ratings are recorded on the appropriate *TF Cards*.

Example, Fleet Command (See *Examples of Play Booklet*)

[8.9.2] Restrictions

The US 5th and 3rd Fleet HQ's may never be activated together in the same cycle. Either one may be activated, but never both.

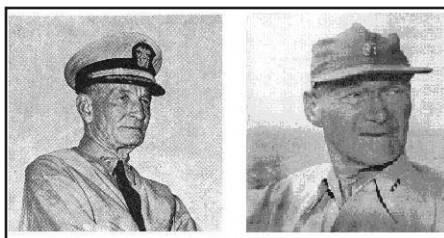
[8.9.3] Combined Commands

Four-star admirals may command both Combined-type and Fleet HQ's, if they are co-located. Only Fleet HQ's, however, may be assigned to sea.

If an admiral commands both a (co-located) Combined and Fleet HQ, either HQ may be activated but, in order to be put to sea, the Fleet HQ itself must be paid for (i.e., "activated").

[8.10] TASK FORCES 58 & 38

Separate and distinct from US Fleet Commanders, the US player has two admirals which function similarly to Fleet Command, though they may affect only subordinate Carrier TF's. **Note:** Two additional special "Task Force" commands



exist—TF 34 (Lee; 20.8) and TF 51 (Turner; 21.9).

In the form of special HQ's, arriving in Cycle 0/13/43 (TF 58) and 0/9/44 (TF 38), these HQ's only function at sea.

Only those admirals (Mitscher and McCain) designated on *US Admiral Charts* may command TF 58 or 38, according to the dates listed under "Avail."

TF 58/38 HQ counters need not physically occupy any location. When not at sea, they are always considered as available, and are kept in the *US Admirals Availability Pool*. They are deployable from there at any linked, friendly port.

Two CP's must be spent in order to create TF 58 and TF 38, assigning either Adm. Mitscher (TF 58) or McCain (TF 38) when done. Like Fleet Commanders, TF 58/38 commanders must have a flag-ship assigned.

[8.10.1] Effects

The US TF 58/38 HQ's serve to increase the Air Rating, by 1, of all carrier TF commanders stacked with, or within a radius of two hexes from the HQ's flag-ship.

Like Fleet Commander's HQ's, determination of command radius eligibility is made either before *or* after each subordinate carrier TF's movement during a Naval Phase.

[8.10.2] Restrictions

Only one of these two HQ's (either TF 58 or 38, but not both) may be at sea at any one time.

[9.0] THE AIR POINT AVAILABILITY TABLE

The *Air Point Availability Table* is used if Cover CAP, Naval Cover, or a Joint Strike is used. Total the distance, in MP's, between the airbase originating the strike and the strike's target hex. The owning player rolls 2D6 at the moment combat is to be resolved, and cross-indexes the result. The result is the percentage of each *type* of AP allocated to the strike

which is actually available to perform the strike over the target hex. 2D6 are rolled for each AP *type* involved, rounding fractions to the nearest whole number (rounding .5 up).

As an option, the launching player may opt to roll *individually* for each AP type present, instead of relying on a single DR applicable to all AP's.

Column Shifts that would result in the use of a (hypothetical) column to the right of the "61+" column entail adverse (negative) DRM's equal to the hypothetical column shift *beyond* the "61+" column. **Example:** An emergency naval cover mission flown at 25 MP's would be rolled for on the "61+" column, with a -1 DRM. Such a mission flown at 24 MP's would be rolled for on the same column, but without the -1 DRM.

[9.1] Cover CAP

The DR result gives the percentage of AP's able to intercept incoming enemy strikes during the current phase. Remaining AP's are considered to have been "aborted" and returned to base.

For plotted Cover CAP missions, use the column corresponding to the range. For non-plotted Cover CAP, shift two columns right of the actual range.

[9.2] Naval Cover CAP

Plotted Naval Cover: Use the column two columns to the right of the one that would normally be used (as for plotted Cover CAP), after determining the distance. As with Cover CAP, the DR result gives the percentage of each type of AP able to intercept incoming enemy air strikes directed against the covered TF/hex.

Non-plotted (Emergency) Naval Cover: Shift the column 4 to the right of the actual range.

If a covered TF is attacked in more than one hex, DR's need not be made for AP's still over the TF as it moves—roll only for *additional* AP's on airbases desiring to perform Naval Cover as the TF enters new hexes. Only those AP's that were previously eliminated or aborted due to air-to-air combat (in some previous hex) are considered to be unavailable to perform Naval Cover CAP in the new hex. AP's may continue to "remain over"

such TF's to the limit of the AP's range.

[9.3] Joint Strikes

The DR result gives the percentage of AP's from "following" bases that are able to participate in the strike. Those determined as not available are aborted and returned to base. The owning player rolls separately for each following airbase involved in a Joint Strike, by AP *type*.

Note: If the "lead" strike can be routed over "following" bases (enroute to the target; range restrictions of course applying), the distance used on the table is "zero."

[9.4] Weather Effects

In squall hexes (see *Optional Rule 59.3*), use of the *Air Point Availability Table* also applies to CAP, even over (in the case of carrier TF's) CAP launched over its own TF or hex. In such cases, use the distance column of "0."

[10.0] ANTI-AIRCRAFT FIRE

After all air-to-air combat for an attacking strike has been completed, anti-aircraft (AA) fire from defending units is resolved.

[10.1] Task Force AA Fire

Each wave of attacking AP's is composed of from one to four components. Each component is distinguished by its *approach mode* (low, medium, high, and dive-bomber—see 10.1.1). AA fire against each attacking wave's component(s) is resolved *separately* for each component. The defending player totals the number of AP's comprising each separate component of the wave as waves are fired at. He then totals the AA strength of the ships on the *Air/Surface Tactical Display*, in accordance with the *AA Matrix* (see charts). Each component of AP's of the same wave is then attacked together (e.g., if a "low" component of a wave contains both B5N *Kate* and B6N *Jill* torpedo BMR's, both the *Kates* and *Jills* are fired at together). AP's in different components (approach modes) then are attacked separately, following the resolution of AA fire against different components.

No AP may be attacked by AA fire more than once in a given phase. Ships may fire their AA strength (at different components) any number of times in the

same phase. After determining the total AA strength of the TF, the defending player rolls 2D6 for each attack, cross-indexing the DR with the appropriate column on the table.

Determine losses and aborts from the attacking AP's of each component *randomly*, without regard to "training" status, from amongst all attacking AP's present in that component.

[10.1.1] TF AA Fire Resolution

To resolve AA fire, the Striking Player must announce the *Target Ring* of the wave. This is done after the wave's entry point is determined. Note that if the Striking Player announces a *Specific Target Priority*, the target ring must be the "core." **Note:** The Striking Player may *not* voluntarily choose a target ring which contains no enemy ships.

To resolve AA fire, it is also necessary to determine the *Approach Modes* of the striking AP's. D/FB type AP's always have a "Dive-bomber/Fighter-bomber" approach mode. T type AP's always have a "Low" approach mode. B type AP's have an approach mode (low, medium or high) as assigned during the preceding Altitude & Escort Segment. Approach mode effects on AA fire are summarized on the *AA Matrix*.

A ship may use its AA strength once against each attacking wave, "firing at" each component of each wave once.

Column Shifts/DRM's: TF AA

"Combined" Attacks: If an attacking wave consists of more than 1 approach mode, *and at least 1 AP is attacking at "low,"* apply a column shift of 1L to the *AA Table DR*.

If an attacking wave is a "combined attack," *and at least 1/2 of this wave consists of Japanese "elite" AP's—excluding FTR's—*apply a negative DRM as listed on the *AA Table*.

If a night air strike, apply a column shift of 2L. For PBY, H8K, & H6K AP's in the "torpedo" role (in daylight), apply a column shift of 1R.

For B (level-bomber) AP's attacking at altitudes lower than their rated altitudes, apply a column shift of 1R.

If the first attack wave managed (at least) one attack DR vs. any enemy ship

in the Inner Ring or Core, apply a column shift of 1L for each successive attacking wave.

For USN (1943+) and RN (1945+) TF's, apply a +1 DRM (proximity fuses) whenever any ship HIGH AA value is applied.

If a Japanese air strike has been determined to be "coastwatcher-alerted" (see 13.8), apply a +1 DRM.

If any ships of the attacked TF have been redeployed on the *Tactical Display* (i.e., after resolving a previous wave's attack), apply a -1 DRM.

If the target of AA is a single Japanese "elite" AP, apply a -1 DRM.

For the first attack wave only, if this wave consists of 1 or 2 AP's, roll 2D6. Apply the DR Differential, divided by 2 (rounded down) as a negative DRM.

[10.1.2] Ships in Port

Ships in port have the AA strength of the port added to their own AA strength when defending against Naval Strikes. Additionally, ships in port may have their speed class reduced due to *surprise* (see 38.3.1).

[10.1.3] When level BMR AP's attack in an approach mode *lower* than their rated altitude, all AA fire against that strike component is resolved one column to the right of the column that otherwise would have been used, on the *AA Fire Table*. Level bombers attacking at approach modes *higher* than their rated altitudes have AA fire against them resolved normally.

[10.2] Ground target AA Fire

Against ground targets (installations or ground units), altitude level affects only strikes conducted at HIGH altitude (see *AA Table*; charts 10.3).

To resolve AA fire from ground targets, the defending player totals the AA strength of all defending units/installations targeted. Only the units (or installations) specifically targeted by a strike have their AA strength included. For example, a bombardment strike vs. ground units in a hex receives AA fire from the ground units themselves only—any installations in the hex not attacked are ignored.

The defending player then totals all of the attacking AP's in the strike, and resolves his AA fire by rolling 2D6, cross-indexing the DR result with the correct column on the AA CRT. Results are then applied immediately.

In resolving AA fire from installations or ground unit targets, follow the following steps:

- A. The firing side picks a *priority attack-er altitude*.
- B. The firing side may then assign the 1st abort or loss result achieved, from any AP types present at that altitude, if the nominated AP type comprises at least 50% of the BMR AP types at that altitude. Otherwise, determine all aborts and losses randomly, as per (C), below:
- C. Remaining aborts/losses are determined *randomly*, from amongst all attacking BMR's (or BMR's & FTR's, if escorting FTR's are assigned an AA suppression mission).

[10.2.1] Ground combat units have their AA strengths printed on their counters.

[10.2.2] *Isolated* ground units have no AA strength. "Broken" ground units, provided they are not "isolated," retain their printed AA strengths. Units engaged in ground combat, provided they are neither broken nor isolated, retain their printed AA strengths.

[10.3] AA: Airfields & Ports

Airfields and ports possess inherent AA values (see AA Table).

[10.3.1] High Altitude Column Shifts

The *Installation AA Values Table* contains entries for airfield levels 1,2 and 3. Level-1 A/F's possess no AA value vs. AP's attacking from HIGH altitude. Levels 2 & 3 A/F's suffer a column shift of 1 Left when resolving their AA fire vs. HIGH altitude attacking AP's. No column shifts are applied to AA fire from ports.

[10.3.2] Notes

Air Points performing any type of CAP are never affected by friendly AA fire. AP's providing escort, and eligible for AA suppression (see 7.9) are subject to AA fire if they conduct AA suppression attacks against installations. They are targeted as indicated in 7.9.

Engineer Units. The presence of engineer units, which may serve to expand a port's operating capacity (see 39.6) has no effect on a port's AA strength.

[10.3.3] Installation Damage: AA Effects

Damage levels ("D1-D4") inflicted on airfields and ports serve to reduce the subject installation's AA level in a different manner from the actual damage to that installation, *vis-à-vis* the repair (or, more properly, "restoration") of that AA capability.

Each "hit" (i.e., damage level, commencing with "D1") on an A/F or port reduces an installation's AA value by "1." These reductions should be annotated on a side's *Air Strike Plot log* and/or *Base & Air Display* (for A/F's), via "AA reduction chits." AA reductions are cumulative and are not affected by repairs made to the installation itself.

Restoration of installation AA may be accomplished, during the Production Phase of Strategic G/T's, via the expenditure of CP's and/or PP's. For each CP spent, 1D6 may be rolled. The DR result indicates the AA values that may be restored, at any linked installation on the map. Apply a +2 DRM for each PP spent in concert with the CP expenditure. No maximum DR result applies. *Example:* A 1D6 DR of "4," coupled with a +4 DRM (via the expenditure of 2 PP's) produces an AA restoration of 8.

Isolated installations may not receive AA restoration.

[10.3.4] Captured Installations: Effects on AA Level

When an installation (A/F or port) is captured, the capturing side immediately rolls 2D6 on the *Bombardment of Air Points Table*, using the "176+" column. Rolls are made separately for each type of installation, if more than 1 is present. The DR result is the amount of installation AA actually "captured" (i.e., is present at that installation, useable by the capturing side). The difference between this value and the original standing value of that installation's AA is treated as if it were eliminated via damage (per 10.3.4). As such, it may be restored according to those procedures.

Player's Note: The above procedures (10.3.3; 10.3.4) remove the unrealistic capturing

intact, undamaged, of all of an enemy installation's AA assets, and more importantly, the just-as-unrealistic automatic "repair" of a damaged installation's AA, simply by the normal repair process. Obviously, it is one thing to be able to fill in holes in a cratered airfield; it is entirely another to recover the loss of destroyed AA guns, which when knocked out rarely would be in a repairable state.

[10.4] Extended Range: Higher Losses

(Note that the provisions of 6.3.3 apply to AA fire losses as well).



[11.0] BOMBARDMENT TABLES

[11.1] General

Total the bombardment strengths of all attacking units. The attacking player rolls 2D6, and cross-indexes the result with the proper column on the appropriate *Bombardment Table*. **Note:** Bombardment results against AP's require that a *percentage* of the defending (attacked) units be eliminated. In all such cases, fractions of .49 or less are rounded *down* to the nearest whole number; fractions of .5 or greater are rounded *up*.

[11.2] Ground Units

Bombardment of ground units may cause various results, depending on the ground unit's status: fortified, stationary, moving, attacking or defending. Air (and naval) bombardment of ground units differs substantially from that of installations, in that the results will (probably) not be precisely known to the bombarding player at the time the bombardment is conducted. For this reason, two *Ground Unit Bombardment Tables* are used. These tables are virtually identical in the percentage chances of results produced, but contain different DR-producing numbers. During each game turn, each side picks a table which it will use to resolve enemy bombardments of their own ground units. The table used remains concealed from the enemy, until the end of each game turn.

Player's Note: Players are free to record their own DR's involved in their bombardment

of enemy ground units, to be checked following the Ground Phase, once the table used by the opposing side is announced.

[11.2.1] Allied 4-Engined BMR's vs. Ground Units

Allied B-17 and B-24/PB4Y AP's possess an ancillary Bombardment Rating (see *Air Point Charts*) denoted "GS" (Ground Support). These ratings are used when these AP's conduct bombardment missions against enemy ground units (including fortifications).

Against (other) installations, these AP's normal bombardment ratings remain in effect.

US B-29 AP's may never conduct strikes on ground units; hence they possess no "GS" bombardment ratings.

Player's Note: Players will notice that, though initially relatively low, US B-17 & B-24 GS bombardment ratings do increase in effectiveness over time. The lowered GS ratings, however, are intentionally low—these units tended to have mixed success (at best) when tasked with attacking tactical ground targets. The US late-war TBM-3 also possesses a [GS] rating. In its case, though, its performance in this role is enhanced.

[11.2.2] Bombardment Results

Air Phase Ground Strikes: The *hex* attacked during the Air Phase launched is where any results gained are applied. Thus, if a target ground unit moves *out* of a targeted hex during a (following) Ground Phase, that unit is still liable for any bombardment results gained in the hex it *left*. Likewise, if a ground unit *enters* a targeted hex, it is liable for all bombardment results gained in the hex it enters.

A. Ground Combat: For purposes of ground combat, the bombardment tables may indicate a DRM which will be applied, *in favor of the bombarding side* (hence all DRM's listed are *positive*). These DRM's are applied when resolving ground combat during the Ground Phase of the current game turn. All such additions are cumulative, up to a final maximum of plus (or minus) 3 to the DR. If both players bombard a hex to alter the DR for combat, then all plus and minus results are added, providing one cumulative net modifier to the combat DR.

Note: Results "C, D," and "E," (as fol-

lows) also apply to enemy ground units engaged in ground combat.

B. Interdiction: Interdiction strikes may take one of two forms: 1) A Special Strike (see 5.8, "*Procedure Against Ground Units*"), conducted during a Ground Phase, against moving enemy ground units, and 2) A normal strike, conducted during an Air Phase, against a *hex*, in anticipation of potential enemy ground movement into/through that hex. Regardless of which type is flown, all multiple bombardment mission (5.1.2) penalties apply.

1) **Moving enemy ground units.** For purposes of interdiction (a bombardment of *moving* enemy ground units), the bombardment tables may require a Troop Quality (TQ) check on the part of the moving unit(s). This check must be passed in order for each unit to continue moving—that is, to leave the hex "interdicted." **Note:** Failing an interdiction TQ check does not "break" a unit; it merely prevents it from moving any farther during the Ground Phase.

Interdiction may also produce an increase (+1, +2, or +3) in MP costs ground units must pay in order to *enter* the interdicted hex. In this case, the modifiers normally applied to ground combat (+1, +2, or +3) serve a different purpose—the increased ground MP cost to enter the interdicted hex.

Such interdiction strikes are launched against enemy ground units as they *enter* each hex (i.e. during ground phases).

2) **Against Hexes.** The same procedures as in (1), above, apply, except that such strikes are conducted during Air Phases, and no TQ check for later-entering enemy ground units apply.

C. Troop Quality Check (General): The *Bombardment Tables* may require a TQ check of stationary ground units. Fortified units are less likely to be affected by this result. In either case, normal TQ checks must be made. Failure of these TQ checks *does* result in "broken" units.

No ground unit is ever forced to make more than two TQ checks per game turn, for any reason, and no more than

one TQ check per either type of bombardment: Air or Naval.

D. Fortifications: The *Bombardment Tables* may cause damage levels to fortifications present. The amount of damage inflicted will serve either to negate the fortification, or reduce its printed level. Bombardment damage accrued by fortifications is cumulative (and may be repaired).

E. Ground Unit Step Loss: The *Bombardment Tables* may cause step losses to bombarded units (whether stationary or moving). Step losses accrued by ground units via bombardment are cumulative. *Exception:* No ground unit may ever be eliminated via bombardment. Thus, 1-step ground units may not take further losses via bombardment.

[11.3] Bombarding Airbases

The DR result gives the percentage (rounded to the nearest whole number; rounding .5 *up*) of AP's at the target airbase that are eliminated. The bombarding player makes a separate DR (2D6) on the *Bombardment of Air Points Table* for each *type* (e.g., *Zero, Nate, Betty*, etc.) present. Enemy AP's allocated to the target airbase that are themselves plotted to perform strikes during the current phase may or may not be considered present at that airbase hex at the time of the attack. The Strike Sequencing (12.0) procedure determines this.

After all losses from AP's present at the base have been applied, the bombarding player then rolls 2D6 on the *Bombardment of Ports & Airbases Table* to determine the effect of the attack on the airfield itself. The DR result gives the damage level inflicted (see 11.5 for an explanation of these damage levels and their effects). Note that a bombardment strike directed at an enemy airbase is automatically considered to attack both the airfield, and its AP's, except in the case of a *Strafing Strike*, which attacks only the AP's present, not the airfield itself.

[11.3.1] Aloft Air Point Losses

Air Points deployed at airbases damaged in air strikes which were determined not to be present and on the ground during that attack (either via their flying to oppose the strike or determined, via the

Strike Sequence Table not to have been present) may be liable for loss and/or “inoperable” status due to damage inflicted to that airfield when they return there (see 11.5).

[11.4] Bombarding Ports

The DR result (on the *Bombardment of Ports & Airbases Table*) gives the damage level inflicted on the port (see 11.5).

Note: Naval Bombardment of ports receives a –1 DRM except against island/atoll hexes.

[11.5] Bombardment Damage Levels S (“Suppressed”):

PORTS: Reduce the Command Radius of all HQ’s present by 10% (rounded down).

AIRBASES: 20% of all AP’s present are rendered (and marked) “inoperable.” All AP’s deployed at the target airbase are potentially subject—even those that were not on the ground during the attack causing the damage.

Successive “S” results are cumulative, but only with successive “S” results. Apply an additional 10% “inoperable” effect for each cumulative “S” result gained.

Example: A “D1” airfield receiving a subsequent “S” result receives no additional damage effect.

D1 (“Damage Level 1”):

PORTS: Reduce the *printed* Command Radius of any HQ present by 20% (rounded down). If *Optional Rule* 38.4 is in effect, reduce the port’s remaining ship activation allowance by 5. If any HQ is present in the target hex, roll 1D6: Remove that amount of Command Points (CP’s) immediately. Reduce the port’s AA level down 1 (e.g., a major port assumes minor port AA status—for as long as the damage remains unrepaired).

AIRBASES: A/F owner (secretly) rolls 1D6. The DR result, multiplied by 10%, indicates the percentage of AP’s present (i.e., “based at” that airbase) which are marked “inoperable.” One DR is made for all AP’s present; the owning player decides which AP’s are marked “inoperable.” For AP operating purposes, the base is reduced 1 active level.

Example: A Level-2 A/F at “D1” damage level functions as a Level-1 A/F (i.e., may operate no more than 5 AP’s).

Air Points present at such bases in excess of the base’s now-reduced Air Capacity are also marked “inoperable” (owning player’s choice of types).

Permanently reduce the airbase’s AA level by 1 point (mark the base with the appropriate “AA - __” marker). For example, a Level-1 A/F with a (normal) AA value of “5” which takes a “D1” damage hit has its AA value lowered to “4.” **Note:** These AA reductions apply until they are restored by a special process (see 10.3.3)—they may not be simply “repaired.”

D2 (“Damage Level 2”):

PORTS: Reduce the *printed* Command Radius of any HQ present by 30% (rounded down). Reduce the port’s remaining ship activation allowance by 5. If any HQ is present in the target hex, roll 1D6: Remove (DR result x 2) CP’s immediately. Reduce the port’s AA level down 1.

AIRBASES: As per “D1,” above, except roll 2D6, applying the DR sum, multiplied by 10%, to determine the percentage of “inoperable” AP’s. The base is reduced 2 levels.

D3 (“Damage Level 3”):

PORTS: Reduce the *printed* Command Radius of any HQ present by 40% (rounded down). Apply the other effects as listed for “D2” damage level.

AIRBASES: As per “D2,” above, except roll 3D6. The base is reduced 3 levels.

D4 (“Damage Level 4”):

PORTS: Reduce the *printed* Command Radius of any HQ present by 50% (rounded down). Reduce the port’s remaining ship activation allowance by 5. If any HQ is present in the target hex, roll 1D6: Remove (DR result x 3) CP’s immediately. Reduce the port’s AA level down 1.

AIRBASES: As per “D2,” above, except roll 4D6. The base is reduced 4 levels.

[11.5.1] If more than one HQ is present at a damaged port, and CP’s must be

removed, distribute the CP loss equally amongst them, with remainders assigned as the owning player desires.

[11.5.2] All damage/suppression levels and results remain in effect until they are repaired (see “Engineering;” 39.0).

[11.5.3] For airbase damage levels “D1-D4,” round all “inoperable” numbers to the nearest whole number, rounding .5 up.

[11.5.4] In reducing an airbase’s operating level due to damage, all airbases retain a minimum operating level of Level-1.

[11.5.5] When an airbase is reduced, its AA level is reduced accordingly (e.g., a Level-3 A/F (temporarily) reduced to Level-2 has, until repaired, a base Level-2 equivalent AA value. Reductions (e.g., “AA –1,” etc.) continue to apply against those *base* levels.

[11.5.6] In all cases, an affected airbase’s owner chooses (freely) which AP’s are rendered “inoperable.” Note that these assignments may not be changed until the base’s damage level changes—is either worsened, or repaired.

[11.5.7] Cumulative Results

“S” results are cumulative with existing “S” results only. *Example:* An A/F with 4 AP’s present receives a “S” result. The owner must render 20% (.2 x 4 = .8; rounded to 1 AP) of the base’s AP’s “inoperable.” If this A/F receives a subsequent “S” result anytime prior to being repaired, *an additional 10%* (not an additional 20%) must be marked “inoperable.”

“D1-D4” damage results are cumulative. Thus, a “D1” damage level applied to an airbase already containing a “D1” marker now has a “D2” marker. A “D1” damage level applied to an airbase possessing “S” damage now has a “D1” damage level.

When damage levels are cumulative, the new damage level replaces the original one, from scratch. Thus, for example, a “D1” airbase with a determined AP inoperable level of 30%, which receives another “D1” damage result (bringing it to a cumulative “D2”) has its “inoperable” percentage determined anew—in this instance by rolling 2D6. All AP’s previously marked “inoperable” have these markers removed—at least temporarily—until the new percentage is determined.

Whenever a base's "inoperable" status changes (is either worsened or lessened), the owning player is free to reapportion "inoperable" markers as he wishes, so long as the required number of "inoperable" AP's are marked.

[11.5.8] Inoperable AP's

Inoperable AP's may not rebase, or fly any mission until their "inoperable" marker is removed (11.5.9). "Inop." AP's contribute no search value to their base, and may not contribute ASW screening values.

[11.5.9] Airfield Repair Effects

When an airbase is repaired, its AP "inoperable" status is determined anew if repaired only to a lower damage level (e.g., from "D2" to "S"). In such cases, the owning player is free to reapportion required "inoperable" markers.

All "inoperable" markers are removed, from all AP's not overstacked, when all damage levels are removed.

[11.5.10] Large Airbases: Reduced Effects

If an airbase is an effective Level-5 or higher when it receives a "D1-D4" damage result, apply a -1 DRM to each "inoperable" D6 rolled.

[11.5.11] Rebasing Air Points into Damaged Airbases

Air Points performing the following mission types are affected by damage present at airfields they arrive at:

- Transferring (rebasing) into
- Flying Air Transport missions into
- Returning to base following air strike launched before the airbase damage was inflicted—including CAP launched from that base

Such AP's are rolled for, in total (i.e., for all AP's arriving during a single phase, after all have arrived), using 1D6 for each damage level present. The DR sum indicates the percentage (standard "rounding" technique) of arriving AP's that are marked "inoperable" (again, owning player's choice), with a minimum of 20% so-affected.

AP's arriving at "suppressed" airbases (again, as above) suffer an automatic "inoperable" result of 20%—regardless of how many successive "S" results the base may have suffered.

[11.6] Bombardment Tables

[11.6.1] Modifiers: Notes

(see *Bombardment of Ports & Airbases, and Air Points Tables*)

- The +1 DRM for "No CAP at any attacker's altitude" is applied if no air-to-air attacks are made. Thus, for example, a player may not escape this DRM merely by launching CAP, and then choosing not to actually *attack* with it. *Note:* Not applicable at NIGHT.
- *Bombardment of Air Points Table:* The -1 DRM for "Undamaged Level-5 + A/F" modifier may also apply to damaged A/F's at level-6 and above. *Procedure:* Subtract the A/F's damage level (counting "S" as level -1 damage, in this case) from the A/F's operational level. If the result is at least "5," the -1 DRM applies.

[11.7] USN Naval Bombardments

USN Naval Bombardments suffer column shifts based on the date:

Date	Column Shift
1941-42	2L
1943	1L
1944+	---

[11.8] Bombing Under-Construction Installations

"Suppressed" results achieved against "under-construction" installations have the effect of halting construction until the "suppressed" marker is removed.

Damage ("D1, D2," etc.) results have the effect of "suppressed" results (above), plus for every damage level inflicted (i.e., a maximum of "4"), one week's worth of construction time is erased, permanently, from the construction time table for that installation.

[12.0] STRIKE SEQUENCING

When performing air strikes against enemy airbases (either on land or against a carrier TF), it may be necessary to determine the exact order of sequence of the opposing strikes. This will be the case for any enemy AP's allocated to the *target* airbase that are themselves plotted to perform strikes in the current phase. Only these types of strikes are affected by this rule; all other strikes have their sequenc-

ing determined simply by each player alternately resolving each air strike, as described in the sequence of play. *Note:* As such, CAP AP's flying over their own base are *not* subject to the *Strike Sequence* procedure.

Procedure: Before a strike is resolved, the *targeted player* must reveal whether any AP's at that target airbase are themselves plotted to perform strikes. If there are any such AP's, the *striking player* rolls 1D6, consulting the *Strike Sequence Table*.

[12.1] Strike Sequence Table

(See charts; the *Strike Sequence Table* contains detailed explanations of procedures and results).

[12.1.1] The sequencing of air strikes may "spread" slightly, due to the inclusion of AP's from different airbases in Joint Strikes. In all such cases, only those AP's allocated to the Joint Strike which has had its sequencing determined are affected.

[12.1.2] FTR AP's returning from strikes may not perform CAP over their airbase hex in the same phase (an exception to the rule generally permitting FTR's to always perform CAP over their own airbases). Thus, if FTR's fly missions *away* from their own base, they are not eligible to also fly CAP missions over that base later.

[12.1.3] Air transfers occurring during daylight occur at the end of each Air Phase. Thus, such AP's are considered present at their current, pre-transfer airbase when resolving air strikes in the phase. Air transfers occurring at night, however, are considered present at their *new* airbases prior to airbases prior to any daylight air strikes being resolved.

Fighters plotted to perform missions from a targeted airbase may only cancel the mission if their strike is determined via the *Strike Sequence Table*, as occurring "before" the incoming enemy air strike.

Fighters plotted to perform daylight air transfer missions have the option to perform CAP over their departure airbase hex, by canceling their plotted air transfer mission.

Strike Transfer missions (see 4.4.7)

occur as they are flown. As such, all such (daylight) missions are subject to the Strike Sequence procedure set forth herein.

[12.2] Multiple Air Strikes vs. Airbases

In the case of multiple air strikes vs. airbases with plotted air strikes of their own, any strike plotted, but not yet flown, must be rolled for on the *Strike Sequence Table*. **Note:** Determination of a strike's having been launched prior to any incoming enemy air strike (i.e., either a "simultaneous" or "after enemy strike" result) counts as having flown.

Example: (See *Examples of Play Booklet*)

[12.3] Carrier Battles: Strike Sequencing

[12.3.1] In any carrier vs. carrier engagement, compare the opposing CTF Commanders' Air Ratings. If more than 1 TF is present for a side, use the *senior one*; if none are senior, then use the best Air Rating present.

Each differential multiple of 2 (rounded *down*) in the respective Air Ratings produces a favorable, or unfavorable (as appropriate) DRM of 1 to the first launching TF, when rolling on the *Strike Sequence Table*. Favorable DRM's are applied either as a negative DRM to that side's own strike, or positive DRM's to the opposing side's strike.

[12.3.2] Multiple (3 +) Carrier Strikes

Where Strike Sequencing must be determined wherein three or more separate strikes are involved, follow these steps to determine the sequence of strikes:

STEP 1: Rank the commanding admirals launching all strikes—their Air Ratings, highest-to-lowest. If Joint Strikes are involved, average the rating from among all participating admirals, while doubling any nominated "lead" admiral's rating.

STEP 2: Determine whether reciprocal air strikes will occur before or after non-reciprocal strikes. Roll 1D6, consulting the "*Day*" *Initiative Table*. The side winning this initiative *DR chooses* whether reciprocal air strikes will be resolved before, or after *all* non-reciprocal strikes.

STEP 3: Alternate resolving strikes, starting with the top-ranked admiral's strike, then resolving each other strike strictly in sequence, in descending order of admiral's Air Ratings—irrespective of nationality. Where admirals possess equal Air Ratings, roll a die to determine which is resolved first.

Note: Immediately prior to resolving each strike, consult the *Strike Sequence Table*, applying the DRM's for admiral Air Rating differential, against the target TF.

[12.4] Carrier Strikes vs. Land Bases

When carrier TF air strikes are plotted against land bases, consult the *Strike Sequence Table* for all "previously-unlocated" carrier TF's first—as if they were a single strike, applying the negative DRM.

If a hex contains carrier TF's which are both previously-unlocated and previously-located, treat all air strikes launched from that hex (for Strike Sequencing purposes) as if *all* carrier TF's present were "previously unlocated."

Note: "Previously-unlocated," as defined, means the launching TF was not located prior to the current Air Phase.

For carrier TF's which were previously unlocated (aside from the above provision), the normal Strike Sequence procedure applies.

Example: (See *Example of Play Booklet*)

[13.0] SEARCH & CONTACT

In order to gain information about and/or attack enemy TF's (by air), it is first necessary to *contact* (i.e., "find") them. This can be done via air search, coastwatcher search, or by other friendly (surface) TF's.

Air Search Procedure (General)

Air Points automatically conduct air searches throughout the game turn, up to the limits of their rated search ranges. To determine if a search is successful, players total the search value of a searching base (or CTF). This cumulative search value is the sum (possibly modified) of all eligible, operational AP's search values deployed at the base. 2D10 are rolled for each search on the appropriate *Air Search Table*. If the listed required num-

ber on the table is met or exceeded, an air search is "successful."

For purposes of air search, a "base" is defined as:

1. **Land Bases:** The airfield + any seaplane base present in a single hex.
2. **Carrier TF's:** All carrier TF's in a single hex at sea. **Note:** Such TF's may, at the owning player's option, combine their search values (i.e., all such TF's) in any combination desired, or they may conduct searches individually.

If a hex contains both a seaplane base (with floatplane AP's assigned to it, rather than at the airfield itself) *and* a regular airfield, floatplanes assigned to that seaplane base add their search values to that of the airfield, so that a single total search value exists for the *airbase hex*.

[13.1] Search Values

[13.1.1] Most AP types (with the exception of FTR's) possess an air search value, which varies with range, and occasionally by date. These air search values are added, and the sum becomes an airbase's search value. It is this value, which is constantly changing (with losses, attrition, operational status, rebasing, etc.), which determines success or failure in the resolution of air searches. Carrier TF's, as indicated above, also may project cumulative search values (from TF's in the same hex). The procedures for air searches launched from CTF's are essentially the same as for land-based searches.

[13.1.2] Air Point Search Values

These values are printed on each (yearly) *Air Strike Plot Log*. *Chartbook II* contain summaries, by year, of AP's search values. *Untrained AP's* search values are halved (at a given base) collectively, rounded *down*.

Parenthesized search values

- **Land-based:** Parenthesized numbers indicate the maximum search range, in hexes, for a given base, at extended range, if *any* operational (and otherwise search-eligible) AP of that type is based there.

Example: If, in 1942, the Japanese player has 1x H6K & 1x H8K AP based at Rabaul, his extended search range (consisting of both the H6K & H8K only) is

a maximum of 28 hexes. And, the H6K's extended-range search value applies in full—out to 28 hexes (not 24; its listed maximum).

Player's Note: The shorter-ranged planes are assumed to be covering the shorter, or earlier-flown, search legs.

- **Carrier-based:** US SBD's/TBM's/F6F's long range parenthesized search values function as above, in *Tropical Movement Areas* only, as indicated on the *AP Search Values: Carrier-based tables*.

[13.1.3] All air searches are conducted based on distances measured in hexes, not MP's. The ranges (in hexes) constituting each range band differ between land-based and carrier-based air searches (see *Air Search Table*).

