

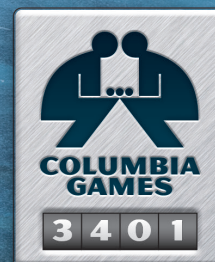
# PACIFIC VICTORY™

PACIFIC THEATER OF WW2



SECOND  
EDITION

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# PACIFIC VICTORY™

## INTRODUCTION

*Pacific Victory* simulates the Pacific Theater of WWII. The map covers roughly one third of the Earth, from North America to India, and Alaska to New Zealand. The vastness of the Pacific Theater is remarkable; on this scale, New York to Paris is four hexes!

Military units are represented by blocks which provide elegant mechanics for *Fog of War* and *Step Reduction*. A self-adhesive label must be attached to each block, *Japanese* labels on the orange blocks and *Allies* on the blue, brown, and yellow blocks. See sidebar "Label Colors".

British Empire units include ANZAC (Australian & New Zealand Army Corps) and Indian units.

## Scenarios & Victory

There are three scenarios: **1941**, **1942**, or **1943**. Historical locations and unit strengths are given for each game-year, although these can be adjusted with a *Free Deployment* option.

Each scenario has the *same* victory conditions. The game is played until one side wins a *Decisive Victory*, or until the **Jun/45** turn is played when Victory Points determine a winner.

## Game Turns

*Pacific Victory* is played in Game Turns that simulate three (3) months of war. To start each Game Turn, an initiative dice roll is made. The winner can choose to play *first* or *second*. **Player 1** moves any/all blocks, then **Player 2** does the same, except units that have been attacked are pinned and may not be able to move.

Units that enter an enemy-controlled hex are attacking. Combat is resolved in a unique interactive system.

## Supply & Production

After all battles have been resolved, units check supply and reinforcements are added in a LOGISTICS PHASE. Replacements do not arrive on a rigid historical schedule; players can, within limits, build as they wish.

## 1.0 GAME TURNS

Each Game Turn has five PHASES.

### 1.1 Initiative

Both players roll two (2) dice. The player with the *higher* total wins the **initiative** and has the **option** to play First or Second. Allied player wins ties.

On Typhoon game turns, Player-2 now rolls 1d6 to determine storm location.

### 1.2 Player-1 Move

Player 1 moves any/all friendly units. There are two possible types of movement: **Operation** (4.11) and **Strategic** (4.12). They may be played in any desired order.

### 1.3 Player-2 Move

Player 2 repeats 1.2. Units can make any legal move such as reinforcing a battle started by Player 1, or starting a new battle. In battle hexes, some defending units (equal to the number of attacking units) are pinned and cannot move; excess units can move out of a battle hex. See 4.5.

**IMPORTANT:** *When Player 2 moves units to a battle started by Player-1, these units are not available to fight or take hits for the first combat round. Should the Attacker win the battle in the first combat round, control of the hex changes, and the reinforcing units arrive as attacking units, not defending units. Strategic Moves can never be used to reinforce a battle.*

### 1.4 Combat Phase

Battles occur when either player moves units into an enemy-controlled hex. Battles are resolved, one by one, in any sequence desired by **Player 1**.

### 1.5 Logistics Phase

Both players, simultaneously:

- (A) Check supply (7.1) status of units. Unsupplied units cannot receive replacements and take supply attrition.

**IMPORTANT:** *unsupplied naval units do not cut supply lines.*

- (B) Determine available Production Points (PP) and build new units or add steps to existing units. Max 1 step per **minor** base, and 2 steps (same or different units) per **major** base.

A new GAME TURN now begins with an Initiative dice-roll.

## Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, and suggestions to help you understand and enjoy *Pacific Victory*.

The sidebars also contain a number of **Optional Rules**, each identified with a checkbox ☐ symbol. It is best to ignore all optional rules until you are familiar with the game.

## Game Scale

Ground units are *Corps* (Allies) or *Armies* (Japan), but each step for both is *roughly* a Division. Air units are *Airforces* (Allies) or Air Divisions (Japan), each step representing 50-100 planes. Naval units are Divisions, each step representing one capital ship or two to four light ships. All surface ships are assumed to have an escort of about four destroyers per step. Map scale is 600 miles per hex. Game turns are 3 months long.

## Game Turns

There are 15 Game Turns (GT), each representing three months of action. GTs are printed on the west edge of the mapboard. Each GT has a dominant weather pattern (MONSOON, TYPHOON, or NORTH PACIFIC) detailed in 6.0. Within each GT, both players move, then battles are fought, then logistics and supply are determined.

## Initiative

The sequence of Player Turns within each GT is determined by random Initiative. Because of this your opponent may get two turns in a row. That is, the player moving second in a GT may move first in the *next* GT. You can never be assured that an opponent will patiently await your attack; he may attack first, or move away and frustrate your plans.

## Fog of War

Fog of War is one of the most exciting aspects of *Pacific Victory*. Except when fighting a battle, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never certain of the strength or identity of an enemy unit. Just like all successful generals and admirals, you must be bold and decisive in an atmosphere of doubt and deception.

## Allied Code Breaking

The Allies had superior code-breaking techniques to the Japanese. To reflect this, the Allied player wins ties for Initiative, a significant advantage.

## Block & Label Colors

### Block Label

Blue	US Navy (blue) US Army (green)
Brown	British, Indian, and ANZAC (brown)
Yellow	Chinese labels (yellow)

## 2.0 THE MAP

The map has a hexagonal grid (hexes) to regulate movement and location of units. Terrain features in hexes affect stacking, movement, and combat.

**Hexsides** often have different terrain to that of a hex, which affects movement into combat. Two types of terrain may appear in the same hex or hexside, but one type dominates; if ambiguous assume the most restrictive terrain.

## 2.1 Terrain Types

**Clear:** Hexside 2.

**Desert:** Hexside 1.

**Jungle:** Defense D2. Hexside 1. One jungle hex in southern New Guinea is *impassable* to Ground units.

**Mountain:** Defense D2. Hexside 1. Alpine hexsides (white) are *impassable* to ground units.

**River:** Hexside 1.

**Coastal:** Stacking limit of four (4) naval units for coastal and island hexes. Air stacking is one (1) unit. Ground stacking depends on base size.

**Sea:** Open sea hexes have naval stacking of four (4) units, **plus** Air Stacking of one (1) unit (which must land at a friendly base at the end of the COMBAT PHASE). **Infantry** units can **not** occupy sea hexes. Marines occupy sea hexes as a naval unit.

## 2.2 Bases

All settlements on the map are **bases**, color-coded for *original* ownership:

Orange: Japanese

Yellow: Chinese (Allies)

Blue: American (Allies)

Red: British/Anzac/India (Allies)

Green: Dutch (British controlled)

Allied bases are **friendly** to Allied units.



### 2.21 Major Bases

Hexagon symbol. Stacking is 2 Ground, 1 Air, and 4 Naval.



### 2.22 Minor Bases

Round symbol. Stacking is 1 Ground, 1 Air, 4 Naval.

**IMPORTANT:** Base size has a crucial effect on game-play. Major bases provide double defense (5.46) to ground units, and are essential to form supply chains.

### 2.23 Reference Points

Small black circles such as **French Frigate Shoals** (near Hawaii) are *neutral hexes, not bases*. Only Naval units can end a Game Turn in these hexes.

### 2.22 Economic Centers



Major or minor bases containing a number. These indicate significant

production facilities or war resources such as nickel, oil, rice, rubber, timber, and tin. The total value of all centers on the map is 60PP.

### 2.23 Home Bases



Home bases are Major bases in the home country. New units **must** be built in **Home** bases.

They are also supply sources for each country.

**Japan:** Kure, Tokyo, Hakodate.

**USA:** Seattle, San Francisco, San Diego, Panama.

**Britain Empire:** South Africa.

**China:** All Chinese major and minor bases.

## 2.3 MAP BOXES



The Allies have two Map Boxes, *Panama* and *South Africa*, that are off-board areas. They are *Economic Centers* and *Home*

*Bases* which **cannot** be attacked or blockaded by Japanese units. Map boxes have unlimited stacking. **Strategic Movement** is required to move to/from Map Boxes (4.12).

**Panama** represents the eastern USA and is one of four Home bases for American units. **New American Naval** units **must** be built at *Panama*.

**South Africa** is the Home base for all British units, including ANZAC and Indian units.

**NOTE:** USA units may trace supply to *South Africa*, and British Empire units may trace supply to *Panama*. However, units dependent on this "cross-supply" cost double to build (7.15).

## 2.4 RAIL LINES



Rail lines are shown in red on the map. They are used for strategic movement (4.12) and supply lines (7.1).

## Japan

The three hexes that compose Japan are considered to be **adjacent** land hexes. Ground units may move between them, with a hexside limit of 1 for attacks.

## China & Manchuria Front

The Japanese invaded China in 1937 and controlled Peking, Shanghai, and Canton hexes until 1945. They previously occupied Formosa and Korea in 1895, and Manchuria (Manchuko) in 1931. Also see 8.14.

## Siam Coasts

The Siam hex has two coasts, west and south, which are not directly connected. Naval units located in this hex are deemed to be on the south (Bangkok) coast unless otherwise stated. All naval activity such as Sea Invasions, and Shore Bombardments, against the west coast may ignore defending naval units on the south coast. Only naval units on the south coast may blockade the hex. **A Supply** line from *Bankok* to *Rangoon* must use Rail Supply.