Player's Note: Only with carrier-based air searches have the different Movement Areas been taken into account, thus making them a slightly more accurate depiction, in some ways. Land-based search range bands are based on a compromise between the Tropical and Temperate Movement Areas, but have been slightly liberalized, taking into account all aircraft types' actual extended range abilities. Thus, they need not be adjusted for different Movement Areas.

Except as noted below, an AP provides its search value to its base (or TF) generally regardless of mission status. Thus, AP's assigned ASW missions for a cycle continue to provide their search values to their base. Likewise, AP's which perform air strikes (e.g., bombardment strikes) during game turns continue to provide their search values, at all times they are operational, to their assigned base. For air search purposes, then, all AP's at any base are considered present in full-strength at all times.

Air Points assigned "NIGHT" mission roles during a cycle do *not* contribute their search values to their base. Neither do "inoperable" AP's, or AP's assigned other Strategic Missions during Strategic Cycles.

Damaged airbases receive adverse DRM's when performing air searches. Adverse DRM's also apply in bad weather, if *Optional Rule 59.3* is in effect (see charts).

Airfield damage DRM air search penalties apply only if the *majority* of the

air search values of an airbase *hex* come from AP's actually assigned to a damaged base. If, for example, a hex has a damaged airfield but an undamaged seaplane base, and the majority of that airbase hex's search value comes from the floatplanes—not actually operating from the land base—no adverse DRM's would apply.

In the case of different damage levels to airbase types in a hex (i.e., airfield + seaplane base), apply the *maximum* damage level present at either type in calculating adverse air search DRM's.

"Isolated" airbases have their search values halved (rounded *down*). Supply statuses of advanced bases (see 32.2.2) may also impose adverse air search modifiers.

[13.1.4] Japanese Capital Ships

Japanese carrier TF's containing BC *Haruna*, and all CA's (*exceptions*: noted below) are assumed to be operating the longer-ranged E13 *Jake* floatplanes; and hence are upgraded in search value at Long Range. These ships' counters have been specially-marked to denote this (Note: IJN CL's with similar a/c markings are *not* similarly-treated; their designations merely represent *some* air search capability (see *Chartbook II*).

CA's not carrying E13A1's:

Kako Furutaka Mikuma

All other Japanese BB's/BC's are assumed to be operating the shorter-ranged F1M *Pete*, or E8N *Dave*. See *Chartbook II & Air Strike Plot Logs* for search value information.

[13.2] Air Search Tables

(See charts)

[13.3] Air Search Procedure

Once an airbase's (or TF's) search value has been computed, air searches against TF's are announced. Air searches may be conducted during both Naval and Air Phases—during Naval Phases only against *moving* enemy TF's. An airbase (or TF) may, theoretically, conduct an unlimited number of air searches in a given phase. During Naval Phases, bases may conduct searches only once against any single TF, once at each range band (Extended, Long, Medium, Short), as each

TF enters each band. For example, an air base with a search value at Extended Range could announce an air search at that range against a moving TF "A." If TF "A" continues moving, and enters the searching base's "Long" range band, another search could be conducted against it—and so on.

If a hex contains more than one TF as they move (e.g., "linked"), searches are conducted against each TF present in the hex, individually. (Note that the same holds true for Air Phase air searches against sea hexes).

Two *Air Search Tables* exist: one for land-based searches; one for carrier-based. In order to conduct a search, the searching player consults the appropriate table. He cross-indexes his base's search value with the range to the target TF, producing a number. It is this number (or higher) that must be rolled (on 2D10, reading "00" as "100") for the search to contact the enemy TF. Failed searches produce no contact; "no contact" prevents air strikes on TF's, unless a TF already possesses a valid "located" marker.

Negative DRM's apply to searches conducted in Monsoon weather, Winter conditions in the Arctic Movement Area, and for damage present to the searching airbase (see charts).

If using the *Optional Weather (59.3)* rule, storms and/or squalls may serve to prevent, or hinder, air searches in, or from, certain hexes.

A base's (or Carrier TF's) search value is applied, at all times, in a full 360 degree arc from the base.

[13.3.1] Air Phase Air Searches

A base (including a carrier TF) may conduct air searches during the Air Phase in one of two ways:

- A full-strength air search, using that base's full air search value, against one hex (all TF's therein; all installations therein), *or*
- Air searches may be conducted on multiple hexes (as follows).

Procedure: Air Searches vs. Multiple Hexes

A base may, during an Air Phase, conduct an air search (including Air Reconnaissance; see 15.3) against more than

one hex. To do so, however, a base's total search value must be *evenly* divided amongst all nominated target hexes (dropping fractions).

Example: (See *Examples of Play Booklet*)

A base's *total* search value, not individual AP search values, is reduced for multiple searches. Thus, these reductions are without regard for the individual AP types that may be involved.

[13.3.2] Carrier TF Air Search

Moving carrier TF's are eligible to perform air searches as they move. They may search:

- **Land Bases:** One search, on 1 land base, per Naval Phase.
- **Enemy TF's:** One search, on 1 (single) enemy TF, maximum.

These searches may be announced at any point during a carrier TF's move that it has an eligible search target. They may *not* be announced at the end of a carrier TF's plotted move.

[13.3.3] Bluff TF-based Air Searches

Players may announce air searches from dummy (or non-carrier) TF's, as if those TF's were real carrier TF's. Search values (a bluff) must be announced openly, and search DR's (as always) must be made openly.

If successful air searches are gained (via DR), the searching side must then announce the same—i.e., that in fact no air search did occur. No other information need be relayed.

Restriction. Such searches may be announced at SHORT or MEDIUM (carrier-based) ranges—never at LONG.



[13.4] US V.S. Carrier Search

Player's Note: It was common practice for USN VS ("Scouting") squadrons' SBD's (and, later, SB2C's) to fly their search arcs combat-loaded (with 500-lb. Bombs). A pair of search planes were much more difficult to detect than full air strikes. US SBD's had a reasonable chance to take Japanese TF's by surprise. At Santa Cruz, for example, the Japanese CVL "Zuiho" was severely damaged by hits from two

searching SBD's.

[13.4.1] Any *successful* US carrier-based air search (including searches in which carriers provide only a part of a successful search), out to Medium Range, with a DR ≥ 90 results in a chance of hits scored.

When this event occurs, the US player may immediately conduct an Air-naval Strike on the contacted TF, using a dive-BMR Anti-Ship value of "1." No air-to-air combat nor AA fire occurs; no US AP losses are incurred, regardless of the results.

In resolving such strikes, the Japanese player deploys his TF normally, as if a Specific Target type (see 7.3.1) had been chosen. The US player picks his target type *randomly* from amongst all the ships in the *core* of that TF.



[13.5] Search Effectiveness Chits

Whenever a (non-dummy) TF has been contacted by air (or coastwatcher/surface TF contact) search, the TF marker is marked with the appropriate (for the phase contacted in) "Located" chit. The owning player must then draw a *Search Effectiveness Chit*, then provide some description of the composition of the TF, according to the guidelines of the particular chit drawn. **Note:** The actual search chit drawn is, of course, not revealed to the searching side.

Many chits require that a player be absolutely honest in his description. Others allow some distortion of the truth regarding the number and types of ships present. A few chits allow him to be more dishonest, and a few permit the player to be *totally* untruthful—even to the point of inventing the composition of a TF that does not in fact exist, or denying that an existing TF contains any ships whatsoever.

A player must place any chit he draws with the ships of the appropriate TF on the TF display (or holding box, as appropriate—so long as the chit remains *with* that TF). It remains there until the end of even-numbered game turns, or until the

true composition of the TF is *definitively revealed* (see 13.6.3)—whichever comes first. At this time, the search chit is placed back among the unselected search effectiveness chits.

[13.5.1] Search Chit Cup Composition

Three air search chit cups are maintained. They are marked "1, 2" and "3." Each cup's initial (i.e., "full") composition is as follows:

CUP 1

<u>Chit Type</u>	<u>Qty.</u>
"Report True"	12
"Report Approx. ± 1 "	8
"Report Approx. ± 2 "	8
"Report Error ± 1 "	4
"Report Error ± 2 "	4
"Report False"	4
(Total)	(40)

CUP 2

<u>Chit Type</u>	<u>Qty.</u>
"Report True"	4
"Report Approx. ± 1 "	8
"Report Approx. ± 2 "	8
"Report Error ± 1 "	4
"Report Error ± 2 "	8
"Report Error ± 3 "	4
"Report False"	4
(Total)	(40)

CUP 3

<u>Chit Type</u>	<u>Qty.</u>
"Report True"	4
"Report Approx. ± 1 "	5
"Report Approx. ± 2 "	4
"Report Error ± 1 "	4
"Report Error ± 2 "	5
"Report Error ± 3 "	3
"Report False"	5
(Total)	(30)

[13.5.2] The 110 search effectiveness chits are placed into three opaque cups, as set forth above. It is from these cups that they are drawn as needed. Once discarded, they are placed back into the same cup from whence they were drawn (the back of each chit is annotated with its correct cup).

[13.5.3] Whenever a TF is the object of a successful air search, the TF's owner blindly draws one search effectiveness chit from the appropriate container.

[13.5.4] Cup 1: Intensive Air Search

A searching side may declare an "intensive search" during any normal air search attempt. Doing so does not alter the needed DR's to contact a TF, but it does require the successfully-searched side to draw search chits from Cup # 1.

Following any *successful* declared intensive air search, after the search chit has been drawn and the TF composition reported by the opposing side, the searching player must roll 1D6 to determine the effect of the search, if any, on his searching AP's. The following table is consulted, and the results implemented at the searching airbase immediately:

DR	RESULT
1-2	No Effect
3-5	Lose 1 Air Point
6	Lose 2 Air Points

Air Points lost via intensive search must be taken from an AP contributing search point values to an airbase's overall search value, and capable of reaching the searched hex at the appropriate range (short, medium, long, extended).

Exception: No searching AP losses accrue from enemy TF's reported as "dummies."

Bases (including carrier TF's) conducting intensive air searches are marked with a special "*Intensive Air Search*" marker. Any air strike launched by that base (or CTF) during the same phase in which an intensive search is announced—whether successful or not—must roll on the *Air Point Availability Table*. Note, however, that intensive air search has no effect on CAP launched by that base or TF—or on AP's not possessing air search values of any kind.

[13.5.5] Cup 2: Normal Air Search

Any air search other than intensive, or per 13.5.6, draws chits from Cup # 2.

[13.5.6] Cup 3: Normal Air Search

Chits are drawn from Cup # 3 in the following circumstances:

- In the event Cup # 2 is empty.
- If either the searching airbase (includ-

ing carriers) or the searched hex is affected by *squalls* (if *Optional Rule 59.3* is in effect).

- During *Monsoon Weather*, on Maps A, B, and C.

[13.5.7] Chit Type Reporting Parameters

The search effectiveness chit drawn by a player sets the parameters which determine how accurately he must be in revealing the composition of his reported-on TF. Note, however, that the search effectiveness chit *itself* is not revealed. Players should be aware, therefore, that the searching player cannot be sure about how accurate his air search is, unless the composition of the TF has been or is subsequently *definitively revealed* (see 13.6.3). See also 13.7.6 ("*Example*").

There are four basic types of search effectiveness chits: "Report True, Report Approximate ("Approx."), Report Error," and "Report False." Each type is summarized herein. Under each sub-category (*General, Total Numbers, Carriers, Capital Ships, Transports, Other*), general reporting parameters required—for ship types—and their restrictions and limits are listed:

REPORT TRUE: The player must:

- **General:** State whether he has ships in his TF (i.e., if the TF is in fact a "dummy," he must say so—but see case 13.6.2).
- **Total Numbers:** If there are ships in the TF, the owning player must report how many (in total), rounding up to the nearest increment of 5 (if desired). If the TF is a "dummy," so-state.
- **Carriers:** State how many carriers, *by exact type* (e.g., "CV, CVL," etc.) are present.
- **Capital Ships** (see 13.5.8): State how many are present, *by exact type*.
- **Transports:** Accurately reveal the number of APB's and MSU's present, by number and damage level of each.
- **Other Types:** (As per *capital ships*).

REPORT APPROX: The player must:

- **General:** (As per "Report True")
- **Total Numbers:** If there are ships in the TF, the owning player must report how many (in total): If "± 1" chit is

drawn, he may add (or subtract) 5 ships from the actual total. If he draws a "± 2" chit, he may add (or subtract) 10 ships from the actual total—no matter how many are reported "by type," as follows. If the TF is a "dummy," so-state.

- **Carriers:** May add or subtract 1 or 2 (as reflected on chit drawn) from the *exact types* actually present. May *not* report "zero" units of a type if units of that type *are* actually present—or the presence of a type when in fact there are none present.
- **Capital Ships:** (As per "carriers")
- **Transports:** May add or subtract 1 or 2 (as above) for each type (APB, MSU), with same restrictions as for "carriers" herein. No "damage levels" need be revealed for either type, and any damage levels present may be hidden or fabricated (as allowed by chit level).

- **Other Types:** (As per "carriers")

REPORT ERROR: The player must:

- **General:** (As per "Report True")
- **Total Numbers:** If there are ships in the TF, the owning player must report how many (in total): If "± 1" chit is drawn, he may add (or subtract) 5 ships from the actual total. If he draws a "± 2" chit, he may add (or subtract) 10 ships from the actual total. If he draws a "± 3" chit, he may add (or subtract) 15 ships from the actual total—no matter how many are reported "by type," as follows. If the TF is a "dummy," so-state.
- If Capital Ships are present in TF:
- **Carriers:** May add to, or subtract from, the actual numbers present, to the chit value drawn—no minimum number is required. He may, thus, state there are no carriers present (even if there are), as long as the actual numbers of carriers present is ≤ the Error Level (1,2,3) of the chit drawn. Or, conversely, may state that there are carriers (even if they are actually not)—to the Error Level of the chit drawn *or* the number of *Capital Ships* actually in fact present—whichever is lower.

Additionally, in lieu of adding or subtracting from the number actually pres-

ent, may substitute CVE's for CVL's, and CVL's for CV's (and vice-versa), in reporting types, up to the Error Level of the chit drawn. Note that this may not be done in addition to adding/subtracting from these ship types; only *instead of*. *Exception:* If the Error Chit Level is at least 2, they may be combined.

- **Capital Ships:** May add to/subtract from the actual number present, up to the Error Level on the chit drawn. If carriers are present, owning player may reverse the above “carriers” provisions—in effect “creating” capital ships out of carriers—again, to the level of the Error Chit drawn.
- **Transports, Other Types:** (See below)
- **If Capital Ships are NOT present in TF:**
- **Carriers:** May add or subtract 1, 2, or 3 (as reflected on chit drawn) from the *exact types* actually present. May *not* report “zero” units of a type if units of that type *are* actually present—or the presence of a type when in fact there are none present.
- **Capital Ships:** (As per “carriers”)
- **Transports:** May add or subtract 1, 2, or 3 for each type (APA, APB, MSU), with same restrictions as for “carriers” herein. No “damage levels” need be revealed for either type, and any damage levels present may be hidden or fabricated (as allowed by chit level).
- **Other Types:** (As per “carriers”)

REPORT FALSE:

The player may state, within certain limits, virtually *anything* he wishes. He may deny that he has ships: carriers, capital ships, transports, and others when in fact he does—for instance, by declaring the TF a “dummy.”

Conversely, he may invent the presence of any of those types, when in fact none are present, within certain limits:

If the TF is in fact a “dummy” (i.e., contains no actual ships), no more than *two* ships of *any* single type may be invented, and no more than *10 ships total* may be reported.

If the TF in fact does contain at least

one actual ship, no restrictions on what may be reported apply.

Player's Note: See *Example of Play Booklet* for a fairly detailed example of how each search effectiveness chit may be utilized.

[13.5.8] For the purposes of air search, the term “ship” refers to any naval unit. The term “capital ship” refers to any BB, BC, or CA. The term “carrier” refers to any CV, CVL, CVE, or XCV.

[13.5.9] Should a successful air search be conducted for a TF that has previously had a search effectiveness chit drawn for it, the owning player must draw another, and make another report on the TF's composition. This procedure may theoretically be repeated any number of times during the course of a game turn (but, see case 13.3). In each case, the search effectiveness chit itself is placed on the TF display, without being revealed to the searching player.

[13.6] Dummy Task Forces

Dummy TF's are deployed TF markers which in fact contain no real ships.

The number of *Allied* dummy TF's that may sortie during a cycle (the per-cycle allotment) equals the current Allied Strategic Intelligence Level + the DR differential on one roll of 2D6. (The Allied player makes this DR when SI Levels are determined).

Japan's dummy TF sortie allotment per cycle is DR-dependent (2D6). This DR is made secretly by the Japanese player during each Strategic Game Turn. The following table indicates the number deployable:

Japanese Dummy TF Allotment	
DR	# of Dummy TF's Avail.
2-3	0
4-5	1
6, 8-9	2
10-12	3
7	*

*: Roll 1D6. DR result = # of dummy TF's available.

[13.6.1] Mission movement plots—though not a mission *type*—are required for dummy TF's, as if the TF were a real one. Under “TF composition,” the TF

is simply noted as a “dummy.” Dummy TF's may operate at whatever speed class the owning side desires (see also 13.6.7).

Dummy TF's have no required fueling periods as do normal TF's. As such, they (theoretically) may stay “at sea” indefinitely once they sortie.

Player's Note: Obviously, maintaining a dummy TF at sea past its otherwise-required fueling period (e.g., no artificial “rendevous” with oilers, etc.) likely would reveal the TF to an opponent as a dummy.

[13.6.2] Whenever a successful air search is conducted for a dummy TF, and the owning player draws anything other than a “Report False” chit, he must report the TF as a “dummy.” However, as there is no way that the searching player can know if the TF definitely is in fact a dummy, the TF marker need not be removed from the map, unless the owning player so opts. A dummy TF marker is removed from the map only if “definitively revealed” (see 13.6.3).

[13.6.3] Definitively-Revealed TF's

A TF is considered to be “definitively revealed” if it is contacted by any of the following:

- Submarine contact
- Coastwatcher search
- Surface TF contact
- Enemy air strike launched against it (see 13.6.4)

[13.6.4] Airstrikes

Airstrikes (either Special Strikes during Naval Phases or Naval Strikes during Air Phases) *may not* be launched against reported dummy TF's. As long as a TF remains (legally) reported as a “dummy,” it is immune from air attack.

Player's Note: This concept, especially from the US standpoint, is vital to understand. It is more likely that the US player will have more dummy TF's reported, due to the US “Magic” intelligence advantage. In any case, though, it is rather unrealistic to allow either side to launch airstrikes against TF's reported as “dummies,” just to (for instance) “confirm” whether that TF was in fact a dummy. It is impossible to justify launching armed planes against non-reported targets. Dummy TF's, by definition, essentially do not in fact exist.

[13.6.5] All search effectiveness chits pertaining to a TF are returned to the chit cup whenever that TF is definitively re-

vealed, at the end of each even-numbered game turn, or when a TF is deactivated.

[13.6.6] Dummy TF's may be assigned (and may execute) REAC missions, until/unless they are definitively revealed as "dummies."

[13.6.7] Dummy TF Assignments

A side's dummy TF allotment for a cycle pertains to dummy TF *sorties* made during a cycle. If a dummy TF changes its numerical TF designation (e.g., to confuse an opponent), that sortie still counts only as a single one.

Dummy TF's at sea during Strategic Game Turns may remain at sea—as dummies—if a side's next-cycle allotment allows it. But, if done this does count against that side's allowable sortie cap for that cycle.

[13.7] Air Search Restrictions & Additional Considerations

[13.7.1] During a Naval Phase, airbases may only perform searches on *moving* enemy TF's.

[13.7.2] Air Points conducting air search are never affected by enemy CAP or AA fire. While conducting air searches, they are immune to all direct enemy actions.

[13.7.3] "C" type AP's (transports) have search values of "0." They never contribute search values to any base.

[13.7.4] Air Points are available to conduct strikes during the same phase in which they contribute their search values to an air search by their base.

[13.7.5] "Located" markers (via successful search) remain affixed to TF's until the end of the *succeeding* Air or Naval Phase. *Example:* If a TF is located via air search during the 1st Air Phase of a game turn, the "Located 1A" marker remains with that TF until the end of the 1st Naval Phase.

Exceptions: 1) TF's with "located" chits which do not move remain "located," for as long as they do not move. In such a case, a TF's "located" chit is replaced and updated each successive Naval Phase until, via movement, it is eligible for removal.

Example: A TF is located by air search during the 2nd Naval Phase. It receives a "Located 2N" chit. During the 3rd Air

Phase, no additional air searches are made against it. It remains "located," as it possesses a current "located" chit. During the 3rd Naval Phase, the TF does not move. Normally, its "located" chit would be removed at the end of this phase. But, since the TF has not moved, its "located" chit is updated to "Located 3N."

Exceptions (cont): 2) "Located" chits are removed from TF's during NIGHT naval movement of that TF—*unless* the "located" chit was placed by Coastwatcher Search (see 13.8), or by friendly surface TF contact.

[13.7.6] Both sides may attempt to improve air search information by conducting actual Naval Strikes against "located" enemy TF's. For example, a single AP could be sent out on a Naval Strike for this purpose. If such AP's survive enemy CAP, they automatically receive a "True Report" (see 13.5.7) on the enemy TF. In such cases, targeted TF's are considered to have been definitively revealed.

The AP's must then complete the strike, in the normal manner, by choosing a target ring containing at least one enemy ship, and braving enemy AA fire as in a normal strike. Note also that Reconnaissance-type ("R") AP's (e.g., Japanese Ki-46 *Dinah*) may conduct such strikes, even though they have no anti-ship strengths—and consequently have no chance at inflicting damage to ships; though they may themselves be downed.

Example of Air Search (See *Example of Play Booklet*)

[13.8] Coastwatcher Search

A TF entering a hex containing an enemy ground unit, port, or airbase is immediately located and, if in daylight, the TF owning side must provide a "True" Report of that TF's composition. If during NIGHT, a search chit is drawn, from search cup # 2, for the TF as if an air search were being conducted—repeated for each eligible hex entered as the TF moves.

Coastwatcher Search: Task Forces. A TF entering a Coastwatcher-occupied hex (13.8.1) may be located by that Coastwatcher. 1D6 is rolled for each eligible CW "search." If during DAY, that TF is "located" on a DR of "5-6." If at NIGHT, it is located on a DR of "6." Following

any successful CW search, a search chit is drawn from Search Cup # 2.

CW-located (as opposed to the first paragraph, this rules section) do *not* locate the TF as if an air search had succeeded. Such "locations" *do* count as potential Reaction TF triggers. Thus, CW-located TF's may not be subjected to special airstrikes launched solely as a result of that CW search.

Coastwatcher (hereafter "CW") searches need not be announced at the actual time a CW-located TF enters the CW's hex. The announcement of this search may be delayed by any number of hexes' worth of movement by the located TF.

If the CW-located TF is reported to be a "dummy," the actual CW island location which provided the search report need not be revealed. If the TF is reported to be other than a dummy, then the CW's actual island location (though not the exact hex) *is* revealed to the Japanese player after his search report is provided.

Player's Note: Until and unless Allied CW locations are without doubt definitively pinpointed (by the Japanese), it might be wise not to reveal a CW's true location if possible. Moreover, TF's "located" by CW's may in fact turn out to be "dummies." In such cases, it is unrealistic to force the Allied player to reveal a CW's location. In practice, however, CWs' general (i.e., their island) locations could never be concealed for long, as even absent active reporting on TF's (or airstrikes; see 13.8.5), they of necessity had to provide frequent administrative radio reports—which were not difficult to triangulate.

[13.8.1] Coastwatchers

In addition to Allied port/airfield hexes, the Allied player may "place" CW's on certain islands. When placed on an island (and recorded on the *Allied Coastwatcher Log*), CW's are considered to occupy all coastal hexes covered by that island, including hexes containing enemy installations (ports, airfields, or fortifications).

Example: An Allied CW placed on Guadalcanal would be considered to "occupy" hexes E2418, 2519 & 2619.

[13.8.2] Eligible Areas

Areas eligible for Allied CW placement are:

A. **New Guinea:** Any coastal hex of Papua or N.E. New Guinea.

B. **Islands*:** Any island on Map E, bordered by the following hexrows (inclusive):

- E0511–0520
- E2811 - 2821

* **Note:** For placement purposes, New Britain counts as *five* islands. If not placed initially (at war’s start), the Allied player must accumulate monthly CW arrivals until he has a sufficient number to place a CW there.

C. **New Hebrides:** All islands of, plus New Caledonia (including E3330/3430).

[13.8.3] Coastwatcher Placement

At the start of the Campaign Scenario, the Allied player may place up to 6 CW’s, in any eligible islands. Commencing Cycle 1/42, and each cycle until 12/43 (inclusive), the Allied player receives one additional CW which is deployed, if desired, during that Strategic Cycle.

[13.8.4] Coastwatcher Log

The Allied player maintains a CW Log, containing all eligible island locations. When a CW is placed, the Allied player should circle the appropriate island, indicating that that island is “CW-active.”

Once placed, Allied CW’s may never be redeployed. They may be eliminated by the Japanese player only via 13.8.6. No CP Cost, nor Command considerations, apply to CW’s.

[13.8.5] Coastwatcher Air Strike

Warning

Japanese air strikes which overfly a CW-occupied hex suffer a +1 DRM on the *Bounce Table* if air combat ensues vs. that air strike. *Note:* This hex must be on an island *other than* the airstrike’s target island. Also, a -1 DRM (*Player’s Note: In other words, applied adversely against the Japanese strike*) is applied to the *Strike Sequence Table*, if that table is consulted for that air strike. In this case, the Allied player *must* announce the CW-occupied island providing the air warning. He need not do this until the air strike is resolved, however.

See 10.1.1 regarding coastwatcher-alerted air strike AA effects.

[13.8.6] Coastwatcher Elimination

During any Strategic Cycle (during the Production Phase), the Japanese player may attempt to eliminate Allied CW’s via special CP expenditure.

On any CW-active island in which exists at least one Japanese combat (i.e., non-engineer) ground step, the Japanese player may declare a special “activation” of ground units present in order to attempt to “hunt them down.”

The following table lists the CP’s required to activate a single unit, and the DR (2D6) result required in order to successfully eliminate that island’s CW presence:

CW ELIMINATION TABLE		
Unit Size (# of steps)	CP Cost	Elim. DR
1	1	12
2-3	2	11
4-6	3	10
7+	4	9

Results: DR’s equal to, or greater than, listed DR’s required for success.

Units activated for anti-CW actions during Strategic Cycles are activated only for that purpose; they are not, for instance, considered “activated” for the upcoming cycle. Units activated for this purpose are done on an individual basis. Thus, multiple units may be “activated” (e.g., following preceding unsuccessful attempts).

The Allied player may deploy available CW’s on islands following elimination of existing ones, but such deployments must (of necessity, due to the Strategic Game Turn Sequence of play) await one Strategic Cycle.

[13.9] Submarine Search

Enemy TF’s may also be contacted (though not for air strike eligibility purposes) by submarine search (see 22.5).

[13.10] Task Force Search

(Naval Engagement)

Enemy TF’s may also be contacted by friendly TF’s, thus initiating surface combat on the *Surface/Surface Tactical Display* (see 16.4).



[14.0] NIGHT AIR OPERATIONS

Air Points (AP’s) may conduct air strikes (and air combat) at night, including Special Strikes vs. TF’s at sea (though these are limited to a very few special AP types), Bombardment, Strafing, and Air Transport missions.

Certain AP’s may be dedicated as *Night Fighters* by both sides. These AP’s (only) are capable of conducting air-to-air combat, with opposing bombers or strafing night fighters, at night. Note that no “escort” missions may ever be flown at night. CAP missions may be flown, but only by *dedicated* night fighter units.

[14.1] Night Fighters

The *Night Air Operations AP Chart* contains night fighter ratings, by nation, type and date—including the maximum number of each AP type that may be converted to night fighters. Maximum numbers vary with nationality, type and date, and may never be exceeded. *Example:* Commencing 3/43, and until 6/44, the Japanese player may have a maximum of 4 Ki-45 *Nick* AP’s operating as night fighters. From 7/44 onwards, this number is increased to 6.

Eligible AP types are “converted” to (i.e., assigned) night fighter roles only during Strategic G/T’s. Thus, combat losses in night fighter ranks may not be “replaced” during the 4 operational game turns of a cycle. Night FTR’s may be taken off of their “night” roles at any time.

Conversion to night fighter status is automatic, and costs no CP’s nor incurs any other penalty. Once an AP is designated as a night fighter, however, it must retain that role until taken off “night” status.

[14.1.1] AP’s converted to night fighters may not fly missions as bombers, nor do they contribute their Air Search Values to

their airbase. *Exception:* The US P-61B *Black Widow* (the only specifically-designed and dedicated night fighter type as standard) *may* operate as a F/B at night.

Night fighter units are so-designated on *Air Displays* by attaching special “Night Mission” counters to the appropriate unit(s).

[14.1.2] Night fighters fly CAP missions at night as if it were day—including Cover CAP and Naval Cover. Non-carrier-based night fighters may provide Naval Cover.

Land-based night fighters may attempt Emergency Cover CAP and Emergency Naval Cover, the same as daylight rules.

[14.1.3] Strafing Strikes: NIGHT

Night fighters may conduct Strafing missions at night, using their NIGHT Air Combat ratings and ranges; otherwise following the provisions of Rule 5.5, *except that* the DR Differential procedure (see “Night Bombing & Air Strikes”) applies.

AA fire vs. strafing night fighters receives a Column Shift of 1L. Air-to-air combat (strafing fighters vs. night fighter CAP) is resolved normally—using Night Air Combat Ratings.

Note: Any night mission (bombing and/or strafing) counts as a bombardment mission for multiple-mission penalty purposes.

[14.1.4] Carrier-based Night Fighters

Only the USN may operate night fighters from carriers. The *Night Air Operations AP Chart* indicates the allowable deployment limits for carrier-trained (“CT”) *Corsair & Hellcat* night fighters.

Note that these units are “converted” the same as other night fighters.

USN carrier-trained night fighters may operate only from CV’s and CVL’s, never from CVE’s.

[14.1.5] Night fighters are never susceptible to attrition DR’s upon returning from missions as are some bombers (see 14.3.1). Night fighters are liable for normal Air Attrition, and for multiple-mission penalties (only via strafing).

[14.1.6] The US P-70 is a converted A-20 bomber Air Point. The US player simply uses a normal A-20 counter, with a “night” chit affixed, to denote P-70’s.

[14.2] Night Bombing & Air Strikes

Generally, any bomber AP may operate at night. Those BMR AP’s which historically operated extensively at night are listed in bold print on the *Air Point Charts*. The distinction is important, as significant penalties potentially accompany the use of “non-rated” BMR’s at night.

For informational purposes, the following AP types are “night-rated:”

Japan: G4M, B5N, B6N, P1Y.

US: TBM (both carrier and non-carrier-trained), PB4Y, B-24, B-17, PV-1 & PV-2, B-29, P-61 (as F/B).

CW: Wellington, Beaufort, Beaufighter, Blenheim, Hudson, Catalina, Liberator, Mitchell, Mosquito.

[14.2.1] Special “Elite” night-capable bombers

Aside from the “rated” capabilities listed above, certain AP’s possess a limited capability to attack *ships* at night.

These AP’s are listed on the *Night Air Operations AP Chart*, and are denoted on the *Air Point Displays* by attaching “night” chits to them—as for night fighters.

For informational purposes, these types are:

Japan: G4M (commencing 1/43; limit 4 AP’s; B5N (commencing 1/43; limit 2 land-based AP’s); B6N (commencing upon arrival; limit 2 AP’s); P1Y (commencing upon arrival; limit 4 AP’s).

US: PB4Y (“Black Cats,” commencing 6/42; limit 4 AP’s); TBM (carrier or NCT; commencing 7/43; limit 4 AP’s); B-24/PB4Y (commencing 7/43; limit 5 AP’s); B-17 (commencing 10/42; limit 5 AP’s).

Like dedicated night fighters, these “dedicated” *night bombers* are assigned such roles only during Strategic Cycles (*exception:* see following paragraph). Night bombers may be *relieved* of such roles at any time. Units marked with “night” counters do not contribute their Air Search Values to their assigned airbases, nor may they fly normal (daylight) missions (*exception:* Japanese “elite” AP’s—see 7.11.5). These units are assumed to be operating exclusively at night.

Dedicated night bombers which are eliminated may be replaced by *like-type* AP’s during regular G/T’s. AP limits continue to apply, and this is the only exception to the requirement of night mission assignment only during Strategic Cycles.

[14.2.2] Night Air Strikes vs. TF’s

Currently located TF’s may be attacked during night by night-rated (14.2.1) bombers.

Night air strikes against enemy TF’s may be made during Naval Phases (as a Special Strike) against TF’s moving at night. If a TF remains stationary for *any two* consecutive Naval Phases, or if the opposing player can demonstrate that a TF is being moved pointlessly or circuitously—merely to avoid the provisions of this rule—night-rated BMR’s may, in any succeeding Air Phase (s), conduct attacks on that TF at night. This remains true despite the TF’s owner not having declared “night,” per the normal naval movement rules.

Procedure: Night air strikes must fly unescorted to their nominated TF target. Enemy night fighters are eligible to fly CAP to intercept.

Once air-to-air combat (if any) is concluded, the TF owner deploys his ships on the *Air-Surface Display*, as if the attacking player had declared a *General Target Priority*. Blank counters are then placed atop each ship, so that each ship’s type (and damage level) is masked.

Each attacking AP may form a single attacking wave, if desired. The attacking player rolls for wave entry onto the display normally. AA fire is resolved for each wave as follows:

Wave Target is “Core:” Ships in the Core and (overflowed) Inner Ring fire, using half AA value, rounded *down*.

Wave Target is “Inner Ring:” Ships in the Inner and Outer Rings fire, as above.

Wave Target is “Outer Ring:” No AA fire occurs.

Surviving attacking AP’s then conduct attacks normally, picking *individual targets*—i.e., each attacking AP must conduct its attack alone, not combined with any others perhaps present in the same attacking wave.

Targets of these attacks are only revealed, as to type, after all targets have been declared for a wave. If multiple waves are formed, ships are “hidden” (and perhaps redeployed) again between waves, unless in a preceding wave’s attack a ship takes damage (at least “D1”)—in which case it remains visible to follow-on waves.

Player’s Note: The above procedures simulate the tactic of using air-dropped flares to expose targets, primarily but not exclusively used by the Japanese. Players will note that the Torpedo Range for the G4M (Betty) AP’s has been increased (to 72 MP’s) beyond the same range for daylight attacks. This was required to conform to the historic attacks launched by these units (e.g., Rennel Island; 1/43). Oddly enough, the Japanese never conducted daylight torpedo attacks by G4M’s out to that same range—hence the apparent incongruity here.

[14.2.3] US PBY Night Attacks (“Black Cats”)

Note: CW Catalina AP’s do *not* possess this special night attack capability.

US PBY AP’s designated as “night-capable” armed with torpedoes conduct attacks according to the procedures outlined above, except that each attacking PBY AP must individually roll for contact prior to entering the *Air-Surface Display* (1D6).

US PBY Night Contact Table	
DR	Result
1	No contact; AP destroyed
2-3	No contact
4-6	Contact

DRM’s: +1 Range to target ≤ 25 MP’s

Player’s Note: US PBY night attacks on ships tended to be exclusively radar-directed. Reliance upon radar tended historically to result in more contact but a higher percentage of “misses.” As such, this table abstractly factors in these misses without necessitating artificially-lowered Air-Surface Ratings.

[14.2.4] Night Attacks vs. Ships in Port

Dedicated (14.2.1) “night-capable” bombers may, during Air Phase air strikes, attack enemy ships in port, possibly including torpedo attacks.

Procedure: Night attacks vs. ships in port are conducted as are normal (daylight) air

strikes of the same nature, with the following exceptions.

Such air strikes are always unescorted. Enemy night fighters capable of interception may conduct air-to-air combat.

After air-to-air combat is resolved, all ships in the targeted port are deployed on the *Air-Surface Display*, according to the General Target Priority sequence (7.3.2).

Ships are then “hidden,” as in 14.2.2. The attacking player forms attacking waves as for normal air-surface attacks, and conducts his attacks as per 7.7 & 7.8.

AA fire (adding the inherent AA value of the port itself, halved and rounded down) is then resolved normally, according to the target ring nominated. All ships present are eligible to fire, as if a normal air-surface attack were being made. A Column Shift of 2L (see *AA Table*) is applied.

Individual targets and attacks are then conducted as above.

Only those AP’s listed in 14.2.1 are eligible to conduct night attacks vs. ships in port. As always, AP’s flying at Extended Range may suffer double losses upon return (from AA and air-to-air combat).

[14.3] Night Bombardment Air Strikes

Any bomber AP may conduct bombardment air strikes at night. AP’s need not be “assigned” NIGHT roles to do so. Only those “night-rated” BMR AP’s listed in 14.2.1 may attack ships at night. Non-rated BMR’s flying bombardment strikes at night do so at reduced effectiveness and may suffer greater loss rates.

[14.3.1] Non-night-rated (i.e., not listed in bold print) BMR’s operating at night have their air combat (defense and “return-fire”) ratings halved (rounded up). Their bombardment ratings are *quartered* (rounded up to the nearest whole number; calculated in total for all AP’s of a *type* participating). Such AP’s must roll, upon their return to base, on the *Bombardment of Air Points Table*, with all percentage results rounded up to the nearest whole number. Losses incurred are taken from surviving (i.e., returning) AP’s—losses taken from air-to-air and AA during their mission are not counted. Note: These

special attrition DR’s are made once for each type of AP; the number of AP’s corresponding to the same column on the table.

[14.3.2] Night-rated BMR’s operating at night have their bombardment ratings *halved* (rounded up, as above). They do *not* roll for loss upon return. Their air combat (defensive) ratings remain unchanged. Their “return-fire” air combat ratings are halved (again, rounded up, collectively).

Night-assigned FTR’s conducting Night bombardment missions (as FB’s) likewise have their bombardment ratings halved (rounded up).

[14.3.3] AA fire from ground targets vs. BMR’s at night receives a two-column shift to the left.

In resolving night bombardment attacks (vs. ports, airbases, etc.), roll 2D6 prior to the 1st bombardment DR. Using the DR Differential (i.e., from “0” to “5”), apply this result as a negative DRM to both bombardment DR’s—both against any AP’s on the ground, if applicable, and against the installation attacked.

Double losses inflicted on BMR’s operating at Extended Range continues to apply. Additionally, non-night-rated BMR’s returning from Extended Range night missions which take losses via the *Bombardment of Air Points Table* (14.3.1) have these losses doubled also.

[14.3.4] Air Points conducting night bombardment missions must fly those missions at their rated altitudes.

[14.3.5] Some night-rated AP’s have restrictions imposed (listed under “Notes” on each sides’ *Air Point Charts*). Most are self-explanatory. For CW AP’s, many night-rated AP’s have percentage restrictions listed. Where applicable, the [%] listed is a *per game turn* cap on the percentage of AP’s of that type present in the game which may fly night missions without penalty (i.e., as a night-rated Air Point).

[14.4] Additional Restrictions: Night Air OPS

Air Points may not fly missions at night and during day during the same Air Phase. For example, a night fighter which conducts a CAP mission at night is ineli-

gible to do so during daylight strikes conducted during that same Air Phase.

Air Points conducting night bombardment missions are ineligible to conduct special strikes in the immediately-following Naval Phase. AP's not assigned "night mission" status for a cycle do continue to contribute their Search Values to their base—as opposed to those assigned that mission for a cycle.

[14.5] Mission Sequencing

In each Air Phase, all night bombardment, strafing strikes and air transfer missions are resolved, for both sides, before any daylight strikes are resolved.

[14.6] Air Transfer & Parachutes At Night

Air Transfer and Air Transport missions (including parachutes—Air Assaults) may be conducted at night. *Exception:* Night Air Transfer and Air Transport missions may not have a damaged (including "suppressed" status) airbase as a *destination* airbase. They may originate from damaged airbases—if otherwise eligible to fly from them.

All Cargo ("C") AP's are considered "non-night-rated." Accordingly, they are liable to return attrition loss (14.3.1), and potential double combat loss if operating at Extended Range. See also 5.11.5 regarding extended-range Air Transport missions.

[15.0] LIMITED INTELLIGENCE & "BASE" MARKERS

Player's Note: The use of "base" markers, and the limited intelligence functions they serve, is optional. In practice, players will (if they so choose, of course) likely resort to perhaps voluminous note-taking in order to record enemy force dispositions. While not unrealistic, this practice takes time and, however little it may be, does detract somewhat from playability.

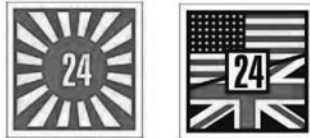
If these procedures are not utilized, then base markers are still permissible, though recommended only to alleviate large stacks. Their contents, however, are still considered "visible," in their entirety, to an opponent anytime he has a ground unit adjacent to, or occupying, such a hex—or has any friendly Air Points based within range of it.

[15.1] General

For the most part, **War in the Pacific** is played with a minimal number of counters actually on the map. For on-map units, the general rule is that an opponent is not permitted to examine enemy stacks until he has performed a successful reconnaissance, or has engaged the units. Generally, only the top unit in such a stack will be "visible." The following counters must be deployed on the map, at all times:

- Airfields
- Active TF's (*Exception:* 16.1.6), *Subrons & MTBRons*
- Informational markers (weather, search contacts, etc.)
- "Under-construction" markers (see 39.8)
- HQ's
- OSB's
- Ground combat units, if:
 - a) stacked with enemy combat units
 - b) adjacent to enemy combat units
 - c) Broken or Isolated
- Base markers

All other counters and units are kept on TF displays, Air Displays, or "base" displays.



[15.2] Base Markers

Numbered base markers may contain a virtually-unlimited number of units/markers. Base markers represent bases, about which incomplete (or completely absent) information is known. Use of base markers is optional. Players may place some, or all of, their units on the map if they wish.

[15.2.1] A single base marker can represent any combination of ground and non-activated ships. More than one friendly base marker may occupy a hex, along with any combat units a player may wish to place on the map.

[15.2.2] Base markers are often the only indication of units present in a given hex. The composition of that base is hidden from an opponent until he is entitled to

learn its composition. Note: Base markers may be deployed even though they may in fact contain no units at all.

[15.2.3] When individual ground units represented by a base marker leave the hex containing the marker (via ground movement), they must be moved as units, visible on the map. In such cases, though, only the top unit need be "shown." When such units cease movement, if they are not adjacent to (or stacked with) an enemy ground unit, and the opponent is otherwise not entitled to know that hex's composition, a new base marker may immediately be placed in that hex.

[15.2.4] Air Units

Air Points are not represented by base markers. Their airfield is *always* visible. Each active airfield on the map is represented on each side's *Air Displays*, where the individual AP's assigned to that airfield are placed.

[15.3] Reconnaissance of Base Markers

Reconnaissance essentially is a search of base markers, as opposed to "searches," which pertain to enemy TF's.

[15.3.1] Base markers are "reconned" via:

- Ground units, OSB's, and/or HQ's
- Allied coastwatchers (see 13.8)
- Air Reconnaissance

[15.3.2] Base markers are removed (or their contents revealed) when an enemy ground unit, OSB, or HQ is adjacent to, or occupies, a base marker's hex.

[15.3.3] Air Reconnaissance

Air reconnaissance is performed like air searches—the difference being the type of target "reconned." Any airbase with a search value (including carrier TF's) may conduct air reconnaissance of any *one* enemy hex during an Air Phase.

[15.3.4] Such missions need not be plotted, and do not interfere with normal air searches of enemy TF's. Thus, during an Air Phase an airbase could conduct air "searches" of enemy TF's *and* one recon attempt of one enemy base.

[15.3.5] Air reconnaissance attempts are announced as are air searches. If an airbase is to perform both during a given Air Phase, the owning side must announce both simultaneously.

Procedure: The player conducting the reconnaissance announces his airbase's search value and the range (short, medium, long or extended), and rolls normally on the *Search Table*. If a successful search is gained, the *Air Reconnaissance Table* is consulted (see *charts*).

[15.4] Reconnaissance of Ground Units

Ground unit step strengths may be revealed via air reconnaissance (per 15.3.5). Ground units' strengths also *must be* revealed if enemy ground units (not including Intrinsic Garrisons) occupy an adjacent, connected land hex, except across mountain hexsides—even if mountain passes exist.

Though a ground unit's step strength may be revealed via air reconnaissance, or as set forth above, their designations (type, identities, TQ) need be revealed only upon that units' actual engagement in combat.

For these purposes, amphibious or airborne assaults conducted against completely undefended (i.e., no Intrinsic Garrison present) islands (or hexes) do not require the revelation of units' identification. Amphibious assaults conducted on Tactical Map islands (since deployment on them necessarily implies the presence of an enemy actual garrison) *does* require the open revelation of units, even if such assaults are conducted onto non-enemy-occupied hexes.

[16.0] NAVAL OPERATIONS

The scenario instructions state the Order of Battle (OOB) for each side, listing what ships are available. Players divide their ships into groups called *Task Forces* (TF's) by placing the ships in each TF in the space marked with the TF number on the *TF Display*. Each box on the display is numbered to correspond with a given TF marker. It is this marker which will be deployed and moved on the map. These displays obviously are intended to be kept secret.

During Naval Phases, sides alternate moving their TF's one-by-one. As a TF moves hex-by-hex on the map, it may perform various missions. As a result of the missions it performs, each TF will receive an *Engagement Value* (EV), which determines how likely the TF is to engage

in surface combat with enemy TF's in the same hex. Moving TF's may also undergo search and/or attacks by enemy subs, MTB's and AP's.

Ships may only perform missions during a Naval Phase in which they are considered *active*. The number of phases that a ship can be "active" in a given G/T is determined by the ship's *current* Speed Class, according to the following schedule:

<i>Current Speed Class</i>	<i>Active Phases per Game Turn</i>
1	1
2	2
3	3

Ships (TF's) have their Speed Class initially assigned to them either:

- A. At the beginning of the 1st Naval Phase in which they will sortie (during the Plot Segment) *or*
- B. During the Plot Segment of the 1st Naval Phase following a phase in which the ships fueled.

The number of active phases during a G/T always equals the unit's current speed class. Players may voluntarily reduce the speed class of their ships (TF's) in order to reduce their fueling requirements (see 18.2). Inactive ships may not be plotted to perform missions of any kind. If, however, they are contacted by enemy TF's, AP's, etc. They may resolve *any* ensuing combat normally. For Movement Summary, see charts.

[16.1] The Task Force

[16.1.1] Both sides have 60 consecutively-numbered TF markers. Neither side may ever have more on-map TF's than it has markers available.

[16.1.2] The initial composition of all TF's is secret. Players should not reveal which markers represent which groups of ships, except as various search and contact/combat procedures require.

[16.1.3] A player may deploy "dummy" TF markers which contain no ships. See 13.6 for each sides' per-cycle allotment.

[16.1.4] The purpose of a dummy TF is to confuse the enemy player. So long as its identity as a dummy is not "definitively revealed," it remains in existence and

may be moved on the map as if it were a "real" TF.

[16.1.5] Once located by air or surface search, TF's remain so until the end of the *next* Air or Naval Phase (whichever comes first). *Example:* A TF located by air search during the 1st Naval Phase remains so (and retains its current "Located" marker) until the end of the 2nd Air Phase.

[16.1.6] Hidden Naval Movement

Both sides may move TF's across the map without actually deploying TF markers on the map. Such TF's are plotted normally. They carry out their assigned missions without being actually deployed on-map (i.e., without the other sides' knowledge of their very existence).

In order to be eligible for *Hidden Movement*, the moving player must ensure, to the best of his ability, that at no point during that movement his moving TF would be subject to detection from *any* source (e.g., air, TF, submarine search, etc.). *Possible exception:* Moving within *Extended Air Search Range*—see below.

If in doubt as to whether an opponent possesses air search capabilities in certain areas, players must assume that an opponent possesses at least Long-Range air search capability (out to 19 hexes) at any airbase (including potential seaplane bases) hex that might be eligible. Note: "Might be eligible" is defined as either:

- A known-to-be-occupied (i.e., containing enemy AP's) enemy airbase (including seaplane bases) hex *or*
- A "might-be-occupied" enemy airbase hex—a hex with an airfield or seaplane base marker, *or* any hex not containing either, but containing an enemy "base" marker (of unknown composition).

Both sides may conduct *Hidden Movement* within potential *Extended* air search range of enemy airbases. Note: For informational purposes, the maximum reaches of *Extended-Range* air search for any hex are:

- Japanese: 28 hexes (H8K at *Normal Range*)
- Allied: 24 hexes (B-24/PB4Y at *Extended Range*)

Players are safe to use the above figures in determining the (potential) maximum air search range for any potential enemy base.

Both sides may use *Hidden Movement* within potential *Extended* air search range of enemy airbases (including *potential* bases, as defined above), *but* announcements must be made that searchable moving TF's exist "at Extended Range" from each potential searching base.

If the base owner then announces that he does in fact possess *Extended-Range* air search capability at a nominated base, the heretofore *hidden* TF is deployed on-map—where it may be searched for normally. It moves thereafter as a normal on-map TF, until such time as it regains hidden movement capability.

Enemy subrons approached by TF's using *hidden movement* must be assumed to possess 6 sub points, unless (previously) definitively revealed to the contrary. For such *subrons*, the TF owning side (using hidden movement) must roll 1D6 (secretly), as if making an enemy sub search for the opposing side. All applicable *known* modifiers (TF's distance from searching *subron*, ASW air units, *subron's* distance from its sub base—if known, etc.) apply. A successful sub search DR obtained mandates the moving side to inquire as to whether the subject *subron* in fact contains *any* sub points. If it does, the moving TF must be placed on the map. At that point, the *subron's* search DR (made by the moving TF's owner) is compared to the *subron's actual* number of sub points (and all other applicable modifiers are applied) and, if that DR is sufficient to produce a successful search, the sub attack procedure is instituted. Regardless of the success or failure of this sub search, the moving TF must complete that Naval Phase's movement on-map.

See also Rule 33.1 (Emergency Sorties).

Player's Note: It is remotely possible for both sides, using hidden movement, to have TF's "pass in the night," so-to-speak—whereby two opposing TF's using hidden movement pass close to each other, with both oblivious (since neither are deployed on-map) to the other. Since the possibility is remote, and in all probability would not likely even be discovered, this is intentional. And, if such an occurrence is (after the fact, by whatever means) discovered to

have taken place, both sides should consider it as termed above ("ships passing in the night").

[16.2] Task Force Display

[16.2.1] Each side has *TF Displays* for their TF's. The displays are used to manage the make-up of each TF.

[16.2.2] Once placed on the *TF Display*, ships must remain in their TF box unless there is a decision to shift them, until the units are required to appear on a *Tactical Display*, or the ships are deactivated.

[16.2.3] If it is required that a TF be placed on a *Tactical Display*, the ships which make up that TF are removed from the *TF Display* and are placed on the *Tactical Display*. Any search effectiveness chits belonging to that TF are returned to the pool—perhaps after having been revealed to the enemy player, upon his demand.

[16.2.4] After tactical combat is resolved, any remaining ships, in whatever condition, are placed back into their *TF Box* (possible exception: see 17.16).

[16.3] Mission Plots

At the beginning of each Naval Phase, players must write a mission plot (similar to the strike plots used with AP's) for each TF which is to perform a mission during the current Naval Phase. The mission plot for each TF is written on an index card, using a separate card for each TF. See 17.1–17.15 for a description of naval missions and plot codes.

Under some circumstances, the Japanese player, as a deception measure, may employ false mission plot cards (see 42.9).

[16.4] Naval Engagement

Whenever a friendly TF enters a hex containing an enemy TF, there is a chance of surface/surface combat (engagement) between the opposing ships. Each side totals the (modified) Engagement Value (EV) of each TF, based on their current missions. 1D6 is then rolled, and the result cross-indexed with the proper column of the *Search and Contact Table* (see charts). If a "C" ("Contact") results, the TF's involved are deployed on the *Surface/Surface Tactical Display*, and combat between them is resolved. Note that

the total (adjusted) EV equals the total number of Search Points on the *Search and Contact Table*. Note: Although naval movement is—in game-time terms—simultaneous, it is of necessity carried out sequentially, with TF's moving one at a time. Thus, generally, one of the two TF's involved in an engagement will be moving (i.e., having entered the hex) and one will not.

[16.4.1] When a friendly (i.e., moving) TF enters a hex containing an enemy TF, the friendly (moving) TF is considered to be the *Alpha TF*; the enemy (not moving) TF is considered to be the *Bravo TF*. If the *Bravo TF* has no mission plot for the current Naval Phase, then the *Alpha* player simply rolls the die on the *Search and Contact Table*, using the column equal to the EV of the *Alpha TF*.

[16.4.2] If the mission plot of the *Bravo TF* includes *only* a Movement Mission, then for each 6 MP's (or fraction of 6) that the *Bravo TF* is plotted to expend while moving, the *Alpha* player subtracts 2 from the total EV before rolling the die. If the hex in question is a coastal hex, he subtracts 1 for each, not 2.

[16.4.3] If the mission plot of the *Bravo TF* includes a mission in addition to movement (or a mission inherently *involving* movement—e.g., AMPH, BMB, ETRAN, EVAC, ASW Sweep, TRANS), and the *Bravo TF* has not yet performed that mission, then the *Alpha* player subtracts 2 from the total EV for each 6 MP's (or fraction of 6) that the *Bravo TF* is plotted to move *before* performing that mission (again, in coastal hexes only 1 is subtracted). If the *Bravo TF* has already performed that mission, then the *Alpha* player subtracts 2 from the total EV for each 6 MP's that the *Bravo TF* has expended *after* completing that mission (-1 in coastal hexes).

[16.4.4] If either the *Alpha* or *Bravo TF* has a Reaction Mission (i.e., the two TF's are moving simultaneously; see 17.5), the owning player of the Reacting TF is always considered to be the *Alpha* player. After totaling the subtractions from the EV called for in cases 16.4.2 & 16.4.3, the *Alpha* player subtracts 2 from the total EV for each 5 MP's that the Reaction TF has expended before entering the engagement hex (-1 in coastal hexes). The

Alpha player then subtracts whichever of the two totals is less (i.e., more favorable to a “contact” result).

[16.4.5] If both TF’s have Reaction Missions, the player whose TF has expended the lesser number of MP’s before entering the engagement hex subtracts 2 (1 in coastal hexes) from the total EV for each hex that the TF has moved.

[16.4.6] If more than one friendly TF is present in the engagement hex, the EV, DR, and result on the *Search and Contact Table* is resolved sequentially for each friendly TF, from the highest Engagement Value TF to the lowest. If searching TF’s EV’s are equal, the owning (searching) player determines the sequence.

If two friendly TF’s in the same hex receive a “contact” result, the two friendly TF’s are automatically combined into a single TF when deployed on the *Tactical Display*. In such cases, the senior admiral present assumes command. His combat ratings (for DRM purposes) are calculated as follows:

- The activation point cost of his own TF, *plus*
- Half (rounded up) of the activation point cost for all warships in all other TF’s in that hex—taking the *total* cost, then halving it.

If none are “senior;” the owning player chooses. TF’s in the hex that did not receive a “contact” result are not placed on the display and take no part in the ensuing combat.

[16.4.7] The EV of TF’s is determined at the moment of engagement. For instance, a TF that performs a Bombardment Mission is considered to be performing that mission only in the hex that the attack is actually resolved. It is considered to perform a Movement Mission while moving to and from that hex.

Player’s Note: It is not intended that TF’s gain any advantage (in avoiding surface combat) from “traveling in a circle.” When determining adjustment to Engagement Value due to movement, use the shortest possible route between the hexes in question.

Non-combatants (carriers, MS, APA, APB, etc.) may never be part of any TF assigned any surface mission with an assigned EV of greater than 4.

[16.4.8] If two (or more) opposing TF’s begin a Naval Phase in the same hex, an engagement determination is resolved under the normal conditions before any of the TF’s may leave the hex. In such cases, the last TF to enter the hex (i.e., in the preceding Naval Phase) is considered the “Alpha” TF.

[16.4.9] If a potential engagement is occurring at *night*, the total EV is halved (if the *Alpha TF* is Japanese, round fractions *up*; if Allied, round fractions *down*). If the engagement is occurring in any hex of the Arctic Movement Area, the total EV is halved (rounding fractions *down*). Thus, an engagement occurring at night in the Arctic would have its total EV quartered. All halving is done after all subtractions due to the above cases have been applied.

[16.5] Tactical Initiative

Once an engagement (i.e., “contact”) result has been achieved on the *Search and Contact Table*, it is necessary to determine which side has the initiative (i.e., will be the “1st Player”) during the following Surface/Surface Tactical Sequence. Use the “Night” *Tactical Initiative Table* for night engagements; the “Day” for daylight ones. The column to be used on this table will vary depending on the current cycle date. The player who rolled the die on the *Search and Contact Table* rolls the die on the *Tactical Initiative Table*.

[16.5.1] Tactical Initiative Tables

(See charts)

[16.6] Night

As each Naval Phase represents a period of over 50 hours of real time, it is inevitable that some part of the Naval Phase be performed “at night.”

As each TF performs missions during the Naval Phase, it expends a certain number of MP’s. At any time during the phase, the owning player of a moving TF may declare “Night.” *Exception:* a TF that has been successfully contacted may not declare “night” before allowing the enemy player the (last) opportunity to conduct special strikes *immediately*.

At this point, play is halted and the opposing player may have any AP’s within range conduct air search and/or Special

Strikes (*exception:* TF’s exiting port; see below). Thereafter, the TF continues to expend MP’s as normal. However, all of these MP’s are considered to be expended at night, up to the limit of the TF’s Night Movement Allowance (see *Naval Movement Allowance Chart*). If the TF expends MP’s in excess of its night movement allowance, excess MP’s are considered expended during the day, until the end of the Naval Movement Phase.

TF’s Exiting Ports: *Exception.* TF’s declaring “night” on leaving port are *not* subject to a “last chance” air-naval search—they are granted “night immunity” from (air) search automatically.

[16.6.1] Except as noted in 14.0, AP’s may not conduct operations of any kind at night. Therefore, a TF moving at night is (generally) immune to both Special Strikes and air search.

[16.6.2] The EV of all naval missions is *halved* during night, rounded as per 16.4.9.

[16.6.3] Night also has an effect on determining which side will have the initiative during surface combat.

[16.6.4] Night is declared separately for each TF as it moves. *Exception:* TF’s performing a Link Mission (see 17.10) must have their “night” declared at the same time.

[16.6.5] Night may be declared only once per TF per Naval Movement Phase. Moreover, night movement must be continuous; that is, a TF may not alternate between periods of day and night movement in the same Naval Movement Phase. Note: See *Optional Rule* 60.23 regarding an alternative, segmented night movement.

[16.6.6] A player is never required to declare “night.” A TF may spend an entire Movement Phase without having night declared; it is entirely at the option of the owning player.

[16.6.7] When a Reaction TF moves in response to a triggering enemy TF, it does so under the same conditions as that enemy TF. Thus, it is up to the enemy (triggering) player to declare “night,” and if he does so, the night conditions are applied both to his TF and to the reacting TF—as if the reacting TF had declared “night” at the same time.



[16.6.8] There is no limit to the number of times that night may be declared in a single Naval Phase, so long as it is done only once for each TF.

[16.6.9] A TF that completes its plotted missions at night is considered to remain at “night” (for purposes of engagement and search) until the end of the current Naval Phase. Thus, its affixed “night” counter remains atop that TF until the start of the succeeding Air Phase.

[16.6.10] Night naval movement allowances may be used while ships are stationary (e.g., while debarking units). MP expenditures remain governed by normal night movement allowances, based on ships’ speed classes. When night MP allowances are expended in total, “night” no longer applies, and the “moving” ship/TF is no longer considered to be under cover of night.

Example: (See Example of Play Booklet)

[16.7] Critical Hits

Whenever a ship suffers damage in combat, there is a chance that the level of damage will be increased by a *Critical Hit*.



Ships attacked by enemy surface ships roll for critical hits the instant a ship incurs its first damage level. If a critical hit is scored, no additional damage is immediately placed at that time (i.e., while the engagement is ongoing). Instead, a “critical hit” marker is placed underneath the ship as a reminder that, when the ship leaves the *Tactical Display*, at least one additional level of damage must be applied—and the ship must continue rolling on the *Critical Hit Table*.

Critical hits are rolled for by the owning side only. Results must be openly revealed to the opposing side only in the case of any DR of “doubles” which does result in a critical hit.

Ships attacked by enemy AP’s roll for critical hits immediately upon leaving the *Tactical Display* (i.e., after all Air-Surface combat against it). These critical hits are not revealed to the enemy, except as noted above.

Ships damaged by enemy submarines and MTB’s roll for critical hits as soon as all combat in the hex has been resolved.

The owning player rolls for each damaged ship separately.

Note that the chances of suffering critical hits varies with nationality, ship type and date.

If the number indicated is rolled on the *Critical Hit Table*, a ship suffers a critical hit, and the damage for that ship is immediately increased by one damage level. The owning player must then continue rolling on the table, until a DR result is gained that does *not* result in a critical hit (or the ship sinks).

Regardless of the means by which damage is inflicted, and the number of individual attacks which produced damage levels (e.g., two waves of air attacks, each providing “D1” damage), the critical hit procedure is performed only once for each subject ship.

[16.7.1] APB/APA, and merchant shipping (counters of which represent large numbers of individual ships) never roll for critical hits (*Exception: Optional Rule 62.5; “False Hits Reported”*). Other “squadron” type ships (e.g., DD’s, DE’s, etc.) *are* subject to critical hits.

[16.7.2] Any ship with a “D4” damage level that ends any Naval Phase in a hex containing neither a friendly port, nor a ship capable of towing the damaged ship, automatically sinks.

[16.7.3] Critical Hit Table (see charts)



[16.8] Naval Damage Levels

[16.8.1] A ship’s Defense Strength may never be reduced to less than one.

[16.8.2] When determining the reduced strengths and capabilities of Joint Shipping Units (16.7.1, and *Naval Damage Levels Effects*, charts), all fractions are rounded *down*.

[16.8.3] When determining the Screening Value of damaged Screening Forces, total the screening value of all such ships with D3 damage *before* halving (round remaining fractions *down*).

[16.8.4] When a ship’s speed class is reduced due to damage during a Naval

Phase, the unit’s remaining Movement Allowance for that phase is determined according to the following procedure. The owning player subtracts the number of MP’s that the ship already expended in the phase (prior to the damage being inflicted) from the Movement Allowance determined by the ship’s new (lower) speed class. The result equals the number of MP’s that the damaged ship may still expend in the current Naval Phase. It may expend those points even if the ship’s new speed class would ordinarily prevent that ship from being active.

[16.8.5] Naval Transport: Losses to Embarked Units

Player’s Note: Understandable as it is, the common (game) tactic of assigning excess transport load capacity for naval transport (including amphibious assault) missions, to avoid the loss of transported units necessarily assumes that enemy attacks always target empty transports first, and that any transport tonnage lost in excess of the minimum needed to actually carry units must be sunk first. Reality simply dictates a restriction on this ability to “shield” transported cargo merely by assigning (what can only be described as) “empty, decoy” transport shipping to transport TF’s.

When transport (including amphibious assault) shipping, with cargo embarked, suffers loss, as a result of any enemy action, the transporting TF’s percentage of Load Capacity Loss determines the percentage lost (if any) of its transported cargo.

Following any single attack upon such a TF, the load capacity loss, in terms of percentage, is translated into the equivalent percentage (rounded *down*) of transported cargo loss.

For cargo loss purposes, transported cargo is divided into two types: Ground Units, and Air Points. If cargo losses must be suffered by a transport TF carrying both types of cargo, the total cargo loss must be distributed equally between the two types, with any odd remainders (e.g., 3, 5, etc.) assigned randomly.

Examples: (See Examples of Play Booklet)

Naval Damage Levels (summary)

(See charts)

[17.0] NAVAL MISSIONS

TF's may move, attack enemy units and/or carry out other functions by performing naval missions. All naval missions are performed during a Naval Phase, and a ship may only perform missions allowed by its speed class. Phases in which a given ship may perform missions are known as *active phases* for that unit. At the beginning of each Naval Phase, the owning player must record mission plots for each of his TF's, indicating exactly what missions they will perform in the phase (except in the case of amphibious assaults, a player is not required to record missions more than one phase in advance). Generally, TF's will be plotted to move to a certain hex on the map, perform some mission in that hex, and then move away again. Players may have the same TF perform various combinations of missions in the same Naval Phase.

In order to move, a ship must be "activated," usually by expenditure of Command Points (CP's). See *Activation Costs Summary* (charts) for CP activation costs for ships.

The following cases constitute a list of naval missions, including their plot code and Engagement Value (EV):

COMBAT MISSIONS

[17.1] Amphibious Assault

(AMPH: Engagement Value 1)

Transports assigned to load (embark) friendly ground units, then transport and unload (debark) them in a hex not controlled by the friendly side are performing an Amphibious Assault.

[17.1.1] Advance Planning

As amphibious operations (generally) require an extraordinary amount of advance planning, AMPH missions may be plotted only under certain circumstances. Both the transporting ships and the ground units that are to participate in an amphibious assault must spend a certain amount of time in preparation. Usually (though not necessarily), both the transporting ships and the units they will embark will spend this preparation time in the same port or anchorage.

Before ships may be assigned an AMPH mission, they must spend an amount of time in preparation, based on

the number of ground steps to be debarked in a single G/T, at a specific location. The amount of time required varies as follows (dates indicate the cycle in which planning began):

ALLIES

Cycle 13/41 To 13/43	1 G/T per multiple of 2 steps (minimum one turn)
Cycle 1/44+	1 G/T per multiple of 5 steps (round fractions <i>up</i> ; minimum one turn)

JAPANESE

(All cycles)

1-2 steps to be debarked in a given G/T	(No Delay)
3-5 steps	1 G/T
6+ steps	1 G/T per multiple of 4 steps (rounded <i>up</i>)

When planning amphibious assaults, the target of each assault must be designated and recorded, at the time planning commences. Any change in the target of an amphibious assault starts planning time from scratch.

For the shipping component, amphibious planning times may not commence during the same G/T in which an amphibious mission by those ships is performed.

For ground components, planning times are based on the number of ground steps to be debarked in a single hex (on the Strategic Map), for a single assault—regardless of the number of different ports and/or units involved. *Example:* Three divisions which sortie from three different ports for an assault on a single island pay the planning time for those three divisions, in total.

Game/Turn (G/T) planning requirements are *complete G/T's* spent in planning before units may sortie. Players should record the phase, and G/T, in which an amphibious assault planning commences.

Example: During the 1st Naval Phase of G/T 1/2/42, the Japanese player commences planning an amphibious assault vs. Java. The landing force contains 24 ground steps. This assault requires a total of 6 complete G/T's. After the expiration of these 6 G/T's, during the 2nd Naval Phase of G/T 2/3/42, the Japanese units are eligible to sortie.

Units (ships and ground units) may have only one amphibious assault target hex planned for them at any time.

[17.1.2] Expediting Amphibious Planning Times

By paying three times (2x for USMC; see 17.1.3) the activation cost of all transport ships involved, and two times the activation cost of all ground units involved, players may cut the required planning time for amphibious assaults by half (rounded *down*).

The increased activation costs are a one-time expense, and count as both unit types' activation cost during the G/T of actual embarkation and sortie (as it does for normal planning times)—though actual activation does not occur until that time. Players record such information on the logs provided to track required planning times for amphibious assaults.

Plotting

On a separate index card (one for each AMPH mission), the owning player records:

- The specific unit(s) that will be embarked and its current hex location.
- The specific transporting units involved
- The hex the unit(s) will be debarked in (i.e., the hex that will be assaulted).
- The G/T in which the units will become available for the AMPH mission.

Example of an Allied AMPH mission plot against Kwajalein: "APA 1, w/ 7th Inf Div (Pearl Harbor). Tgt: Kwajalein (E3301). Avail. 1/12/44."

[17.1.3] USMC Units: Planning Times

USMC *expedited* planning times are reduced. The activation cost multiple for transport ships is lowered to twice each transport shipping units cost. Otherwise, the provisions of 17.1.2 apply.

[17.1.4] Planning requirements for Japanese amphibious assaults consisting of *not more than three* ground steps are waived during Cycle 13/41, if the landing (debarkation) hex is within three hexes of any Japanese ground unit, at the time of embarkation (See 69.4.1). Note: Units conducting the assault are not themselves counted toward meeting this requirement.

Following cycle 13/41, Japan is bound thereafter by the normal rules regarding AMPH planning.

[17.1.5] The range of Japanese amphibious assaults may be restricted, if *Optional Rule 17.1.15* is in effect.

[17.1.6] Ground units preparing or available for an AMPH mission may not engage in ground combat or land movement until the G/T they embark for the assault. In order to embark, such units must be “activated.” Transports preparing or available for AMPH missions may not embark or debark units of any kind, but may perform any other missions normally.

[17.1.7] Units preparing or available for an AMPH mission may be withdrawn from the procedure at any time. Once withdrawn, they may again function as normal units of their type. However, if these units are again assigned to an AMPH mission they must begin to perform the entire preparation procedure from the beginning.

[17.1.8] Transport Load Capacities

- **Engineer Units** always count as 4 steps if embarked as part of an amphibious assault force (i.e., to be landed with, or as, the assaulting combat units).
- For amphibious assaults involving forces greater than 4 steps, all embarked assault units are counted as double their printed step strength, for transporting ship cargo capacity purposes. **Exception, Amphibious Transports:** Units embarked on APA’s/APB’s are *not* counted double. For example, a USMC division of 12 steps, embarked on tactical MSU’s would require, for amphibious assault, a minimum transport ship cargo capacity of 24.

The above increases apply only to assaulting units—those units to be debarked during the Joint Assault Segment of the Ground Phase. Units held offshore (e.g., in reserve) which will not participate in combat during the Joint Assault Segment require only the normally-required (one load point for one ground step) transport shipping.

[17.1.9] Units may be embarked or debarked onto a transport up to the limit of

the transport’s Load Capacity. See Charts for transport load capacity summaries.

Armored units (and motorized infantry) may be amphibiously transported only by APA’s/APB’s. For cargo capacity purposes, these units’ steps are doubled. For ground combat purposes, these units’ steps (like their TQ) are collectively halved (rounded *up*).

See Charts for summaries of debarkation costs for amphibious assaults.