## New Guinea

The New Guinea hex marked **Impassable** applies to **Ground** operations. Naval units can occupy or pass through this hex. Air units may fly over, but not land.

## New Caledonia

A wealthy French colony that expelled its Vichy French government in 1940 and joined the Free French. It became the major base for US forces in the South Pacific. The island had 25% of the world's nickel reserves during the war, a critical component of some steels.

## Alpine Hexes

Mountain hexes and hexsides, colored white, such as in *Tibet* and in New Guinea, are unplayable.

## China, Japan, Okinawa, Korea

These areas are within the command areas of both *MacArthur* and *Nimitz*. MacArthur commands Army and Air units; Nimitz commands marines and naval units.

## Islands

Islands are treated as coastal hexes. Ground movement between islands in the **same hex** and to the mainland in the **same hex** is allowed. This means, for example, that a ground unit on Dutch Harbor (island) can move by land to Anchorage because it occupies the mainland part of the hex as well. Hexside limit 1 because of the mountains.

## Out of Play Areas

The following areas are out of play:

- Mexico (1 hex)
- Mongolia (1 hex)
- Tibet (2 hexes)
- USSR (all hexes except ATTU)

## 3.0 UNIT TYPES

Military units are represented by blocks which provide game mechanics for *Fog of War* and *Step Reduction* (see: sidebar). Units have one to four strength levels. *Current* strength is shown by the number of pips on the *top edge* when a block is standing **upright** facing the owning player.

### 3.1 Air Units

Air units assume a mix of fighters and bombers. Each step is 50-100 aircraft. Air units can attack any/all target groups.

#### 3.1.1 Naval Air (NA)



Japanese *land-based* Naval aircraft. NA move one (1) hex and have A2, N3, G1 firepowers.

#### 3.1.2 Army Air (AF)



Land-based Army aircraft. AF move one (1) hex and have A2, N2, G2 firepowers.

## 3.2 NAVAL UNITS

Each type of naval unit (except submarines) *include* an escort of about four destroyers per step.

#### 3.2.1 Carrier (CV)



Each step is 1 fleet carrier, or 2-3 light carriers. They move 2 hexes and have **variable** firepowers against enemy units in the **same** hex. See 5.4 for targeting.

#### 3.2.2 Submarine (SS)



Each step represents 8 submarines. They move 2 hexes and only have **naval**

firepower. SS have the ability to move, retreat, and trace supply **through** enemy controlled hexes and units.

#### 3.2.3 Battleship (BB)



Each step is one battleship. BBs move 2, and fire A1 (flak), N3 (naval) or G2

(shore bombard).

#### 3.2.4 Cruiser (CA)

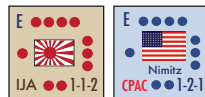


Cruisers move two (2) hexes and fire A1 (flak), N2 (naval) or G1 (shore bombard).

## 3.3 Ground Units

Infantry, Armor, Garrisons, Marines, and SHQs are all ground units. Ground units outrank Air and Naval units for hex control of land and coastal hexes.

#### 3.3.1 Headquarters (SHQ)

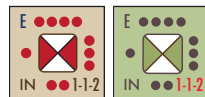


The Japanese have two SHQs, *Imperial Japanese Army* (IJA) and *Imperial Japanese Navy* (IJN). The **Allies** have four SHQs: *Wavell* (British), *Chiang-Kai-shek* (China), *Nimitz* (USA-CPAC), and *MacArthur* (USA-SWPA).

SHQs command strategic movement (4.12). They do **not** count for stacking. They **cannot** attack, raid, or reinforce, but defend normally.

**IMPORTANT:** SHQs at strength 1 cannot activate for strategic movement, but can move and fight normally. Eliminated SHQs are rebuilt in **any friendly** and **supplied** major base.

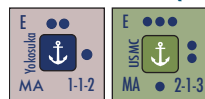
#### 3.3.2 Infantry (IN)



Infantry have an operation move of one (1) hex, and control bases they occupy. They can cross a sea hexside only with a Sea Invasion (5.8) or strategic move (4.12).

The Japanese have one **Armor** unit. They also have infantry **Garrisons** (GA) that have two steps and higher naval firepower (shore batteries). Garrisons can **never attack**, raid, or reinforce.

#### 3.3.3 Marines (MA)



Marines move 2 hexes at sea, but only 1 hex on land. They conduct *Sea Invasions* under command of the *IJN* for the Japanese, and the theater SHQ for the Allies. Cost is 2PP per step.

*US Marines* have higher firepowers reflecting *Marine Air* attached to their divisions. See 5.43.

*Japanese marines*, more properly called *Special Naval Landing Forces*, have a maximum strength of 2.

#### 3.3.4 Major Base (MB)



Used to upgrade a minor to a major base with all effects of a MB. Cost is 5PP. They have no firepower and take no hits, but do control a hex. They are always **face-up**. They are destroyed immediately the hex is enemy-occupied.

## Unit Data Chart

Unit	Move	A-N-G	Cost
Naval Air	1	2-3-1	3PP
Army Air	1	2-2-2	2PP
Carriers <sup>1</sup>	2	2-3-1	4PP
Submarines <sup>2</sup>	2	0-2-0	2PP
Battleships <sup>3</sup>	2	1-3-2	3PP
Cruisers	2	1-2-1	1PP
SHQ	1	Varies	2PP
Armor	1	1-1-3	2PP
Marines <sup>4</sup>	2/1	2-1-3	2PP
Infantry <sup>5</sup>	1	1-1-2	1PP
Major Base	0	None	5PP

<sup>1</sup> Elite Carriers have higher firepowers, but cost is the same. Check the unit and building year.

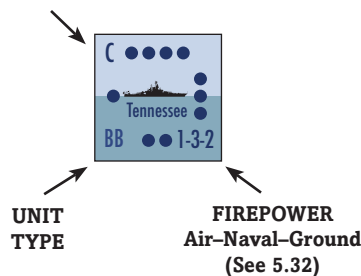
<sup>2</sup> Allied submarines have firepower 0-1-0 until Sep43.

<sup>3</sup> Elite Battleships have higher firepowers. Cost is same.

<sup>4</sup> Marines move 2 hexes on water, 1 hex on land. Japanese Marines have 1-1-2 firepower.

<sup>5</sup> Japanese Infantry *Garrisons* are 1-2-1.

### COMBAT TURN (A to E) See: 5.21

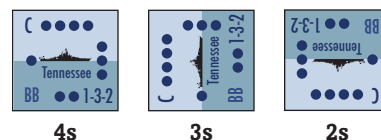


### Strength (S)

Units fire by rolling dice equal to their current strength, meaning a 3-step block fires 3 dice. The current strength of a unit is the number on the **top** edge of the label from the owner's point of view.

### Step Reduction

The *maximum* strength of a block can be 2, 3, or 4. For each hit taken in combat, strength is reduced by turning the block 90 degrees *counter-clockwise*. The diagram below shows the *same* BB unit at strength 4, 3, and 2.





## 4.0 MOVEMENT

Players can move any/all friendly units. Half-hexes are fully playable. There are **two (2)** types of movement. Each unit can move only **once** per turn.

### 4.11 Operation Movement

Each unit can move one or two hexes per turn depending on unit type. See: UNIT DATA CHART. Units may attack subject to stacking and hexside limits.

**Rebase:** Units can instead "rebase", a **double** move to a friendly base. Hence, **naval** units move **4** hexes, **air** units move **2** hexes, and **ground** units move **2** hexes **by land**. All hexes traversed must be **friendly** or **neutral**.

### 4.12 Strategic Movement (SM)

Strategic Moves (SMs) require activation of an appropriate SHQ. **Allied SHQs** command units currently located in **their** theater. **Japanese IJA** commands all AR, GA, IN and AF units; the IJN commands all NA, MA, and naval units.

The number of SMs received is equal to the **current** SHQ strength meaning an active SHQ3 has 3SM.

**Each** SM allows **one (1)** unit to move up to a **friendly** base within ten (10) hexes; a unit can move **twice** for 2SM. An **active** SHQ may move itself normally, by rebase, or with an SM.

Hexes traversed must be **friendly** or **neutral**. SMs are needed to enter/leave **Panama** or **South Africa**.

After movement the SHQ is reduced one (1) step and turned upright. SHQ steps are replaced during the LOGISTICS PHASE (2PP per step). SHQs can only be activated **once** per MOVEMENT PHASE.

## 4.2 Stacking Limits

Stacking is the maximum number of **blocks** you may have in a hex (their actual strength is ignored). Stacking limits are shown on the back cover.

Stacking applies **after** all movement is completed; you may overstack during movement. In battle hexes stacking limits apply to **each** player.

## 4.3 Hexside Limits

Hexside Limit is the **maximum** number of **ground** units that may cross a hexside **into a battle**. The limit is **ignored** for non-combat movement.

Hexside limit is **two (2)** units per **Clear** hexside, and **one (1)** unit for all other terrain, except **Alpine (white)** hexsides are impassable.

**Air/Naval** units **ignore** hexside limits, as do ground units conducting a Sea Invasion (5.8).

## 4.4 Hex Control

Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled. All units **control** the hex they occupy. Hex control changes take effect **immediately**.

**NEUTRAL HEXES:** *Hexes without a base and open Sea hexes are neutral. Air and Ground units cannot end their Game Turn in neutral hexes.*

### 4.41 Base Control

Bases are friendly to any occupying unit. Captured enemy bases **revert** to enemy control if vacated.