[17.1.10] Naval MP penalties for embarking ground troops for amphibious assault are waived, if the transporting ships occupy the hex of embarkation, or are in the MS pool, *and* designated as “out of service” due to planning. This applies if the transports are so-situated at the time the planning time for that assault commences, so long as no “expedited planning” time (17.1.2, 17.1.3) occurs.

Thus, a minimum planning time of one week (1 G/T) is required in order to escape Naval MP embarkation costs.

[17.1.11] Resolution of Amphibious Assaults: General Rules

When a ground unit debarks into a hex containing an enemy ground unit, or intrinsic garrison, it *must* initiate combat, during the following Joint Assault Segment of the Ground Phase.

Units conducting amphibious assaults have their TQ halved (rounded *up*) for combat ratio determination only, unless a friendly ground unit already occupies the assault hex, or the assault hex will be simultaneously attacked by friendly ground units from another (overland) hex. *Exception:* 69.3.4.

If an assaulted hex is not occupied by enemy ground units, but contains an intrinsic garrison, the assaulting units are treated as above (for enemy-occupied hexes). Any enemy step loss called for on the CRT eliminates the hex’s intrinsic garrison; all installations in the hex are then captured by the assaulting units.

If an assaulted hex is neither occupied by enemy ground units nor an intrinsic garrison, no combat ensues. Assaulting units automatically succeed in capturing all installations in the hex, without loss.

Enemy Reaction Restrictions. Since ground combat resolution of amphibious

assaults is conducted during the Ground Phase, an opportunity (however unlikely) exists for the defending side to transport (or ETRAN; see 17.3) ground reinforcements in, after the assaulting units have debarked (Naval Phase) but prior to resolving the actual combat.

Accordingly, treat all such potentially-arriving defending ground units as *not present* until after the Joint Assault Segment.

[17.1.12] Mandatory TQ Check: Deactivation

Following any opposed amphibious assault conducted on the Strategic Map, assaulting units, regardless of the combat result, must roll for deactivation. Rolled for individually, units use their printed (not halved), modified (generals, etc.) TQ ratings. Units which pass this TQ check remain “activated,” but may move no farther during that Ground Phase. Note: For assaults resolved on Tactical Maps, this procedure is addressed in the rules for Tactical Map combat.

[17.1.13] Assault Unit Posture: Post-assault

Following combat in Joint Assault Segments in amphibious assaults, several possible outcomes may occur. The posture of assaulting units depends primarily on their retreat stance, and whether the amphibious shipping (which delivered them) is still available (defined as remaining in the assault hex or any hex adjacent) on the Strategic Map.

Following any *opposed* amphibious assault, whether resolved on the Strategic or Tactical maps, the assaulting units’ success or failure of their deactivation DR (17.1.12) determines their immediate stance following the assault.

TRANSPORT SHIPPING AVAILABLE

If the amphibious shipping is still available (according to 17.1.13), apply the following results:

UNIT PASSES TQ CHECK

A) If unit retreats, re-embark assaulting units, losing the number of steps called for. Units do not deactivate. **or**

Retreat unit 1 hex, losing the number of steps called for plus one, and deactivate.

B) If unit does not retreat, it remains in

the assault hex, losing the number of steps called for. Units do not deactivate.

UNIT FAILS TQ CHECK

A) If unit retreats, re-embark assaulting units, losing double the number of steps called for. Units are *not* broken, but are deactivated. **or**

Retreat unit 1 hex, losing double the number of steps called for, plus one. Units involved are broken and deactivated. Beach-head OSB's are permitted in the hex retreated to.

B) If unit does not retreat, it remains in the assault hex, losing the number of steps called for, and is deactivated.

TRANSPORT SHIPPING NOT AVAILABLE

If the amphibious shipping is *not* available, apply the following results:

UNIT PASSES TQ CHECK

A) If unit retreats, retreat unit 1 hex, losing the number of steps called for, plus one. Unit is deactivated. No Beach-head OSB is permitted in the hex retreated to.

B) If unit does not retreat, it remains in the assault hex, losing the number of steps called for, and is not deactivated. No Beach-head OSB is permitted in the hex.

UNIT FAILS TQ CHECK

A) If unit retreats, retreat it 1 hex, losing triple the number of steps called for. Unit is broken and deactivated. No Beach-head OSB is permitted in the hex retreated to.

B) If unit does not retreat, it remains in the assault hex, losing the number of steps called for, and is deactivated. No Beach-head OSB is permitted in the hex.

[17.1.14] OPTIONAL RULE: Reinforcing Amphibious Assault Beach-heads

Player's Note: (This Optional Rule is presented here for convenience purposes only). The existing amphibious assault planning time mechanics, whereby only the initially-assaulting units are subject to planning requirements, can lead to abuse. For example, a player may, during the 3rd Naval Phase of a G/T, land a 1-step unit (with little or no planning time required) in an undefended hex. Then, during the

1st Naval Phase of the following G/T, he may land (say) two full-strength divisions in that same hex, without any planning delay which otherwise might have been substantial. The following rule serves to reduce the capabilities of players to skirt amphibious planning time requirements by this technique.

For the purpose of amphibious assault planning times, advance planning is required for all initially-assaulting units, *plus* any friendly ground units debarked into hexes controlled, or made friendly by, the initially-assaulting units through *two* complete Ground Phases—including the Ground Phase of the initial amphibious assault. *Example:* See *Examples of Play Booklet*.

Example, Amphibious Assault (see Examples of Play Booklet)

[17.2] Bombardment Mission

(BMB: Engagement Value 4)

Ships assigned to attack enemy “land” targets in the same hex are performing a Bombardment Mission. Land targets include: Enemy ports, airbases, ground units (including fortifications), and Offensive Support Bases (OSB's).

Procedure: BB, BC, CA, CL & DD units (only) which begin a Naval Phase in a hex containing an enemy land target, or move to such a hex during the phase, may perform a BMB mission. The owning player totals the Bombardment Strength of the attacking ships. This indicates the proper column to be used on the appropriate *Bombardment Table* (see 11.0). 2D6 are rolled, and the result is cross-indexed with the proper column, producing a combat result which is either applied or recorded (in the case of bombardment of ground units) immediately.

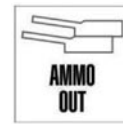
Plotting

On the TF's index card, the player records:

- The specific hex in which the bombardment is to occur.
- The specific ground target in the hex to be attacked (necessary if more than one possible target is present). Note: Ground units and fortifications are always targeted together.

[17.2.1] BMB missions require the expenditure of one hex's worth of Naval

MP's. A given TF may bombard only one target per Naval Phase.



[17.2.2] Ammo Depletion Effects

Ships may use up to half of their (allotted; see 17.2.3) Surface Attack (gunnery) strength in a BMB mission and retain their normal gunnery strengths thereafter. Such ships are marked with “Naval BMB (1/2)” markers. Such BMB missions may be used only once. Any further naval BMB missions (full strength or not) have their firing ships' gunnery strengths halved (“Ammo 1/2” markers affixed to such ships).

Ships that execute a 2nd BMB mission before returning to port are marked either “Ammo 1/2” (if their 1st BMB used half or less of their gunnery strengths) or “Ammo Out” (if their 1st BMB used greater than half of it).

Ships engaging in surface combat while marked “Ammo 1/2” have their gunnery ratings individually halved (rounded *down*). Ships engaging while marked “Ammo Out” have a surface attack (gunnery rating)/Bombardment strength of “0” until they have returned, and have been deactivated at, a friendly port. Such ships are considered to be non-combatants when deployed on the *Surface/Surface Tactical Display*.

The ability of “out-of-ammo” ships to perform *other* naval missions (i.e., those not requiring the use of gunnery strength) is not affected, nor are ships' AA strengths in any case.

[17.2.3] Ship Bombardment Strengths

- BB's, BC's, and USN CA's: Use printed Surface Attack (Gunnery) strength.
- IJN, CW (RN/ANZAC) CA's: Use printed gunnery strength-3.
- CL's: The bombardment strength of all CL's is “2.” *Exception:* US CL's with pennant numbers of 40+ (but not CLAA's) use their printed gunnery strengths. *Player's Note: These ships had CA displacements and differed little from CA's, except in possessing 12 or 15 6” rapid-fire guns—instead*

of nine 8" guns.

- DD's: The bombardment strength of all DD's is "1."

[17.2.4] Naval Bombardment: Airbases

Naval bombardments of island airbases (defined as an airbase occupying an island on the Strategic Map which is no larger than three hexes in size) are performed as per 11.3 - 5.

Naval bombardments of non-island (as defined above) coastal airbases requires a DR (1D10) immediately prior to resolving that bombardment. The DR result indicates the actual percentage (rounded to the nearest whole number; rounding .5 up) of the ships' total Bombardment Value used in that attack. Note: "0" is still read as "zero," not as "ten." Thus, the maximum percentage for any such bombardment is 90% of the printed firing ships' bombardment strengths present.

In addition, a +3 DRM to this DR applies in all such attacks against jungle hexes.

Player's Note: It is assumed that, in jungle terrain, whether on strategic or tactical maps, airfields of necessity would be sited closer to the coast, thereby making them actually more vulnerable to naval bombardments.

In the case of naval bombardments vs. non-island ports or other installations (e.g., fortifications), the same rule applies (1D10 DR required).

[17.2.5] USN Naval bombardments suffer adverse column shifts, depending on the date (see 11.7, and *Bombardment Tables*).

[17.3] Emergency Transport

(ETRAN: Engagement Value: 1)

DD, CL/CA, AV and CVS units assigned to transport friendly ground units are performing an ETRAN mission. All DD's, AV's and CVS's, and Japanese (only) CA's/CL's may perform this mission.

ETRAN Procedure

Any combination of three (undamaged and eligible) CL's/DD's may embark, transport, and debark one step of ground units. Each TF performing an ETRAN

mission must spend an additional 5 MP's per step in both the embarkation and debarkation hexes. *Exception:* Barges (see 17.3.8). Ships performing ETRAN missions may not transport engineer or mechanized/motorized units.

AV's/CVS's require combinations of two (undamaged; any flavor) in order to transport 1 ground step. Note that these ships may have no AP's embarked while performing ETRAN missions.

IJN CA's. Commencing with cycle 0/13/43, undamaged Japanese CA's may transport ground steps, with 2x CA's required to transport 1 ground step.

IJN CL's 6a, 7a. Japanese CL's *Kitakami* and *Oi* (not CL's 6, 7—only once modified) function as normal transports (17.8), *not* as ETRAN ships.

Plotting

On the TF's index card, the owning player records:

- The hex in which the units are to be embarked.
- The specific units which will be transported.
- The hex in which the units are to be debarked.

[17.3.1] Ships performing an ETRAN mission must embark and debark transported units during the *same Naval Phase*. Ground units may never end a Naval Phase while "loaded" aboard ETRAN ships.

[17.3.2] No advance planning or preparation is required.

[17.3.3] ETRAN missions must be conducted at the highest speed class the transporting ships' TF is capable of operating at. *Exception:* Barges (see 17.3.8).

[17.3.4] Units transported by ETRAN may not be debarked in a hex occupied by enemy ground units (excluding intrinsic garrisons—they do *not* constitute "occupied" hexes for this purpose).

[17.3.5] CA/CL/DD units performing an ETRAN mission have their Surface Attack/Bombardment strength halved (rounded down) during the entire Naval Phase. Also, the Japanese CL/DD Column Shift Bonus (see 19.5) does not apply to ships with ground troops embarked.

[17.3.6] Note that transport by APD's/DET's is not considered an ETRAN mission. Ground troops transported by these ship types may be used to conduct amphibious assaults. Rule sections 17.1 & 17.8 govern the use of APD's/DET's.

[17.3.7] See also 22.8 (submarine transport).

[17.3.8] Japanese Barge Transport



Japanese barge counters represent, generally speaking, approximately 10 "Daihatsu" or "MLC" type motored barges. Each barge counter has a load capacity of 1 infantry step. A finite counter limit of 10 barge counters exists. The normal ETRAN rules (above) do not apply to barge movement. Barge counters are "free;" no CP cost is associated with their use.

Unless towed (see below), barges are restricted to coastal hex sea movement only. If moving exclusively at night (which they may) barges have, during *each Naval Phase*, a naval MP allowance of 18. If not moving exclusively at night, barges have a naval MP allowance (again, during each Naval Phase) of 36, and a night movement allowance of 15.

Barges eligible for use are maintained in the Japanese MS pool. Barges may be deployed from this pool during any Naval Phase, in any friendly-controlled, linked coastal hex.

Unlike normal naval transport, embarkation/debarkation to/from barges costs no naval MP's. Barges may thus embark a unit, move their full MP allowance, and debark that unit within a single Naval Phase.

Immediately following their use (i.e., after they debark their ground unit cargo) barges, if not sunk, are rolled for (1D6) to determine their reappearance, in the MS pool, as a reinforcement. The DR result indicates the number of (regular) G/T's ahead the barge counter is placed. At the *outset* of that G/T, it is placed into the Japanese MS pool, and is immediately available. **Note:** No DR may delay a barge's return past the next-to-come Strategic Cycle.

Barges may be attacked at any point during their on-map existence by eligible

MTB's (see *MTB Attack Tables*), and/or by enemy AP's. For air search purposes, they function as if they were a TF. For air attack purposes, they are considered to possess a *basic* target speed class of "1," with a defense value of "1." Any critical hit obtained against them results in their automatic sinking. If a barge is sunk, its cargo is lost.

Barges under their own power may not be part of a TF. They may move with other barges, but not with any other kind of vessel.

Night air attacks on barges moving at night are conducted, by eligible Allied AP's, as per 14.2.2, with the additional provision that Allied coast-watcher searches (see 13.8) at night *do* "locate" barges for Allied night-capable special strikes.

Unless scenario instructions indicate to the contrary, barges sunk by enemy action are immediately rolled for (1D6). The DR result indicates the number of *cycles* ahead the counter is placed—arriving during that Strategic Cycle, into the Japanese MS pool, as a reinforcement.

Allied *subrons* have no effect against barge movement. *Possible exception:* "towed" barges (see below).

Towing Barges. Barges may be moved into non-coastal sea hexes only via towing. Any Japanese ship CL or smaller may tow barges.

Any combination of 4 such ships (DD's, DE's, APD's/DET's & CD's counting as two each) may "tow" 1 barge counter.

Towed barges retain a ground load capacity of 1 infantry step. Towing ships, if otherwise eligible (per 17.3) may carry ground units while towing barges.

Ships towing barges are performing an ETRAN mission. As such, they must tow and detach their barge cargo during the same single Naval Movement Phase. Such missions are performed, though, as Speed Class 2.

Towed barges may only be "cut adrift," or landed, in coastal hexes—any except enemy-occupied ones, as per 17.3.4. Towed barges may be cut adrift (e.g., to avoid extra liability to damage if attacked) in non-coastal hexes. But,

doing so results in the loss of the towed barge, along with its cargo, if any.

Towing ships have their Screening Values lowered, both against subs and MTB's. They are also more vulnerable to MTB's (see *MTB Hit Tables*).

Barges towed to coastal hexes, and cut adrift there, resume their inherent MP capability, but not in the same Naval Phase in which released. Rather, they may move on their own commencing with the immediately-following Naval Phase.

[17.4] Evacuation Mission

(EVAC: Engagement Value 1)

Ships assigned to evacuate friendly ground units (in ground operations terms, a "withdrawal;" see 23.9) from enemy-occupied hexes are performing an EVAC mission. Any ship capable of performing sea transport may conduct an EVAC mission.

[17.4.1] Ships/TF's performing EVAC missions must be present in the embarkation hex *during the Ground Phase* in order to embark ground units.

Embarkation of these ground units is performed during the friendly Ground Segment, and costs no ground or naval MP's. The ground units themselves need not be "activated."

During the EVAC TF's *next eligible* active Naval Phase, it may move away from the embarkation hex.

[17.4.2] Ground units may not be embarked in enemy-occupied hexes except via this mission. Ships' transport load capacities are as normal for either ETRAN ships or normal (17.8) transport types.

EVAC Plotting

On the EVAC TF's index card, the owning player records:

- The hex in which the units are to be embarked.
- The specific units which will be evacuated.
- The hex in which the units are to be debarked.

[17.5] Reaction Mission

(REAC: Engagement Value: Surface Combat TF's = 14; Carrier TF's = variable)

Ships assigned to intercept moving enemy TF's and engage do so by performing a REAC mission. A TF assigned a REAC mission does not move until it is "triggered" by a moving enemy TF during a Naval Phase. Thereafter, the two opposing TF's move simultaneously, until a maximum of one-half the Movement Allowance of the reacting TF is expended.

Procedure: A REAC TF may be triggered only by an active friendly search contact (i.e., either a current "Located" marker is present on the triggering TF, or that TF has been successfully contacted via sub or MTB search during the current Naval Phase). Any type of search contact may trigger reaction. Once triggered, the reacting TF is immediately free to conduct normal movement, but it does so simultaneously with the triggering enemy TF. The two opposing TF's move at the same time, expending MP's on a hex-per-hex basis, if such hexes have the same MP cost (if not, movement is expended on a *MP cost* basis).

Plotting

On the TF's index card the player records the TF's hex location when it begins the REAC mission.

[17.5.1] A TF performing a REAC mission may be triggered by an enemy TF, and declare a REAC move, if:

- A) The reacting TF is capable of, or reasonably capable of, reaching the triggering TF during that REAC move, **or**
- B) The reverse is true (i.e., the *triggering* TF being capable of reaching the reacting TF).

Player's Note: Since a REAC move is not pre-plotted, and hence entitles the reacting side to virtually complete freedom of action, it is not realistic to allow any REAC TF, wherever situated (e.g., such a TF could be thousands of miles away) to perform REAC movement by a single triggering TF. The intent and purpose of REAC missions is to facilitate (or perhaps avoid) engagement. Otherwise, both sides could assign REAC missions to all their TF's—clearly an abuse of at least the spirit of the rule. The "reasonably capable" caveat is necessary, in that a reacting side does not know a triggering TF's ultimate destination—hence it could be capable of reaching it.

Once it is triggered, the owning player has complete freedom of movement with that TF. He may choose to move it some, none or all of its eligible reaction movement, in any direction. However, a TF performing a REAC mission may attempt to engage *only* the triggering enemy TF. Reacting TF's may not perform BMB missions.

[17.5.2] A TF may perform other *non-combat* missions in the same phase before beginning its REAC mission. If a TF does so, it may “react” up to ½ of its remaining movement allowance.

[17.5.3] After all TF's of both sides have completed their plotted missions, any remaining *active* TF's assigned a REAC mission (i.e., those that have not moved) are automatically triggered, if the owning player desires, and may expend their remaining movement allowance by performing any *non-combat* or a Movement Mission. Such TF's may not attempt to engage enemy TF's, but may still trigger enemy REAC TF's and be engaged by those enemy TF's.

[17.5.4] A TF assigned a REAC mission may be triggered only once during a Naval Phase. Once a REAC TF has finished its reaction movement, it may not move again in the current phase.

Reaction TF's “active” status is immaterial in judging reaction eligibility. In other words, if a TF is *eligible* to be active during a Naval Phase, and has a REAC mission, it need not be automatically be made “active” in a given phase.

Examples: 1) A TF operating at speed class 2 has a MOVE/REAC mission. It is the 3rd Naval Phase of a G/T, and this TF has already moved in the 1st two Naval Phases. Though its mission is “REAC,” it is *not* eligible to be triggered in the 3rd Naval Phase. 2) Same TF, 1st Naval Phase: If this TF is not triggered during the 1st Naval Phase—and performs no other mission—it is not considered to have been “active” during the 1st Naval Phase, despite the fact that it possesses a REAC code on its plot card *for* that 1st Naval Phase.

[17.5.5] When opposing TF's are moving simultaneously on the map, the reacting TF is considered to move second. That is, it may move one hex *after* the enemy

TF has done so (assuming the hexes have the same MP cost; if not, see 17.5.10). Of course, if the enemy TF stops expending MP's and the reacting TF still has eligible reaction MP's remaining, it may continue to expend them as the owning player desires, per 17.5.2.

[17.5.6] When opposing TF's are moving simultaneously as a result of a REAC move, no other TF may move (including others perhaps on REAC status) until both the involved TF's have concluded their moves. In other words, there is no “counter-interception,” or “counter-reaction” to reacting TF's.

All TF's moving during a REAC movement—both triggering and reacting—are subject to normal air search and special strike procedures, both from Carrier TF's (even those not moving nor reacting) and from land bases.

[17.5.7] Carrier TF's

Carrier TF's are eligible to be assigned REAC missions. Their EV may be assigned by the owning player when their mission is initially plotted. 16.4.7 applies.

A reacting carrier TF's movement is governed by the same rules pertaining to reacting surface TF's.

Reacting carrier TF's are an (but not the only) instance wherein *moving* TF's may conduct air searches. Reacting carrier TF's may announce and conduct air searches as if they were a stationary TF. All normal air search rules apply.

Likewise, a *triggering* carrier TF may also conduct air searches as it moves—but only against enemy reacting TF's.

Special (naval) strikes may be announced by reacting and triggering carrier TF's at any point during their movement. Such strikes are plotted and conducted as are normal special strikes occurring during the Naval Phase, as if the launching TF(s) were stationary. Special strikes, as always, may only be launched against moving enemy TF's.

Player's Note: Reaction carrier TF's and special strikes emanating from them are heavily-influenced by the admiral in command of the TF (see 8.1.3).

[17.5.8] A TF that is debarking cargo (i.e., is expending naval MP's while debarking) that triggers an enemy REAC move-

ment *is* considered to be “moving,” for purposes of expending concurrent moves with the reacting enemy TF—despite the fact that the triggering TF may not actually be physically moving hex-to-hex on the map.

In such cases, triggering TF's may, at any time, suspend or cancel debarkation and instead use remaining MP's to move normally.

[17.5.9] Dummy TF's may be assigned (and may execute) REAC missions, until/unless they are definitively revealed as “dummies.”

[17.5.10] If movement area MP costs are not equal for triggering and reacting TF's, use the following procedures:

A) If the reacting TF hex MP costs are *less than* that for the triggering TF, no adjustment is required—the reacting TF may enter such hexes “one-for-one.”

B) If the reacting TF hex MP costs are *greater than* that for the triggering TF, 2D6 are rolled prior to the REAC TF attempting entry. On any DR other than “doubles,” the REAC movement is allowed. If a DR of “doubles” occurs, that single hex naval REAC movement is disallowed, *but* thereafter no further DR's are required.

[17.6] Allied ASW Sweep

(SWEEP: Engagement Value 0)

Allied ships assigned to attack Japanese *subrons* are performing an ASW Sweep Mission.

Procedure: Allied ships with a Screening Value may attack Japanese *subrons* by entering the hex containing the *subron* marker. The Allied player then totals the Screening Value of all ships in the ASW Sweep TF, rolls 1D6, and cross-indexes the result on the *ASW Table* (see charts). He then completes the attack procedure by rolling 2D6, as in the normal ASW counterattack (22.7.2) procedure.

Example: (See *Examples of Play Booklet*)

Plotting

(Same as for Movement Missions; see 17.7).

[17.6.1] Ships performing an ASW Sweep expend twice the usual number of MP's to enter each hex during each active Naval Phase.

Additionally, if remaining on-station in an enemy *subron's* hex, conducting an ASW sweep in that hex consumes 40 Naval MP's (regardless of operative speed class).

[17.6.2] Allied TF's may be plotted to perform ASW Sweeps in any G/T, beginning with the 1/44 cycle. Japanese TF's may never perform ASW Sweeps. Beginning 1/45, US CVE's become eligible to participate in ASW Sweeps.

[17.6.3] Each subron may be attacked once per Naval Phase by each active ASW TF. However, there is no limit (save for available MP's) to the number of *separate* subrons an individual ASW TF may attack in the same Naval Phase.

[17.6.4] Only one squadron (the largest) allocated to a subron may be attacked in any given Naval Phase, and all results of the attack are applied openly. Thus, if a "dummy" subron is attacked in this fashion, it must be revealed to be a dummy.

[17.6.5] Magic Expenditure Requirement

Each Allied ASW Sweep TF requires the expenditure of one (any flavor) non-blank "magic" chit.

[17.7] Movement Mission

(MOVE: Engagement Value variable—see 17.16.5)

TF's containing any aircraft carriers (with any non-ferried combat AP's embarked), or with an assigned Engagement Value greater than "0," if assigned a MOVE mission are considered to be performing a COMBAT MOVE mission.

Any other MOVE mission is considered a non-combat mission.

Player's Note: The above distinctions are important primarily in determining HQ Activation requirements prior to such TF's activation. See 29.3.

NON-COMBAT MISSIONS

[17.8] Transport Mission

(TRAN: Engagement Value 1)

In addition to performing amphibious assaults, APA's/APB's, MSU's, APD's/DET's, and AV's/CVS's (which may carry 1 step each only) may embark, carry, and debark ground and air units into friendly-controlled hexes (AP's may be transported only by APA's/APB's and MSU's).

The procedure for doing so is the same as for an amphibious assault, except that no advance planning is required. Also, each MS Load Capacity carries 1 ground step, or 1 Air Block Load Point.

Ground units need not be activated to be eligible for transport.

Japanese CL's 6a, 7a (*Kitakami, Oi*, when modified) may function as transports, with a Load Capacity of 2 steps of infantry each. Their counters are specially-marked "TR" to reflect this. These two ships do not function as ETRAN shipping; they function as normal transports.

Engineer Units. Each Engineer step counts as two ground steps for all naval transport purposes.

[17.8.1] Merchant Shipping Pools

APA, APB, MSU, and APD/DET units may be kept in MS shipping "pools." These units may be removed from the map in any linked friendly port, and from there placed into the pool. Placement into MS pools may occur only during Strategic G/T's—during the Merchant Shipping Phase.

[17.8.2] When a player needs transport shipping, he may pay the normal activation cost for the unit(s) he desires, remove the unit(s) from the MS pool and place them directly into any friendly on-map linked port. The CP expenditure counts as the activation cost for these units.

[17.8.3] Placing units in the MS pool is entirely optional.

[17.8.4] Removing (or using) transports from the MS pool does not eliminate the need for advance planning (see 17.1) required prior to amphibious assaults. In such cases, amphibious transports in the MS pool may remain in the MS pool throughout the duration of required planning time—but should be clearly-marked (e.g., with "hit" markers corresponding to an assigned # on the *Amphibious Ops Planning Log*) as such.

Player's Note: This "get transport" function is intended to speed play and eliminate the otherwise-necessary numerous transport TF's traversing the map, devoid of cargo.

[17.8.5] Allied MS Pools

Two Allied MS pools exist: One for the CW, and one for the US. MSU eligibility for placement into the Allied MS pools depends on the country (CW—in-

cluding British-allied CW countries—or US) controlling the port the MSU occupies. For purposes of this rule section, APA's/APB's are counted as "MSU's."

MSU's may be placed into the **CW MS Pool** from any CW-controlled port, including Australia.

MSU's may be placed into the **US MS Pool** from any US-controlled port, or from any CW-controlled port within Command Range of any US Combined or Fleet HQ.

For purposes of this rule, any CW-controlled port hex which contains a US Combined or Fleet HQ is considered US-controlled—unless there happens to be a similar-status CW HQ, or OSB, also occupying that same hex.

Removal of MSU's from the two Allied pools is the reverse of the above.

For CP cost, MSU's may be removed from either of the two Allied MS pools, to be placed into ports controlled by the *other*, at three times the normal CP activation cost per ship.

See 52.6.2 regarding newly-arriving Allied MS units from the production/reinforcement process.

[17.8.6] Tactical Merchant Shipping

MSU's function as normal Speed Class 1 ships. MSU's are represented by TF markers and, like other ships, are placed on the *TF Display*.

Cargo (air or ground units) may be embarked onto an MSU up to the limit of its Load Capacity. The number of AP's which equal 1 Load Point varies from block type to block type, and are listed on each sides' *Air Point Charts*.

An MSU must spend the required number of MP's in the same hex as the embarking or debarking unit(s). Cargo being carried by MSU's is indicated by placing the units in question under the MSU's on the *TF Display*.

MSU's may embark or debark ground units in any coastal hex, regardless of terrain. MSU's debarking units in enemy-occupied (or controlled) hexes are performing an amphibious assault, and are subject to the same amount of advance planning as set forth in 17.1.

[17.8.7] Debarking Cargo: General

Cargo may be debarked into any

friendly-controlled hex (port, anchorage, or a non-port hex). Debarkation of cargo entails Naval MP costs to the transporting ship (see charts). MP costs are per ground step (or equivalent ground step), or load point.

Air Points may not be debarked (“un-crated”) in non-airbase hexes.

[17.8.8] If loaded transports do not possess sufficient Naval MP’s to complete off-loading their cargo in the same Naval Phase in which they *begin* off-loading, the owning player may complete off-loading in one of two ways:

- 1) The transporting ships may continue off-loading, paying the required Naval MP costs to do so, the next Naval Phase in which they are eligible to be active.
- 2) If in a port or anchorage, the transporting ships may be deactivated upon entering that port. As with all naval deactivations, the actual deactivation of these ships is considered complete after the immediately-following Naval Phase. Thus, such ships’ cargo is considered off-loaded, in total, at the end of that subsequent Naval Phase.

[17.8.9] Queen Mary Transport

Arriving cycle 0/1/43, the Allied player has 1 special transport counter—the *Queen Mary*. The *QM* transport may be used to transport cargo to/from the *Allied Off-map Movement Display* only. Thus, it must have, either as its origin or terminus, an Allied off-map display port.

The *QM* counter has no activation point cost, and when not carrying cargo is considered to occupy the Allied MS Pool.

Player’s Note: This counter represents the fast transport capabilities of the R.M.S. *Queen Mary* (and various other converted ocean liners) which ferried large numbers of troops to the P.T.O.

[17.9] Fueling Mission

(FUEL: Engagement Value 0)

Ships assigned to refuel at sea (either *receiving* fuel or *delivering* it) are performing a fueling mission.

Procedure: Ships at sea may receive fuel from oilers (AO’s) only. TF’s perform-

ing a FUEL mission (both the fueling TF and the TF *receiving* the fuel) must expend additional naval MP’s in the hex in which the fueling occurs. MP expenditures vary:

USN: (Total fueling points expended* x 2) + 20

IJN: (Total fueling points expended* x 3) + 25

CW: (Total fueling points expended* x 3) + 40

* In terms of CP’s, or basic activation costs for all ships fueled. *Exception:* 17.9.6.

[17.9.1] FUEL Plotting

On the TF’s index card the player records:

- The hex in which the fueling will occur.
- The specific source that will be used (necessary if more than one possible source is present in the hex).

[17.9.2] AO Fuel Capacity

Each AO counter has its fueling capacity (in terms of the number of ship activation points it may refuel) printed on its counter.

[17.9.3] AO activation costs are variable, depending on their capacities and where they sortie from (see *Activation Costs Summary*; charts). Note: The activation costs for AO’s performing a Movement mission only (i.e., “empty”) is a *basic* “1.”

AO (refueling) TF’s are only required to return to port when all AO’s in the TF have expended their fuel carried. Note: To record an AO TF’s fuel status, players should place “fuel” markers, with the appropriate numbered “hit” marker underneath, beneath the AO counter on the TF display.

AO TF’s have the same fueling requirements as normal TF’s of their speed class, but can refuel themselves at sea by expending the required MP amounts as described in 17.9, above.

[17.9.4] Refueling in Rough Weather

TF’s fueling at sea in Squall hexes must add 25% (rounded up) to their net fueling MP costs. TF’s may not fuel at sea in Storm (or Typhoon) hexes.

[17.9.5] CW At-sea Refueling Restriction

This rule applies to CW TF’s. For these purposes, these are defined as either:

- Containing any British *Commanding Admiral* **or**
- Consisting of a majority of CW (including Australian) ships

CW TF’s may not refuel at sea until Cycle 2/44, when the 1st RN AO’s arrive. *Exception:* See below.

Prior to 2/44, CW ships may be refueled by USN AO’s *if* they are part of a US-commanded (hence, primarily USN) TF. If done, however, the entire TF uses the CW fueling MP costs. Additionally, each CW ship so-fueled (i.e., prior to 2/44; including DD’s) costs double its activation cost to refuel at sea.

[17.9.6] Destroyer Exception

Note: For purposes of this rule, where “DD” is mentioned, it refers to DD’s, DE’s, APD’s & DET’s.

DD’s are not required to “fuel” at sea from AO’s. When part of a larger TF containing larger ships (for purposes of this rule, defined as)...

- Capital ships
- Carriers (CV’s, CVL’s, XCV’s, CVB’s only)
- CL’s

... and that TF is refueled at sea, DD’s may be assumed to be refueled *by* those ships. DD’s are refueled “automatically” on a one-for-one basis (i.e., 1x eligible ship to 1x DD).

DD’s in excess of the number of eligible fueling warships *must be* refueled directly from AO’s.

Restriction. DD’s may not be refueled by the above ship types without the presence of AO’s.

Player’s Note: When refueling at sea, both sides usually “topped off” the DD’s first from the bigger ships (especially carriers). Then, the AO’s would replenish the bigger ships’ bunkers. DD’s could not operate for long, in any case, without regular refueling.

[17.9.7] AO’s as Tankers

(See 28.7 for additional roles for AO’s)

[17.10] LINK Mission

(LINK: Engagement Value 0)

A TF assigned to move and conduct missions simultaneously with another friendly TF is performing a LINK Mission. A TF may “link” with any number of other TF’s during a Naval Phase.

Procedure: TF’s “linked” together by a LINK mission must begin and/or end the Naval Phase in the same hex. TF’s linked together are treated as a single TF for purposes of executing movement (this is one of the few instances wherein a side is permitted to move two—or more—TF’s at the same time).

Plotting: On the TF’s index card the player records the number of the TF that is linking with—and the same for all TF’s involved, along with the specific combat or non-combat mission(s) to be performed.

[17.11] Regroup Mission

(REGP: Engagement Value 0)

Ships that change the composition of their TF are performing a REGP mission.

Procedure: To transfer ships between existing TF’s, the two TF’s involved must be in the same hex (judged at the moment of Regrouping). The TF’s may begin and/or end the Naval Movement Phase in different hexes. Ships that have been transferred to a different TF must be removed from their TF Box on the *TF Display* and placed in the box of the TF to which they are transferring—done at the moment of regrouping.

Players may also use a REGP mission to deploy dummy TF’s. The owning player simply places the dummy TF marker in a hex which already contains a friendly TF (potentially including one containing another dummy TF).

Plotting

On the TF’s index card the player records:

- The hex in which the Regrouping is to take place.
- The number of the TF to which the units will be transferred.
- The designations of the ships that will be transferred.
- The number of the dummy TF to be deployed (if any).

[17.12] Combining Missions

Within the following restrictions, a TF may perform any number of missions in the same Naval Phase.

[17.12.1] A TF may be plotted to perform the *same mission* more than once in the same Naval Phase (*Exception:* 17.12.2, below).

[17.12.2] A TF may be plotted to perform only one combat mission type in a given Naval Phase. This mission may be combined with any number of non-combat missions. *Exception:* 17.12.3.

[17.12.3] Ships assigned to perform an Amphibious Assault Mission (e.g., surface warships assigned to an Amphibious TF) may perform a Bombardment Mission in the hex in which the assault occurs.

[17.12.4] When a TF has more than one mission assigned to it, the owning player should record the required mission plots in the order that the missions will be carried out.

[17.13] Movement Mission

(MOVE: Engagement Value variable)

Ships assigned to move from one hex to another are performing a MOVE Mission. Note: Most procedures set forth in this section pertain to naval movement generally (i.e., pertaining to *all* naval missions, not just to MOVE missions). Generally-speaking, most naval missions include a MOVE mission inherent therein.

Plotting

On the TF’s index card the player records:

- The hex in which the TF is beginning the Naval Phase
- The hex in which the TF will end the Naval Phase

[17.13.1] During each Active Naval Phase, each TF may move up to the MP limits set by its speed class (see *Naval Movement Allowance Chart*). The speed class of a TF may not exceed the lowest speed class of any ship in a TF. Players may voluntarily reduce the speed class of their TF’s to minimize their fueling requirements (see 18.2).

[17.13.2] For summary of naval movement and speed class, see charts.

[17.13.3] When a TF enters a hex, it must pay the cost in MP’s to enter that hex. This cost will vary, depending on what Movement Area the TF is in. *Example:* A TF expends 4 MP’s to enter a hex in the Arctic Movement Area; it expends 5 MP’s to enter a hex in the Temperate Movement Area.

[17.13.4] A TF may not expend more MP’s than its total Movement Allowance. Nor may a TF move in a Naval Phase in which it is not “active.”

[17.13.5] MP’s may not be “saved” from phase to phase, or from G/T to G/T. Nor may MP’s be “loaned” from one TF to another.

[17.13.6] The actual movement of TF markers may be executed by the players in any order they desire. Each player refers to his written movement plot and moves each of his TF’s accordingly. There are no restrictions on the number of TF’s that may exist in a single hex at sea on the map.

[17.13.7] TF’s may not cross land hexes, nor those few marked blocked hexes prohibited to ships.

[17.13.8] MOVE Missions are considered non-combat missions, *unless* a TF contains carriers (with non-ferried AP’s embarked), or surface warships with an EV of greater than zero (see 17.7).

[17.13.9] MP capabilities of Japanese ships are potentially reduced. See 60.13 (Japanese Merchant Shipping Point Level).

[17.13.10] Activation, Fuel Grace Periods

TF’s/ships which are assigned and perform as follows are exempt from CP activation costs:

- Possess a MOVE-only mission, *solely* to change base—moving from one port to another; *and*
- Possess an EV of ≤ 1; *and*
- Reach their destination port in a single Naval Phase (the same phase as the one they sortie in); *and*
- Are “deactivated” immediately upon reaching that destination port.

[17.14] Towing Mission

(TOW: Engagement Value 4)

Ships assigned to assist in the movement of disabled ships (“D4” damage level) are performing a TOW Mission.

Procedure: Towing ships must spend an additional 20 MP’s in the hex with the disabled ship. Thereafter, the two ships move together as a speed class 1 TF.

Plotting

On the TF’s index card the player records:

- The specific hex in which the tow is to begin
- The specific unit to be towed (if more than one eligible ship is present)

[17.14.1] Only Japanese CL’s, DD’s and DE’s may tow Japanese ships.

[17.14.2] Until Cycle 1/43, only Allied DD’s and DE’s may tow Allied ships. Thereafter, Allied CV, CVL, CVE, BB, BC, CA and CL’s may tow any Allied ship with an activation point cost of 1 or less.

[17.14.3] Within the above restrictions, any ship may tow any other friendly ship. Ships may never tow enemy ships.

[17.14.4] Once the tow is accomplished, the movement allowance of both ships is reduced as if the towing unit had its speed class reduced to 1 (due to damage) in that hex. Of course, this would apply only if the towing ship began the phase as a speed class 2 or 3 unit.

[17.14.5] If the ships are placed on the *Air/Surface* or *Surface/Surface Tactical Display*, the tow is considered to be “broken,” and both ships revert back to their pre-towing status. Afterwards, the tow may be re-established by expending another 20 MP’s in the hex.

[17.14.6] If subjected to submarine or MTB attack, both ships must be placed in the same defensive group. Additionally, both ships have “2” added to all attack DR’s on the *Submarine & MTB Hit Tables*. They still remain as separate targets.

[17.14.7] Ships being towed are considered to have the same fuel status—though they do not require refueling as long as they are being towed—as the ship which is performing the tow.

[17.15] AMMO Replenishment

(AMMO: Engagement Value 0)



Tactical MSU’s assigned to replenish surface ships’ ammunition expended, at sea, are performing an AMMO Mission.

Commencing 1/45, USN MSU’s may replenish ammo-depleted USN surface ships at sea.

This mission is performed similarly to at-sea refueling (by AO’s), except that the MSU’s assigned AMMO missions, along with the receiving TF, expend an additional 40 Naval MP’s in the hex in which the replenishment occurs.

[17.15.1] MS Ammo Capacities

Each MSU may replenish ships as follows:

Receiving Ship Status	MSU Status			
	7 (full)	5 (D1)	3 (D2)	1 (D3)
“Ammo ½”	20	15	10	5
“Ammo X”	10	7	5	3

Values listed above indicate the maximum, in terms of *ship activation CP costs*, that may be replenished, at each status.

MSU’s completing AMMO missions should be marked “empty,” as in the case of AO’s upon completion of their fueling mission.

[17.15.2] CP Activation Costs

CP activation costs for MSU’s assigned AMMO missions remains as per the *Activation Costs Summary*.

[17.15.3] CW, and Japanese ships may not be ammo-replenished at sea.

[17.16] Changes in Engagement Value (EV) & Mission Plots

Once their mission plot has been completed, TF’s must perform their assigned missions, regardless of actions or attacks by the enemy, except as listed below. TF’s performing missions also have an EV assigned to them in concert with that mission. This value may not be altered, except as listed below.

Generally, changes to a TF’s EV are permissible only when a mission is changed, whether or not a TF is reorganized.

[17.16.1] A TF that engages in surface combat has its mission plot *voided* for the remainder of the phase. This applies only to those ships which actually fired (attacked an enemy ship) on the *Surface/Surface Tactical Display*. Ships that did not fire may continue their plotted missions, or they may also have their mission plot voided, at the owning player’s option.

[17.16.2] A ship which suffers any damage level may have its mission plot voided and changed at the option of the owning player. If the damaged ship is a capital ship, Screening Forces (of any type) may also have their mission plots voided/changed, up to a maximum Screening Strength of 6. If the damaged ship has a “D4” damage level, then any one ship capable of performing a TOW mission (see 17.14) may have its mission plot voided. This may be done in addition to any Screening Forces for a capital ship.

[17.16.3] If any ship of a TF suffers any damage level during a Naval Phase, the owning player may be allowed to void the mission plot of the *entire TF* under the following circumstances:

- If a TF contains any of the following ships: Aircraft carriers, MSU’s, APA/APB, or AO; *and* any of these units suffer any damage level.
- If the total Defense Strengths of those ships whose mission plots have been voided equals more than 25% of the total Defense Strength of the entire TF, then the owning player may void the plots of some, none, or all of the ships remaining in the TF, at his option.

[17.16.4] Ships and TF’s that have had their mission plots voided may not perform any combat missions for the rest of the Naval Phase, and may not attempt to engage enemy TF’s. Such TF’s have an EV of zero.

[17.16.5] TF’s performing a MOVE mission have a *variable* EV. The owning player must assign (on the mission plot) an EV of between zero and 14 (inclusive) for all TF’s with MOVE missions.

In effect, he is establishing the degree to which the TF is willing to accept surface combat.

[17.16.6] TF's in need of fueling after performing a combat mission have their EV (temporarily) reduced to zero. Note: "in need of fueling," for purposes of this rule, is defined as "possessing only one eligible active phase remaining."

[17.16.7] Squall Hex Effects

If *Optional Rule 59.3* is in effect, TF's may halt movement upon reaching a "squall" hex—thus voiding part of their plotted move.

[17.16.8] Completion of Mission: Assigning New Mission Plots

TF's which have completed a mission (other than "Movement" while still at sea—e.g., "Transport, Amphibious Assault," etc.) may be reorganized upon completion of that mission, and part of that TF (e.g., escorting warships) may be reformed and assigned a *new* mission, and EV.

Example: US TF 6 consists of 1x MSU (embarked: air block), 1x CA, and 3x DD's. Upon reaching the TF's destination port, the MSU's escorting vessels may be detached in that port *hex*, be reformed into a new TF, and may be assigned (during the following Naval Phase) a new mission plot and EV—assuming, of course, that these ships possess sufficient fuel to remain at sea without deactivation.

[17.16.9] Other than the provisions of 17.16.4 & 17.16.6, above, TF EV's may be changed only when that TF's mission has changed.

[18.0] FUELING PERIODS

[18.1] General

The length of time a ship may go without fueling is termed its *fueling period*. Ships operating at Speed Class 3 have a fueling period of once every 3 Active Naval Phases. Ships operating at Speed Class 2 have a fueling period of once every 5 Active Naval Phases. Ships operating at Speed Class 1 have a fueling period of once every 4 Active Naval Phases. Ships that have their speed class reduced to "0" (due to damage) may not be fueled and are considered unsupplied unless they are being towed. See also 18.4.

Ships' fueling requirements must be met by the end of the ships' last allowed active phase. *Example:* A TF which sorties at speed class 3 during the 1st Naval Phase of a G/T must refuel (or enter port and deactivate) by the end of the 3rd Naval Phase of that same G/T.

[18.2] Reducing Speed Class

Players may voluntarily reduce the speed class of ships/TF's in order to increase their required fueling period. A ship doing so is treated in all respects as a ship of that lower speed class for the entire fueling period in question, and has its movement allowance and active phases altered accordingly. Players may not voluntarily reduce ships to a speed class of zero.

[18.2.1] Changing Speed Class: Restrictions

Ships/TF's voluntarily changing their speed class may do so **only at the beginning of the First Naval Phase** (during the Plot Segment) of Game/Turns. They may change their speed class only as follows (see also *Examples of Play Booklet*):

1. **Speed Class 3** ships may convert to Speed Class 2 at the rate of three active phases at that speed (2) for every two Speed Class 3 active phases remaining to the ship. They may convert to Speed Class 1 at the rate of three active phases at that speed (1) for each Speed Class 3 active phase remaining to the ship.
2. **Speed Class 2** ships may *not* convert to Speed Class 3. They may convert to Speed Class 1 at the rate of three active phases at that speed (1) for every two (rounded down) Speed Class 2 active phases remaining to the ship.
3. **Speed Class 1** ships may not convert to Speed Class 3. They may convert to Speed Class 2 at the rate of three active phases at that speed (2) for every two (rounded down) Speed Class 1 active phases remaining to the ship.

Speed Class 1 ships (e.g., tactical MSU's) may only operate at Speed Class 2 *via conversion*. They may not, for example, sortie at Speed Class 2.

Speed Class 1 ships may not convert to Speed Class 2 while using off-map movement.

[18.2.2] Ships that have voluntarily reduced their speed class use their normal, unreduced speed class when resolving all combat and when determining the effects of damage on speed class.

[18.2.3] Any ships changing their speed class via conversion must have performed at least one active phase at their designated speed class (i.e., the one they sortied at) before being eligible to change.

[18.3] "Unsupplied" Ships

Ships/TF's remaining at sea past their required fueling periods are termed "unsupplied." Such ships have their speed class automatically reduced to 1 (unless already reduced to "0" due to damage) for all purposes, including combat, and may not perform any combat mission. Air Points allocated to "unsupplied" carriers may not perform strikes (except for emergency transfer). They may fly CAP missions, but only over their own TF. The Surface Attack/Bombardment Strength and AA strength of "unsupplied" ships is reduced to zero. Their Defense Strength is unaffected.

[18.4] Active Phase Duration

Ships are automatically considered "active" for the specified number of Naval Phases per G/T, even if they have no missions plotted. Thus, a player may not extend the fueling period of ships indefinitely simply by never declaring them "active."

Ships receive the following number of active phases:

Speed Class	TOTAL # of Active Naval Phases	MAXIMUM # of Active Naval Phases Per G/T
1	4	1
2	5	2
3	3	3

[18.4.1] TF's which enter port (to refuel or to be deactivated) may not be disbanded in the same Naval Phase in which they enter. Rather, they must spend the immediately-following Naval Phase in that port before again being eligible to sortie. As such, they are not considered deactivated until the end of the following Naval Phase.

TF's debarking cargo in port do so according to the naval MP's remaining to them when they enter (17.8.7). If unable to complete off-loading during the same Naval Phase in which they enter port, off-loading is considered complete, regardless of the naval MP costs involved, after the immediately-following Naval Phase—at which time the transporting TF must be deactivated.

Note: This includes crated AP's. If transports are deactivated in port, their AP cargoes are uncrated at no naval MP cost. Thus, transports need not be "activated" again, in order to debark cargo, upon reaching port.

[18.5] Port-to-Port Moves

TF's which move solely from port-to-port, in a single Naval Phase, are exempt from fueling requirements (see 17.13.10).

[19.0] SURFACE COMBAT

[19.1] Tactical Sequence

The Surface/Surface (read: "Surface-to-Surface") Tactical Sequence is brought about whenever two opposing TF's in the same hex have successfully *engaged* (i.e., a "contact" result has occurred). A numbered hexfield—the *Surface/Surface Tactical Display*—is used to regulate the movement and combat (fire) of all ships participating. All ships of the engaged TF's are placed on this display prior to surface combat resolution. Players then will maneuver and resolve combat with their ships, according to a special *Tactical Sequence of Play*.

[19.2] The Surface/Surface Tactical Display

(See *Display*)

The *Surface/Surface Tactical Display* is a hexgrid consisting of seven hex columns (35 hexes altogether). It is used to resolve all surface naval combat except MTB's (governed by Rule 60.5). The display is arranged into two identical *sets* of three hex columns. These hex columns are labeled: "Carriers, Non-combatants," and "Combatants." The ships of one side's TF will be deployed in some or all of the hexes of one set of columns; the enemy ships will deploy in some or all of the hexes of the other. A *Neutral Hex*

Column divides each of these sets.

Note that each hex of the *Tactical Display* is numbered with a single digit, from 1 (lowest) to 6 (highest). These numbers regulate the order in which movement and combat take place once the *Tactical Sequence* has been initiated.

[19.2.1] Deployment of Ships on the Display

Once TF's have engaged, both players must place all the ships in those TF's on the *Tactical Display*. Which set (i.e., which side of the neutral column) of columns each side uses is at the players' option. The single (neutral) hex column in the middle of the display may never be used for the *initial deployment* of any ship. Since each player possesses a distinct deployment area, opposing ships may never begin a battle adjacent to an enemy ship.

When deploying ships on the display, the owning player must place any aircraft carriers in the four hexes comprising the hex column labeled *Carriers*. He must place all his *non-combatant ships* (merchant ships, amphibious transports, AO's, and—at each player's option—ships other than DD's/DE's/APD's/DET's with a Damage Level of "D1" or greater) in the five hexes comprising the hex column labeled *Non-Combatants*. Finally, he places all his other ships in the six hexes comprising the hex column labeled *Combatants*. *Exception: Optional Rule 19.2.2* (BB's, daylight engagements).

When deploying ships, the owning player must distribute them equally throughout their proper hex columns. That is, a player may not place two ships in the same hex until all the hexes of that column have at least one ship placed in them, or three ships in the same hex until all have two, etc.

Both players secretly deploy their ships on the display before any are revealed (place a screen in the neutral column to shield initial deployments). If at NIGHT, blank counters (or their equivalent) should be placed atop all actual ship counters, so that their types are not prematurely revealed. When both sides have announced "ready," the screen is removed and the *Surface/Surface Tactical Sequence* begins.

[19.3] Surface/Surface Tactical Sequence

After all ships have been deployed, play proceeds according to a special *Tactical Sequence of Play*. This sequence is followed until all ships of one side have either been sunk or have withdrawn. The *Tactical Sequence* consists of four phases:

A. Active Hex Determination Phase:

After determining *initiative* (16.5) to determine which is the "1st Player," that player rolls 1D6. The result is the number of the first hex that will be "active."

B. 1st Player's Active Phase:

1. *Fire Segment:* The 1st player may perform attacks with all of his ships within range of enemy ships. Firing ships must currently occupy currently "active" hexes (as determined in the preceding phase).

2. *Movement Segment:* The 1st player may move any of his ships that occupy active hexes that did not fire in the preceding *Fire Segment*. Each ship's basic movement allowance is always one hex, in any direction.

C. 2nd Player's Active Phase:

The 2nd player now becomes the phasing player, and carries out *his* Active Phase in the same sequence as in "B."

D. *Terminal Phase:* The players now determine a new "active" hex number. This new active hex number must be the next highest consecutive digit after the immediately-preceding Initial Active Hex. If the preceding active hex was "6," for instance, the new active hex number is "1." Players then repeat Steps B and C, above, with the newly-determined active hex.

Steps B, C, and D are completed six times in this sequence, until each hex numbered 1, 2, 3, 4, 5 or 6 on the *Display* has been active once. When all six numbers have been active, a new *Tactical Sequence* is begun again, with Step A. This process continues until all ships of one side have either been sunk or withdrawn.

Example: (See *Examples of Play Booklet*)

[19.4] Surface Combat

In order to attack ("fire at") enemy

ships, attacking ships must be situated on active hexes. Only ships in active hexes may fire.

[19.4.1] The phasing player must pick a specific target ship. Targeted ships must be within the *range* (in hexes) of the firing ship(s). Note that the ranges for each individual ship are printed on its counter. Ranges are counted in hexes, from the firing ship (exclusive) to the target ship (inclusive).

Those CL's with colored (red or yellow) Surface Attack Strengths (generally, 6" gunned cruisers) fire at half-strength (rounded *down*) at their two-hex range. Only at one-hex range are their full ratings used.

[19.4.2] Two or more ships in an active hex (or different active hexes) may combine their Surface Strengths to attack one enemy target ship, so long as all attacking ships are within range.

[19.4.3] A given ship may never "split" its Surface Attack Strength. It must be used as an intact, whole number against a single target ship. A given ship may not fire more than once in each Tactical Sequence. *Possible Exception:* Admirals (see 20.1; "Surface Combat Value").

[19.4.4] Enemy ships may only be attacked once per Active Phase. Attacks must be directed against individual enemy ships (not stacks).

[19.4.5] Except for 19.4.6, range has no effect on combat, other than prohibiting it altogether when ships are out of range. There is no effect for firing "through" hexes containing enemy or friendly ships (i.e., their presence does not mask other ships' fire), or for the number of ships stacked in a hex.

[19.4.6] BB or BC's firing at DD, DE or CD's in adjacent hexes have all damage points obtained on the *Surface/Surface Damage Table* immediately doubled. The damage points would still be doubled, even if other ships or non-adjacent ships also contribute to the attack.

[19.4.7] The Fire Routine

All surface/surface attacks are resolved according to the following Fire Routine:

STEP 1: The attacking player determines the current Speed Class of the target

ship, and the total Surface Attack Strength of all attacking ships.

STEP 2: Consult the *Surface/Surface Damage Table* (see charts) and cross-index the Speed Class of the target ship with the total Surface Attack Strength of the attacking ships, in order to determine the correct column on the table.

STEP 3: The attacking player rolls 1D6, cross-indexing the Surface Attack Strength with the numbered ship target type (1, 2 or 3). The number indicated is the number of damage points inflicted.

STEP 4: Compare the number of damage points inflicted in STEP 3 to the *current* Defense Strength of the target ship. Reduce this comparison to a simplified odds ratio, rounding *down* to the nearest ratio (*example:* 29 damage points against a ship with a current Defense Strength of "5" yields a ratio of 5:1). This odds ratio determines the column to be used on the *Naval Combat Results Table*.

STEP 5: Consult the proper column (as determined in STEP 4 on the *Naval CRT*). The attacking player rolls 1D6, cross-indexing the DR with the correct odds column. The result indicated is the Damage Level inflicted on the target ship. This result is applied immediately (place the appropriate damage marker on the ship; sunken ships are removed from the *Tactical Display*).



[19.5] Japanese CL/DD Range & Column Shift Bonus

Player's Note: In order to more accurately model the very real superiority of IJN DD's (and certain CL's) over their Allied counterparts—due mainly to greatly superior torpedo functioning and training, and the presence of efficient torpedo reload capabilities aboard many IJN DD classes—certain IJN ships (those with red Range values) possess a range/column shift bonus in naval combat.

Note: This bonus is in effect only in certain circumstances, as detailed in the sections which follow.

Procedure: As ships are deployed onto the *Tactical Display*, all IJN DD's with red range values receive two "Torpedo 1" markers underneath their counters. Similarly-marked IJN CL's receive one each. These markers may be expended during any Tactical Sequence—to a maximum (in the case of DD's) of one marker per Tactical Sequence—in order to gain one of the following two benefits:

1. To increase the ships' range to 2 (**Exception:** Not applicable in those 1st Tactical Sequences where all Japanese CL's/DD's gain this advantage—see 19.10.4) **or**
2. To gain a column shift right (one maximum) on the *Surface/Surface Damage Table*. In order to convey this benefit, all the ships gaining a column shift for a particular die roll must expend a "Torpedo 1" marker. Thus, if 2 IJN DD's (with Surface Attack Ratings totaling "18") combine to attack a particular ship, they may gain a column shift (to the "21-30" column) only by *both* expending a bonus marker.

Admirals' surface combat bonuses (20.1) may not be used to affect this range/column shift bonus advantage in any way.

This range/column shift bonus applies during certain night engagements (19.10.4), and also applies during daylight surface engagements, but only if the Japanese side possesses the "initiative," and the Japanese TF Commander has a superior (i.e., lower) E-Rating than his opposite number.

[19.5.1] ETRAN Restriction

CL's/DD's used as ETRAN (i.e., are loaded with troops) and/or are towing barges do not receive this bonus.

[19.5.2] Tracking Bonus Capability

Japanese CL's/DD's which use their allotment of "Torpedo 1" markers during a surface battle then retain a marker, flipped to its "Torpedo 0" side.

Such ships are ineligible to receive the range/column shift bonus until they have returned to port and have been deactivated, when these "Torpedo 0" markers are removed.

[19.6] Movement on the Tactical Display

To be moved, a ship must occupy an “active” hex. A ship may never be moved more than one hex per Tactical Sequence (*Possible exception:* Admirals; see 20.1). This is true even if a ship is moved from an active hex into another active hex, or into a hex that later becomes active during the same Tactical Sequence.

[19.6.1] Ships that attack enemy ships in the Fire Segment of an Active Phase may not be moved in the following Movement Segment (*Possible exception:* Admirals; 20.1).

[19.6.2] All ships with a Speed Class greater than zero may move a maximum of one hex per phase on the display (*Possible exception:* Admirals). Ships with Speed Class of “0” may not be moved.

[19.6.3] When a ship moves, it may enter any of the 6 adjacent hexes around the hex it currently occupies (*exception:* 19.6.4). Ships may also attempt (or be forced to attempt) to withdraw from the display (see 19.9).

[19.6.4] Each ship is moved individually. Ships may never be moved into hexes containing enemy ships.

[19.6.5] There is no limit to the number of friendly ships that may occupy a single hex (stacking), and the number of ships in a hex has no effect on combat.

[19.7] Levels of Damage

Levels of damage are suffered by ships when they are successfully attacked by enemy ships during the Fire Routine.

[19.7.1] There are six possible outcomes of any surface/surface attack: “No Result, D1, D2, D3, D4, and Sunk.” All results are *immediately applied* following the completion of each attack, and damage already inflicted on a ship may affect other attacks later in the phase.

[19.7.2] When a ship receives a damage level, the owning player places the appropriate damage marker on the affected ship. Sunk ships are removed from the display.

[19.7.3] All damage results are cumulative. A ship always has any additional damage added to any damage that it may

have already suffered. For example, if a ship with a “D1” marker receives a “D3” damage result, it receives a new “D4” damage marker.

[19.7.4] Any accumulation of damage levels of D5 (D4 + for Joint Shipping) or greater results in the affected ship being sunk.

[19.7.5] Note that the different levels of damage affect different ships in various ways (see *Naval Damage Levels Effects* chart).

[19.8] Breakoff Levels

A TF’s *Breakoff Level* represents the point at which a TF, no longer able to function effectively as a fighting force, must withdraw from the *Tactical Display*.

[19.8.1] When a player initially deploys his ships, he adds up the total Defense Strength of all the ships in the TF to determine that TF’s Breakoff Level. This level equals $\frac{1}{4}$ (25%) of the total Defense Strength of all ships in the TF, *rounded down*. *Example:* A TF with a total Defense Strength of 23 would have a Breakoff Level of 5 (23 divided by 4 equaling 5.75, rounded down to “5”). As the Tactical Sequence progresses, each side tracks how the damage inflicted on its ships is affecting the Breakoff Level of its TF.

[19.8.2] All friendly ships (including carriers and non-combatants) that have withdrawn from the *Tactical Display* or have been sunk have their printed Defense Strength counted towards the TF’s Breakoff Level.

[19.8.3] All friendly ships that have been damaged (but not sunk nor withdrawn) have the amount that their Defense Strength has been reduced counted toward the TF’s Breakoff Level. Note that because a ship’s Defense Strength may never be reduced lower than 1, ships with low Defense Strengths may have those Defense Strengths unaffected (or affected minimally), even though they may suffer increasing levels of damage.

[19.8.4] When the damage (and withdrawal) inflicted on the ships in a TF *exceeds* that TF’s Breakoff Level, the TF *must* breakoff and end the Tactical Sequence. *Exception:* See 20.1 (“Admirals with negative breakoff values”).

[19.8.5] Admirals’ Effects: Withdrawing Force

When a TF’s Breakoff Level is exceeded, at this point, compare *all admirals present* (not merely the Commanding Admirals). Each side’s *combined* “S” ratings (i.e., the ones initially rolled) are compared. Each side adds to this total three times the number of any unused “S” bonus chits from a side’s Commanding Admiral. Taking the difference between these two final totals, if the withdrawing side is superior to the non-withdrawing side, provide the withdrawing side with that number of special (additional, if any are still present with them) “S” bonus chits.

These chits may be used, by the withdrawing side, on an individual ship basis, to both fire and move—as if the special bonus “S” chits were normal “S” chits (see 20.1, “Surface Combat Value”).

Note, however, that the withdrawing TF still must withdraw (19.9). Thus, all ships’ movement must be towards the withdrawal edge of the *Tactical Display*.

The effects of this potential withdrawal admirals’ bonus are to allow a withdrawing side a limited ability to fire as it withdraws.

[19.8.6] The effects of exceeding a Breakoff Level are instantaneous. As soon as a ship suffers any damage that puts the TF over its Breakoff Level—assuming its *Commanding* Admiral cannot override the required withdrawal; see 20.1, “Breakoff Level Value”—all ships in that TF immediately suffer the effects.

[19.8.7] As damaged ships withdraw from the display, they may be required to (continue to) roll for Critical Hits (see 16.7). Damaged ships of the TF that did not exceed its Breakoff Level roll for Critical Hits either when they withdraw from the display or after all enemy ships have withdrawn.

[19.9] Withdrawal

During the Tactical Sequence, ships may attempt to leave (withdraw from) the *Tactical Display*, under the following circumstances.

[19.9.1] The following ships may *always* attempt to withdraw (unless their speed class is zero): Carriers (including sea-

plane tenders/carriers), MSU's, Amphibious transports, AO's, and any ship with a damage level of "D1" or greater.

[19.9.2] A ship may attempt to withdraw from any hex adjacent to the withdrawal area on the *Tactical Display*, once that hex is "active." The owning player announces that he is attempting to withdraw the unit and rolls 1D6.

[19.9.3] The success or failure of a withdrawal attempt is based solely on the ship's current speed class, and is determined by a DR:

SURFACE TACTICAL WITHDRAWAL	
Current Speed Class of Withdrawing Ship	Die Roll for Successful Withdrawal
3	(Automatic success)
2	1-3
1	1-2
0	(May not withdraw)

[19.9.4] A withdrawal attempt is always considered movement (whether or not the attempt succeeds), and is carried out during the Movement Segment of a player's Active Phase. Only ships on active hexes capable of moving may attempt withdrawal.

[19.9.5] Ships may not fire in any phase in which attempt to withdraw or move toward the withdrawal area. *Exception:* 19.8.5.

Once withdrawal has been mandated for a side, all ships capable of movement must move towards their (or the nearest) withdrawal area. Once there, they must withdraw, or attempt to withdraw for as long as they remain capable of movement and on the Tactical Display. They may fire only within the provisions of 19.8.5.

[19.9.6] Ships that have received damage must roll for Critical Hits following their successful withdrawal, if they have not already done so.

[19.9.7] There is no limit to the number of withdrawals that may be attempted by different ships in the same Movement Segment. However, an individual ship may attempt to withdraw only once per Active Phase.

[19.9.8] Once withdrawn, a ship may

never be brought back onto the display. A ship whose withdrawal attempt was unsuccessful remains in the hex from which the withdrawal was attempted. Ships that have successfully withdrawn may not attack or be attacked for the remainder of the Tactical Sequence.

[19.9.9] Ships that have withdrawn from the display are automatically placed (in a TF) in the hex from which they entered the hex in which the combat occurred. If this hex is currently occupied by an enemy TF, or if the ships did not move (on the map) in the Naval Phase in which the combat took place, then they may be placed in any adjacent hex, at the owning player's option. This hex may not contain an enemy TF, and must be a hex to which naval movement would ordinarily be allowed. Friendly ships that withdraw from the display must be placed in the same TF, and all must withdraw to the same strategic map hex.

[19.10] Night Surface Combat

Engagements that occur at night are conducted under substantially different rules and procedures. Players may wish to familiarize themselves with the rules governing the actions and capabilities of Surface Admirals (20.0) prior to reading this section.

[19.10.1] All ships are initially deployed covered with blank counters, on the *Tactical Display*. Ships remain so-hidden until they are *spotted*.

[19.10.2] Ships are spotted whenever they attack any enemy ship (*Possible exception:* Japanese ships; see 19.10.4 "A, B" & "C"—see charts), or are adjacent to an enemy ship at any time during the Tactical Sequence.

[19.10.3] Ships may only fire at spotted ships. Once spotted, a ship remains spotted for the remainder of the Tactical Sequence and is considered spotted by all enemy ships on the display.

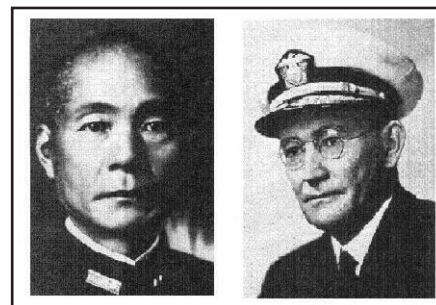
[19.10.4] Japanese Night Advantage

The Japanese player in a night surface engagement may gain a wide assortment of advantages, depending on the circumstances affecting the battle.

Note: The following provisions apply to engagements between Japanese and *primarily US* (defined as an Allied TF, of

whatever composition, commanded by a US surface admiral; or an Allied TF, of which *at least half* the ships present are American) Task Forces. They do *not*, for example, apply to engagements between Japanese and British TF's.

[19.10.5] Japanese Night Surface Combat Advantage Table (See charts)



[20.0] SURFACE ADMIRALS

Several admiral counters exist, representing (for the most part) the outstanding naval leaders that took part in the war. Admirals may have many different potential effects on combat, but all fall into four basic categories: Surface Admirals, Carrier Admirals, admirals with ground combat (i.e., amphibious assault) capabilities, and admirals possessing HQ command abilities.

Some admirals possess capabilities in more than one category (e.g., US Adm. Halsey has Carrier and HQ Command ratings).

Surface admirals' actual combat ratings will not be known until battle is joined, when 2D6 are rolled for them.

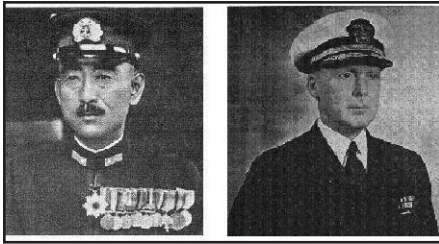
The following sections deal with surface combat and amphibious assault-capable admirals. Carrier Admirals are discussed in section 8.0.

[20.1] Surface Admiral Ratings

Surface Admirals may possess up to eight individual ratings:

- Rank (denoted by # of stars)
- Command Level ("Cmd")
- Reaction Rating ("Reac")
- Engagement ("E") Rating
- Surface Combat ("S") Rating
- Initiative ("I") Rating
- Breakoff Level ("B") Rating
- Night ("N") Bonus

Only the first four, above, are con-



stant and known before a battle. Prior to surface combat, 2D6 are rolled for each admiral present, applying any modifiers due to Command Level excess or deficit, or prior demotions or promotions. Admirals' combat ratings are then determined by checking the DR result against the admirals' listing on the current Game Year *Admirals Chart*. **Note:** subordinate admirals' ratings are determined alongside their superior's, as they affect play in several ways also (see 19.8.5, 20.1 "Surface Combat Value," and 20.2).

RANK

Each admiral's rank is denoted on the charts and on each counter. Note that many admirals have different ratings, depending on rank, and different counters—only one of which may be in play at any time. The *Reinforcement Track* indicates regular promotions (in rank only; combat promotions are handled differently—see 20.5), and when done an admiral's previous (lower rank) counter is removed from the game, permanently.

Rank primarily affects the ability to act as TF Commander, in concert with subordinate admirals also present in that TF. See 20.2; "Subordinate Admirals."

COMMAND LEVEL

Admirals' Command Levels are fixed, by year. Denoted by "Cmd #" on the *Admirals Charts*, the numerical value indicates the maximum number of ship activation points present in a TF that the subject admiral is capable of commanding without penalty.

If an admiral is placed in command of a TF which exceeds his rated Command Level, he receives an adverse (negative) DRM when forced to roll to determine his combat ratings. A -1 DRM is applied for every full point (or fraction of, after the first full point) an admiral's Command Level is exceeded, to a maximum of -5. Subordinate admirals present in the same TF have no effect on the TF Commander's Command Level.

Conversely, if an admiral's TF is *below* his rated Command Level, he receives a positive DRM to his combat ratings DR. A +1 DRM is applied for every full point (in this case, dropping fractions) his Command Level exceeds the activation point cost of his TF, to a maximum of +5.

REACTION RATING

Denoted "Reac #" on the charts, an admiral's REAC rating may be positive or negative. Unless preceded by the negative symbol (e.g., "- Reac ≤ 5"), all Reac Ratings are positive.

The number indicated with an admiral's (positive) REAC Rating indicates the DR (2D6) result required—that number *or greater*—in order for that admiral to gain a REAC bonus.

Rolled for whenever a TF initiates a REAC movement, the *initial* bonus imparted is equal to the amount the DR (2D6) is higher than the required number, plus one.

Any successful REAC DR result of "doubles" entitle the admiral to be rolled for again, immediately—the results of which may only *increase* an admiral's REAC allowance.

Example (see Examples of Play Booklet; Carrier Admiral REAC example)

REAC bonuses provide extra reaction movement, in terms of hexes, that a reacting TF may move—deviating from the normal hex-by-hex, alternating movement by the triggering and reacting TF's. The hex bonus may be used at any point during the reacting TF's movement, in part or in whole. Each reaction bonus point allows one extra hex moved. **Note:** No movement area differences (between triggering and reacting TF's) are factored into admirals' REAC hex bonuses or penalties. They remain the number of hexes only—regardless of movement area. See 17.5.10.