**IMPORTANT:** *Only armor, infantry, and marines can **change** hex control. Air and naval units cannot change control, but can **maintain** control of a captured base. Garrisons and SHQs cannot change hex control because they cannot attack.*

### 4.42 Hex Control Priority

**Air** units cannot **change** control of hexes and cannot land on vacant enemy controlled bases. **Air** units can **maintain** control of a captured base, but must retreat from an attacking enemy **Ground** unit after a battle.

**Naval** units cannot **change** control of hexes, but can **maintain** control of a captured base. They must retreat from an attacking **Ground** unit after a battle. Naval units may Blockade (5.7) if no enemy naval units are present.

**Ground** units control Coastal or Land hexes. After a battle, they force enemy Air to retreat, and enemy Naval to Retreat or Blockade.

## 4.5 Pinning

Attacking units **prevent** an equal number of defending units (any types) from **moving**. This is called **Pinning**. The defending player chooses which units are pinned. **Unpinned** units may move normally, **even attack**, except **not** via a hexside used to pin. Unpinned units may not SM. **Pinned SHQs cannot activate** to command SM, but defend normally.

## 4.6 Air Operations

### 4.61 Air Movement

Air units fly **one (1) hex**, perhaps to engage in combat, then land in the same or another adjacent, **friendly base**, even one captured this turn. Air units ignore hexside limits and **impassable** terrain.

## Rebase Movement

Rebase movement is a non-combat move. Because of their Central Position, rebasing favors the Japanese player.

## Strategic Movement

Strategic moves are handy to move units outward from home bases, or to change theaters, and are mandatory for Allied units to enter or leave Panama or South Africa.

## Movement Example

The example below shows a USA amphibious attack against *Saipan* where four Japanese units are defending. The Allied player wins the initiative and decides to move first:

**Player 1 (US)** moves four units (CV3, BB4, CA4, and MA3) from Wake to Saipan, held by four (NA2, SS2, CA3, IN3) Japanese units.

**Player 2 (Japan)** elects to add two more units to the battle, a NA3 from Iwo Jima and a BB3 from Tokyo. These two units will not participate in Combat Round 1.

This Battle of Saipan, unlike the historical battle fought in Jun44, is unlikely to be a "Turkey Shoot" for the American forces. When enemy forces are nearby, and cannot be pinned, it may be wiser to play second to avoid battle reinforcements.

## Hex Control

Hex control affects Strategic Movement, Production, Supply, and Victory. Each hex is either Friendly, Neutral, or Enemy controlled.

Captured bases revert to enemy control if you vacate that hex. In short, enemy bases must always be garrisoned with at least one unit (any type) to remain under your control.

Naval units can Blockade (5.7) a Ground/Air unit if there are no enemy Naval units present.

## Zones of Control (ZOCs)

Many games allow units to control adjacent hexes; ZOCs do not exist in this game.

## Vacant Bases

Vacant bases are not neutral; they are **friendly** to their original owner. A sea invasion (5.8) is required to capture a **vacant** enemy base. Blockades of vacant **enemy** bases make the **sea friendly**, allowing sea supply and naval movement into or through that hex by the **blockading** player.

## Pinning Example

Two units attack five. At least two defenders are pinned, but up to three (defender choice) may move. Unpinned units can Rebase or move Strategically, and can, with an Operation Move, attack another hex. Unpinned units that leave a battle hex, can be replaced with other units moving Operationally.

## Stacking Limits

**Minor Base:** 1 Air, 4 Naval, 1 Ground.

**Major Base:** 1 Air, 4 Naval, 2 Ground.

**Sea Hex:** 4 Naval.

**NOTE:** *Marines are naval units at sea.*

## 4.62 Air Stacking

Each base, whether major or minor, can hold **one (1) Air** unit. Stacking for Air Combat is also one (1) unit.

## 4.63 Combat Air Patrol (CAP)

Air units may move to **adjacent**, **friendly** or **neutral** hexes (stacking 1) where they can defend against Player-2 attack and movement, including enemy Retreats or Regroups. CAP units that are **not** involved with combat, land (4.61) at the end of the COMBAT PHASE.

## 4.7 Naval Operations

### 4.71 Naval Movement

Naval units move two (2) hexes. They must **stop** when they enter a **vacant** enemy base, or any enemy-occupied hex. They may **not** traverse an enemy blockade, but **may** enter or traverse a **friendly blockade**.

Coastal or island hexes without a base can be friendly-occupied by naval units.

**SUBMARINES:** *These units may move, retreat, and trace supply through enemy controlled hexes and units.*

### 4.72 Naval Stacking

Naval Stacking is four (4) units in any coastal, island, or sea hex.

## 4.8 Ground Operations

### 4.81 Ground Movement

Armor, Garrisons, Infantry, and SHQs are all ground units. None of them can cross a sea hexside, or stop in sea hexes, except **Infantry** can make a **Sea Invasion** (See 5.8). Ground units must always end their turn in a base. Ground unit stacking is one (1) unit in a minor base, and two (2) units in a major base.

**PRA/NRA:** *A Chinese PRA (Peoples Republican Army) unit may not share the same base as a NRA (National Republican Army) unit. They can combine for attacks, but must Retreat or Regroup to separate bases after a battle.*

### 4.82 Marine Movement

Marines are naval units at sea, but ground units ashore. At sea they are subject to naval stacking, and to ground stacking when ashore. They move two (2) hexes at sea, but only one (1) hex ashore. Japanese Marines conduct a Sea Invasion (5.8) under command of the **IJN** SHQ. U.S. Marines are commanded by their current Allied theater SHQ.

## 5.0 COMBAT

**Both** players must complete their respective MOVEMENT PHASES before starting the COMBAT PHASE.

### 5.1 Battle Hexes

Battles occur when either player moves units into an **enemy-controlled** hex. Battles in several hexes are resolved in a sequence chosen by **Player 1**. Combat in one battle must be resolved before proceeding to the next. Units are not revealed until their battle is fought.

### 5.11 Combat Stacking

In battle hexes stacking limits apply to **each** player. Both players in a coastal major base battle could have 1 Air, 4 Naval, and 2 Ground.

**NOTE:** *Carriers count towards naval stacking. Marine units and Infantry conducting Sea Invasions count as naval units until they land, then they count toward ground stacking.*

### 5.2 Combat Rounds

Battles are fought for a **maximum** of three (3) combat rounds. A Combat Round involves firing **or** retreating **each** unit in a battle hex in their Combat Sequence. After each unit has fired **once**, repeat the Combat Sequence for the 2nd and 3rd rounds as necessary. If the attacking units do not defeat the defending forces by the end of the 3rd round, they must retreat, except naval units can **Blockade** (5.7).

### 5.21 Combat Turns

Per combat round, each unit has a battle turn in A, B, C, D, E order with Defender going **first** if the same letter. Each unit may **fire** or **retreat**. See sidebar (page 7) for example of combat turns.

### 5.3 Firing Units

To fire a unit, roll dice equal to its current strength (3-step unit rolls 3 dice). A hit is scored for **each** die roll **equal to or lower** than the unit's Firepower.

### 5.31 Combat Strength

The current strength of a unit is the number of pips on the **top** edge of the label from the owner's point of view.

### 5.32 Firepower

Units can be rated for "A" (Air), "N" (Naval), and "G" (Ground) firepowers:

**A1/N1/G1:** 1's are hits

**A2/N2/G2:** 1's & 2's are hits

**A3/N3/G3:** 1's, 2's & 3's are hits

## Battle Stacking

In battles both players can have the maximum stacking for that hex. Resolve large battles offmap as needed, but mark the location of the battle hex.

### Player-2 Battles

When Player-2 adds new units to a battle, these reinforcements do not fire or take hits in Combat Round 1. Reinforcements arrive as defenders unless hex control of the battle changes in round 1.

When a **vacant** base is **invaded** by Player-1, hex control may change (Player-1 choice) when the invading unit(s) land. Player-2 reinforcements to this hex will arrive in Round 2. If these reinforcements are naval units, a ground unit that lands may find itself blockaded.

When Player-2 starts a **new** battle, a normal three (3) round battle is fought.

### Battle Defender

The defender in any battle is normally the player who **controlled** the hex at the **beginning** of the Battle. However, hex control changes if all defenders retreat or are eliminated in the first combat round, or a vacant enemy base is invaded. Player-2 battle reinforcements (if any) arrive on round 2 as attackers.

If the Attacker is conducting a Sea Invasion, enemy naval reinforcements that arrive round 2 could prevent a landing unless already done.

### Army Sizes

Each infantry unit represents a Japanese Army or an Allied Corps, but in both cases each step is a division. The Japanese have 2-step Garrisons and Marines. The USA have 3-step Marines which had attached air.

### Fire Example

To fire an Infantry 3, roll 3 dice. If the target is enemy "Ground", Infantry rated **G2** score hits on rolls of "1" or "2". Other numbers are misses.

### Excess Hits

Because excess hits on a target group are wasted, units should be fired individually.

## 5.4 Target Groups

Enemy units cannot be targeted individually. Firing is done at a *declared* target group. There are three target groups: Air, Naval, or Ground units. A single unit can never *divide* its fire between two or more target groups.

### 5.41 Target Declarations

Most units can fire at different target groups each round. Hence, *Naval Air* can fire at *Air units (A2)*, or at *Naval units (N3)*, or at *Ground units (G1)*.

Units must declare their target group before firing, and this can change from unit to unit and round to round. If no declaration is made, the target group is assumed to be their own type, meaning an Air unit targets enemy Air units (if present) unless it declares otherwise.