Reaction bonus movement hexes do *not* count towards the maximum of ½ of a reacting TF's movement allowance.

Admirals with *negative* REAC Ratings suffer REAC movement penalties (the reverse of the above procedure) if their reaction DR (which is mandatory) is equal to, or less than, the indicated rating. The REAC penalty applied is equal to the

amount the DR result is lower than the indicated rating, plus one.

Reaction penalties must be applied immediately upon initiating a REAC movement, at the rate of 1 hex penalty (i.e., no hex moved) sequentially.

Example: In 1942, Adm. Hosogaya attempts a REAC movement. His DR is a "4." Since his rating is "- Reac ≤ 5," he will suffer a Reac *penalty* of -2. Thus, the 1st and 2nd hexes his reacting TF would otherwise have been permitted to perform are eliminated.

ENGAGEMENT VALUE

Admirals with "E" Ratings affect surface contact attempts by their TF's, imparting a negative DRM (of the level indicated) to the *Search & Contact Table*, increasing the likelihood of a "Contact" result, or + DRM, the opposite.

Thus, admirals with negative ratings increase the possibility of battles by applying negative DRM's to the *Search & Contact Table* when determining whether surface combat occurs in a hex.

Only the Admiral whose TF initiates contact uses his "E" Rating in affecting the *Search & Contact Table*.

SURFACE COMBAT VALUE

Immediately prior to beginning a surface battle, each player places a quantity of numbered ("1") counters atop or alongside each admiral, equal to his "S" rating as determined. For example, Adm. Lee, as a Commanding Admiral, in 1942, on a DR of "10" would have five "1" counters in play. **Note:** See 20.2 to determine Subordinate Admirals' surface combat value bonus allowances and effects.

Each of these numbered counters may be played, at any time during the battle, in any one of the following ways:

- A. Enables one ship in the active hex to move *and* fire during that segment (regardless of the numbered hex the ship ends up in), or fire and then move one hex.
- B. Enables one ship in the active hex to move an additional hex.
- C. Adds 1 to the Surface Attack or Defense Strength of any one friendly ship in the active or target hex.

D. Provides a DRM (+1 or -1) to any attack DR made by either side, on either the *Surface/Surface Damage* or the *Naval CRT*. A maximum of plus or minus one may be applied in this fashion to any single DR.

Procedure: One numbered (“surface bonus”) counter is expended for each of the above actions. When played as a DRM, an opposing admiral’s value may be used to counter (hence, cancel) that DRM—by expending a counter of his own. Only ships in active or target hexes may be affected by admirals’ Surface Values. *Exception:* A ship may be moved from an active hex into a non-active hex and still fire if an admiral’s rating is utilized in this fashion.

Note: An admiral’s flagship may be anywhere on the display—it need not be in “active” or “target” hexes to affect play.

BREAKOFF LEVEL VALUE

Certain surface-rated admirals (those with a “B” Rating) affect a TF’s Breakoff Level. Some provide positive benefits; some negative. Admirals with *positive* “B” Ratings may enable a TF to ignore a mandatory Breakoff Level during a battle. Conversely, admirals with *negative* “B” Ratings may serve to increase the likelihood of a required breakoff.

Procedure: Admirals with Positive Ratings: If a TF has exceeded its Breakoff Level, but is commanded by an admiral with a *positive* “B” rating, a DR may be made in an attempt to (temporarily) ignore the required breakoff and withdrawal. 1D6 is rolled and compared to the “B” rated Commanding Admiral. If this DR is equal to, or less than that admiral’s “B” Rating, the required breakoff may be ignored for the remainder of that *Tactical Sequence*.

TF’s succeeding in ignoring required breakoffs retain their current damage and original breakoff levels.

At the beginning of each successive new *Tactical Sequence*, a DR must be made (and passed, per the above procedure) in order for that TF to remain. This process may continue during each following *Tactical Sequence* as long as successful DR’s are made.

Procedure: Admirals with Negative Ratings: TF’s commanded by admirals with *negative* “B” Ratings may be required to breakoff and withdraw when damage inflicted on its ships merely *equals* that TF’s Breakoff Level (note that this is an exception to rule 19.8.4).

When such a TF’s damage level equals its Breakoff Level, a DR (1D6) must be made and compared to the Commanding Admiral’s “B” rating. If this DR is equal to, or less than, the admiral’s “B” Rating, that TF must breakoff and withdraw. Note: Though these admirals’ “B” ratings are listed as a negative number on the *Admiral Charts*, assume the rating is a *positive* number for this DR. If this DR *exceeds* the admiral’s “B” rating, there is no effect, though (like above) a new DR must be made at the outset of each new *Tactical Sequence* to determine mandatory breakoff.

Note: This procedure only applies as long as the TF’s damage level *equals* its Breakoff Level. The instant it *exceeds* it, the TF must breakoff and withdraw. In such cases, the admiral’s “B” Rating is ignored.

INITIATIVE RATING

Admirals’ Initiative (“I”) Ratings may be positive or negative. Used to impart DRM’s on the *Tactical Initiative Table*, Japanese admirals with beneficial “I” Ratings are negative; Allied are positive.

In determining initiative for a surface battle, the “I” Ratings of the opposing TF Commanders are compared, and a cumulative, net DRM is applied based on them, when the die is rolled to determine which side has the initiative.

Pre-battle Example; Surface Engagement (see *Examples of Play Booklet*)

NIGHT COMBAT BONUS RATING

Admirals with “N” Ratings gain bonuses during *Night* surface combat, in three possible ways:

1. First, in determining initiative for night battles, the opposing TF Commanders’ “N” Ratings are compared. A favorable DRM is applied on the *Tactical Initiative Table* to the side with the higher “N” Rating, equal to the difference between the two. Leaderless TF’s are assumed to possess an “N” Rating of -1.

2. Second, in apportioning admirals’ surface combat bonuses, in any night battle, total all (eligible) admirals’ “N” Ratings, including subordinate admirals (i.e., a maximum of three admirals per side). Provide the side with the higher aggregate total with *one* additional surface combat bonus chit (with either the TF Commander or his subordinate, if any—owning player’s choice).
3. Third, a TF Commander’s “N” Rating (or lack of) is a factor in determining the tactical conditions under which a battle is fought (see 19.10.4).

[20.2] Subordinate Admirals

Surface TF’s may contain a maximum of three admirals—the commander and two subordinates. Each must have separate flagships.

Subordinate admirals must be of the same or lower rank than the TF Commander. In addition, subordinate admirals’ Command Ratings must be the same or lower than that of the TF Commander.

When determining combat ratings, dice are rolled for each admiral present, but only the TF Commander’s and one subordinate admiral’s ratings affect combat.

One subordinate admiral’s “S” Rating is factored in allocating a TF’s allotment of surface combat bonus chits. This subordinate admiral gains ½ (rounded *up*) of his “S” ratings, as determined by a DR (*Note:* No DRM’s apply). They then gain this number of surface combat bonus chits. These are used in the normal fashion; the only exception being that they may not be used to affect the TF Commander’s ship, or any ships stacked with that ship.

If, during a battle a TF commander is KIA (or otherwise removed), the senior subordinate admiral (determined first by rank; then if equal by Command Level. If still equal, the owning player may choose) becomes the new TF Commander. His combat ratings apply, but are not modified. Thus, the subordinate admiral’s Breakoff Rating (if any) becomes the new Breakoff Modifier, if that TF has not yet been forced to break off. Subordinate admirals’ “I” and “N” Ratings have no further effect. Thus, they are not “added”

to the battle when they take command.

Subordinate admirals forced to take command of TF's suffer no penalties for Command Level effects.

See 8.2 regarding surface admiral assignments within carrier TF's.

[20.3] Admiral Elimination

All admirals at sea must have a flagship at all times (denoted by recording same on the subject TF's index card). Anytime an admiral's flagship is sunk, or suffers a Critical Hit in combat, 2D6 are *immediately* rolled to determine the admiral's fate. **Note:** Critical hits incurred via surface combat will be determined instantly; such hits incurred via air/surface attack will be determined only after the admiral's flagship leaves the *Tactical Display* (16.7):

DR	RESULT
2-7	No Effect ¹
8	Availability Box
9-10	Turn Track ²
11-12	KIA

DRM's: +1 All Japanese rolls

Notes: 1) May remain aboard ship or transfer flag (instantly) to another.

2) Roll 1D6: Place admiral on turn track that number of cycles ahead immediately (he is WIA).

An admiral may only transfer his flag to another ship if forced to roll on the above table (and gains a "No Effect" result) or, if done voluntarily (i.e., not yet forced to roll for elimination), the owning player announces the fact openly—both ships then are considered to have fired/moved for that *Tactical Sequence*. Note that if done via the table, above, the transferring ships do *not* suffer this penalty.

[20.4] Admiral Assignments

All admirals during the game must be in one of five places: In a TF; in the *Available Box*; on the turn track (in the case of those admirals not yet in play); in the counter tray; or stacked with (commanding) a HQ.

Admirals are assigned to TF's from the *Available Box* only, and only during

Naval Phases (during the Plot Segment). All admirals have, on the *Admiral Charts*, their historic dates of availability—the operational cycle they are placed in the *Available Box* for the first time—and various yearly DRM's which will affect their availability as time goes on.

[20.4.1] Admiral Availability Table

Before an admiral may be placed in a TF, a DR (2D6) must be passed:

DR	RESULT
2-3	Unavailable*
4-12	Available for placement

Notes: *Roll 1D6. DR result indicates the number of cycles ahead that admiral is placed on the *Reinforcement Track*.

Admirals passing their availability DR's maybe placed in TF's in port. Admirals may only be assigned to TF's in port—not those already at sea. Most admirals have DRM's (either positive or negative) which affect their availability DR's, by year. If an *Admiral Chart* lists an admiral, that admiral may be available for placement during that year. If an admiral is not listed, or his availability dates have not yet arrived (or have expired), that admiral is not available.

Admirals become available via a strict historical timeline; their arrival dates are listed on each side's *Reinforcement Track*.

Example: It is 10/42. US Adm. Wright is chosen to command a TF. His DRM is (+1). Thus, a DR of 3-12 in this case will be required for successful placement.

When admirals fail availability DR's this must be annotated on the *Reinforcement Track*, along with that admiral's scheduled return. The admiral's counter is then placed in the special *Admirals' Box* on the appropriate *Tabletop Display*.

Any admiral failing a 2nd consecutive availability DR is removed, permanently, from the game.

When an admiral's TF enters port, that admiral must be placed in the *Available Box*. He may not be placed in a TF in the same Naval Phase in which he returns to port.

No geographic restrictions apply to assignments. An admiral may, for example, enter port at Pearl Harbor and, during the

following Naval Phase, be assigned to a TF in Brisbane. No physical transport of the admiral himself is required.

[20.4.2] Admiral Assignments: Dutch Ships

This rule is in effect as long as a Dutch minor or major port remains Allied-controlled.

This rule affects any Allied TF including:

- A majority of its heaviest ships that are Dutch, *or*
- All Dutch CL's, *or*
- All available Dutch surface ships, *or*
- Contains a *majority* of Dutch ships

Such TF's *must have*, as its commander, Admirals Doorman or Helfrich (if "available"). No other Allied admiral may command such a TF if either Adm. Doorman or Helfrich are available.

[20.5] Surface Admiral Promotions

In certain circumstances, surface admirals' ratings may be increased as a result of exceptional performance. Admirals receiving these "promotions" retain them until subsequently demoted.

[20.5.1] Criterion for Promotion

Surface admirals are eligible for promotion following their *command* of a surface TF which:

- Defeats an enemy surface TF (of any size) in surface combat, defined as by causing its involuntary breakoff *or*
- Engages in surface combat (with an aggregate total of 7+ capital ships—CA or larger), regardless of the battle's outcome, *or*
- As an "Alpha" (REAC) TF commander (see 17.5), successfully initiates any surface combat with an enemy surface combat TF.

[20.5.2] Following the *conclusion* of any surface combat in any of the three circumstances above, 2D6 are rolled. On any DR other than a "7" or "11," the subject admiral receives one (+1) promotion chit, which he retains unless subsequently demoted. Each positive DRM chit an admiral possesses provides a +1 DRM whenever his combat ratings are rolled for, in any future surface engagement.

[20.6] Surface Admiral Demotion

The reverse of promotion, surface admirals are liable for demotion following their *command* of a surface TF which:

Suffers a defeat in surface combat by forced involuntary breakoff, *and* suffers at least *two* times the number of friendly ships sunk and/or “D4” than the enemy TF.

A DR (2D6) is made for all such “defeated” admirals. On any DR other than a “7” or “11,” the subject admiral receives one (-1) demotion chit which he retains unless subsequently promoted. Each negative DRM chit an admiral possesses imposes a -1 DRM when determining his combat ratings, in any future surface engagement.

In cases where both promotion and demotion criterion apply, the subject admiral receives the appropriate promotion *or* demotion chit as determined by DR. If both DR’s produce chits, they cancel each other out, and no promotion or demotion occurs.

[20.7] Leaderless TF’s

In the event a surface TF is without a commander, that TF is assumed to possess the following ratings:

- E Rating: +1
- Reac Rating: - Reac ≤ 7
- S Rating: -2 (i.e., opposing TF commander receives an additional +2)
- B Rating: -1
- N Rating: -1
- I Rating: An *adverse rating* of 1

[20.7.1] All surface combat TF’s *must* have a TF commander assigned, unless:

- A) There are no admirals available in a side’s *Availability Box* *or*
- B) That TF’s assigned Engagement Value is “0,” and is assigned a *non-combat mission* (e.g., MOVE).

[20.8] US Task Force 34: Adm. LEE

The US player has 1 surface admiral which functions similarly to US at-sea Fleet Commanders (8.9)—Admiral Lee.

In the form of a special Admiral counter arriving in Cycle 0/8/44, this command functions only at sea.

The TF 34 counter (Adm. Lee) need not physically occupy any location. When not at sea, it is always considered as available, and is kept in the *US Admiral Availability Box*. It is deployable, from there, at any linked, friendly port.

Two CP’s must be spent in order to create TF 34. Like Fleet Commanders, TF 34 and Adm. Lee must have a flagship assigned. That flagship must be a BB, and may be the same as a subordinate surface TF commander’s.

[20.8.1] TF 34: Effects

When TF 34 is formed, Adm. Lee increases the command level of all subordinate surface (not carrier) TF commanders stacked with, or within a radius of two hexes from Adm. Lee’s flagship, by +3 (1944), and by +2 (1945).

Also, each eligible subordinate surface TF commander has his Surface (“S”) Rating increased by 1, and Breakoff Modifier by +2 (+1 in 1945). These are inputted when TF 34’s subordinate TF commanders roll for their combat ratings.

Note: Like Fleet Commander HQ’s, determination of TF 34’s 2-hex command radius eligibility is made either before or after each subordinate surface TF’s movement during a Naval Phase.



[21.0] AMPHIBIOUS-CAPABLE ADMIRALS

Some admirals possess ratings that affect amphibious assaults launched from amphibious TF’s that they command. Amphibious admirals may affect debarkation times, the TQ’s of ground units debarked for amphibious assault, the initial combat *during* that assault, and the planning times required prior to launching an amphibious operation.

Some amphibious-capable admirals possess surface combat ratings also (e.g., *all* the Japanese amphibious admirals for 1941-2). If an amphibious TF command-

er (with a surface combat capability) engages in surface combat with that TF, that admiral’s surface combat ratings are rolled for normally, applying a -1 DRM for each MSU or APA/APB activation point present in that TF.

[21.1] Amphibious Admiral Ratings

Amphibious admirals may possess up to eight different ratings:

- Rank
- Command Level (ground steps)
- Command Level (ship activation points—denoted in parentheses)
- Planning Time reduction (“Pln DR ≥ #”)
- OSB Bonus
- Debarkation Bonus or Penalty (“D+1; D-1”)
- TQ Bonus
- Amphibious Assault ground combat DRM (“Cbt +1”)

Like carrier and surface admirals, the first portion (first five bullets, above) of these ratings are known and constant. The remainder are rolled for (2D6) when resolving amphibious assaults (including the debarkation phase of an operation, prior to resolving the actual assault).

RANK

Per surface and carrier TF commanders, the same command restrictions apply regarding subordinate amphibious TF admirals (see 20.2).

COMMAND LEVEL

Unparenthesized Command Level ratings represent the maximum number of ground unit steps that an admiral may affect, at any stage of an amphibious operation—from initial planning through their landing in a *Joint Assault Segment*. This number may not be exceeded.

Parenthesized [or bracketed] Command Level ratings represent the maximum number of ship activation points that may comprise an amphibious TF that admiral commands without potential penalty. Like other admiral type ship command levels, for each activation point (or portion of, after the first full point) this value is exceeded, an amphibious admiral’s rating DR is reduced by one to a maximum

of -5 . **Note:** This affects primarily Japanese amphibious admirals, though some US admirals do possess such ratings (see below).

Conversely, if an admiral's TF is *below* his rated ship command level, he receives a positive DRM to his amphibious combat ratings DR. A +1 DRM is applied for every full point (in this case, dropping fractions) his ship command level exceeds the activation point cost of his TF, to a maximum of +5.

USN Amphibious TF Commanders.

Unless a parenthesized rating is present, US amphibious TF commanders have *no* ship command level restrictions for amphibious TF's they command. They may only command TF's assigned an AMPH mission.

PLANNING TIME BONUS

Amphibious admirals with this bonus have "Pln DR \geq #" listed. 2D6 are rolled. The listed number or higher is required. An admiral's planning bonus then is equal to the DR result, divided by the required (listed) number, rounded to the nearest whole number (rounding .5 up). The result indicates the number of G/T's rebated (i.e., "cut") from the required planning time for an amphibious operation to be commanded by that Admiral.

In order to be eligible for a planning time reduction, an admiral is assigned to command an amphibious assault TF at the time planning commences for it. Thus, such admirals must be determined to be "available" at that point. Such admirals may perform no other actions until embarking for their amphibious operation assigned.

Example: (See *Examples of Play Booklet*)

OSB BONUS

Admirals with "OSB-1" have the effect of reducing the CP cost (by 1) to initially deploy a Beachhead Offensive Support Base associated with amphibious assaults launched under their command.

DEBARKATION MODIFIER

Admirals with "D+1" or "D-1" impart a Naval MP modifier to debark ground units for amphibious assaults. Negative modifiers *reduce* debarkation time (i.e., to 4 MP's per step); positive modifiers *increase* it (to 6 MP's per step).

TQ BONUS

Admirals with "TQ +1" ratings provide all assaulting units in amphibious assaults an *initial* +1 to their printed TQ's in resolving amphibious assaults, during *Joint Assault Segments* only. This +1 is applied *before* any other modifiers (e.g., halving for AMPH, etc.) are applied. *Example:* The US 1st Marine Division (printed "8" TQ) would have its TQ initially raised to "9" prior to an amphibious assault, via a "TQ +1" admiral.

COMBAT DRM

Admirals with "Cbt +1" ratings provide a +1 DRM (cumulative with other DRM's present) to combat during *Joint Assault Segments* for amphibious assaults they launch.

Note: If an on-site General (see 26.1.2) is landed with assaulting units (and determined to be "present"), amphibious admirals' TQ Bonus and Combat DRM's are *cumulative with* any such ratings imparted by these generals.

[21.2] Subordinate Admirals

Amphibious TF's may contain up to three admirals: A TF Commander and up to two subordinates.

Subordinate admirals must be of the same or lower rank than the TF Commander. Additionally, subordinate admirals' Command Ratings (both, if more than one rating applies) must be the same or lower than that of the TF Commander.

Only an amphibious TF *Commander* affects amphibious operations—from debarkation to resolution of the assault. Accordingly, subordinate admirals have no effect (they may not, for example, contribute to reduced planning time), unless forced by circumstances to assume command of the TF.

If an amphibious TF commander is KIA (or otherwise removed), the senior subordinate admiral (in terms of Command Level; if equal the owning player may choose) becomes the new TF commander. His combat ratings (as rolled for then) apply, unmodified. Subordinate admirals forced to take command of amphibious TF's suffer no penalties for command level effects. Thus, their ground unit command level is considered to be equal to that of the original TF com-

mander.

See 8.2 regarding amphibious/surface admirals' assignments within carrier TF's.

[21.3] Admiral Elimination

(See 20.3)

[21.4] Admiral Assignments

(See 20.4)

[21.5] Availability Table

(See 20.4.1)

[21.6] Amphibious Admiral Promotion

Amphibious admirals' ratings may be increased as a result of exceptional performance. Admirals receiving promotions retain them unless subsequently demoted.

[21.6.1] Criterion for Promotion

Amphibious admirals are eligible for promotion following the resolution of an *opposed* (defined as defended on a beach landing hex on the map the assault is resolved on by a ground unit other than an Intrinsic Garrison) amphibious assault launched from a TF they command which:

Results in a mandatory defender retreat, with defender:attacker losses at least a 3:1 ratio.

Following the conclusion of an amphibious assault ground combat (during *Joint Assault Segments*) producing the above circumstance, 2D6 are rolled. On any DR other than a "7" or "11," the commanding admiral receives one (+1) promotion chit. Each positive DRM chit an admiral possesses provides a +1 DRM when his combat ratings are rolled for.

[21.7] Amphibious Admiral Demotion

The reverse of promotion, amphibious admirals are liable for demotion following their command of an amphibious TF launching an assault which:

Results in any mandatory attacker retreat.

A DR (2D6) is made. On any DR other than a "7" or "11," the subject admiral receives one (-1) demotion chit, which he retains unless subsequently promoted.

Each negative DRM chit an admiral possesses imposes a -1 DRM when determining his combat ratings.

Amphibious admiral promotion/demotion applies only to their amphibious-capable ratings. If such admirals have surface combat capabilities also, those are unaffected by promotion or demotion resulting from amphibious assaults.

Player's Note: In such a case, players will have to devise some means of recording this fact, as the promotion/demotion chits are not annotated as to type.

[21.8] Leaderless Amphibious Task Forces

In the event an amphibious TF is without a commander, or is commanded by an admiral that is not amphibiously-rated, that TF is assumed to possess the following rating:

- Debarkation Rating: +1

Note that all amphibious TF's *must* have a TF commander assigned, unless there are no amphibious-capable admirals available in a side's *Availability Box*.

[21.9] TF 51: Admiral Turner

The USN has one special amphibious-capable admiral—Adm. Turner. Until 1/44, Adm. Turner functions as a normal amphibious-capable admiral.

Beginning with cycle 1/44, the US player may assign Adm. Turner (★★★) to command TF 51. This special TF command is attached to an amphibious operation, as early as the planning stage if desired.

When so-assigned, Adm. Turner provides an automatic (cumulative) planning time rebate of 1 G/T (in 1944 only), provides a debarkation bonus of -1, and a Combat DRM of +1 (regardless of year).

Adm. Turner, as TF 51 commander, is "attached" to any single amphibious TF, or multiple amphibious TF's that perform LINKED movement. He provides his debarkation and combat DRM to any amphibious assault he was initially assigned to "command." If more than one TF is involved, they must moved LINKED for at least a portion of their naval movement enroute to an objective.

Adm. Turner provides his planning time bonus to any amphibious assaults

which commence planning at the same port/anchorage, as long as he is present at that port.

[22.0] SUBMARINE OPERATIONS

All subs in the game appear as *Sub Points*, each of which represents a single sub. Like AP's, Sub Points have no independent existence (they themselves are not deployed on the map); they must be allocated to a friendly *Subron* marker. *Subrons* are deployed on the map, in much the same manner as TF markers.

Allied subs function in one of two roles: Tactically or deployed primarily against Japanese merchant shipping (see 57.0). Japanese subs, throughout the war, may only be deployed tactically.

Sub Points may occupy one of four places at any point during the game:

- Deployed in a *tactical Subron* at sea
- Deployed in an Allied *strategic Subron* at sea
- In an available *Sub Point Pool*
- On a side's turn track, as part of the production process

Procedure: At the beginning of the game, each player places his *Subron* markers on the map as indicated by the scenario instructions. Players must maintain a log of the number of Sub Points allocated to each *Subron*, as well as the *Subron's* current location, and assigned base (see *Sub Log*).

This record changes whenever necessary to reflect alterations in the *Subron's* composition and location.

[22.1] The SUBRON

Note: The following rules sections govern *Tactical Subrons*, unless clearly specified to the contrary. Where mechanics governing US *Strategic Subrons* differ, such differences are delineated.

[22.1.1] Both sides have tactical *Subron* markers numbered consecutively from 1–30. Neither side may have more tactical *Subrons* deployed on the map than the available counter mix.

[22.1.2] The composition of all tactical *Subrons* is secret. Players should not reveal which markers represent which Sub Points, except as search and contact pro-

cedures dictate.

[22.1.3] US Strategic Subrons (See 57.7)

[22.2] Dummy SUBRONS

[22.2.1] Players may deploy dummy *Subron* markers which contain no Sub Points. The number of deployable dummy *Subrons* is equal to 10% (rounded up) of a side's active Sub Point *total*—consisting of all of a side's Sub Points allocated to *Subrons* (including those assigned to Allied *Strategic Subrons*), + those in a side's *Sub Point Pool*.

[22.2.2] A dummy *Subron* exists to confuse the enemy player. So long as its identity as a dummy is not *definitely established*, the dummy may remain in existence and may be moved (i.e., redeployed) on the map as if it were a "real" *Subron*.

[22.2.3] There is no limit to the number of Sub Points that may be allocated to a single *Subron*, although they must be grouped in separate, subordinate *Squadrons*, each of which may contain no more than six Sub Points (*exception:* Beginning in 1944, Allied *Sub Squadrons* may contain up to 12 Sub Points).

[22.3] Sub Bases

All tactical *Subrons* deployed on the map must be assigned to a *base* at all times. The location of sub bases is critical; the distance between a deployed *Subron* and its base directly affects its capabilities.

Sub bases may be:

- Any friendly Major Port *or*
- A deployed friendly *Sub Base*

Sub bases may be deployed in any linked anchorage or port. The US and Japan are limited to three Sub Base counters; the CW has one.

[22.3.1] Restrictions: Sub Bases

Sub Bases (does not apply to Major Ports) may not function as such within the *normal range* of enemy land-based bombers. *Exception:* If a Sub Base (deployed counter) has an operational friendly Fighter AP, *and* no enemy land-based fighter AP's are within range (including Extended Range) of that base. For purposes of this rule, this does *not* in-

clude enemy sea planes (e.g., H6K, H8K, PBV).

Only US Sub Points may operate from USN sub bases. CW/Dutch subs must operate (tactically) from *own-nationality* Major Ports, or from a deployed CW (RN) sub base counter.

Dutch Sub Points and Bases. Upon the disbandment of the ABDA HQ (see 29.4.1), half (rounded up) of all Dutch Sub Points—both on-map and in the *Sub Pool*—are immediately eliminated. The remainder are placed in the CW *Sub Pool*. The subs remain CW-controlled thereafter, and for all purposes are considered British (“S” class) Sub Points.

[22.3.2] Effects on Sub Attacks

Following successful sub searches (22.5), when the number of Sub Points available to attack is determined, the parent *Subron’s* distance from its base must be inputted. If the distance falls within certain ranges (see *Sub Log*), DRM’s apply to the “availability” DR.

[22.3.3] Redeploying Sub Bases

Sub bases may be redeployed only during Strategic G/T’s, at a cost of 5 CP’s. *Subrons* assigned to redeployed sub bases immediately have half (rounded up) their Sub Point strength removed and placed into the *Sub Point Pool*. The following Strategic G/T, they may return to their (or any) *Subron*.

Note that if a *Subron* itself changes base (e.g., from an already-deployed sub base to another already-deployed sub base), it still is reduced to half strength. This remains the case for changing bases from Major Ports, or any combination of the above.

[22.4] SUBRON Deployment

Subrons are deployed and/or moved only during the Submarine Phase of Strategic G/T’s. *Exception:* See *Optional Rule* 22.4.6. *Subrons* may be moved any distance. If, however, a *Subron* is moved (even 1 hex), its strength is reduced to half (rounded up), and the reduced Sub Points returned to the *Sub Point Pool*.

If, during a Strategic G/T, a *Subron* is not moved, it may take on Sub Point reinforcements from the *Sub Point Pool*. See 50.0 (F) for detailed sequence of *Subron* deployment steps.

All tactical *Subrons*, whether redeployed or not, must be assigned to a base at all times.

The movement and allocation of all *Subrons* must be plotted in advance during the Submarine Phase of Strategic G/T’s. Players must record both the hex to which each of their *Subrons* is moving, the number of Sub Points allocated, and the *Subron’s* assigned base. After both sides have completed their plots, the scheduled movement is carried out simultaneously.

[22.4.1] Sub Points may be transferred between friendly *Subrons* that begin a Submarine Operations Phase in the same hex. Likewise, Sub Points may split or combine to form a greater or lesser number of *Subron* markers in the hex. Dummy *Subrons* may also be deployed or removed at this time.

[22.4.2] *Subrons* may neither attack nor be attacked during their movement. They may not, in any way, affect any other unit (either enemy or friendly) in the game during their movement.

[22.4.3] *Subrons* may never occupy coastal, island, or atoll hexes. *Exception:* 68.5.2 (USN Campaign Scenario initial deployments).

[22.4.4] Japanese Subrons: Special

During Game Year 1942, the Japanese player must send a *Subron* composed of one squadron (minimum 6 Sub Points) off the east mapedge of Map F. This may be done during any Strategic G/T of 1942.

This *Subron* is placed on the grey area of the Mapedge Area from which they exit, not on the *Allied Off-Map Movement Display*.

This *Subron* must remain there for one complete cycle. It may not attack nor be attacked, or conduct searches of any kind.

Player’s Note: This *Subron* is assumed to be carrying out nuisance raids against the US West Coast.

Japanese *Subrons* may not be closer than four hexes to any Allied Mapedge Entry Area. Thus, there must be at least four hexes, as traced from these boxes, to the nearest on-map Japanese *Subron*.

[22.4.5] Subron Types: Restrictions

All *subrons* must be composed of like-

type sub points only.

USN Subrons may contain:

- “New” Fleet-boat type *or*
- “Old” Fleet-boat type *or*
- “S” boat sub points

IJN Subrons may contain:

- “I-boat” type *or*
- “I-boat J” type *or*
- “Ro-type” sub points

CW Subrons may contain:

- “S-class” type ¹ *or*
- “T-class” sub points

Note: 1) All “absorbed” (see 22.3.1) Dutch sub points are considered CW “S” class subs.

No distinction (as to type), aside from Note (1), above, applies to Dutch Subrons. They are all considered the same class (RNN), so long as they remain purely “Dutch.”

[22.5] Submarine Search

Each *Subron* has a Zone of Control (ZOC) in the hex it occupies and in all adjacent sea hexes, up to a distance of five sea hexes in all directions from the marker. When a TF (whether “located” or not) enters a hex containing the ZOC of an enemy *Subron* (or begins a Naval Phase there—but not both), the *Subron* owner may declare a submarine search in an attempt to contact and possibly attack the TF. Sub ZOC’s may not be traced through any hex or hexside impassable to ships, nor into an enemy port hex (of any type).

Procedure: The owning player totals the number of Sub Points allocated to the *Subron*. Every six (or fraction of 6, if more than 6 Sub Points are present) Sub Points must be divided into a separate subordinate squadron. Each Sub Point in the squadron is worth one Search Point. To determine if the search for an enemy TF is successful, the searching player determines the number of Search Points that each squadron represents, and rolls 1D6 on the *Search & Contact Table* (see charts). Apply a +1 DRM to all *subron* searches conducted in squall or storm hexes.

[22.5.1] The searching player subtracts

1 from the total number of Search Points for each hex in distance between the enemy TF and the *Subron* marker—counted out from the hex containing the *Subron* marker (exclusive) to the TF's hex (inclusive).

[22.5.2] Each squadron may make only one search per Naval Phase on any given ship or TF. Each squadron may search for an unlimited number of *different* ships/TF's in a Naval Phase.

[22.5.3] As each enemy TF moves hex-by-hex through the ZOC of a *Subron*, the *Subron* owner decides the exact hex in which to conduct searches. All searches are voluntary, and reveal the *Subron* as definitely not a “dummy.” Each subordinate squadron (if any) within a *Subron* may search for a given TF entering its *Subron's* ZOC.

[22.5.4] Night has no effect on sub searches, though night does reduce the screening value of carriers and ASW Air Points.

[22.5.5] Subs may search for (and attack) active TF's not performing any missions (i.e., not moving during a Naval Phase but determined to be “active” anyway).

[22.5.6] If multiple enemy TF's occupy the same hex, they are searched for *individually* (making separate DR's for each). No TF's presence affects the search of other TF's in the same hex.

[22.5.7] Successful sub searches do *not* result in “Located” chits by themselves. Thus, air strikes may not be launched against TF's “found” only by submarine search.

[22.5.8] OPTIONAL RULE:

Variable Sub Contact Reports

Player's Note: Though optional, this rule is recommended (hence its inclusion in the main body of rules). Without it, any sub search contact results in the accurate revelation of the entire enemy TF, down to the last detail. Needless to say, this is more than slightly unrealistic, as often many ships, especially at night, went unobserved or unreported. Adoption of this rule will allow small, but reasonable chances of some ships escaping detection.

Procedure: Following a successful sub search of an enemy TF, the following steps are followed:

STEP 1: The TF owner records his defensive groups (22.7) and assigns screen-

ing forces (including land-based AP's assigned ASW missions, if any) in secret.

STEP 2: The attacking player determines the number of Sub Points available normally.

STEP 3: The TF owner draws a search chit(s) for his TF, as follows:

- a) If at NIGHT, 1 chit from cup # 2
- b) If DAY, 1 chit (from cup # 2) for each 2 (rounded *down*, to a minimum draw of 1 chit) enemy Sub Points determined as available (from Step 2). Note: If a “Report False” chit is drawn, treat it as a “Report True” one. Using the most accurate report chit drawn, proceed to Step 4.

STEP 4: The TF owner deploys defensive groups as required by the search chit, per 13.5.7. The TF owner may conceal a number of defensive *groups* equal to the error level (1, 2 or 3, if a “Report Approx.” or “Report Error” chit is the applicable search chit) of the chit drawn. No defensive group concealed, however, may contain more ships, by type, than the error level. *Example:* If a “Report Approx ± 1” applies, a defensive group consisting of 1x CV + 2x DD's could *not* be concealed.

STEP 5: The submarine attack procedure is followed, to conclusion.

Example: See Examples of Play Booklet

[22.6] Decision to Attack

If a sub search is successful, the TF owner must inform the searching player as to the composition of the contacted TF. If *Optional Rule 22.5.8* is not in effect, the TF owner must always give a “Report True” (see 13.5.7) report. The *Subron* owner rolls 2D6, separately for each subordinate squadron successfully contacting the enemy TF—to determine the number of Sub Points available to attack. The 1st (nominated) die indicates the number of Sub Points available. The 2nd (nominated) die's result is compared to the distance, in hexes, from the attacking *Subron* marker to the contacted enemy TF.

If the 2nd DR result is equal to, or greater than the distance, no change is made to the 1st (sub points available) DR. If the 2nd

DR result is less than the distance, apply the differential as a –DRM (cumulative with all other applicable DRM's) to the 1st (sub points available) DR.