### 5.42 Air to Surface combat

Air units use their “**G**” firepower to attack Ground units, or their “**N**” firepower to attack Naval units. Air to Surface combat may occur even when enemy Air units are present.

### 5.43 Surface to Air (Flak)

Naval and Ground units use their Air Firepower to “flak” air units, but **only** if their target group has been attacked from the air in that *combat round*. That is, if enemy air fires on naval targets, then naval flak is allowed - otherwise not.

**EXCEPTION: U.S. Marines and Carriers** have attached aircraft, not just AA guns. They can fire on any target type even if not attacked by that type.

### 5.44 Shore Bombardment

Naval units use their “**G**” firepower (if any) to attack Ground units in the same battle hex. Shore Bombardment cannot be done if enemy naval units are present at the instant of fire.

**Ground** units may only fire at naval units if they have been shelled by naval units in the **same** combat round.

### 5.45 Hit Allocation

Hits are distributed among all units of the target group, **strongest** units first. Hence, if firing against Naval units, hits are distributed among all enemy Naval units. When two or more target units share the highest strength, the owner chooses which to reduce. Excess hits on a *target group* are wasted.

Infantry and Marine units cannot be **eliminated** by Air or Naval fire. They can

be reduced to Step-1, but are immune to further loss except from Ground units.

**EXCEPTION: Infantry and Marines in a pending invasion, and marines at sea, are naval targets. They can be eliminated by Air or Naval fire.**

### 5.46 Double Defense (D2)

Ground units have D2 defending **Jungle** or **Mountain** terrain, or any **major base**. Units with D2 lose one step for every two (2) hits from attacking forces. Record one hit with a one eighth rotation, but firepower is not affected until the second hit is taken. A unit with a “half-hit” must take the next hit received by that target type. Half-hits are recovered when a battle ends, but completed if the affected unit retreats.

## 5.5 Retreats

Units can retreat (instead of firing) in any Combat Round. Hexside Limits apply to **each** Combat Round which allows a gradual retreat. After the 3rd Combat Round, the battle ends with the following procedure:

1. Attacking Ground units Retreat from Defending Ground units.
2. Attacking Air units Retreat from any Defending units.
3. Attacking Naval units Retreat from enemy Naval units, but may Blockade (5.7) defending Air or Ground units.

Retreating units **must obey** Stacking and Hexside Limits. Units that cannot retreat when required are **eliminated**.

### 5.51 Retreat Hexes

Units can retreat up to their normal **Operation** range.

Air/Ground units must retreat to **friendly** bases.

Naval units (and Marines at sea) may retreat to friendly or neutral hexes, including friendly Blockade hexes.

See 5.8 for Invasion retreats.

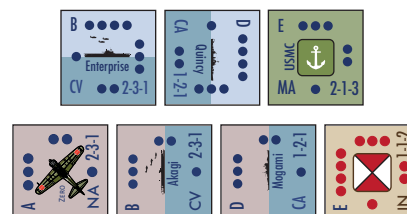
## 5.6 Regrouping

When a battle ends, the **Victor** may **Regroup**, meaning (at the instant of victory) **move any/all** units from the victory hex to a **friendly** or **neutral** hex within **Operation** range. All move and stacking limits apply. Units cannot Regroup by Sea unless they attacked by Sea Invasion.

## COMBAT EXAMPLE

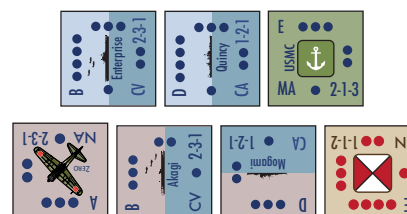
In the Guadalcanal hex, three American units are defending: CV2, CA3, and MA1. Four Japanese units are invading from Rabaul: NA2, CV2, CA2, and IN3.

The diagram below shows unit strengths at the start of the battle. Note that the units are shown with their **current** strengths oriented towards the enemy units.



**Round 1:** Japanese NA2 fires at naval targets and scores one hit which must be applied to the CA3 (largest naval unit) reducing it to CA2. American CV2 now fires (N3) and scores one hit, taken on the IN3 (highest strength unit) which is a **naval** unit until it lands. The Japanese Carrier fires and scores a hit which can be taken on the CV2 or CA2, most likely the latter. American CA1 fires at **naval** targets but misses. Japanese CA2 fires, reducing American CV2 to CV1.

US Marine cannot use its G firepower (no ground target ashore) but can unlike Infantry use its attached Air to fire on Japanese air (A2) or naval. (N1). It fires at the Japanese air and scores 1 hit. Japanese Infantry cannot land since enemy naval units are still present.



**Round 2:** Japanese NA1 fires and scores one hit, eliminating the CA1. The American CV1 chooses to retreat from the hex. Japanese CV2 and CA1 cannot fire on Marine at Step-1. Japanese Infantry can now land. American MA1 fires (G3) but misses. Japanese IN2 fires (G2) and scores one hit which is applied as a **half-hit** to the marine.

**Round 3:** Japanese Air/Naval cannot fire. American MA1 fires and scores a hit, taken on the IN2. Japanese IN1 fires but misses.

This ends the battle. American Marine survives with a half-hit; Japanese IN1 must retreat and returns to Rabaul. NA2 and CV2 also retreat to Rabaul. Japanese CA1 remains on blockade (face-up) in the Guadalcanal hex.

Marine **half-hit** is restored to MA1. Although unsupplied, the MA1 last step is immune to supply attrition, but it cannot be built-up because of the blockade.



## 5.7 Blockades

Attacking naval units can declare a naval *Blockade* of an enemy base (instead of retreating) provided no enemy **Naval** units are present to contest the hex. **Vacant** enemy bases can also be blockaded to give friendly sea control. One blockading unit must remain face-up.

**5.71** A *Blockaded* player controls the land area of a hex. Blockaded **ground** units can enter or leave the hex by ground movement, and enemy **air** units can land in a blockaded hex.

**5.72** *Blockading* units have Sea Control. This means that enemy sea movement and Sea Supply **through** that hex are prohibited. Conversely, friendly naval movement and supply into/through a blockaded hex is allowed. *Unsupplied* units cannot initiate or maintain a Blockade.

**5.73** Units dependent on a base for supply become unsupplied if that base is blockaded. The effect can be deadly! Blockaded units avoid supply attrition if they have a Rail Supply line.

**5.74** Production and Victory Points in a blockaded base require Rail Supply to be counted.

**5.75** Air and Ground units can Move, Retreat, or Regroup to a friendly base under enemy blockade.

**5.76** Naval units can Move, Retreat, or Regroup to a hex blockaded by their own units. They cannot Retreat or Regroup to an enemy blockade hex.

**5.77** Combat is not mandatory in Blockade Hexes, unless the blockaded player moves a naval unit into the hex. Every COMBAT PHASE either player may initiate normal combat with the units present and/or with new units added. Blockading units pin an equal number of defending units. Blockading units are always the **defender** for **naval** battles, but are attacking units for air and ground combat.

**5.78** Blockades can be **maintained** but not established during Monsoon, North Pacific winter, or Typhoon hexes.

**5.79** The blockading player can end a blockade simply by moving his units away during the MOVEMENT PHASE. If supply is cut to blockading units, they take a one (1) step loss in the LOGISTICS PHASE as normal, but must then immediately **retreat** to a friendly or neutral adjacent hex.

## 5.8 Sea Invasions

Sea Invasions are attacks by Marines or Infantry into an enemy base via a sea hexside. They cost **2SM** per ground unit if a base is defended, or **1SM** if **vacant**. Invasion range is **two (2)** hexes. Two units may invade if **4SM** are spent to invade, or **2SM** for a vacant base. Invasions are **declared** by turning one (1) invading unit **face-up**. Any enemy unit opposes an invasion, requiring **2SM** to invade.

Invading ground units **retreat** through friendly or neutral hexes to any friendly base within two (2) hexes, subject to stacking. Retreat to an adjacent friendly base via a land hexside is allowed. Units that cannot retreat are eliminated.

Invading Marine and Naval units can **also** retreat to any friendly or vacant sea, island, or coastal hex.

Invading units **cannot** land until **all enemy Naval units** in the battle hex have retreated or been eliminated. Invading units may then move ashore in a **landing phase** which occurs **before** any Ground units fire. Invading units may postpone a landing until the landing phase of rounds 2 or 3.

Invading units fire in the same round they land; defending ground units with the same Combat Turn fire first.

**IMPORTANT:** *Marines and Infantry conducting Sea Invasions count toward stacking as naval units until they land, then they count toward Ground stacking.*

## 5.9 Raids

Raids cost **1SM per unit**.

A raiding unit moves up to **double** range, then fires **first** on **any target** unit of the **same or lower** Combat Turn. The target returns fire (if it survives) and the raider then retreats **immediately**. Raids are resolved in the Combat Phase normally.

Raids **cannot** be used by **either** player to support or **reinforce** a battle.

Raiding units cannot move over or through enemy units or **vacant** enemy bases, **except** for submarines.

A Raid cannot be a Sea Invasion.

Raiding units must retreat to their **starting** hex. If that hex is now enemy controlled, or fully stacked, move raiding units directly to the nearest friendly base with a 1-Step loss.

Regrouping after a Raid is prohibited.

## Blockades

Blockade hexes are unique; one player controls the land, one the water. The player controlling the land has ultimate control of the hex, but the blockading player interdicts all enemy Sea Movement and Sea Supply.

Since control of the *land* does not change with a blockade, the blockaded player can land aircraft in such hexes. However, these Air units, unless they have Rail Supply, will be unsupplied and subject to supply attrition.

Blockades can be deadly because they may isolate a major base and thereby collapse a Supply Chain. An entire fleet may find itself unsupplied because one enemy cruiser blockades a major base some distance away. An *unsupplied* naval unit cannot initiate or maintain a blockade.

Submarines are particularly deadly on blockade because they can move and trace supply through an enemy controlled hex.

## Invasion Timing

Units invading a **vacant** enemy base are still creating a battle. They cannot land and take control of the base until the COMBAT PHASE. Therefore, players cannot move units strategically to this base until the following turn.

If Player-2 responds to an invasion battle, the reinforcement does not arrive until round 2 as normal. An invading unit that lands in round 1 can be blockaded by a Player-2 reinforcement if naval control changes during rounds 2 or 3. The invader might prefer to retreat in round 1 instead of landing and being blockaded.

Invading ground units **land** between the last naval unit to fire, and the first ground unit to fire. The invading player **may** delay a landing until the 2nd or 3rd Combat Round. Once a landing is made, ground combat proceeds normally.

## Raids

Raids allow a long-range attack for one combat round. The **target** unit chosen must have an equal or lower combat turn, meaning a BB cannot raid a CV, but a CV can raid a BB. Hence, raids are most effective with higher rated units like aircraft, submarines, and carriers. They can be used to bomb Japan from Saipan, or mount a Japanese Carrier Raid on Ceylon.



## 6.0 WEATHER

### 6.1 Monsoons

Monsoon weather affects the **JUN** turn in all hexes with **Jungle** terrain. Operation movement is not affected, but **ground** combat lasts only **one (1) combat round**. Raids and SMs in/out of Monsoon hexes are **prohibited**. Sea Invasions into Monsoon hexes are allowed, but they only last **two** rounds.

### 6.2 North Pacific

The region north of the blue dashed line is notorious for storms in winter and dense fogs in late spring. In **DEC** and **MAR** turns, units can enter, leave, or move normally within the zone, but cannot engage in combat. Raids, Sea Invasions, and Strategic Movement in/out of the zone are prohibited. **Major** bases cannot be **built** in this zone.

### 6.3 Typhoons



There are six typhoon hexes marked on the map. During each **SEP** game turn Player-2 rolls one die. The number rolled indicates the center of a particularly destructive typhoon. All units in the Typhoon hex and in **each adjacent hex** are affected by the storm. Units cannot move into, through, or leave the zone. In the LOGISTICS PHASE, units in a typhoon zone cannot receive replacements.

## 7.0 LOGISTICS

Each Game Turn ends with a LOGISTICS PHASE during which Supply and Replacements are determined.

### 7.1 Supply

The supply of all units is determined during the LOGISTICS PHASE. Unsupplied units cannot build steps this phase and are subject to **one (1) step loss**, except All **ground** units at step-1 are immune to supply attrition.

**IMPORTANT:** *Unsupplied naval units do not cut enemy supply lines.*

#### 7.11 Supply Lines

Units are supplied when they can trace 1 or 2 friendly or neutral Sea or Rail hexes to a supplied MAJOR base. That base must then trace to a **Home** base (see: 2.23) via a Supply Line.

A Supply Line is a chain of friendly major bases, each no more than **three (3)** hexes apart, via friendly or neutral hexes,

and terminating in a friendly **Home Base**. Supply lines can be Rail and Sea hexes and these may be combined.

**IMPORTANT:** *Supply can be traced through vacant or occupied enemy bases that are friendly blockaded.*

#### 7.12 China Supply

Chinese units are always in supply in **all** bases within China. If located outside China, they need a sea or rail supply line to a **friendly** Chinese **major** base.

#### 7.13 British Supply

British, ANZAC, and Indian units trace supply to South Africa via *Batavia, Bombay, Columbo, Melbourne, or Perth*.

#### 7.14 American Supply

American units trace supply to any U.S. Home Base via *Hawaii*, or to Panama via *Samoa, or Tahiti*.

#### 7.15 Allied Cross-Supply

Allied bases and units can trace supply to **either** *Panama* or *South Africa*. British units can trace to *Panama* to avoid attrition, but rebuilding costs are doubled. The same applies to USA units tracing to South Africa.

## 7.2 Replacements

After the supply and attrition of units is determined, players simultaneously deploy replacements. **Unsupplied units cannot receive replacements.**

#### 7.21 Production Points (PP)

Both players have a number of Production Points (PPs) that vary with control of economic centers on the map. Players expend their PPs to build new units or add steps to existing units.

#### 7.22 Economic Centers

The *Japanese* begin the game (Dec 41) with economic centers worth 14PP while the *Allies* have 46PP. **Captured** bases **do** count toward PP totals but they must be garrisoned or control reverts back to the **original** owner (Dutch PPs are British). Japanese PPs captured by the Allies are added to the **controlling** USA or British totals.

Economic Centers must be in **supply** to provide PPs. They must be able to trace one or two hexes to a **supplied major base** and then have a valid Supply Line (7.11) back to a Home base (cross-supply 7.15 OK). Blockaded bases provide no PPs unless they have Rail Supply.

## TYPHOONS

Named from the Chinese *tai-fung*, meaning "great wind", typhoons are the Pacific equivalent of hurricanes. Wind speeds can exceed 150 knots. There are typically 12-18 typhoons every season, some worse than others, but all bad for local shipping. A major storm 300 miles east of the Philippines sank three US destroyers in Dec/44, and another in Oct/45 caused great damage to the US fleet moored in Okinawa (where the planned invasion of Japan in Nov/45 would have been assembling had the war not ended in Aug/45).

## SUPPLY CHAINS

A major base must be **supplied** to function as a Supply Source for units, meaning the base can trace an unbroken chain of friendly **major** bases to a Home base. Each link in the supply chain can be no more than three hexes apart (except for the last link to a map box. Example **Allied** supply chains are given.

- [1] **FIJI** – Tahiti – Panama.
- [2] **FIJI** – Samoa – Panama.
- [3] Auckland – Melbourne – South Africa.
- [4] **SAIPAN** – Kwajalein – Hawaii – San Diego.
- [5] **MANILA** – Darwin – New Caledonia – Samoa – Panama.
- [6] **MANILA** – Batavia – South Africa.

**EXAMPLE 1:** if *Samoa* is occupied by the Japanese, and *Tahiti* is also occupied (or **Blockaded**) then supply chains [1] and [2] are cut. Fiji would still be in supply provided it has a supply link to **South Africa** via Auckland and Melbourne.

**EXAMPLE 2:** Supply chain [4] requires that Saipan and Kwajalein, being Japanese bases, remain **occupied** by Allied units. This means **both** land and sea control. A Blockade is not sufficient to establish a supply link, although it is sufficient to break an enemy one.

**EXAMPLE 3:** Supply chains to Panama [5] and South Africa [6] are shown. If the Panama link is cut, Manila can still trace to South Africa via Batavia. Allied units in Manila can still be increased, but at double cost. But if both links are cut, the Manila 1PP cannot be counted by the Allies, nor can any steps be added to their Manila units. Just **blockading** Manila with a Japanese CA1 gets the same result.

## 7.23 Replacement Pool

Units not deployed on the map are built with available PPs during the LOGISTICS PHASE. Keep offboard units **upright** to maintain fog of war for your build choices.

**NOTE:** some units have a year printed in their upper right. These units cannot be built until the appropriate year.

## 7.24 Unit Costs

Each unit has a cost **per step** as noted on the *Unit Data Table*. Units can only be built-up at **friendly** bases.

Base size limits the number of unit **steps** (not PPs) that can be built:

*Panama: 4 steps*  
*South Africa: 3 steps*  
*Major Base: 2 steps*  
*Minor Base: 1 step.*

A **maximum** of two (2) steps can be added to any **one** existing unit. Building a new unit to strength 1 is the **first** step. Unspent PPs are forfeit.

## 7.25 USA Forces

American PPs are spent on supplied American units, except 1PP or 2PP can go to China if **Dhaka** is supplied and Allied. **New** units must be built in their **Home** bases, **except** new **naval** units must be built in **Panama**.

## 7.26 British & Indian Forces

Indian forces are five infantry corps. British PPs are spent on any Indian units, except 1PP can go to China if **Rangoon** is supplied and Allied. **New** Indian units **must** be built at a friendly supplied **major** base in India (including Ceylon). **British** air and naval units must be built in **South Africa**. Steps can be added to **supplied** units elsewhere.

## 7.27 Anzac Forces

British PP are used for supplied ANZAC units. Anzac forces are four (4) infantry corps, one Royal Australian Air Force (RAAF), and one Royal Australian Navy (RAN) cruiser. New ANZAC **infantry** are built at a friendly, supplied **major** base in Australia or New Zealand. The two RAN and RAAF units are built **only** in **South Africa**. Steps can be added to **supplied** units elsewhere.

## 7.28 Chinese Forces

Chinese PPs must be spent on their own units. New units **must** be built at a friendly base in China. Steps can be added to **supplied** units elsewhere.

## 8.0 SCENARIOS

Players have the option to play one of three scenarios:

**1941:** *Rising Sun* 4 hours  
**1942:** *High Noon* 3 hours  
**1943:** *Setting Sun* 2 hours

Each game has the *same* victory conditions, but starts later in the war. Times are for experienced players.