The *Subron* owner then decides, individually by squadron, whether or not to execute the attack. If he decides not to, the TF continues its plotted mission. If, however, he decides to attack, the Sub Attack Procedure (22.7) is implemented.

[22.6.1] The number of Sub Points available may never exceed the number of Sub Points allocated to the squadron in question. If this occurs, then the number available is reduced to the number of Sub Points present in the squadron.

[22.6.2] Each squadron of a *Subron* is treated individually. A player may search and/or attack with all, none, or some of the individual squadrons of a *Subron* as he desires. However, only groups which have successfully contacted the enemy TF may ever participate in an attack.

[22.7] Submarine Attacks

In order to resolve a sub attack, the defending player must divide the ships in his TF into *defensive groups*. Each CV, CVL, CVE, BB, BC, CA, MSU, AO, APA/APB, AV, & CVS must be allocated to its own separate group. DD, APD, DE, DET & CD units are considered “screening forces” and may be allocated to any of the defensive groups formed, in any number desired per group, in order to protect them from attack. CL's (including CLAA's) have no screening value, but may be added to any already-existing defensive group (in any numbers). Note: When deployed into defensive groups, all defending ships are deployed secretly and face-down, as per 7.2.1.

Player's Note: It is possible to conduct submarine attacks without actually physically deploying the target TF's ships on the table-top, if players prefer. In order to do so, the TF owner must record his TF's defensive groups in detail. Their composition then is announced. The attacking player conducts his attacks against them as announced; eliminating the need for physical counter deployment.

The attacking player now chooses which of the defensive groups he wishes to attack. If he wishes to attack more than one group, he may divide the available Sub Points between the groups present.

The TF owner totals the screening value (see *ASW Table*) for each group being attacked, and rolls 1D6 (separately for each group being attacked) on the *ASW Table* to determine the number of Sub Points “screened off” from the attack. **Note:** The Allied “hedgehog” (1944+) +1 DRM is applied if *any* Allied DD’s/DE’s contribute their screening value to an attacked *TF* (not per targeted *group*). The remaining (unscreened) Sub Points then attack on the *Sub Hit Table* (see charts). If the attack is successful, the attacking player refers to the *Sub Damage Table* to determine the specific results of the attack. See 22.7.4 regarding target ships’ (anti) “Torpedo Rating’s” effects.

In all sub attacks, the printed (not any reduced) defensive strength of targeted ships is used—both on the *Sub Hit & Sub Damage Tables*.

Each Sub Point which survives the screen may make one attack on one (and only one) ship. Prior to making his first attack DR, the attacking player must select one ship in the defensive group to be the *primary target*. All surviving Sub Points must attack the primary target until a “Hit” result has been achieved on this nominated target. Following the scoring of a hit on this target, 1D6 is rolled. On any DR other than a “6,” all remaining Sub Points designated to attack that same defensive group that have not yet made their one attack must select a secondary target ship (if any are present in the group) to attack.

Exception: If any sub ace (USN or IJN; see *Optional Rule 22.17*) has been determined as present for this *Subron*’s attack, the attacking *Subron* owning player may choose secondary targets, at will.

If a “6” is rolled, the original target may be attacked again (in effect, the original target is chosen as the secondary target). This procedure continues until either all of the Sub Points in the squadron have attacked or until all ships of the defensive group have a “Hit” result scored against them.

[22.7.1] Screening Values

- DD’s have a screening value of 1 normally (reduced to ½ if carrying troops or towing barges).

- DE’s have a screening value of 2. *Exception:* DE ASW Sweep TF’s have screening values of “1”.
- CD’s have a screening value of 6. Note: CD’s may not be part of any speed class 3 TF.
- APD’s & DET’s have a screening value of ½ (rounded down).
- CV,CVL,CVE & CVS’s have screening values of 3. *Exception:* USN CV’s & CVL’s possess screening values of 4, commencing with Cycle 1/43. This value is automatically applied, one time only—regardless of the number of carriers present in a TF—to all the ships in the TF (i.e., to *all* defensive groups, not only those containing a carrier). Carriers maintain their screening value as long as they have AP’s assigned to them, and they are able to conduct air operations. *Exception:* If a sub interception occurs at NIGHT, a carriers’ screening value is lowered to “1.”

A maximum of one carrier may provide its screening value to each defensive group in its TF. Thus, a maximum of four carrier-derived ASW screening points may be applied to any TF, regardless of how many carriers (or defensive groups) are present.

Land-based AP’s assigned ASW roles may contribute a screening value of “1” if in range (see 5.13), during daylight.

[22.7.2] Automatic Counterattack

If any of the Sub Points of an attacking sub squadron were screened from an attack, *and* any screening forces, consisting of CVE’s, DD’s or DE’s (only) remain in the defensive group (after resolving the sub attacks of each attacking squadron), the TF owner executes an automatic counterattack. He rolls 2D6: If the number rolled is less than, or equal to the number of Sub Points screened off, then one enemy Sub Point is immediately eliminated. Each defensive group that was attacked may perform one counterattack on each attacking enemy squadron.

The screening player uses the *printed* result gained on the *ASW Table* to determine the number of Sub Points screened—regardless of the number of Sub Points actually involved in the attack.

Each successful (i.e., enemy Sub Point is sunk) counterattack DR entitles the counterattacking player another counterattack DR. The counterattacking player thus may continue these DR’s, until he fails one.

[22.7.3] Sub Points: Torpedoes Expended

Following each *Subron* attack, the attacking player rolls 1D6 for each attacking squadron. If the DR is less than the number of sub attack DR’s made by that squadron, remove that number of Sub Points from that squadron (or *Subron*, if more than 1 squadron does not exist)—placing them back into the *Sub Point Pool*.

DRM’s: +1 US Fleet Boats (New)
-1 IJN Ro-type

Example; Submarine Search & Attack (See *Examples of Play Booklet*)

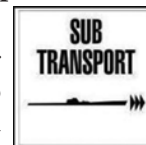
[22.7.4] Anti-Torpedo Ratings

Target ships with anti-torpedo ratings may escape damage, or have damage reduced, when the extent of damage to them is determined on the *Sub Damage Table*. The procedures and effects are self-explanatory (see *table*).

[22.8] Submarine Transport

[22.8.1] Japanese

The Japanese player may allocate his Sub Points to perform a limited type of strategic transport.



Subrons must be allocated to and from Submarine Transport during Strategic Game/Turns. See 31.2: “Emergency Command Links.”

[22.8.2] US Raider Battalions

US Sub Points may transport US *Raider* Battalion units only.

Two US Sub Points are required to transport one *Raider* Bn. These Sub Points are taken from the *US Sub Point Pool* during any Naval Phase.

CP Cost. No CP cost is associated with the transporting Sub Points, but 1 CP is required to activate the *Raider* Bn. itself. A maximum of 1 *Raider* step may be debarked on any island or atoll during a single G/T. **Note:** No HQ need be “activated” in order to perform these missions.

Combat: Raider Battalions

Combat involving sub-transported US Raider Bn.'s is resolved during the *Joint Assault Segment* using all normal ground combat rules, with some exceptions.

Raider Bn.'s (when transported by Sub Points) do *not* have their TQ halved.

Combat involving (on the US side) only sub-transported Raider Bn.'s is resolved on the Strategic Map always, regardless of the opposition size or disposition.

Combat between USMC Raider Bn.'s and Japanese Intrinsic Garrisons is resolved normally, using the appropriate TQ of the garrison.

Combat Effects

If an assaulting Raider Bn. either eliminates all defenders or faces no opposition in landing, the Raider Bn. may then (prior to re-embarking) make an optional DR to determine the damage and/or CP loss inflicted.

2D6 are rolled. The damage inflicted to Japanese installations present is equal to the DR differential (between the higher and lower die). The US player may allocate this damage to existing installations (separately) or by forcing the Japanese player to deduct CP's from the nearest controlling Japanese HQ. If no CP's are present, then such CP's are taken from the Japanese CP Reserve, if any are present there.

On any DR of "doubles," the Raider Bn. is immediately eliminated.

Raider Bn.'s control the island/atoll they occupy, only so long as they occupy it. Following re-embarkation (or elimination), control of the landing site reverts to Japan.

Restrictions: Raider Battalions

A maximum of one Raider Bn. may be landed at any island/atoll during any single G/T.

Raider Bn.'s may not be used as lead units in normal amphibious assaults, unless *only Raider units* are involved.

Eliminated Raider Bn.'s may never be rebuilt.

Raider Bn.'s may be debarked via sub transport at any island or atoll hex within

20 hexes of a linked, friendly-controlled port or anchorage.

Procedure: The US player removes the requisite number of Sub Points from his *Sub Point Pool* and immediately places them (as if they were normal Sub Point reinforcements) on the *Turn Track*, ahead two cycles.

Raiders may be embarked at any friendly port or anchorage, but *debarked* at locations only if they are within 20 hexes of a friendly port/anchorage.

Re-embarkation. Raider Bn.'s may be re-embarked aboard sub transport in subsequent G/T's, during any Naval Phase. If the island or atoll hex which the Raider Bn. occupies is free of enemy ground units (including Intrinsic Garrisons), the US player may re-embark the unit by making a TQ check, using the current TQ rating of the unit. Apply a ± 1 DRM for each G/T the Raider Bn. has been on the map (i.e., a minimum of +1).

Success in this TQ check enables re-embarkation (assumed to be onto the same Sub Points initially devoted to the transport, though they may be physically ahead on the *Turn Track* as a reinforcement). Failure of this TQ check does not eliminate the Raider unit; it only prevents its embarkation during that Naval Phase.

If the island or atoll hex is *not* free of enemy ground units, and re-embarkation is attempted, a Raider Bn. failing this TQ check is eliminated.

Upon successful re-embarkation, Raider Bn.'s are placed in any friendly linked port/anchorage within 20 hexes of their landing hex.

Transit Time & Planning *Raider Assaults*. Raider sub-transported assaults must be planned and logged as if they were a normal amphibious assault. No advance planning is required, but a destination must be.

For planning purposes, upon embarkation sub-transported Raiders "move" at 50 hexes per G/T. The US player must thus plan, and record (by placing the embarked Raiders on his weekly Turn Track) the turn they will debark.

[22.9] Japanese KRS Subs

Japan has two KRS submarines which have no combat capabilities (nor may

they be attacked), but possess special search capabilities. Unlike *subrons*, KRS subs occupy coastal hexes.

[22.9.1] Refueling/Staging Seaplanes

During an Air Phase, one Japanese H6K or H8K AP may fly, up to its full range, to a coastal hex containing a KRS sub. The coastal hex may not contain any enemy units, of any type, including Intrinsic Garrisons. The hex must not be within search range (i.e., within five hexes) of any Allied non-dummy *Subron*.

The AP may then search any one hex, at up to half its Normal Range (from the KRS sub; also see 15.3—reconnaissance of enemy installations). Upon completing its search attempt, the AP returns to its original base.

[22.9.2] Alternatively, a KRS counter may be used (from any eligible coastal hex, as above) to launch its own float planes, out to a maximum four-hex range, with an assumed search value of "1."

[22.9.3] KRS subs have an activation cost of "1," and may be used a maximum of once per cycle each. When "activated," a KRS sub counter may be directly placed in any eligible coastal hex. Following its mission, the KRS sub counter is removed from the map and placed on the *Turn Track*, as a reinforcement arriving the next-to-come cycle.

[22.10] Midget Submarines

[22.10.1] Japanese

The Japanese player may declare a maximum of two midget submarine attacks against Allied ships in port. To do so, the Japanese player must have a *Subron* (with at least one Sub Point) within search range (five hexes; regardless of the actual number of Sub Points present) of any enemy port hex.

To resolve each attack (resolved at the *outset* of the 1st Naval Phase of G/T's—*exception*: 69.3.1; *Optional Rule* "Pearl Harbor Midget Sub Operation"), the Japanese player rolls 1D6. If he rolls a "6," he may pick one target ship and roll once for damage on the *Sub Damage Table*.

Restrictions. The Japanese are limited to two midget sub attack attempts throughout the war. Japan may not regain the capability to conduct midget sub attacks after both have been resolved. *Ex-*

ception: Midget sub attacks made during the British “Operation Ironclad” (see 60.15) do *not* count against these two allowed attacks.

If *Optional Rule* 60.7.9 is in effect, in order to launch *any* midget sub attack, including the British “Operation Ironclad,” the Japanese player must (temporarily) withdraw 1x CVS (see *Optional Rule* 60.7.9).

[22.10.2] British

Commencing Cycle 7/45, the CW player may declare a maximum of three midget sub attacks. They are conducted as per Japanese midget sub attacks.

[22.11] Japanese Nuisance Raids

Japan starts the war with one full-strength *Subron* deployed off the US West Coast. During 1942, the Japanese player is required to send (or keep the initial one there) another *Subron* (of at least 6 Sub Points) off the East mapedge of Map F.

This deployment may be accomplished during any Strategic G/T of 1942. This exited *subron* should be placed off the portion of the mapedge area from which it exited, not on the *Allied Off-map Movement Display*. This *Subron* must remain *one* complete cycle. There, it may not attack, nor be attacked, or conduct searches of any kind. (The subs are assumed to be carrying out nuisance raids against the US West Coast.)

[22.12] US DUD Torpedoes

Until Cycle 7/43, all hits scored by US *Subrons*, via the *Sub Hit Table*, must be “confirmed.” Each attack DR made by US subs is done by rolling 2D6.

The dice rolled are nominated as: 1) “Hit” and 2) “Confirmation.” If the nominated “hit” die produces a hit, the “confirmation” die is used to determine if a hit is actually made on the target. If the “confirming” die is “1-3,” no hit is scored. A DR of “4-6” produces a valid hit. *Exception*: A 2D6 sub hit DR of “doubles,” except a natural DR of “12,” produces an automatic miss.

[22.13] New US Fleet Boats

Player’s Note: For purposes of this rule, “new fleet boats” refers to all US subs of the *Tambor* class and later (i.e., *Tambor*, *Gar*, *Gato*, *Balao*, and *Tench* classes). Some of the older classes (*Barracuda*, *Narwhal*)

have, for simplicity, been grouped with the “older fleet boat types,” even though they were not designated as “fleet-type boats.” The reason for the difference is the substantially higher # of torpedoes (24) carried by boats of these later classes.

The US player has three classes of subs:

- 1) S-Class
- 2) Old Fleet-type
- 3) New Fleet-type

Except for two instances, no difference exists between the “Old” and “New” fleet boat types:

- The “New” fleet boats all receive a base +1 DRM, cumulative with other (i.e., distance) DRM’s, in determining the number of Sub Points available for an attack.
- “New” fleet boats receive a +1 DRM in determining potential “torpedoes expended” situations following *Subron* attacks (see 22.7.3).

Note: All newly-arriving US Sub Points are of the “New” fleet-boat type, unless otherwise-designated.

The US player must, then, divide and maintain each of his *Subrons* into one of the three above types, and may not commix subs of different types within any *Subron*.

[22.14] Dutch Submarines

Upon the disbandment of the ABDA HQ, half (rounded *down*) of the surviving Dutch Sub Points immediately become CW (“S” class) Sub Points, and act as such thereafter. The remaining Dutch Sub Points are permanently eliminated.

[22.15] CW Submarines

CW subs (including any Dutch Sub Points “absorbed” by the CW following the disbandment of the ABDA HQ) operate as normal Allied Sub Points.

CW subs are never subject to the US Dud Torpedo (22.12) rule, but if employed strategically (which they may do without restriction), CW subs receive no bonus—they act as normal US Sub Points according to the timelines governing the *Japanese MS Attrition Table*.

CW Sub Points must be segregated from US Sub Points, and a separate sub pool established for CW Sub Points if

they are operated in tactical roles.

CW Sub Points may operate from any CW-controlled (including Australia) sub base. They may not be used to augment US *Subrons* operating from US-controlled sub bases.

[22.16] Japanese Sub-Launched Air Search

Player’s Note: This, with the KRS sub’s similar capability, simulates the Japanese’ occasional use of sub-launched (and recovered) E14Y “Glen” float planes. These missions were not uncommon, though they had mixed success historically (hence the search value of “1”).

IJN “J” type I-boats (in addition to KRS subs; see 22.9) possess a limited air reconnaissance (15.3) capability.

During any Air Phase, any IJN “J” type I-boat *Subron* within Short (7-hex) range of an enemy base may attempt reconnaissance of that base.

Using the “1-4” Search Value row of the *Land-Based Air Search Table*, base search attempts are conducted using normal (see 15.3) air reconnaissance procedures, with one exception. After announcing a base recon attempt, if the enemy base contains *any* operational FTR AP’s, apply a –10 DRM to the search attempt.

In addition, any enemy AP’s currently assigned ASW missions present at that base *each* impart a –10 DRM.

If any operational enemy ASW AP’s do occupy a reconned base, and the modified (cumulative) air reconnaissance DR is less than zero, one Sub Point from the launching *Subron* is immediately sunk.

Only one such sub-launched air reconnaissance attempt, per *Subron*, may be made against any single base per Game Turn.

[23.0] GROUND OPERATIONS

Unlike air and naval units, ground units are usually physically deployed on the map (unless embarked) or, if required, or desired, on various off-map “holding boxes” or base displays, to alleviate large stacks.

Each step of a ground unit represents approximately a battalion of infantry. For cavalry units, one step is generally the equivalent of a squadron. For armored

units, one step is the equivalent of a battalion (US), squadron (CW), or company (Japanese).

Any ground unit that has no “hit” markers beneath it is considered to contain the printed number of steps on its counter. Each hit on a ground unit represents the loss of a battalion (or its equivalent—in game terms, a step loss). During Replacement Phases of Strategic G/T’s, ground units may use ground replacement steps (see 23.11) to build up their strength and, in some cases, units can be recreated (termed “reconstituted”) after elimination. When a ground unit takes a number of hits equal to, or exceeding, its printed number of steps, it is eliminated.

Control of Hexes. On the main maps, hexes are controlled by the side which currently occupies, or was the last to occupy, a hex. At the outset of any scenario, all hexes in countries/areas/islands belonging to a nation (i.e., prior to invasion) are controlled by that nation, and/or its allies. See 27.0 for definitions of hex control on Tactical Maps.

Stacking. No limit exists restricting the number of steps (for either side) that may occupy a single hex, on Strategic (main) maps. Stacking limits *do* apply on Tactical Maps (see 27.0).

Ground units must be “activated” in order to move overland (and, thus to attack). They need not be activated to defend (or be transported by rail, air or sea).

Ground units are activated during the Ground Phase, or during Naval Phases when embarked for amphibious assault, and during Air Phases when embarked for air assault. Ground units that are activated solely to move (and that do not participate in ground combat during a turn, as either an attacker or defender) are not deactivated at the end of that Ground Phase, unless that Ground Phase is the 4th G/T of a cycle.

Combat results *may* require deactivation, and may make deactivation an option. See “Mandatory Retreat [23.3.1]” and “Pursuit [23.4].” Otherwise, ground units may remain activated until deactivation is called for via a combat result, or until the end of each cycle, when all ground units except those currently embarked at sea are deactivated.

Note: Regardless of the activation status of ground combat units and Engineers, often the construction process requires the payment of unit activation costs, whether such units are already “activated” or not.

Ground units need not be activated for normal sea transport, air transport, or rail movement. They must be activated immediately prior to embarking for amphibious or air assault.

[23.1] Ground Movement

A ground unit may move only from land hex to contiguous land hex, except when moving by air or sea transport. Only *activated* ground units can move overland. Each ground unit has a MP Allowance of “6.” Each time a ground unit moves, it expends a portion of its MP allowance. A ground unit may never exceed its MP allowance in any G/T, although a unit’s basic MP of “6” may often be increased (or decreased, in some instances), depending on a unit’s Commanding General (see 26.2.3).

GROUND MOVEMENT TABLE

(See charts)

Movement by sea (including amphibious assaults) or air transport costs a ground unit MP’s according to 23.1.3.

At the beginning of the Ground Phase of each G/T, one player rolls a die and consults the *Day Initiative Table* (see charts) to determine which player will be the 1st player during the current Ground Phase.

[23.1.1] Entering an Enemy-occupied Hex

The instant a ground unit enters a hex occupied by an enemy ground unit, place an “entry arrow” marker on the map. Note: If a friendly or enemy entry arrow is already in place, pointing to the same hexside, do not place another. If an enemy or friendly entry arrow is in place, pointing to a *different* hexside, place another friendly marker on top of the first, pointing to the new entry hexside.

Entry arrow markers are placed in the hex *from which* a ground unit moved to enter an enemy-occupied hex, with the arrow pointing toward the hex entered (use the blue side of the marker for an Allied unit; the red for Japanese). This marker remains in place as long as opposing units occupy the same hex, and is

removed at the instant that opposing units no longer occupy the hex together, or at the conclusion of G/T’s where neither side retreats. Once a ground unit enters a hex occupied by enemy ground units, its movement ends for that Ground Phase (*Exception:* Pursuits, see 23.4).

A ground unit may never *leave* a hex occupied by enemy ground units, except through ground combat or deactivation.

[23.1.2] Entering Enemy-Interdicted Hex

When a ground unit is bombarded by air while moving (see Air Interdiction: Special Strikes on Ground Units; 5.8), the result obtained on the *Bombardment Table* indicates the additional cost, in ground MP’s, for the unit to enter the interdicted hex (e.g., +1, +2, or +3).

A ground unit may be prevented from moving into a hex it had otherwise already reached, by raising the MP cost to enter that hex higher than a unit’s MP allowance. Ground units are targeted in hexes as they enter them, not as they leave.

Ground units without sufficient MP’s to reach a hex (via interdiction) are returned to the hex last occupied.

If, following an interdiction bombardment, an enemy ground unit is halted *as a result of that interdiction* in a hex, and may move no farther (though otherwise it *could* have), and during the bombarding player’s Ground Phase his ground units subsequently enter that hex to initiate combat, the interdiction result gained (+1, +2, +3) also applies as a DRM to the ensuing ground combat—as if the interdiction had been solely a normal bombardment attack in that hex.

Interdiction missions may be flown against enemy ground units moving on Tactical Maps, using the same procedures outlined here (see 27.18.9).

[23.1.3] Combining Forms of Movement

During each G/T, ground units may be moved by a number of means other than normal ground movement. These include: Air Transport and Air Assault (Paradrops and/or Glider-borne landings; during an Air Phase); Amphibious Assault and Naval Transport (during a Naval Phase); and rail movement (during the Ground Phase). Units performing air or naval transport

(not air or amphibious assault) may use other forms of movement during the G/T, by using the following procedures.

Rail Movement: Take the number of hexes a unit moves by rail (excluding entraining/detraining) and divide by “6” (a unit’s basic MP allowance), rounding to the nearest whole number. Subtract this number from “6.” The remainder is the amount of ground MP’s remaining to the unit.

Sea Transport: Note: Does *not* apply to amphibious assaults, evacuations, or ETRAN missions. Units may only move in the same G/T as debarked if they are debarked in a linked friendly port or anchorage, free of enemy ground units.

To record the MP’s remaining to such units following debarkation during a Naval Phase, divide the total Naval MP’s used (including embarkation and debarkation costs) in the current Game Turn by the maximum total Naval MP’s the transporting TF was *capable of utilizing* during that G/T. Reduce the ground unit’s available ground MP allowance by that percentage, rounding to the nearest whole number (rounding .5 up).

Example: A ground unit is embarked during G/T 1/7/42, aboard a tactical MSU (speed class 1) and proceeds to sea. During the 1st Naval Phase of G/T 2/7/42, the MSU changes to speed class 2, transports the unit to a friendly port and debarks it there spending a total of 86 Naval MP’s (including debarkation costs). Dividing that total by 252 (the maximum Naval MP allowance for speed class 2 ships with two active phases per G/T) indicates that the transport ships used 34% of their available movement in delivering their ground unit cargo during that turn. Accordingly, the ground unit’s ground MP allowance for that turn is reduced by 34% (leaving 4 MP’s). And, since the ground unit still has at least half its MP allowance remaining (see below), it is also eligible for rail movement.

To record the MP’s remaining to ground units following their debarkation during a Naval Phase, players should place numbered markers (-1 MP, -2 MP, etc.) underneath such units, as a reminder, to eliminate the need for detailed records search.

If a ground unit has at least half its MP allowance remaining (i.e., 3+ MP’s) in the Ground Phase, following its arrival via sea transport, it is eligible for rail movement. If it has less than 3 MP’s remaining, it may not utilize rail movement, though it may be entrained.

Air Transport: Note: Does not apply to air assaults. Units have no MP restrictions placed on them following air transport, providing their airbase hex of debarkation is linked. These units are free to move normally during the Ground Phase (of course, if overland they must, as always, be “activated.”).

[23.2] Ground Combat

During each side’s Ground Segment, both sides examine, one-by-one, each hex containing both Allied and Japanese ground units. The phasing player determines the order in which the hexes are examined, and the following rules are applied.

- If there are no *activated* units on either side in the hex, no ground combat ensues.
- If there are activated units belonging to the phasing player, he states whether or not he will attack. If he chooses to attack, ground combat is resolved. If he declines to attack, he immediately deactivates his ground units in the hex. If the non-phasing player has no activated units in the hex, there is no combat. If the non-phasing player has activated units in the hex, he announces whether *he* will attack or not. If he chooses to attack, ground combat is resolved. If he declines, no combat ensues, but the non-phasing player’s units are *not* deactivated.
- If there are no activated phasing player units, but there are activated non-phasing player units, the non-phasing player announces whether or not he will attack (similar to above). If he chooses to attack, ground combat is resolved. If he declines, no ground combat ensues but (as above) his units are *not* deactivated.
- If either side is conducting an amphibious assault, or air assault (during a *Joint Assault Segment*), that side’s units *must* attack.

[23.2.1] Ground Combat Resolution

The player who initiates ground combat is the attacker; his opponent the defender. To resolve ground combat, refer to the *Ground Combat CRT*, Column Determination chart. Cross-reference the attacker and defender’s final (usually modified) TQ’s (using the TQ of only one unit from each side—termed the “lead unit”—chosen by the owning player). Find the column on the main body of the *CRT*, determined by the relative Troop Qualities, and apply any appropriate column shifts. Roll 1D10 (applying any applicable DRM’s*), and read across on the line appropriate to the total number of steps (from both sides) involved in the combat to find a result.

Note: *Successful Air Assault Landing DRM: This is defined as “at least one friendly unbroken airborne or air-landing step landing in the combat hex.”

The combat result specifies how many steps each player must remove from his force if neither side retreats. If either side is forced, or chooses to retreat, follow the retreat procedure (23.3).

“Broken” units may be activated, and initiate combat, but their TQ—as always—is halved (rounded up).

[23.2.2] All ground units present in a given hex must be involved in any ground combat in that hex, and their strengths (either attack or defense) must be combined when determining combat ratios (*Exception:* see below). Players may not voluntarily withhold units in a hex under attack, as a defender. An attacking player *may* withhold some activated units—while attacking with others—if he desires.

Ground units with an “*” in place of a printed step strength (e.g., Japanese labor companies) may never be part of an attack. If attacked themselves, they are eliminated (as a lead *or* trail unit) on any non-mandatory attacker retreat result. **Notes:** For all other purposes, such units count as one step. Such losses do not count towards satisfying any other called-for (i.e., non-asterisked) losses.

[23.3] Retreats

The *Ground Combat CRT* provides one of two possible retreat results: Optional or Mandatory retreats; specified for

attacker or defender.

When the *CRT* specifies an Optional Retreat, the attacker first has the option to retreat one hex. If he declines, the defender has the same option. If he *also* declines, both forces remain in the hex, and each force loses the number of steps as called for on the *CRT*.

Units are not retreated individually. Rather, all the units in a hex either retreat, or stand, together.

If attacking units are chosen to retreat, the attacking player refers to the *Mandatory Retreat Result* section (23.3.1), and follows that procedure. The defending player *cannot* retreat if the attacker does.

If the defending player chooses to retreat (following the attacker's decision *not* to retreat), he immediately refers to the *Mandatory Retreat Result* section (23.3.1), and follows that procedure. The attacker may not retreat once he has passed his option to the defender—whether the defender chooses to retreat or not.

[23.3.1] Mandatory Retreat Result

When the *CRT* specifies a mandatory retreat (or the above provisions apply), either the attacker or defender, as specified by the *CRT*, may be forced to retreat one hex. The other side's force cannot retreat, but may be able to *Pursue* (see 23.4). When retreating (by either optional or mandatory results), the following priorities and conditions must be adhered to.

- A unit/stack that is already “broken” (was so prior to retreating) *must* retreat one hex when it receives a mandatory retreat. The unit loses as many steps as called for by the *CRT*, plus 1 additional step. After retreating (if activated), the unit is immediately deactivated. The non-retreating player's units may attempt to *pursue*.

Note: A broken unit that *chooses* to retreat as a result of an optional retreat loses steps and deactivates identically.

- Units that are not “broken” (prior to retreating) must make a TQ check, using the TQ of the same (lead) unit used to calculate the combat initially.

If the unit *fails* its check, all friendly units must immediately retreat one hex.

The force loses as many steps as called for by the *CRT*, deactivates, and all units become “broken.” The non-retreating player's units may attempt to pursue.

If the unit *passes* its check, all friendly units may either:

- A) Retreat one hex, lose *half* the number of steps called for (rounded *down*), and deactivate. The non-retreating player's units may attempt to pursue *or*
- B) Remain in the hex, lose as many steps as called for, but not deactivate.

Only after any optional or mandatory retreat and pursuit decisions have been resolved do players allot “hits” (inflict step losses) to their units.

Defending Airfield Hexes. If a unit defending a friendly airfield hex receives a mandatory retreat result, passes its TQ check and does not retreat, that airfield is “suppressed” (see 11.5).

[23.3.2] Blocked Retreats

A unit may not retreat into a hex:

- Occupied by an enemy ground unit.
- Containing terrain through which it could not normally move.
- By crossing an enemy “Entry Hex-side*.”

*In battles wherein neither side retreats, entry arrows remain in place until the conclusion of G/T's.

A unit may not *choose* to retreat if there is no hex into which it can legally retreat. If a unit is *forced* to retreat, and has no legal hex to retreat into, apply the following rules:

- If the unit(s) is Allied, it is removed from play (it has surrendered). The Japanese step losses called for are reduced by one (no loss is permitted), and there is no pursuit.
- If the unit(s) is Japanese, and the Allied force has a total step strength equal to, or less than the Japanese step strength in the hex, both sides take the full number of losses called for and remain in the hex. Neither deactivates, and there is no pursuit.
- If the unit(s) is Japanese, and the Allied force has a total step strength greater than the Japanese step strength in the hex, the Japanese force is elimi-

nated, and the Allied force loses a number of steps equal to half (rounded *up*) the total number of Japanese steps lost (ignore the called-for *CRT* result). The Allied unit remains in the hex, and does not deactivate. There is no pursuit.

[23.4] Pursuit

Whenever one side retreats (whether by choice or not), the other side can attempt to pursue. If the non-retreating side chooses not to pursue, the non-retreating stack loses a number of steps equal to half (rounded *up*) the number of step losses called for. If the retreating force *is* pursued, pursuing units make a TQ check, using the TQ of the designated “lead” pursuing unit. **Note:** This need *not* be the same “lead” unit involved in the just-concluded combat. If the unit fails the check, the friendly force loses the full number of steps called for, remains in the combat hex, and deactivates. Non-pursuing friendly units do not deactivate. If the unit passes the TQ check, the friendly force designated to pursue moves into the retreating unit's hex, loses the full number of steps called for, but does not deactivate. If all enemy units are eliminated, there is (obviously) no pursuit.

Broken units can pursue, using half their TQ. Non-activated units, of course, can never pursue.

Except when resolving combat on Tactical Maps (see 27.0), successful pursuits do not result in further ground combat during that G/T. Though units may still remain activated following a pursuit, those units may not move nor attack any further during that G/T.

Pursuit is voluntary within a victorious *force*. That is, some victorious units can be chosen to pursue, while others are left behind. Regardless, the *force as a whole* (not just the pursuing units) is liable for step losses called for from the combat enabling the pursuit (see 23.6).

[23.5] Troop Quality Checks

Whenever a TQ check is called for, 1D10 is rolled and compared individually to a unit's (modified) TQ. If the DR is equal to, or less than the unit's TQ rating (reading DR results of “0” as “zero”—i.e., low), it passes the check. If the DR is greater, the unit fails.

When making TQ checks for broken units, their TQ is first halved (rounded up).

Generals may affect the TQ's of units under their command, either beneficially or adversely.

Units occupying intact (i.e., at least Level "1") fortifications subtract 1 from their TQ Check DR's whenever forced to make a TQ check.

[23.5.1] TQ check natural DR's of "0" (zero) always succeed.

[23.6] Step Loss Procedure

Once it is determined how many steps a side's units must lose as a result of ground combat, hits are scored against those units as follows. One step *must be* lost by the "lead" unit, even if this step loss eliminates the unit. That same unit must lose all other steps called for, until either:

- All required step losses have been taken, *or*
- The unit has only 1 step remaining.

If the unit has only 1 step remaining, the owning player can (rather than eliminate the unit) apportion step losses to any other friendly ground units involved in the combat, until all step losses have been taken. However, if *any* friendly units must be eliminated, the "lead" unit must be eliminated first.

Example: Following a catastrophic attack, the Allied player has three units that, between them, must lose 5 steps. The "lead" unit in the attack has 3 steps; each of the others has 2. Step 1 is removed from the lead unit (leaving it with 2 steps). Step 2 is also removed from the lead unit (leaving it with 1 step). The Allied player must now remove steps 3-5, and he cannot do so without eliminating at least one unit. He must, therefore, eliminate the lead unit (step 3), and either eliminate one of the other units, or remove 1 step from each.

[23.6.1] Mandatory Step Loss

This rule pertains to all ground combat except that resolved during the *Joint Assault Segment* (i.e., amphibious/air assaults). It applies to ground combat resolved on both the Strategic and Tactical Maps.

Following resolution of each individual ground combat, if one side takes no step loss, and the other takes at least 1 step loss, compare the *pre-combat* step totals of each "lead" unit. If there is at least a 3:1 differential (modified, per terrain, etc.) in the step totals between the two opposing "lead" units, compare the TQ's of these units (the *modified* TQ's; the actual TQ used to calculate the TQ differential initially). Subtract the higher from the lower.

The "lead" unit which did not take a step loss must then make a TQ check based *solely* on this remainder. If the unit passes this check, the ground combat result obtained stands, and no mandatory step loss ensues. If the unit fails this check, it takes a mandatory 1-step loss, regardless of the original combat result dictated. Note: Generals may not affect this special TQ check DR.

Player's Note: This rule is intended to redress the tendency for small, high TQ units (usually contributing a small percentage of their side's total step strength involved in combat) "leading" sustained ground combat actions, shielding their more powerful "follow-on," lower TQ units artificially from loss.

Example: See *Examples of Play Booklet*

[23.7] Sieges

If a friendly force begins a Ground Phase (not a Ground Segment) stacked with an enemy force in a hex other than on an atoll or one-hex island, the phasing player may declare a "siege" if he has at least a 2:1 advantage in ground unit steps at the time of the "siege" declaration. Place a "siege" marker in the hex. A unit or force under siege has, by definition, *no valid retreat hex*. Moreover, such forces may receive no reinforcement or replacement ground steps.