## 8.1 Victory Levels

*Pacific Victory* is played until one player gains a *Decisive Victory*, or until completion of the **Jun/45** Turn. At this time, the **Japanese** player totals Victory Points (VPs) and consults the table below:

JVPs	Victory Level	TPs
25+	Japanese Decisive	3
16–24	Japanese Victory ('45)	2
13–15	Stalemate ('45)	1/1
6–12	Allied Victory ('45)	2
0–5	Allied Decisive	3

Victory Points are equal to **supplied** Production Points.

Tourney Points (TPs) can be used to compare game results.

## 8.11 Decisive Victory

The game ends **immediately** if a player holds a *Decisive Victory* after any Game Turn.

## 8.2 Deploying Units

Each scenario gives the strength and location of starting forces. Place units in the hexes indicated, standing upright at their noted strength. Hence, BB3 is a Battleship at strength 3 and NA2 is a Naval Air at strength 2.

## 8.21 Free Deployment

Free deployment allows players to devise their own unique war-opening strategies and better reflects the fog of war of initial enemy deployments.

- Deploy units per scenario.
- Switch units as desired from base to base, but keep all units at their *current* strength, and maintain the *same total* number of units at each deployment location.

**EXCEPTIONS:** In the 1941 scenario, the Allied player cannot adjust Hawaii forces because anything deployed there would have been sunk or damaged in the Pearl Harbor raid. Similarly, the Japanese Air Fleet in Truk cannot be changed.

## EXAMPLE: Japanese Builds

The Japanese player has 18PP and elects to build two new (\*) units at home, and adds six steps to five existing units:

STEPS	LOCATION	COST
*AF2	KURE (New Unit)	4PP
CA2	SINGAPORE	2PP
IN1	BANGKOK	1PP
SS2	RABAU	4PP
CV1	TRUK	4PP
BB1	TRUK	3PP
<b>TOTAL</b>		<b>18PP</b>

## EXAMPLE: Allied Builds

The Allied player with American 24PP and British 12PP makes the following builds:

STEPS	LOCATION	COST
*CV2	PANAMA (New)	8PP
*CA2	PANAMA (New)	2PP
*AF2	SEATTLE (New)	4PP
SHQ1	HAWAII	2PP
IN1	HAWAII	1PP
IN2	FIJI	2PP
AF2	NEW CALEDONIA	4PP
CHINA	VIA DHAKA	1PP
<b>USA TOTAL</b>		<b>24PP</b>
*BB1	SOUTH AFRICA (Home)	3PP
*IN2	CALCUTTA	2PP
*IN2	COLOMBO	2PP
IN1	RANGOON	1PP
IN2	BRISBANE	2PP
CA2	SYDNEY	2PP
<b>BRITISH TOTAL</b>		<b>12PP</b>

## MERGING UNITS

The option to **merge** units has been deleted from the 2.5 PV rules. The new unit and base building rules replace the need for merging rules.



## 9.0 OPTIONAL RULES

### 9.1 First Air Strike

First air strike against naval units can be determined randomly, modified by Air strength. Both players roll two dice (2d6) and add 1 for each AIR step in the battle hex, including Carriers, but do not include Air or Carrier steps that are battle reinforcements. For example, a player with AF3 and CV2 in a battle rolls 2d6+5. The player with the highest total discovers the enemy fleet first, and gains the advantage of first strike for all units having the same combat turn for the entire battle. That is, if the Attacker wins the Search Roll, attacking "B" units fire before defending "B" units.

**NOTE:** Air Search does not affect the status of Defender in the hex.

### 9.2 ASW

Submarines become their own target group. They can be attacked only by Anti-Submarine Warfare (ASW) combat. Allied naval units (except CV) have ASW firepower of N2 and the Japanese have N1. The firepowers of Air units, Carriers, and Submarines are unchanged.

### 9.3 Banzai

During Ground combat the Japanese player may choose to make a Banzai attack with individual Infantry or Marine units. The unit acquires G3 firepower for one fire against a designated target unit, but is then eliminated unless it eliminates the target unit.

### 9.4 Fanatic Defense

Japanese Infantry or Marines have D2 defending any minor base, but cannot retreat.

### 9.5 Combat Round 4

A fourth Combat Round is played which functions as a pursuit round. In this round the Defender can fire, but the Attacker **must** retreat in the normal combat sequence.

### 9.6 MacArthur's War

The USA must spend at least one third of their PPs in each of CPAC and SWPA. The remaining third can be spent as desired. This often makes for some interesting table politics if the two commands are handled by separate players.

### 9.7 Overruns

Players can **Operationally** move units through **pinned** enemy units.

**EXAMPLE:** *American units occupy Midway, Wake, and Kwajalein. Japanese units occupy Saipan and have two units in the Sea hex between Saipan and Kwajalein. The Allied player moves one naval unit from Midway, and one Air unit from Wake to engage the two Japanese units in the Sea hex. Four naval units may now move from Kwajalein through the Sea hex to attack Saipan.*

### 9.8 China Removed

A shorter game can be played by removing the China theater from play with the following changes:

- [1] China, Tibet, Mongolia, and USSR are out of play, except coastal hexes are **friendly** to Japan and in play for naval units and sea supply.
- [2] Remove all Chinese units.
- [3] Reduce Japanese force pool by 1x AR, 4x IN, 2x GA, and 3x AF.
- [4] JVPs are +5VP to determine victory result on the 8.1 table (reflecting the historical Chinese VP held by Japan).

### 9.9 Variable Ending

By: Fred Bauer

Commanders did not of course know the exact date the Pacific War would end. Starting in the first Game Turn of 1944, the Japanese player rolls one die.

Turn	Result	VP Effect
Mar44	1	-3VP
Jun44	1-2	-2VP
Sep44	1-3	-2VP
Dec44	1-4	-1VP
Mar45	1-5	-1VP
Jun45	No Roll	+0VP

**EXAMPLE:** *If a 1, 2, or 3 is rolled to start Sep44, the game ends immediately. Add 3vp to the Japanese total to determine victory.*

## 10.0 Victory in Europe

**Victory in Europe** and **Pacific Victory** can be played simultaneously. Because of scale differences, transfer of actual units is not practical, but **Production** between the two games can transfer. Transfers apply each Production Turn.

### European War Events

The noted **Victory in Europe** events affect Production Levels in **Pacific Victory**, starting on the next Game Turn.

**Axis Egypt:** British -1PP if Cairo is Axis controlled.

**Axis Mideast Oil:** If IRAQ is Axis controlled, reduce British by 1PP. Increase to 2PP if IRAN also Axis controlled.

**Axis Britain:** If London is Axis controlled, Britain -2PP.

**Italy Surrender:** If the Suez Canal reopens, Britain +1PP.

**Russian Surrender:** Japan +2PP. Harbin treated as Japanese base (occupation not required to maintain control).

**German Surrender:** USA +3PP, Britain +1PP.

**Battle of Atlantic:** Britain -1PP per Axis occupied Convoy Box.

**No-Vichy:** While France survives or if there is no Vichy, Japanese cannot deploy/enter Hanoi or Saigon. Bangkok is in play as normal.

### Pacific War Events

The following events in **Pacific Victory** affect **Victory in Europe**, starting on the next Game Turn.

**Japanese Decisive Victory:** British -2PP and USA -2PP, each Production.

**Allied Decisive Victory:** British +2PP and USA +4PP, each Production.

## JAPAN: 14PP

**Tokyo (4):** IJA4, IN3, AF1, BB3 *Ise*.

**Kure (6):** IJN4, IN2, MA2 *Kure*, NA2, BB3 *Nagato*, BB1 *Yamato*.

**Hakodate (2):** IN1, MA1 *Maizura*.

**Seoul (1):** GA2.

**Harbin (2):** GA2, AF1.

**Peking (2):** IN3, GA2.

**Shanghai (3):** IN3, AR3, AF3.

**Canton (3):** IN3, IN3, AF2.

**Okinawa (1):** GA1.

**Formosa (5):** IN2, IN1, AF2, SS2, CA2.

**Hanoi (3):** IN3, NA3, CA3.

**Saigon (4):** IN2, NA3, BB2 *Fuso*, CA3.

**Bangkok:** IN2, AF2.

**Palau (4):** GA1, MA1 *Sasebo*, CV1 *Soryu*, CA2.

**Truk (6):** IN2, IN1. Airfleet: CV3 *Akagi*, CV3 *Shokaku*, BB2 *Kongo*, CA3. See: Special Rule #1.

**Saipan (2):** GA2, SS3.

**Kwajalein (5):** NA2, MA2 *Yokosuka*, GA1, SS3, CA2.

## Special Rules

### Air Fleet

The game starts assuming the Japanese airstrike on *Pearl Harbor* has occurred. The *Air Fleet* (four units) that made the attack is deployed in **Truk**, but **cannot** move in the opening turn.

### Philippine Army

The IN1 in Manila represents the American-Philippine Army. It cannot be withdrawn from this hex; other units can flee the islands once the war starts. If eliminated, the infantry may be rebuilt in a USA *Home* base and SHQ *MacArthur* in any friendly major base in Australia.

### Surprise Attack

The Japanese player is always Player-1 in the first turn, and the Allies do **NOT** have *Double Defense* for all battles that turn, except for China.

## ALLIES: 46PP

### UNITED STATES: 25PP

**Dutch Harbor (1):** CA2.

**Anchorage (2):** IN1, AF1.

**Seattle (1):** AF2.

**San Francisco (2):** IN2, AF1.

**San Diego (3):** IN1, SS1, CV1 *Lexington*.

**Panama (2):** MA1, BB3 *New Mexico*, CA2.

**Hawaii (5):** SHQ1 *Nimitz*, IN2, BB1 *Tennessee*, AF2, CA3.

**Midway (2):** AF1, SS2.

**Johnston Is. (2):** CV2 *Enterprise*, CA4.

**Samoa (1):** CA1.

**Manila (4):** SHQ1 *MacArthur*, IN1, AF2, SS2.

**Davao (1):** CA1.

**Borneo (1):** SS1.

## BRITISH EMPIRE: 17PP

**South Africa (1):** CV1 *Illustrious*.

**Bombay (1):** IN1.

**Columbo (2):** IN1, CA2.

**Calcutta (2):** SHQ1 *Wavell*, IN2.

**Rangoon<sup>1</sup> (1):** IN2.

**Singapore (3):** IN2, RAF1, BB2 *King George V*.

**Sydney (2):** IN2 (ANZ), RAAF1.

**Brisbane (2):** IN1 (ANZ), CA2 RAN.

**Darwin (1):** IN1 (ANZ).

**Port Moresby (1):** IN1 (ANZ).

## CHINA: 4PP\*

**Lanchow (2):** PRA3, PRA2.

**Chungking (4):** SHQ2, IN4, IN4, AF3.

**Kunming (2):** IN3, AF2 *Flying Tigers*.

<sup>1</sup> Britain and the USA may transfer PP to China if **Rangoon** is Allied and supplied. Each 1PP transferred costs 2PP.

**NOTE:** Ship names are *classes*, not individual ships. Cruiser classes are not given starting locations.

1941	JAPAN	ALLIES
SHQ	2/8s	4/5s
NA	4/10s	•
AF	6/11s	10/16s
CV	3/7s	3/4s
SS	3/8s	4/6s
BB	5/11s	3/6s
CA	6/15s	8/17s
AR	1/3s	•
MA	4/6s	1/1s
IN	14/31s	19/36s
GA	7/11s	•
<b>TOTAL</b>	<b>55/121s</b>	<b>52/91s</b>

## OPTIONAL DEPLOYMENTS

### Pearl Harbor Airstrike

Pearl Harbor is a difficult event to simulate in a grand strategic game. It can be replayed before the game begins as a surprise RAID (5.9) by two Japanese carriers against a defending Pearl Harbor force of AF3, SS2, BB4, BB4, CA3, and IN2:

- Japanese carriers (CV3, CV3) fire **first** at N3 with double dice (12) to reflect surprise. Losses are applied to targeted BBs.
- Surviving US BBs are the **only** Allied units that can fire, doing so with their "Air" firepower. Hits are applied only to Japanese CVs (representing lost aircraft).
- There is only one combat round. The Japanese Air Fleet then retires to **Truk** and cannot move on Dec/41 turn.

### Star-Spangled Singapore

During Lend-Lease negotiations in 1940 Churchill offered Singapore as a base to the US Pacific Fleet. The offer was intended to discourage Japanese aggression or, if that failed, to ensure America would be directly involved in the war. The offer, although attractive, was rejected because it might embroil America in colonial politics. However, on the assumption that the offer is accepted, the American player may deploy up to three naval units at Singapore. One of these can be BB4 *Tennessee* from Hawaii since it and other BBs would have escaped the Pearl Harbor attack.



## JAPAN: 21PP

**Tokyo (7):** IJA4, IN3, AF2,  
BB3 *Ise*, BB3 *Nagato*, BB1 *Yamato*, CA3.

**Kure (6):** IJN4, IN2, NA2, CV3 *Akagi*,  
CV1 *Shokaku*, BB2 *Kongo*, CA2.

**Hakodate (1):** IN1.

**Seoul (1):** GA2.

**Harbin (2):** GA2, AF2.

**Peking (2):** IN3, GA2.

**Shanghai (3):** IN4, AR3, AF3.

**Canton (3):** IN4, IN3, AF2.

**Kuriles (3):** MA1 *Maizura*,  
CV1 *Hiyo*, CA2.

**Okinawa (1):** GA1.

**Formosa (1):** IN2.

**Manila (2):** IN2, AF2.

**Davao (2):** CV2 *Soryu*, NA2.

**Palau (1):** GA1.

**Hanoi (1):** IN3.

**Bangkok (1):** AF3.

**Rangoon<sup>1</sup> (1):** IN2.

**Andamans (1):** BB2 *Fuso* (blockade).

**Singapore (1):** GA1.

**Palembang (1):** MA1 *Sasebo*.

**Batavia (1):** IN2.

**Borneo (1):** IN2.

**Timor (1):** CA2 (blockade).

**Manokwari (1):** CA3 (blockade).

**Hollandia (1):** SS2.

**Lae (1):** MA2 *Kure*.

**Rabaul (5):** IN2, NA2, SS2, CA3,  
Major Base.

**Saipan (2):** GA2, SS3.

**Guam (1):** GA1.

**Truk (2):** GA1.

**Kwajalein (3):** GA1, NA2, SS3.

**Wake (1):** MA2 *Yokosuka*.

<sup>1</sup> British may **not** transfer PP to China because *Rangoon* is Japanese.

## ALLIES: 35PP

### UNITED STATES: 24PP

**Anchorage (2):** IN2, AF2.

**Dutch Harbor (1):** CA2.

**Seattle (3):** AF1, BB2 *Tennessee*, CA2.

**San Francisco (1):** IN1

**San Diego (2):** CV2 *Lexington*, CA2.

**Panama (2):** MA1, BB2 *South Dakota*.

**Hawaii (6):** SHQ3 *Nimitz*, IN3, AF3,  
BB3 *New Mexico*, CV3 *Enterprise*, CA4.

**Midway (2):** AF1, SS3.

**Samoa (1):** IN1.

**Fiji (2):** MA1, CA2.

**New Hebrides (1):** AF1.

**New Caledonia (2):** IN1, CA3.

**Brisbane (4):** SHQ2 *MacArthur*,  
IN2, IN1 (ANZ), SS1.

**Townsville (1):** AF1.

**Perth (1):** SS2.

### BRITISH EMPIRE: 11PP

**South Africa (2):** CV1 *Illustrious*,  
BB1 *King George V*.

**Bombay (1):** IN2.

**Columbo (2):** IN3, CA3 *Swiftsure*

**Madras (2):** IN1, RAF2.

**Calcutta (2):** SHQ3 *Wavell*, IN3.

**Dhaka<sup>2</sup> (1):** IN2.

**Darwin (1):** IN2 (ANZ).

**Sydney (3):** IN2 (ANZ), RAAF2,  
CA2 (RAN).

**Port Moresby (1):** IN2 (ANZ).

### CHINA: 4PP\*

**Lanchow (2):** PRA3, PRA2.

**Chungking (4):** SHQ2, IN3, IN3, AF3.

**Kunming (2):** IN3, AF2 *Flying Tigers*.

**Chengdu (2):** IN2.

<sup>2</sup> USA may **transfer** PP to China if *Dhaka* is Allied and supplied.  
Each 1PP transferred costs 2PP.

1942	JAPAN	ALLIES
SHQ	2/8s	4/10s
NA	4/8s	•
AF	6/14s	10/18s
CV	4/7s	3/6s
SS	4/10s	3/6s
BB	5/11s	4/8s
CA	6/15s	8/20s
AR	1/3s	•
MA	4/6s	2/2s
IN	14/35s	21/44s
GA	10/14s	•
<b>TOTAL</b>	<b>60/131s</b>	<b>55/114s</b>

## Allied Commands

The Pacific is divided into two USA commands: CPAC (Central Pacific Area) commanded by Admiral *Nimitz*, and SWPA (Southwest Pacific Area) commanded by General *MacArthur*.

Britain's General *Wavell* commanded SEAC (South East Asia Command) covering India, Burma, Siam, and Malaya. *Mountbatten* replaced *Wavell* in October 1943.

Allied SHQs command **all** units in their theater. Hence, if naval units move into SWPA from CPAC, they are commanded by *MacArthur*.

## JAPAN: 21PP

**Tokyo (5):** IJA3, AF2, IN3,  
BB2 *Yamato*, CA2.

**Hakodate (1):** GA1.

**Kure (6):** IJN2, GA2, CV2 *Hiyo*,  
BB3 *Ise*, BB1 *Nagato*, CA3.

**Seoul (1)** GA2.

**Harbin (2)** GA2, AF2.

**Peking (2)** IN3, GA2.

**Shanghai (3)** IN3, AR2, AF3.

**Canton (3)** IN3, IN3, AF2.

**Hanoi (1):** IN3.

**Kuriles (1):** GA1.

**Okinawa (1):** GA1.

**Formosa (1):** IN2.

**Manila (1):** IN2.

**Davao (1):** IN1.

**Rangoon<sup>1</sup> (1):** IN3.

**Bangkok (1):** AF2.

**Singapore (4):** IN2, CV2 *Soryu*,  
BB2 *Fuso*, CA2.

**Andamans (1):** GA1.

**Palembang (1):** GA1.

**Batavia (1):** GA2.

**Borneo (1):** GA1.

**Timor (1):** NA2.

**Manokwari (1):** IN2.

**Hollandia (1):** AF2.

**Lae (1):** IN3.

**Rabaul (5):** IN4, NA3, SS2, CA2, Major  
Base.

**Guam (1):** MA2 *Kure*.

**Saipan (1):** GA2, SS1.

**Wake (2):** MA2 *Yokosuka*, SS2.

**Truk (4):** IN3, NA3, BB1 *Kongo*, CA2.

**Kwajalein (4):** MA1 *Maizura*, NA2, CA2,  
SS2.

**Tarawa (1):** MA1 *Sasebo*.

<sup>1</sup> British may **not** transfer PP to China  
because *Rangoon* is Japanese.