If, at any time, the phasing player's units retreat (voluntarily or otherwise), or their advantage is reduced to below 2:1, the siege marker is removed, and the siege situation ends immediately. Note: Sieges do not apply to Tactical Map ground combat.



[23.8] Rally

Linked, broken units in a hex containing no enemy ground units during the Rally Segment of the Ground Phase may attempt to rally, by passing a TQ check. As in calculating ground combat, only one (the "lead") broken unit's TQ is used for all broken ground units in the hex. *Exception:* On Tactical Maps, each unit must *individually* roll for rally.

The "lead" unit chosen and used for the TQ check has its TQ halved (rounded up), as always when a broken unit must make a TQ check. *Exception:* Broken Chinese units, inside China, as long as they are not isolated, rally at their printed TQ's.

A player can attempt to rally units in any number of eligible hexes each Rally Segment, but no more than one rally attempt per G/T can be made in a given hex (on the Strategic Map). If the rally succeeds, remove the "broken" marker. If a rally attempt fails, leave the "broken" marker in place and (if these units are "activated") deactivate all broken units present that were attempting to rally.

[23.8.1] Rally Attempt DRM's

Apply a +1 DRM to units' rally attempt DR's for each additional broken unit which occupies the same hex, and is also attempting to rally. **Note:** As implicated, rally attempts are voluntary for all broken units in a hex. Thus, some may attempt rally, while others do not, at the owning player's option.

Apply a -1 DRM for each *unbroken* unit present in the hex.

Fortifications. Apply a -1 DRM if broken units attempting to rally occupy an intact (any level) fortification.

[23.8.2] Japanese Units: Jungle Hex DRM's

The Japanese player (only) may gain DRM's for his units that occupy jungle hexes which attempt to rally. For the expenditure of 0.5 CP (each unit attempting rally), the Japanese player gains a -1 DRM.

[23.8.3] Rally attempt natural DR's of "0" always succeed.

[23.9] Ground Unit Withdrawal

As an exception to the rule preventing ground units from exiting an enemy-occupied hex, ground units may do so by deactivating (rendering them ineligible to move or initiate combat), or via Naval EVAC (see 17.4) whether activated or not.

If a unit is in an enemy-occupied hex, it can be re-embarked on sea transports (if present in the hex during the Ground Phase), or moved one hex (not into another enemy-occupied hex) that does not contain an “Entry Arrow” hexside marker pointed in the *opposite direction*. **Note:** “Activated” ground units being evacuated by sea are “deactivated” upon embarkation. All units in a hex which withdraw during the same Ground Phase must enter the same hex. Each time one or more units withdraws, each is immediately deactivated and the *group* loses one ground step (if all units are unbroken), or two ground steps (if *any* unit in the hex is broken). All units in a hex need not withdraw at once, but each time one or more units exit a hex, the losses are assessed again.

Evacuation of friendly ground units (from enemy-occupied hexes) by sea may only be accomplished by the “withdrawal” procedure described above. Thus, it may *never* occur during Naval Phases; only during Ground Phases. Note that the reverse is not true; friendly ground units may be debarked into hexes already containing both friendly and enemy ground units during Naval Phases.

Player’s Note: As sea evacuation via withdrawal can only occur during Ground Phases, it is obvious that transport ships must arrive in the evacuation hex no later than the 3rd Naval Phase of a G/T. That the enemy player will be aware of this is intentional, and serves to simulate the very real difficulties and risks associated with these types of missions.

[23.10] Fortification Reduction: Ground Combat

Enemy fortifications may be reduced following attacks made against their hexes, even when those hexes remain enemy-controlled (see 39.7.6).

[23.11] Ground Replacements

[23.11.1] Ground unit replacements are recorded for most nationalities: Japan,



US, Britain, Australia, New Zealand, and China (both *KMT* and *CCP*). Replacement steps may be accumulated, and are deployed, during Strategic Game/Turns. Ground unit replacements, for all sides, are fixed. They may not be altered nor expedited.

[23.11.2] During the Replacement Phase of Strategic G/T’s, ground replacement steps are received.

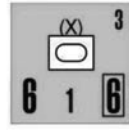
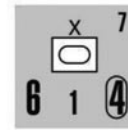
[23.11.3] An existing ground unit may receive replacement steps up to the number of steps printed on its counter (though not necessarily all at once), provided it meets the following requirements:

- A ground replacement step of the proper nationality must be available on the player’s *General Record Track*. Generally, no distinctions exist between *types* of steps (infantry, armor, engineer, etc.). Rule 23.11.5 specifies exceptions, and save for the restrictions listed therein, a ground replacement step may be used in any type of ground unit.
- The unit may not be “broken.”
- The unit cannot occupy a hex containing an enemy ground unit (*Exception:* Units deployed onto Tactical Maps; see 23.11.4). Intrinsic Garrisons do not, for these purposes, count as a “ground unit.”
- The unit must be linked.

[23.11.4] If a unit meets these requirements, and occupies a friendly-controlled undamaged port with an Offensive Support Base (OSB) or HQ—or, if Japanese, occupies a Homeland Resource hex—it may receive up to 3 replacement steps. Units occupying hexes other than the above may receive up to 2 replacement steps each.

Note: Unit location hexes, for replacement purposes, are always determined using the Strategic (not Tactical) map. *Exception:* If units are deployed onto Tactical Maps, they are *not* considered to be “stacked with” enemy units, on the Strategic Map, if they are not so situated on the Tactical Map. Otherwise, though,

the Strategic Map per-cycle replacement allowance applies—regardless, for example, of whether a particular ground unit is broken down *on* the Tactical Map.



[23.11.5] Specialist Unit Replacements

Ground units with boxed printed strength levels are more difficult to replace. These units have step losses replaced at the rate of 1 step for each 2 ground replacement steps (of the appropriate nationality) spent.

Ground units with circled (or oval) printed strength levels may receive replacement steps only via reverting to “cadre” status. In order to receive replacements, these units must be linked, must occupy some sort of installation (*A/F*, port, etc.) and may not be adjacent to any enemy ground unit.

Such eligible units are, during any Strategic G/T, marked “Cadre” in place. Sufficient ground replacement steps (i.e., 2-for-1) are spent to bring the unit back to full-strength, or to whatever strength the owning player desires. Then, 1D6 is rolled. The DR result indicates the number of following Strategic Cycles that must pass until the unit’s “cadre” marker may be removed. To denote this, the owning player simply records the same on his *Reinforcement Track*, under the “Production Arrival” section.

Example: A unit is replaced and “cadre’d” during Strategic G/T 0/11/43. The owning player rolls a “3” on 1D6. As three Strategic Cycles must pass prior to its being released from “cadre” status (i.e., Strategic Cycles 0/12/43, 0/13/43, & 0/1/44), the unit’s release status is recorded in the 0/2/44 cycle. During that cycle, its “cadre” status may be removed.

This process governs parent and all like-type breakdown units thereof.

[23.11.6] Replacement Schedules JAPAN

Japan starts the war with 100 ground replacement steps. When this pool is depleted, Japan receives, during each Strategic G/T, 5% (standard rounding) of the current resource point level (Homeland or

Co-Prosperty Sphere; see 28.1 & 53.2) used for that cycle for CP determination.

Kwantung Army. When the Strategic Initiative Level first *returns* to neutral, additional Japanese ground replacements may be gained via denuding the Kwantung Army (see 48.5.2).

US

US ground replacement steps are received according to the following schedule:

<u>Cycle</u>	<u>Number of Steps Received</u>
13/41–11/43	5 per cycle
12/43–12/44	8 per cycle
13/44–13/45	10 per cycle
1/46 +	6 per cycle

US ground replacements may be “spent” on either US Army or USMC units, without distinction as to service branch.

BRITISH

The Allied player receives British ground replacement steps according to the following schedule:

<u>Cycle</u>	<u>Number of Steps Received</u>
13/41–1/45	5 per cycle
2/45–13/45	3 per cycle
1/46 +	1 per cycle

British ground replacements may be taken as either purely “British” or for “Indian” units, without distinction as to nationality.

Cadre Unit Replacements. In addition to the normal flow of ground replacements (above), the British player may withdraw steps from “cadre” units (see 44.4.5), to be used as ground replacements, at the rate of two “cadre” steps for each ground replacement step taken. “Hit” markers are then placed on the “cadre” unit(s) losing the step(s).

Restriction. Unlike normal British ground replacements, for “cadre” replacement steps, nationality restrictions *do* apply. Thus, “cadre” Indian units may only fill (as replacements) Indian units, etc.

The CW player may *not* use Australian “cadre” units as a replacement source.

AUSTRALIAN

The Allied player receives Australian ground replacement steps according to the following schedule:

<u>Cycle</u>	<u>Number of Steps Received</u>
13/41–2/42	1 per cycle
3/42–2/43	2 per cycle
3/43–6/44	3 per cycle
7/44–1/45	4 per cycle
2/45–13/45	2 per cycle

Player’s Note: Australian replacements should be judiciously apportioned. See 44.1.10 regarding the potential consequences of high Australian ground loss rates.

NEW ZEALAND

The Allied player receives New Zealander ground replacement steps according to the following schedule:

<u>Cycle</u>	<u>Number of Steps Received</u>
13/41–13/42	(None)
3/43–13/45	1 per each odd-numbered cycle

DUTCH

The Dutch receive no ground step replacements.

CHINA

Each cycle, for every 10 Provincial Points (or fraction of 10, rounding .5 *down*) controlled by a faction (*KMT*, *CCP*), 1 ground replacement step is received. Note: The *KMT* capital of Chungking *is* counted towards the total for *KMT* calculations.

[23.12] Ground Unit Reconstitution

Ground replacement steps can also be used to reconstitute any *non-specialized* (see 23.11.5) eliminated ground unit with a printed TQ of 4 or less. To do so, up to three ground replacement steps (per unit) from the *General Record Track* (of the appropriate nationality for the Allies) are used, up to the limit of the number of steps printed on the counter (to a maximum of three per cycle). The newly-constituted unit must immediately be placed in any friendly linked, undamaged port

with an OSB or HQ present (and/or, for Japanese units, in a Homeland Resource hex).

[23.13] Ground Unit Breakdown

Ground units may breakdown into component units during the Replacement Phase of Strategic G/T’s (for no activation costs), during the Ground Phase of weekly G/T’s (following their activation, for a potential ground MP penalty), or during Air/Naval Phases (see 23.13.4). Units capable of breakdown are listed at the end of the *Campaign Reinforcement Booklet*. Their specific breakdown component units are listed at the end of the *Campaign Reinforcement Booklet*. Units not listed on either are not capable of breaking down.

[23.13.1] During Strategic Cycles

When done during Strategic G/T’s, breakdown of ground units costs nothing—no activation costs accrue, and no movement of units ensues.

[23.13.2] During the Ground Phase

Breaking down a unit during the Ground Phase of regular G/T’s costs the parent unit a variable number of MP’s, based on that unit’s TQ rating:

<u>TQ</u>	<u>MP Pen.</u>
7-8	1
5-6	2
≤ 4	3

Generals with MP bonuses (see 26.2.3) continue to project their bonuses to both parent and all component units during the G/T in which they break down.

Component units formed from such breakdowns assume the movement posture of the parent unit, and retain whatever MP allowance the parent unit *would have had* remaining.

Such units are free to engage in combat, though they may not breakdown into component units while stacked with enemy units—any breakdowns prior to combat must occur *prior to* entering an enemy-occupied hex.

Example: See Examples of Play Booklet

[23.13.3] Ground units may also break down immediately prior to air or sea transport, during either an Air or Naval Phase. Such units are not required to

“wait” until the Ground Phase of a G/T in order to break down. Moreover, such units (including parent units) need not be “activated” at the time they are embarked.

Note, however, that the converse (recombination) is *not* true. Recombination may only occur during the Ground Phase, or during Strategic G/T’s.

[23.13.4] When a division (or smaller) unit is broken down into component units, if that division has “hits” allocated to it, that division sheds the “hit” marker(s) when placed onto the *Breakdown Display* (the “hits” are then apportioned, as the owning player desires, among the component breakdown units).

[23.13.5] Component Units

Each side’s *Ground Unit Breakdown Display* contains lettered (generally divisions) and unit-specific (generally, smaller units) breakdown boxes.

At the start of play, some units begin already broken-down. Scenario instructions identify such units and how they are broken down. Those units which do not begin play broken down have their breakdown units placed on the *Breakdown Displays*—lettered breakdown component units in their lettered box; non-lettered (unit-specific) units are placed into their parent unit’s box.

The number of lettered units (generally, divisions) which may be broken down at any point in play is limited by the available lettered breakdown boxes. If, for example, all the lettered division breakdown boxes for a nation are full (i.e., these boxes are occupied by the parent division counter), no more divisional breakdowns are allowed, until 1 or more divisions are recombined (freeing up a breakdown box).

Many lettered breakdown boxes may be used by several (like-type) divisions. *Example:* Either the IJA 17th Inf. Div. or the 22nd Inf. Div. (but not both) could use the box labeled “A” on the *Japanese Ground Unit Breakdown Display*. In the case of asterisked (*) breakdown boxes, these are used for units that may not leave the country (or area) where they initially deploy. Unless specified otherwise, asterisked units may only use asterisked breakdown boxes. And, non-asterisked (no deployment restrictions) units may

only use non-asterisked boxes.

Most lettered breakdown boxes contain attached subordinate breakdown boxes. These boxes are used only in the instance where component units (e.g., regiments of a division) are *themselves* further broken down—generally into battalions. When this occurs, the component unit breaking down is placed into the subordinate breakdown box(es); the subordinate component units comprising the unit breaking down (e.g., 3x Bn.’s of a 3-step Rgt.) are then taken from the appropriate *Bn. Breakdown Box*, and placed on the map. Such subordinate breakdowns may continue as long as available Bn. (or Co.) level breakdown counters exist in an *Available Box*.

Note: Though generally they do, not all subordinate (e.g., Rgt.) breakdown units break down into the same number of subordinate Bn.’s as steps possessed. For example, a USMC Rgt. (8-4) from the 1st Mar. Div. itself breaks down into only 3 (8-1) Bn.’s. Thus, it gains an extra “step” only by remaining intact (i.e., the Rgt.’s counter itself remains in play). Players must check their respective unit breakdown summaries to ensure their breakdown components are correct.

When (breakdown) Bn.’s/Co.’s are eliminated in combat, their counter is replaced into their *Available Box*. If their parent unit is not eliminated by such a result, place an appropriate “hit” marker beneath the Rgt./Bde. Breakdown unit in the subordinate attached breakdown box.

Each unit *Breakdown Display* contains nation-specific instructions and restrictions which must be adhered to.

Some units (e.g., the IJA 16th Inf. Div.) have their own specific breakdown box. Their component units are lettered, but may only be used when their specific parent division is broken down.

Player’s Note: These units were those with unique, unusual component structure not shared with other units—hence the unique breakdown boxes.

Occasionally, some smaller (usually, specialized) units require *other units* to break down in order to be formed (e.g., the IJA “Horii—or South Seas—Detachment,” which requires 1x Inf. Rgt. + 1x SNLF Bn.), when these units are formed, place the requisite component units in the

parent unit’s breakdown box (the usual procedure).

When a division breaks down, it must break down *entirely*, into all of its eligible (1st level) component units.

Breakdown Unit Characteristics. Generally, component units possess the same TQ as their parent division (or Bde), with some exceptions. Most lettered component units have asterisks in place of a printed Troop Quality (TQ). When such units are deployed, place the appropriate TQ marker underneath the unit to track its actual TQ while in play.

Divisions generally lose strength, in terms of total ground steps, when they are broken down.

Player’s Note: This varies widely with nationality, unit types and tactical doctrine. Generally, the step loss reflects the loss of efficiency of division command and fire support assets with such units operating, in game terms, independently.

Divisions with no “hit” markers break down into their component Bde.’s/Rgt.’s/ Bn.’s at those component units’ face value in ground steps.

Apportioning “Hit” Markers. If a parent unit (whatever flavor) has “hit” markers present when it breaks down, those hit markers are transferred, one-for-one, to the component breakdown units. The owning player chooses which breakdown units receive them. The parent unit then sheds any “hit” marker it possessed prior to the breakdown.

Units may break down into any combination of different-sized component units (i.e., Rgt.’s + Bn.’s; Bde.’s + Bn.’s). To do so, a division is first broken down into its *primary* (Bde or Rgt) components—as listed in the *OOB*’s. These units, then, may be broken down into Bn.’s (or, in some instances, Co.’s) by using the attached subordinate breakdown box.

Battalion (or Company) level breakdown units assume the TQ of their parent Rgt. or Bde.

If an original parent unit (at any level) possessed a different TQ than its printed value (i.e., via promotion/demotion), all of its breakdown units receive the same modified TQ.

Example; Unit Breakdown (see *Examples of Play Booklet*)

[23.14] Ground Unit Recombination

Recombination is essentially the reverse of breakdown. Throughout the following sections, players should consider this an overarching principle, as several complex situations could conceivably arise.

[23.14.1] To recombine, component units must stack together in the same hex. The act of recombination costs half a ground unit's MP allowance (i.e., normally 3 MP's), if performed during the Ground Phase. If performed during Strategic G/T's, no activation or MP costs accrue (but, of course such units must start the Strategic Cycle stacked together).

Component units need not have been broken down themselves in order to recombine. Original-strength Bn.'s, Rgt.'s, and Bde.'s may do so also without penalty.

[23.14.2] In order to recombine, an eligible *parent unit* must be present on a side's *Breakdown Display*.

[23.14.3] Recombination may not occur in hexes containing enemy ground units. Isolated and/or broken units may recombine.

[23.14.4] Nationality Restrictions

Unless a component breakdown unit, of a different nationality than a parent division, is an *original* part of a division (e.g., the British 36th Inf. Div., with 1x British and 2x Indian Bde.'s), breakdown units of different nationalities cannot join to reconstitute parent units.

[23.14.5] Step Strength: General

Recombined parent units assume the current total step strength of their component units, by affixing a "hit" marker equal to the parent unit's printed step strength, minus the total number of "hits" present on all recombining units, plus any step loss via component unit elimination (see *Examples*).

It is important, for potential recombination and other considerations (e.g., Strategic Initiative shifts; see 34.1) to track the strength status of both parent and component units.

When a breakdown unit is eliminated, it is placed:

- Back into the appropriate *Available*

Box (battalions, squadrons, companies) *or*

- For Rgt./Bde. sized units, placed back onto the parent unit's own (main) breakdown box, with a "hit" marker equal to its printed step strength.

As such, the only breakdown units on a *Breakdown Display* that will have "hit" markers attached are those that have been eliminated. Such units (obviously) are not eligible to be broken down.

When parent units containing eliminated component units recombine, those component units' step loss (as transferred to the recombining parent unit) is calculated as printed step strength plus one. Thus, an additional step loss is inputted for all eliminated component (breakdown) units. Note: This pertains only to *inherent* component units (e.g., lettered Rgt.'s/Bde.'s), not to Bn.'s/Sqdrn.'s/Co.'s—which when eliminated are returned to their appropriate *Available Box*.

[23.14.6] Generally, parent units will recombine using the specific lettered component units they initially broke down into (see *Examples of Play Booklet*). Situations may arise where, via unit loss, re-deployment, etc., some of these units may no longer be available—while other like-type breakdown units, originally broken-down from different parent units, are.

[23.14.7] Recombining Units from Different Parent Units

Parent units may be recombined with component units of like-type original parent units. Note: "Like-type," for purposes of this rule, is defined as possessing the same type (INF, CAV, etc.) of component units. The *size* (in step strength) may differ and still constitute "like-type."

For example, a CAV Rgt. may not be used to recombine a division without any inherent CAV Rgt.'s. An INF Rgt., though, from a division containing both INF & CAV Rgt. components, could be used to recombine a division containing only INF Rgt.'s.

General Guidelines. Parent units' printed step strengths may never be raised by recombining with different component units (they may be lowered).

Parent units' TQ's may change via such recombination. To calculate a parent unit's (new) TQ, calculate the *average*

TQ from amongst all recombining component units. The parent unit's TQ is equal to this average, rounded to the nearest whole number (rounding .5 *down*). Such calculations are made only when recombining *different* component units. If a parent unit is recombined from its own inherent (i.e., the same breakdown box letter) component units, its TQ does not change.

Examples, Breakdown & Recombination: (see *Examples of Play Booklet*)

Player's Note: With the fast-changing events of a long war, breakdown/recombination situations may arise which are not foreseen and addressed herein. Players are directed, in such cases, to the 1st sentence in rule 23.14, as a guideline. As long as the *spirit* of this rule is adhered (and agreed) to by all sides, potential abuses of the breakdown rules will be minimized.

[24.0] INTRINSIC GARRISONS

Functioning port/anchorage and airbase (not to include seaplane bases alone) hexes, and Chinese Provincial Capitals, may have an Intrinsic Garrison (hereafter "IG") of 1 ground step equivalent.

IG's may be deployed, during the course of the game, in installations constructed.

IG's are not cumulative. Thus, a hex with both a port and an airbase possesses a maximum IG strength of 1 step.

[24.1] General Capabilities

[24.1.1] IG's may never move nor attack. They are affected by Command Links, but not by Combat Attrition.

In most other aspects, they are considered ground combat units. **Note:** In order to be considered "linked," (see 28.10, 29.6-7) IG's must be within the Command Radius of a HQ eligible to activate them (as if the IG were a normal ground unit).

[24.1.2] IG's may not retreat. They are destroyed by a ground combat result calling for any defender step loss, or a mandatory defender retreat. They are also eliminated by any combat result causing all other friendly ground units (if any are present) in the hex to retreat and/or be totally eliminated.

IG's may be "deployed" (i.e., recorded) in hexes containing actual ground units, and continue to exist should friendly ground units later occupy their hex.

For combat purposes, though, IG's do *not* co-exist with actual ground units. Thus, a defending hex does not defend with both ground units and IG's—such hexes defend with their actual ground units.

IG's may never be “broken” (e.g., via bombardment, etc.). They may occupy (and benefit from) fortifications, as normal ground units do.

[24.1.3] A port or airbase with a destroyed IG may recover that IG (at the same TQ which it was initially deployed) by having a friendly ground unit end any Ground Phase in the hex. IG's can thus be destroyed and replaced by enemy garrisons during the course of play.

Exception: IG's may be “recovered” only if they initially existed—i.e., a hex without an initial IG deployed there can never be “recovered” if it did not initially exist. For these purposes, though, IG's created during the course of the war *are* eligible to be recovered.

[24.1.4] The defense strength of a hex due to IG's may never be more than 1 (step). And, this strength is used only if there are no other actual friendly ground units in the hex.

[24.2] I.G. Initial Deployment

[24.2.1] Allied

The applicable Scenario Deployment instructions contain the initial Allied IG allowances and restrictions.

Allied IG's are determined by area (e.g., *Solomons*, *Philippines*, etc.). Throughout these areas, the Allied player is allotted an indeterminate (usually determined by DR) number of garrisons, based on an allowed maximum TQ deployable.

These IG's are recorded pre-war (for the Campaign Scenario) and may not change. The presence or absence of an IG may be revealed via successful air reconnaissance (see 5.3), but in no case would its actual TQ be revealed—until ground combat is initiated.

Example: Allied IG Deployment—NE/Papua New Guinea (see *Examples of Play Booklet*)

[24.2.2] Japanese

Japanese IG's deployed in any conquered hexes are taken from the Japanese *Ground Replacement Pool*, as follows:

TQ to be Deployed	# of steps' Cost
2	---
3	1/2
4	1
5	1 1/2
6	2

All Japanese-controlled port/airbase hexes begin the war with IG TQ's of (at least) “2.”

Additionally, the Japanese player may deploy a total of 5 additional TQ's to any of his pre-war eligible bases, to a maximum TQ of “4” in any hex. These deployments should be recorded on Japan's *Garrison Deployment Log*.

[24.2.3] US Philippine Garrison (Special Rule)

Upon the loss or disbanding of the USAFFE HQ, the US player must (secretly) roll 1D6. He must reduce his remaining IG TQ's deployed in the Philippines by this amount.

Player's Note: This simulates the effects of Gen. Wainwright's surrender order.

[24.2.4] Thailand

No IG's exist in any hex in Thailand, until Japan controls Thailand, when *Japanese* IG's may be created there.

[24.3] Deploying New I.G.'s

New IG's may be deployed, during Strategic G/T's. The procedure for *Japanese* garrisons is as outlined in 24.2.2. Thus, the Japanese player may deploy such garrisons (of TQ “2”) in any eligible hex during any Strategic G/T, for “free.” If such Japanese IG's are to possess TQ values higher than “2,” the Japanese player must remove ground replacement steps from his available pool (see 24.2.2).

The US player may deploy new IG's, at conquered/liberated hexes, at newly-constructed eligible bases, or at previously un-garrisoned originally-controlled bases—either for free or via the expenditure of Production or Command Points.

Each newly-constructed or captured US port or airfield hex gains the US

player an IG there, of TQ “2.” For the expenditure of 1 PP *or* CP, the US player may increase this garrison's TQ by 1, to a maximum of “6,” via any combination of the two resource point types. For previously un-garrisoned (originally US-controlled) bases, an IG of TQ “2” may be deployed, at the cost of 1 PP or CP. Such deployed IG's TQ's may be raised, as described above.

The CW, Dutch, and Chinese may not create new IG's, though they may “recover” (see 24.1.3) such garrisons.

Player's Note: To this effect, the CW, Dutch, and Chinese players would be wise to retain a copy of their original garrison deployments, should they ever gain the ability to recover such units via recapture (however long-delayed).

[24.4] Restrictions

IG's do not exist in port/airfield hexes if the installation creating, or enabling the garrison has been *demolished* (i.e., voluntarily destroyed) by the owning side.

[24.5] Isolated I.G.'s

IG's which are not within the Command Radius of any HQ (within the strict definitions contained in 29.6–29.8) must, immediately prior to ground combat, make a TQ check using their current TQ rating. Failure of this check halves their TQ rating (rounded *up*). Note: Halving of IG TQ's may be cumulative with any other modifiers present (e.g., Japanese Jungle Warfare Superiority, etc.).

[25.0] SPECIAL RULES: GROUND

[25.1] Ground Unit Attrition: Isolated Units

Broken Units. Each “broken” ground unit that is isolated during the Attrition Phase of Strategic G/T's must individually make a TQ check. Each unit that fails this check loses 1 step. Note: 1-step units receive a –1 DRM to these TQ check DR's.

Broken units that are isolated during a Rally Phase (during regular G/T's) cannot attempt to rally.

Broken ground units isolated during the Replacement Phase of Strategic G/T's are ineligible to receive replacement steps.

Unbroken Units. Each unbroken ground unit that is isolated during the Attrition Phase of Strategic G/T's must individually make a TQ check. Units failing this check become "broken." Unbroken ground units isolated during the Replacement Phase of Strategic G/T's are ineligible to receive replacement steps.

[25.1.1] Units in hexes of the Arctic Movement Area have a +1 DRM applied to their isolation TQ check DR's when resolving attrition.

[25.2] Control of Facilities: Island/Atoll Hexes

A. Intrinsic Garrison Defenders. As long as a defending IG exists, the defending side controls all facilities/installations in its hex.

B. Tactical Map Combat. On Tactical Maps (see 27.0), installations are controlled by the side which occupies, or was the last to occupy, such hexes and all land hexes adjacent to them. For airfields (even if multi-hexed), control (for operational purposes) exists only if *all* the hexes of an airfield (and those adjacent) are friendly-controlled, and contain no enemy ground units. For ports/anchorage, if such hexes are clearly defined on the subject Tactical Map, the same control parameters apply. If such hexes are not clearly defined as to exact hex(es), control of such installations resides with the defending side.

Facilities controlled by neither side, according to the above definition, may not be *used* by either side.

[25.3] Japanese Jungle Warfare Superiority

The following rules apply only to *jungle hexes*.

[25.3.1] Some Allied units' effectiveness in jungle combat may be reduced. The following units, by nationality and type, must make TQ checks (using their current—possibly modified—TQ ratings) immediately prior to ground combat with Japanese units in jungle hexes, during the timelines indicated.

Note: Units forced to make these special TQ checks may do so individually, if the "lead" unit in a hex fails its check. Note that this may lead to a swapping of

"lead units;" entirely at the owning player's option. If lead units are swapped in this manner, though, any (previously-designated) "lead" unit failing the check and not remaining the "lead" unit for the ensuing combat is excluded from the combat, if the Allied side is attacking. Otherwise, if the "lead" unit passes, all others in the hex pass as well.

Failure of this special TQ check temporarily halves the *lead unit's* TQ (rounded *up*), but causes no further adverse effects. This reduction lasts only for the duration of the *phasing side's* Ground Phase.

[25.3.2] CW Units

CW ground units, either attacking or defending, are subject to this rule until Cycle 10/42 (the end of the 1st monsoon season). *Exceptions:* The following CW units are *never* subject to this rule:

- ANZAC units (except as noted below)
- Gurkha units
- British 53rd Brigade (Malaya)

From cycles 10/42 through 4/44, attacking CW units (only) are subject to this rule.

ANZAC Units. Until cycle 10/42, attacking ANZAC units are subject to this rule. Commencing with cycle 10/42, they function normally.

[25.3.3] U.S. Army Units

USA ground units, either attacking or defending, are subject to this rule until cycle 13/42. *Exception:* Units in the Philippines are subject to this rule only when attacking—as long as Gen. MacArthur commands the USAFFE HQ in the Philippines. For purposes of this rule, Filipino units are considered as US Army units.

From cycles 13/42 through 4/43, attacking USA units are subject to this rule.

[25.3.4] USMC Units

Until cycle 13/42, attacking USMC units are subject to this rule. Thereafter, all USMC units function normally. (Defending USMC units are never subject to this rule).

[25.3.5] No penalties other than the effect of lowering of TQ's in combat calculations accrue from Japanese Jungle Warfare Superiority, and these provisions affect ground combat only—not, for in-

stance, rally or other game functions related to unit TQ's.

[25.3.6] Tactical Map Hexes

On Tactical Maps, this rule applies only to jungle or mixed terrain hexes.

[25.4] Japanese SNLF Units: Rebuilds

Destroyed Japanese SNLF units are rebuilt at unknown Troop Qualities. When such rebuilt units arrive via production, the Japanese player rolls 2D6. The actual TQ of the unit produced is the DR result obtained (with a maximum TQ of "7").

[25.5] (Japanese) Garrison Units

Japanese ground units marked with an asterisk (*) may never leave the country where formed (e.g., Japan, China, Korea, Manchuria, etc.)—including units' starting locations.

Note: Allied units with asterisks are under the same geographic restrictions.

[25.6] Chindits

[25.6.1] The following CW brigades formed the core of the British "Chindit" units:

- 14th* & 16th Special Service Bde.'s (70th Inf. Div.)
- 77th*(Air-Landing) Commando Bde.
- 111th*(Air-Landing) Commando Bde.

* Air-assault-capable (see unit counters)

[25.6.2] As long as they remain unbroken, Chindits are considered "linked" for all purposes except for ground replacements, and for higher-HQ General effects. As such, except for these two considerations, Chindit units need not trace a Command Link. If broken, they suffer the normal penalties for isolation. For ground unit replacement eligibility purposes, these units must be legally linked in order to take on replacement ground steps.

[25.6.3] Chindit brigades may force-march (if Optional Rule 23.1.4 is in effect).

[25.6.4] If eliminated, Chindit brigades may never be rebuilt. They may take on replacement steps, in accordance with the normal replacement rules. Note that, as specialist units, 23.11.5 applies.

[25.6.5] Chindit Generals

British generals Wingate and Calvert are the only *on-site* Allied generals which may accompany, or influence in any way, Chindit brigades.

[25.7] “Merrill’s Marauders”

Arriving in 0/10/43 (in any city or airbase in India), the US 5307th Provisional Regiment (“Merrill’s Marauders”) functions in all respects as do Chindits—except this unit does not possess an air assault capability. This unit suffers no operational penalties for being commanded (read: “activated”) by British HQ’s.

[25.8] CW Gurkha Battalions

Gurkha Bn.’s are differentiated from normal CW Inf. Bn. Breakdowns, as Gurkha Bn.’s are immune from the provisions of 25.3 (“Japanese Jungle Warfare Superiority”).

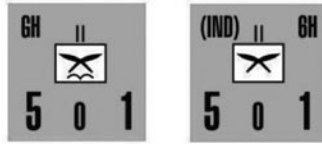
Additionally, all Gurkha Bn.’s receive an automatic –1 DRM for any TQ check they make. *Exception:* Not when acting as “lead” units for non-Gurkha units.

[25.8.1] The CW *Ground Unit Breakdown Display* has three boxes to hold Gurkha Bn.’s:

- Regular (Indian) Gurkha Bn.’s (x 21)
- British Air-Landing Cdo. Gurkha Bn.’s (x 3)
- Gurkha (Indian) parachute Bn. (x 1)

[25.8.2] British Gurkha Breakdowns

The British 77th and 111th (“Chindits”) air-landing brigades (only) may break down into British Gurkha Bn.’s (in whatever fashion desired).



[25.8.3] 50th Indian Parachute Brigade

The lone Gurkha parachute Bn. may only be broken down from the 50th Indian Para. Bde.

[25.8.4] Indian (Regular) Gurkha Bn.’s

Any Indian Bde. of TQ “5” or “6” may break down into like-TQ Gurkha Bn.’s.

When Indian Bde.’s are broken down into Bn. Components, of either TQ “5” or “6,” Gurkha Bn.’s may be swapped for the “regular” Bn.’s, on a 1-for-1 basis, as long as Gurkha Bn.’s remain available.

[25.8.5] Restrictions

Gurkha units may be swapped only one way: from non-Gurkha Bn.’s to Gurkha Bn.’s. Once swapped, they may not be swapped back to their non-Gurkha Bn. equivalent. If reformed into their parent Bde.’s, then the Gurkha Bn.’s are returned to the applicable “available” box on the *Breakdown Display*.

[25.8.6] Eliminated Units

Gurkha units, if eliminated, are lost permanently.

[25.9] Japanese Militia Divisions

Commencing with cycle 0/1/45 (and perhaps earlier), the Japanese player may conditionally raise militia divisions. These divisions’ counters include, besides their historical unit ID, a code denoting which Japanese home island/area they may be deployed on:

HN/K: Honshu or Kyushu

Hok: Hokkaido

K: Korea

Japanese militia divisions may never leave the island (Japan) or country (Korea) in which they were raised.

[25.9.1] Militia divisions may be raised if:

- It is cycle 0/1/45 or later and
- The Strategic Initiative level is on the Allied side.

Militia divisions may be raised earlier, if any Allied ground unit occupies any hex of Japan or Korea.

[25.9.2] Procedure

Once the criterion for raising militia divisions is met, during the Production Phase (Strategic G/T’s), the Japanese player is entitled to a DR (1D6), to determine how many divisions are raised.

He may gain a +1 DRM for each 2 PP’s and/or CP’s expended for this purpose (no maximum applies).

Once the *number* of arriving militia divisions is determined, the Japanese player may *pick* whatever divisions he desires—in numerical sequence, for each potential deployment area chosen. Each arriving division is then deployed, in any city/installation hex in the island (or Korea) chosen.

Militia divisions arrive at half-strength (i.e., with 3 “hits”). The Japanese player may take ground replacements currently in his Ground Replacement Pool (if available) to “fill these units out,” in any fashion, and to any level, so long as replacement steps exist.