## ALLIES: 35PP

### UNITED STATES: 24PP

**Anchorage (1):** AF2.

**Dutch Harbor (1):** CA2.

**Attu (2):** IN2, CA2.

**Seattle (2):** AF2, BB3 *Tennessee*.

**San Francisco (1):** IN2.

**San Diego (2):** CV2 *Lexington*, CA2.

**Panama (4):** CV2 *Essex*,  
CV1 *Hornet*, BB1 *Iowa*, CA3.

**Hawaii (7):** SHQ4 *Nimitz*, IN3, AF2, CV2  
*Enterprise*, BB2 *New Mexico*, CA3, SS3.

**Midway (1):** SS3.

**Samoa (1):** MA2.

**Fiji (1):** MA2.

**New Hebrides (1):** AF3.

**New Caledonia (3):** IN1, CA3,  
BB2 *South Dakota*.

**Guadalcanal (1):** IN2.

**Brisbane (2):** IN2 (ANZ), SS2.

**Port Moresby (4):** SHQ3 *MacArthur*, IN3  
(ANZ), IN2, AF3.

**Perth (1):** SS3.

### British Empire: 11PP

**South Africa (3):** CV2 *Illustrious*,  
BB3 *King George V*, CA3.

**Bombay (1):** IN1.

**Columbo (2):** IN1, RAF2.

**Madras (1):** IN2.

**Calcutta (2):** SHQ2 *Wavell*, IN3.

**Dhaka<sup>2</sup> (1):** IN3

**Darwin (2):** IN1 (ANZ), RAAF2.

**Sydney (1):** CA1 (RAN).

### CHINA: 4PP\*

**Lanchow (2):** PRA3, PRA2.

**Chungking (4):** SHQ2, IN3, IN3, AF2.

**Kunming (2):** IN3, AF2 *Flying Tigers*.

**Chengdu (2):** IN2.

<sup>2</sup> USA may **transfer** PP to China if *Dhaka*  
is Allied and supplied.  
Each 1PP transferred costs 2PP.

1943	JAPAN	ALLIES
SHQ	2/5s	4/11s
NA	4/10s	•
AF	6/13s	9/20s
CV	2/4s	5/9s
SS	4/7s	4/11s
BB	5/9s	5/11s
CA	6/13s	8/19s
AR	1/2s	•
MA	4/6s	2/4s
IN	15/40s	20/44s
GA	12/18s	•
<b>TOTAL</b>	<b>61/127s</b>	<b>57/129s</b>

## SPECIAL RULES

### Allied Submarines

Beginning in SEP/43, all Allied  
submarines have N2 firepower to reflect  
their improved torpedoes.

### Kamikaze

Starting this scenario the Japanese player  
has the option to declare, at the start of  
any battle, that one or more **Naval Air**  
unit(s) in this battle will be *Kamikaze*.  
Each *Kamikaze* has **N4** firepower and  
**targets** one (1) Allied naval **unit**, fires,  
then self destructs. **All** hits apply to the  
target unit; surplus hits are forfeit. The  
decision to become *Kamikaze* cannot be  
changed. *Kamikaze* units can never be  
rebuilt.



## Air Units, 3.1

AF: Army Air, 3.12  
 NA: Naval Air, 3.11  
 Air Movement, 4.61,  
 Air Stacking, 4.62  
 Air Combat, 5.42  
 Combat Air Patrol (CAP), 4.63

## ANZAC:

**Australia & New Zealand**  
 Anzac Replacements, 7.27

## AR: Armor, 3.32

## ASW, 9.2

## Banzai, 9.3

## Bases, 2.2

Base Control, 4.41  
 Building Major Bases, 3.34  
 Home Bases, 2.23

## Battle Hexes, 5.1

## BB: Battleships, 3.23

Shore Bombardment, 5.44

## British Forces, 7.26

## CA: Cruisers, 3.24

Shore Bombardment, 5.44

## China

Chinese Replacements, 7.28  
 China Removed, 9.8

## Combat, 5.0

Combat Rounds, 5.31, 9.5  
 Combat Stacking, 5.11  
 Combat Turns, 5.21  
 Combat Value (CV), 5.31  
 Double Defense (D2), 5.46  
 Firepower, 5.32  
 Firing Units, 5.3  
 Target Groups, 5.4, 5.41

## Combat Phase, 1.4

## CV: Carriers, 3.21

## Firepower, 5.32

## Flak, 5.43

## GA: Garrisons, 3.32

## Ground Units, 3.3

Movement & Stacking, 4.81

## Headquarters, 3.31

## Hex Control, 4.4

## Hexside Limits, 4.3

## Hits, 5.32, 5.45

## India

India Replacements, 7.26

## IN: Infantry, 3.32

## Initiative, 1.1

## Jungle, 2.1

## Kamikaze, 1943 Scenario

## Logistics, 1.5, 7.0

## MacArthur 9.6, 1941 Scenario

## Map Boxes, 2.3, 7.12

## Marines, 3.33

Movement, 4.82  
 Stacking, 4.82  
 Marine Air, 5.43  
 Sea Invasions, 5.8

## Monsoons, 6.1

## Movement, 4.0

Air Movement, 4.6  
 Ground Movement, 4.7  
 Naval Movement, 4.7  
 Strategic Movement, 4.12

## Naval Units, 3.2

Blockade, 5.7  
 Movement & Stacking, 4.7

## Neutral Hexes, 4.4

## North Pacific, 6.2

## Overruns, 9.7

## Pearl Harbor, 1941 Scenario

## Player-1, 1.2, 1941 Scenario

## Player-2, 1.3

## Production, 7.0

Economic Centers, 7.22  
 PP: Production Points, 7.21  
 Replacements, 7.2  
 Unit Costs, 7.24

## Raids, 5.9

## Rail Lines, 2.4

Rail Supply, 7.13

## Rebase Movement, 4.11

## Retreats, 5.5

## Replacements, 7.2

Replacement Pool, 7.23

## Scenarios, 8.0

Deploying Units, 8.2

## Sea Invasions, 5.8

## Shore Bombardment, 5.44

## SHQ: Strategic HQs, 3.31

Strategic Moves, 4.12  
 Sea Invasions, 5.8  
 Raids, 5.9

## SM: Strategic Movement, 4.12

## Stacking Limits, 4.2

## SS: Submarines, 3.22,

ASW Combat, 9.2  
 US Torpedoes (1943 Scenario)

## Supply, 7.1

Allied Supply, 7.15  
 Cross-Supply, 2.3, 7.15  
 Supply Sources, 7.11

## Target Groups, 5.4

## Terrain, 2.1

## Typhoons, 6.3

## Unit Costs, 7.24

## Victory Conditions, 8.1, 9.9

## Weather, 6.0

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## SEQUENCE OF PLAY

### [1] Initiative

Determine Initiative with 2d6 roll. Highest total has the option to play first **or** second. Allies win ties.

### [2] Player 1 Move

Make Operation (4.11), or Strategic (4.12) moves as desired. Strategic moves require activation of an SHQ.

### [3] Player 2 Move

Repeat step [2] except **pinned** units **cannot** move. Moves that reinforce a pending battle arrive in Combat Round 2.

### [4] Resolve Combat

Resolve all battles in sequence determined by **Player 1**. See Combat Sequence.

### [5] LOGISTICS (Simultaneous)

- **Determine Supply.** Unsupplied units lose 1 step, **except** ground units at Step-1 are immune to supply attrition.
- **Determine Production (PPs).** American and British PPs are counted and spent separately.
- **New** units are built in **Home Bases**. Steps can only be added to existing units in **supplied** bases. Maximum 1 step per **minor** base, and 2 steps (same or different units) per **major** base.

## STACKING CHART

Base	Air	Naval	Ground <sup>2</sup>
Minor	1	4	1
Major	1	4	2
Sea	1 <sup>1</sup>	4	0 <sup>3</sup>

<sup>1</sup> Air unit flying CAP or attacking.  
<sup>2</sup> SHQs do not count for stacking.  
<sup>3</sup> Marine and infantry units making a *Sea Invasion* count for **naval** stacking and take hits as naval units until they land. Marines **can** remain at sea indefinitely.



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## UNIT DATA

UNIT	MOVE	COMBAT A-N-G	STEP Cost
<b>NA</b> Naval Air	1	2-3-1	3PP
<b>AF</b> Army Air	1	2-2-2	2PP
<b>CV</b> Carrier	2	2-3-1	4PP
<b>SS</b> Submarine	2	0-2-0	2PP
<b>BB</b> Battleship	2	1-3-2	3PP
<b>CA</b> Cruiser	2	1-2-1	1PP
<b>Landing Phase:</b> invader may land if there are no opposing naval units.			
<b>AR Armor</b> (Japan Only)	1	1-1-3	2PP
<b>MA US Marines</b>	2	2-1-3	2PP
<b>MA SNLF</b>	2	1-1-2	2PP
<b>IN Infantry</b>	1	1-1-2	1PP
<b>GA Garrison</b>	1	1-2-1	1PP
<b>SHQ</b> Headquarters	1	Varies	2PP

**NOTE:** Firepowers vary for some units from the values listed above. Check the unit when firing.

